

{channel_f.bin}

CHANNEL F



- ↪ Fairchild F8 17897725MHz
- ↪ 64B RAM / 2KB VRAM
- ↪ 128 x 64px
- ↪ 8 colors
- ↪ 4 channel Stereo
- ↪ output 18V 12VA
- ↪ cart, maxROM 6KB
- ↪ 26 games

{2600.bin}

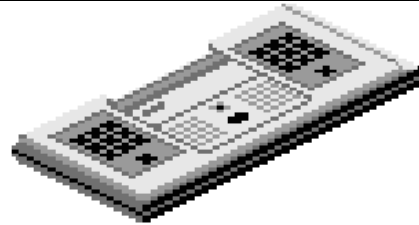
ATARI 2600



- ↪ MOS Technology 6507 1.19MHz
- ↪ TIA 1A 3.58MHz
- ↪ 128B RAM
- ↪ 320 x 200px
- ↪ 16 colors x 8 variations
- ↪ two channels Mono 1 bit
- ↪ output 9V DC, 500mA
- ↪ cart, maxROM 16KB
- ↪ 418 games

{studio2.bin}

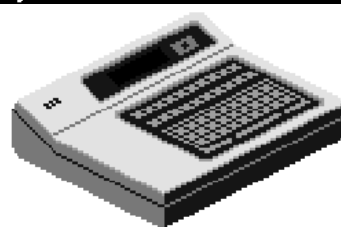
STUDIO II



- ↪ RCA COSMAC 1802 1.78MHz
- ↪ CDP 1861 Video chipset
- ↪ 512B RAM
- ↪ 128x64, 64x64, 64x128px
- ↪ monochrome
- ↪ internal 2KB ROM
- ↪ single channel Buzzer
- ↪ output 9V DC
- ↪ cart, maxROM 1KB
- ↪ 16 games(5 built in)

{odyssey2.bin}

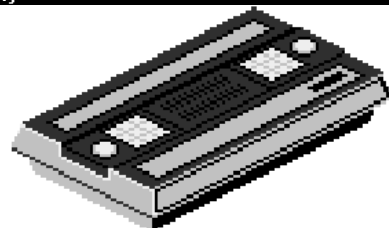
ODYSSEY 2



- ↪ Intel 8048 (8bit) 1.79MHz
- ↪ 64B RAM / 128B VRAM
- ↪ 160 x 200px / 4 sprites
- ↪ 12 colors
- ↪ internal 1024 bytes BIOS ROM
- ↪ 1 channel / Intel 8244/8245
- ↪ output AC 12V, 600mA
- ↪ cart, maxROM 49KB
- ↪ 62 games

{intv.bin}

INTELLIVISION



- ↪ GI CP1610 (16bit) 894.886kHz
- ↪ 1456B RAM
- ↪ 160x96px(160x192)/8 sprites
- ↪ 16 colors
- ↪ internal 7168B ROM
- ↪ GI AY-3-8910 audio
- ↪ 3 channel sound & 1 noise gen
- ↪ output 16.7V AC 1.0A
- ↪ cart, maxROM 16KB
- ↪ 125+ games

{arcadia.bin}

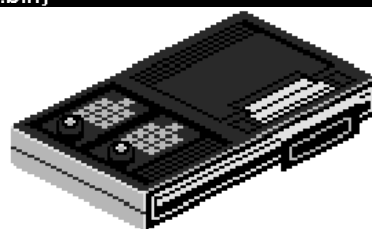
ARCADIA



- ↪ Signetics 2650 (8bit) 3.58MHz
- ↪ Signetics 2637 UV1
- ↪ 512B RAM
- ↪ 208 x 108px / 4 Sprites
- ↪ 8 colors
- ↪ Single channel beep and noise
- ↪ cart, maxROM 1KB
- ↪ 45 games

{colecovision.bin}

COLECOVISION



- ↪ NEC D780C-1 (8bit) 3.58MHz
- ↪ TI TMS9928A VDC
- ↪ 1KB RAM / 16KB VRAM
- ↪ 256 x 192px / 32 Sprites
- ↪ internal 8 KB ROM
- ↪ 16 colors
- ↪ TISN76489AN 3 tonal, 1 noise
- ↪ output+5 9A,-5 1A,+12 .3A, Grnd
- ↪ cart, maxROM 33KB
- ↪ 144 games

