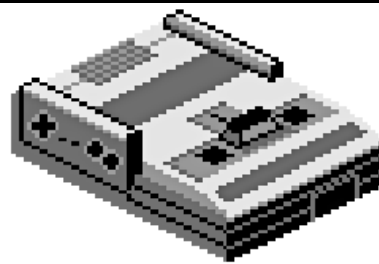




- Fairchild F8 1.7897725MHz
- 64B RAM / 2KB VRAM
- 128 x 64px
- 8 colors
- 4 channel Stereo
- output 18V 12VA
- cart. maxROM 8KB
- 26 games



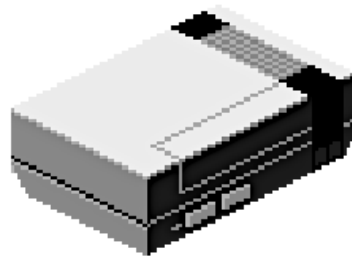
- Ricoh 2A03 1.79MHz
- RP2C02 PPU 5.37MHz
- 2KB RAM / 2KB VRAM
- 256 x 240px/max64 sprites
- 52 colors (25max)
- PSG Sound 5 channels
- output DC 9V 13a
- cart. maxROM 786KB(1MB)
- 1850+ games



- Motorola 68000 7.67MHz
- Zilog Z80, Yamaha YM7101 VDP
- 64KB RAM / 84KB VRAM
- 256(320)x224(448)px/80sprites
- internal 2KB ROM (boot)
- 512 colors (64 on screen)
- Yamaha YM2612 6 channel FM
- SN76489 PSG 3 channel, 1noise
- cart. maxROM 5.2MB
- 964 games



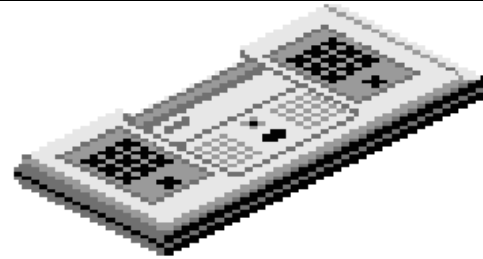
- MOS Technology 6507 1.19MHz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1bit
- output 9V DC, 500mA
- cart. maxROM 16KB
- 418 games



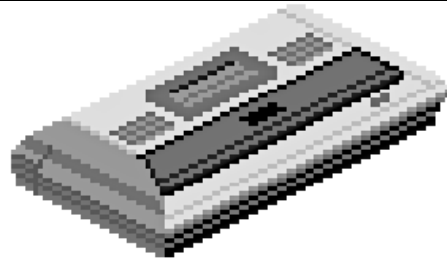
- Ricoh 2A03 1.79MHz
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- 2KB RAM / 2KB VRAM
- 256 x 240px/max64 sprites
- 52 colors (25max)
- PSG Sound 5 channels
- output DC 9V 13a
- cart. maxROM 786KB(1MB)
- 1850+ games



- 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



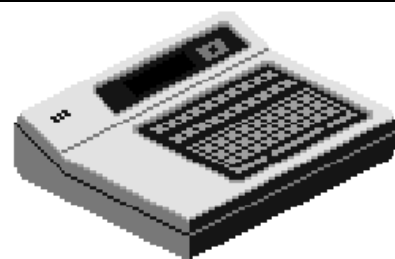
- RCA COSMAC 1802 1.78MHz
- CDP 1861 Video chipset
- 512B RAM
- 128x64, 54x64, 64x128px
- monochrome
- internal 2KB ROM
- single channel Buzzer
- output 9V DC
- cart. maxROM 1KB
- 16 games(5 built in)



- NEC 780C 3.58MHz
- TI TMS9928A VDC
- 2KB RAM / 16KB VRAM
- 256 x 192px
- 16 colors/ 32 sprites
- TI SN76489 4 channels
- output DC 9V, 7.7W
- cart. maxROM 49KB
- 47 games



- Two HuC6280A 1.79 MHz/7.16MHz
- HuC660 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