{creativision.bin}

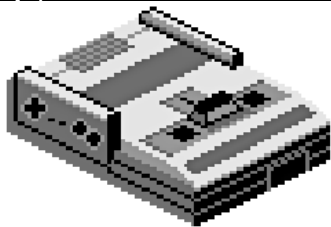
CREATIVISION



- ↪ Rockwell 6502A (8bit) 2MHz
- ↪ TI TMS9928/9929 VDP
- ↪ 1KB RAM / 16KB VRAM
- ↪ 256 x 192px / 32 Sprites
- ↪ internal 2 KB ROM
- ↪ 16 colors
- ↪ TISND76489 3 Tonal, 1 Noise
- ↪ output AC 16V, 250mA
- ↪ cart, maxROM 18KB
- ↪ 17 games

{nes.bin} japan

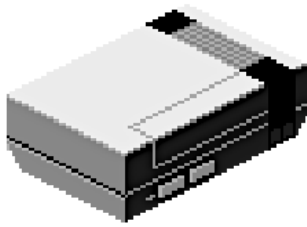
FAMICOM



- ↪ Ricoh 2A03 1.79MHz
- ↪ RP2C02 PPU 5.37MHz
- ↪ 2KB RAM / 2KB VRAM
- ↪ 256 x 240px/max64 sprites
- ↪ 52 colors (25max)
- ↪ PSG Sound 5 channels
- ↪ output DC 9V 1.3a
- ↪ cart, maxROM 786KB(1MB)
- ↪ 1850+ games

{nes.bin} usa

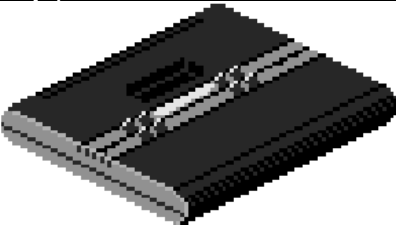
NES



- ↪ Ricoh 2A03 1.79MHz
- ↪ RP2C02 PPU 5.37MHz
- ↪ 2KB RAM / 2KB VRAM
- ↪ 256 x 240px/max64 sprites
- ↪ 52 colors (25max)
- ↪ PSG Sound 5 channels
- ↪ output DC 9V 1.3a
- ↪ cart, maxROM 786KB(1MB)
- ↪ 1850+ games

{2600.bin} japan

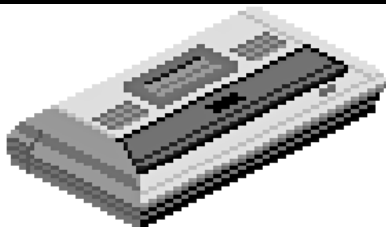
ATARI 2600(J)



- ↪ MOS Technology 6507 1.19MHz
- ↪ TIA 1A 3.58MHz
- ↪ 128B RAM
- ↪ 320 x 200px
- ↪ 16 colors x 8 variations
- ↪ two channels Mono 1 bit
- ↪ output 9V DC, 500mA
- ↪ cart, maxROM 16KB
- ↪ 418 games

{sg1000.bin}

SG-1000



- ↪ NEC 780C 3.58MHz
- ↪ TI TMS9928A VDC
- ↪ 8 KB RAM / 16 KB VRAM
- ↪ 256 x 192px
- ↪ 16 colors/ 32 sprites
- ↪ TI SN76489 4 channels
- ↪ output DC 9V, 7.7W
- ↪ cart, maxROM 49KB
- ↪ 74 games

{sms.bin} japan

SEGA MK3



- ↪ Zilog Z80 (8bit) 3.59MHz
- ↪ TI TMS9928A VDP
- ↪ 8 KB RAM / 16 KB VRAM
- ↪ 256 x 224px/ 16 sprites
- ↪ 64 colors (32 max)
- ↪ TI SN76489 PSG 4 channels
- ↪ Output DC 9V, 1A
- ↪ cart, maxROM 624KB
- ↪ 318 games

{sms.bin} usa

MASTER SYSTEM



- ↪ Zilog Z80 (8bit) 3.59MHz
- ↪ TI TMS9928A VDP
- ↪ 8 KB RAM / 16 KB VRAM
- ↪ 256 x 224px/ 16 sprites
- ↪ 64 colors (32 max)
- ↪ TI SN76489 PSG 4 channels
- ↪ Output DC 9V, 1A
- ↪ cart, maxROM 624KB
- ↪ 318 games

{7800.bin}

ATARI 7800



- ↪ Atari SALLY 8 bit 6502c 1.79MHz
- ↪ Atari MARIA GPU 7.16 MHz
- ↪ 4KB RAM
- ↪ 320 x 240px
- ↪ internal 4KB ROM (BIOS)
- ↪ 256 colors (16 max)
- ↪ TIA chip 2 channel
- ↪ output DC 9V, 1a
- ↪ cart, maxROM 148KB
- ↪ 59 games

{nes.bin} extra

F_DISK SYSTEM



- ↪ FDS
- ↪ 8KB RAM
- ↪ 32KB disk cache
- ↪ Ricoh 2C33 (+1 channel)
- ↪ output DC9V 400ma
- ↪ 6 C batteries (5 months)
- ↪ floppy, maxDISK 112KB
- ↪ 200+ games

{pce.bin}

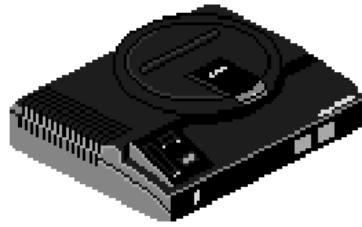
PC-ENGINE



- ↪ Two HuC6280A 1.79 MHz/7.16MHz
- ↪ HuC680 VCE / HuC26270A VDC
- ↪ 8 KB RAM / 64KB VRAM
- ↪ 256 x 224 up to 565 x 242px
- ↪ 512 colors (9 bit), 482 on screen
- ↪ 64 sprites (max)
- ↪ Six PSG audio channels 3.58 MHz
- ↪ output DC 9V, 650 MA
- ↪ HuCard, maxROM 2.6MB
- ↪ 390 games

{genesis.bin} japan

MEGADRIVE



- ↪ Motorola 68000 7.67MHz
- ↪ Zilog Z80, Yamaha YM701 VDP
- ↪ 64KB RAM / 64KB VRAM
- ↪ 256(320)x224(448)px/80sprites
- ↪ internal 2KB ROM (boot)
- ↪ 512 colors (84 on screen)
- ↪ Yamaha YM2612 6 channel FM
- ↪ SN76489 PSG 3 channel, 1 noise
- ↪ cart, maxROM 5.2MB
- ↪ 964 games

{genesis.bin} usa

GENESIS



- ↪ Motorola 68000 7.67MHz
- ↪ Zilog Z80, Yamaha YM701 VDP
- ↪ 64KB RAM / 64KB VRAM
- ↪ 256(320)x224(448)px/80sprites
- ↪ internal 2KB ROM (boot)
- ↪ 512 colors (84 on screen)
- ↪ Yamaha YM2612 6 channel FM
- ↪ SN76489 PSG 3 channel, 1 noise
- ↪ cart, maxROM 5.2MB
- ↪ 964 games

{pcecd.bin} japan

PC-ENGINE CD



- ↪ Two HuC6280A 1.79 MHz/7.16MHz
- ↪ Oki MSM5205 ADPCM
- ↪ 8 KB RAM / 64KB VRAM
- ↪ internal 64KB DRAM
- ↪ 256 x 224 up to 565 x 242px
- ↪ 512 colors (9 bit), 482 on screen
- ↪ 64 sprites (max)
- ↪ Six PSG audio channels 3.58 MHz
- ↪ cd, maxCDROM 571.7MB
- ↪ 423 games

{pce.bin} usa

TURBOGRAFX16



- ↪ Two HuC6280A 1.79 MHz/7.16MHz
- ↪ HuC680 VCE / HuC26270A VDC
- ↪ 8 KB RAM / 64KB VRAM
- ↪ 256 x 224 up to 565 x 242px
- ↪ 512 colors (9 bit), 482 on screen
- ↪ 64 sprites (max)
- ↪ Six PSG audio channels 3.58 MHz
- ↪ output DC 9V, 650 MA
- ↪ HuCard, maxROM 2.6MB
- ↪ 390 games

{pcecd.bin} usa

TURBO_16CD



- ↪ Two HuC6280A 1.79 MHz/7.16MHz
- ↪ Oki MSM5205 ADPCM
- ↪ 8 KB RAM / 64KB VRAM
- ↪ internal 64KB DRAM
- ↪ 256 x 224 up to 565 x 242px
- ↪ 512 colors (9 bit), 482 on screen
- ↪ 64 sprites (max)
- ↪ Six PSG audio channels 3.58 MHz
- ↪ cd, maxCDROM 571.7MB
- ↪ 423 games