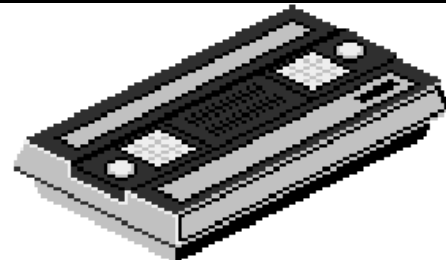
- Intel 8048 (8bit) 1.79MHz
- 64B RAM/128B VRAM
- 160 x 200px / 4 sprites
- 12 color
- internal 1024 bytes BIOS ROM
- 1 channel / Intel 8244/8245
- output AC 12V, 600mA
- cart. maxROM 49KB
- 62 games



- NEC 780C 3.58MHz
- TI TMS9928A VDC
- 2KB RAM / 16KB VRAM
- 256 x 192px
- 16 colors/ 32 sprites
- TI SN76489 4 channels
- output DC 9V, 7.7W
- cart. maxROM 49KB
- 47 games



- 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



- QI CP1610 (16bit) 894.886kHz
- 1456B RAM
- 160x96px(160x192)/8 sprites
- 16 colors
- internal 7188B ROM
- QI AY-3-8910 audio
- 3 channel sound & 1 noise gen
- output 16.7V AC 1.0A
- cart. maxROM 16KB
- 125+ games



- Zilog Z80 (8bit) 3.58MHz
- 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 524KB
- 318 games



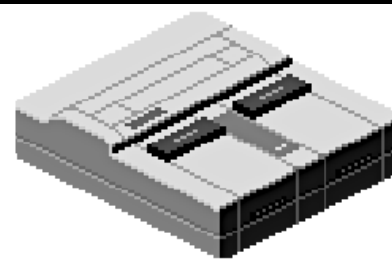
- 16 bit Motorola 68000 12 MHz
- 8 bit Zilog-80A 4MHz
- 8 bit Zilog-80A 4MHz
- 64 KB + 2KB RAM / 68KB VRAM
- 320 x 224px / 380 sprites
- 65,536 colors (4096 on screen)
- Yamaha YM2610 15 channels
- output DC 9V, 3A
- cart. maxROM 89.5MB
- 117 games



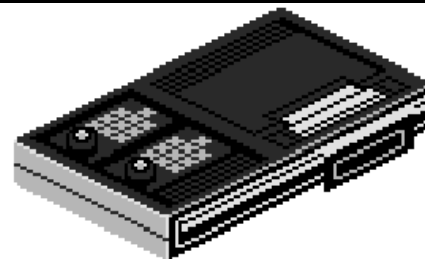
- Signetics 2650 (8bit) 3.58MHz
- Signetics 2637 UVI
- 512B RAM
- 208 x 108px / 4 Sprites
- 8 colors
- Single channel beep and noise
- cart. maxROM 1KB
- 45 games



- 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



- Ricoh 5A22 3.58MHz
- 16-bit 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



- NEC D780C-1(8bit) 3.58MHz
- TI TMS9928A VDC
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- internal 8 KB ROM
- 16 colors
- TI SN76489AN 3 tonal, 1 noise
- output+5 9A,-5 1A,+12 3A, Grnd
- cart. maxROM 33KB
- 144 games



- 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 13a
 - cart. maxROM 786KB(1MB)
 - 1850+ games
- FDS:
- 8KB RAM
 - 32KB disk cache
 - Ricoh 2C33 (+1 channel)
 - output DC9V 400ma
 - 6 C batteries (5 months)
 - floppy, maxDISK 112KB
 - 200+ games



- Ricoh 5A22 3.58MHz
- 16-bit 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



- Rockwell 6502A (8bit) 2MHz
- TI TMS9928/9929 VDP
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- internal 2 KB ROM
- 16 colors
- TI SN76489 3 Tonal, 1 Noise
- output AC 16V, 250mA
- cart. maxROM 16KB
- 17 games



- Two HuC6280A 1.79 MHz/7.16MHz
- HuC660 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



- Intel 8048 733.33KHz
- 64B RAM / 1KB EPROM
- red LED display
- 160 x 40px
- 2 colors
- NS COP411L 52.6 kHz
- 16 pure tones / 1 sound effects
- 4 "D" sized batteries
- 4 games



- 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



- Custom Sharp LR35902 4.19MHz
- 8KB S-RAM (expandable 32KB)
- 2.8inch LCD
- 160 x 144px
- 4 colors (shades of gray)
- 2 pulse wave, 1 PCM 4-bit wave
- AA Battery x4 (15hours)
- DC 6V 0.7W
- cart. maxROM 1MB
- 814 games