{ng.bin}

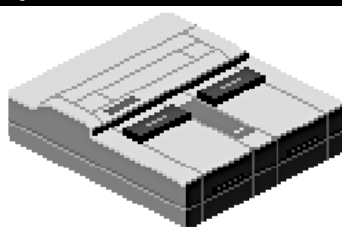
NEOGEO



- ↪ 16 bit Motorola 68000 12 MHz
- ↪ 8 bit Zilog-80A 4MHz
- ↪ 64 KB + 2KB RAM / 68KB VRAM
- ↪ 320 x 224px / 380 sprites
- ↪ 85,536 colors (4096 on screen)
- ↪ Yamaha YM2610 15 channels
- ↪ output DC 9V, 3A
- ↪ cart, maxROM 89.5MB
- ↪ 117 games

{snes.bin} usa

SNES



- ↪ Ricoh 5A22 3.58MHz
- ↪ 16-bi PPU, Sony SPC700
- ↪ 128KB DRAM / 68KB SRAM
- ↪ 512 x 478px (max)
- ↪ 32768 colors (256 on screen)
- ↪ 16-bit ADPCM, 8 channels, 32kHz
- ↪ output DC 10V, 850 mA
- ↪ cart, maxROM 6.3MB
- ↪ 1440+ games

{snes.bin} japan

SUPER FAMICOM



- ↪ Ricoh 5A22 3.58MHz
- ↪ 16-bi PPU, Sony SPC700
- ↪ 128KB DRAM / 68KB SRAM
- ↪ 512 x 478px (max)
- ↪ 32768 colors (256 on screen)
- ↪ 16-bit ADPCM, 8 channels, 32kHz
- ↪ output DC 10V, 850 mA
- ↪ cart, maxROM 6.3MB
- ↪ 1440+ games

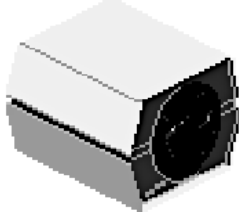
ADVENT_VISION	{avision.bin}  <ul style="list-style-type: none"> Intel 8048 733.33KHz 64B RAM / 1KB EPROM red LED display 150 x 40px 2 colors NS COP411L 52.8 kHz 16 pure tones / 1 sound effects 4 "D" sized batteries 4 games 	TAMAGOTCHI	{tamagotchi_p1.bin}  <ul style="list-style-type: none"> 4 bit CMOS EOC8546 cpu 32.768 kHz clock speed 640x4 words RAM 160x4 words display 119 design variants (vintage) 	
GAMEBOY	{gb.bin}  <ul style="list-style-type: none"> Custom Sharp LR35902 4.19MHz 8KB S-RAM (expandable 32KB) 2.6inch LCD 160 x 144px 4 colors (shades of gray) 2 pulse wave, 1PCM 4-bit wave AA Battery x4 (15hours) DC 6V 0.7W cart. maxROM 1MB 814 games 	WONDERSWAN	{wonderswan.bin}  <ul style="list-style-type: none"> NEC V30 3.072 MHz 128KB RAM 2.49-inch TFT LCD 224 x 144px Monochrome (8 shades) 2 square wave, 1 wave ch.1 noise AA Battery x1 (40 hours) cart. maxROM 8.4MB 467 games 	
GAMATE	{gamate.bin}  <ul style="list-style-type: none"> UMC UA6588F 16KB RAM 2.6-inch LCD 160 x 152px 4 colors (shades of gray) GI AY-38910 3ch.mono 1ch.noise AA Battery x4 DC 6V 300mA cart. maxROM 524KB 70 games 	WONDERSWAN {extra}	{wonderswan.bin} extra  <ul style="list-style-type: none"> SPQY-1002 3.072 MHz 512KB RAM 2.9-inch TFT LCD 224 x 144px 4096 (241 on screen) 2 square wave, 1 wave ch.1 noise AA Battery x1 (20 hours) cart. maxROM 8.4MB 102 games 	
GAME GEAR	{gg.bin}  <ul style="list-style-type: none"> Zilog Z80 3.58MHz 8KB RAM / 16KB VRAM 3.2-inch LCD 160 x 144px 4096 colors, 32 on screen T1 SN76489 PSG battery x6 (5 hours) DC 9V cart. maxROM 1MB 390 games 	GBA	{gba.bin}  <ul style="list-style-type: none"> Sharp ARM7TDMI 16.78 MHz 32KB VRAM / 256KB DRAM 2.9-inch TFT LCD 240 x 160px 32,768 colors (512 on screen) AMP IR3960N dual 8bit DAC AA Battery x2 (15 hours) maxROM 33.6MB 830+ games 	
MEGA DUCK	{mega_duck.bin}  <ul style="list-style-type: none"> MOS Z80 4.19MHz 16 KB RAM 2.7-inch LCD 160 x 144px 4 colors (shades of blue) 2 Tonal, 1 Noise Channel AA Battery x4 (15hours) DC 6V cart. maxROM 131KB 13 games 	POKEMON MINI	{poke_mini.bin}  <ul style="list-style-type: none"> Epson S1C88 4 MHz 4KB RAM / 8KB EPROM 21-bit cartridge bus 96 x 64px monochrome LCD 1 channel PWM, 3 vol. levels AAA battery x1 (80 hours) cart. maxROM 512KB 10 games 	
SUPERVISION	{supervision.bin}  <ul style="list-style-type: none"> 65SC02 4.00MHz 16 bytes RAM 2.37-inch LCD 160 x 160px 4 colors (shades of gray) 2 Tonal, 1 Noise Channel AA Battery x4 (14 hours) DC 6V cart. maxROM 524KB 68 games 	GAMEKING	{game_king.bin}  <ul style="list-style-type: none"> WDC 65C02 6 MHz 48 x 32px monochrome LCD (4 shades) 8 kHz audio AAA battery x2 cart. maxROM 524KB 39 games 	
SUPER GAMEBOY	{sgb.bin}  <ul style="list-style-type: none"> Custom Sharp LR35902 4.19MHz 8KB S-RAM (expandable 32KB) 160 x 144px custom borders 64 colors (12 on screen) 2 pulse wave, 1PCM 4-bit wave cart. maxROM 1MB 524 games (enhanced) 	ARDUBOY	{arduboy.bin}  <ul style="list-style-type: none"> ATMega32u4 16MHz 2.5KB RAM / 1KB EEPROM 1.3-inch 1-bit OLED 128 x 64px piezoelectric speakers 180mAh battery (3 hours) maxFLASH 32KB 200+ games 	
GAMEBOY COLOR	{gbc.bin}  <ul style="list-style-type: none"> Zilog Z80 4.0 or 8.0 MHz 32KB RAM / 16KB VRAM 2.3-inch TFT LCD 160 x 144px 32,768 colors, 56 on screen 2 square wave, 1 wave ch.1 noise AA Battery x2 (10 hours) DC 3V 0.6W cart. maxROM 8.4MB 467 games 			

PDP1

VIDEOBRAIN

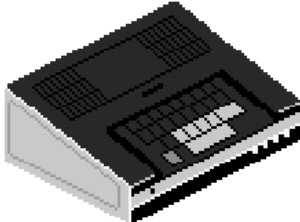
AMIGA

{pdp1.bin}



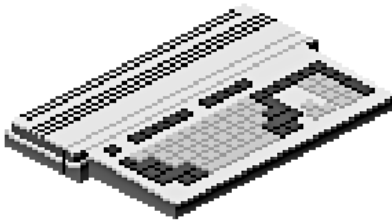
- DEC 1000 series 18-bit 5MHz
- 9.2KB words up to 144KB
- 5ms cycle magnetic-core mo
- Type 30 CRT 18-inch
- 1024 x 1024 points 20,000/sec
- punched paper tape storage
- RC filtered 4 part audio
- 115 VAC, 60 Hz
- 1 game

{videobrain.bin}



- Fairchild F8 1.79Mhz
- 1K RAM / 4K ROM
- UV-201 graphics
- 384x336 / 128x56
- 16 colors to TV
- max12KB cartridges
- 120 VAC, 10w
- 17 titles

{amiga.bin}



- Motorola 68000 7.16Mhz
- RAM 256KB max 8.5MB
- OCS 640x512 6-bpp
- 16 colors at 640x400
- 4096 colors at 320x200
- Paula 4x 8 bit channel 28kHz
- 3.5inch DD floppy disk (880KB)
- AmigaOS 1 Workbench GUI
- 3000+ games