- Sharp ARM7TDMI 16.78 MHz
- 32KB VRAM / 256KB DRAM
- 2.9-inch TFT LCD
- 240 x 160px
- 32,768 colors (512 on screen)
- AMP IR3R60N dual 8bit DAC
- AA Battery x 2 (15 hours)
- maxROM 33.6MB
- 930+ games



- UMC UA8588F
- 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



- 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 (60 hours)
- cart. maxROM 512KB
- 10 games



- Zilog Z80 3.58MHz
- 8KB RAM / 16KB VRAM
- 3.2-inch LCD
- 160 x 144px
- 4096 colors, 32 on screen
- TI SN76489 PSG
- battery x6 (5 hours)
- DC 9V
- cart. maxROM 1MB
- 390 games



- WDC 65C02 6 MHz
- 48 x 32px
- monochrome LCD (4 shades)
- 8 kHz audio
- AAA battery x2
- cart. maxROM 524KB
- 39 games



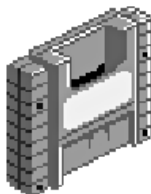
- MOS Z80 4.19MHz
- 16 KB RAM
- 2.7-inch LCD
- 160 x 144px
- 4 colors (shades of blue)
- 2 Tonal, 1 Noise Channel
- AA Battery x4 (15hours)
- DC 6V
- cart. maxROM 131KB
- 13 games



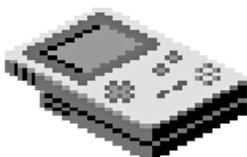
- ATmega32u4 16MHz
- 2.5KB RAM / 1KB EEPROM
- 1.9-inch 1-bit OLED
- 128 x 64px
- piezoelectric speakers
- 180mAh battery (3 hours)
- maxFLASH 32KB
- 200+ games



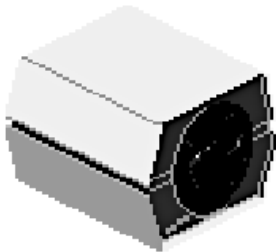
- 65SC02 4.00MHz
- 16 bytes RAM
- 2.37-inch LCD
- 160 x 160px
- 4 colors (shades of gray)
- 2 Tonal, 1 Noise Channel
- AA Battery x4 (14 hours)
- DC 6V
- cart. maxROM 524KB
- 68 games



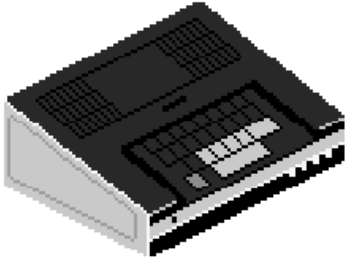
- Custom Sharp LR35902 4.19MHz
- 8KB S-RAM (expandable 32KB)
- 160 x 144px custom borders
- 64 colors (12 on screen)
- 2 pulse wave, 1 PCM 4-bit wave
- cart. maxROM 1MB
- 524 games (enhanced)



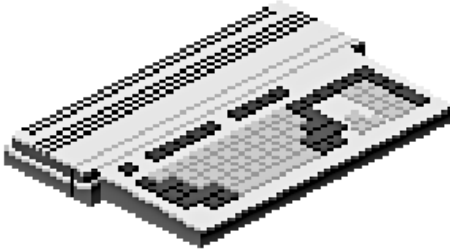
- Zilog Z80 4.0 or 8.0 MHz
- 32KB RAM / 16KB VRAM
- 2.3-inch TFT LCD
- 160 x 144px
- 32,768 colors, 56 on screen
- 2 square wave, 1 wave ch, 1 noise
- AA Battery x2 (10 hours)
- DC 3V 0.6W
- cart. maxROM 8.4MB
- 467 games



- ⇒ DEC 1000 series 18-bit 5MHz
- ⇒ 8.2KB words up to 144KB
- ⇒ 5ms cycle magnetic-core mem
- ⇒ Type 30 CRT 19-inch
- ⇒ 1024 x 1024 points 20,000/sec
- ⇒ punched paper tape storage
- ⇒ RC filtered 4 part audio
- ⇒ 115 VAC, 60 Hz
- ⇒ 1 game



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



- ⇒ Motorola 68000 7.16Mhz
- ⇒ RAM 256KB max 8.5MB
- ⇒ OCS 840x512 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