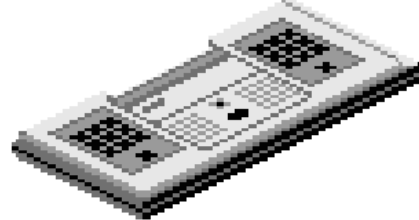


1976 {channel_f.bin}



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

1977 {studio2.bin}



- RCA COSMAC 1802 1.78MHz
- CDP 1601 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)

1977 {2600.bin}



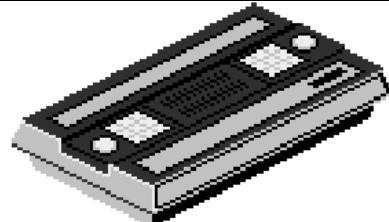
- MOS Technology 6507 1.19MHz
- TIA 1A 3.58MHz
- 128B RAM
- 320 x 200px
- 16 colors x 8 variations
- two channels Mono 1bit
- output 9V DC, 500mA
- cart, maxROM 16KB
- 418 games

1978 {odyssey2.bin}



- 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

1979 {intv.bin}



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

1982 {arcadia.bin}



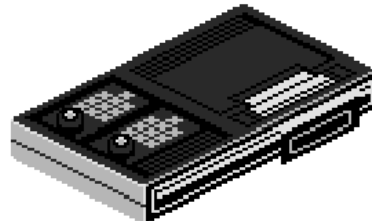
- Signetics 2650 (8bit) 3.58MHz
- Signetics 2637 UVI
- 512B RAM
- 208 x 108px / 4 Sprites
- 8 colors
- Single channel beep and noise
- cart, maxROM 1KB
- 45 games

1982 {creativision.bin}



- 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, 1Noise
- output AC 16V, 250mA
- cart, maxROM 18KB
- 17 games

1982 {coleco.bin}



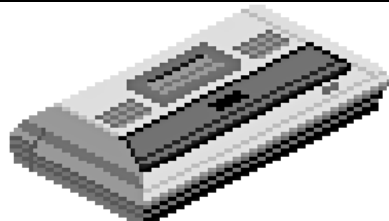
- NEC D780C-1 (8bit) 3.58MHz
- TI TMS9928A VDC
- 1KB RAM / 16KB VRAM
- 256 x 192px / 32 Sprites
- Internal 8 KB ROM
- 16 colors
- TISN76489AN 3 tonal, 1noise
- output+5 9A,-5 1A,+12 .3A, Grnd
- cart, maxROM 33KB
- 144 games

1982 {vectrex.bin}



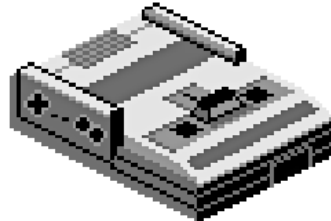
- Motorola 68A09 1.6MHz
- RAM 1KB x 4-BIT 2114
- General Instrument AY3 8912
- 8 KB (8-BIT 2363 chip) storage
- Samsung 240RB40 9" Monitor
- Black & White
- AC 120V, 60Hz
- 28 games (official)

1983 {sg1000.bin}



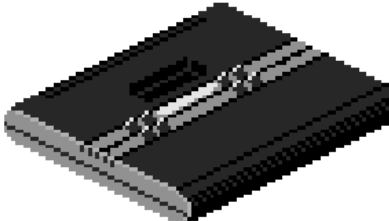
- NEC 780C 3.58MHz
- TI TMS9928A VDC
- 2KB RAM / 16KB VRAM
- 256 x 192px
- 16 colors/ 32 sprites
- TI SN76489 4 channels
- output DC 9V, 7.7W
- cart, maxROM 49KB
- 74 games

1983 {nes.bin} japan



- 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

1983 {2600.bin} japan



- 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

1985 {sms.bin} japan



- 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

1985 {sms.bin} usa



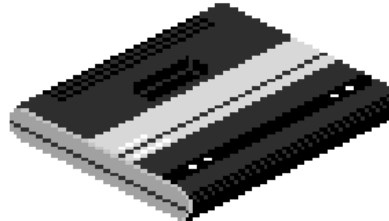
- Zilog Z80 (8bit) 3.58MHz
- TI TMS9928A VDP
- 8 KB RAM / 16 KB VRAM
- 256 x 224px/ 16 sprites
- 64 colors (32 max)
- TI SN76489 PSG 4 channels
- Output DC 9V, 1A
- cart, maxROM 524KB
- 318 games

1985 {nes.bin} usa



- 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

1986 {7800.bin}



- 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

1986 {nes.bin} extra



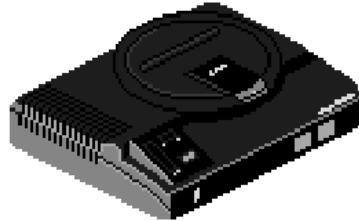
- FDS:
- 8KB RAM
- 32KB disk cache
- Ricoh 2C33 (+1 channel)
- output DC9V 400ma
- 6 C batteries (5 months)
- floppy, maxDISK 112KB
- 200+ games

1987 {pce.bin}



- Two HuC6280A 1.79 Mhz/7.16Mhz
- HuC680 VCE / HuC26270A VDC
- 8 KB RAM / 84KB 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

1988 {genesis.bin} japan



- 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, 1noise
- cart, maxROM 5.2MB
- 964 games

1988 {pcecd.bin} japan



- Two HuC6280A 1.79 Mhz/7.16Mhz
- Oki MSM5205 ADPCM
- 8 KB RAM / 84KB 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

1989 {genesis.bin} usa



- 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, 1noise
- cart, maxROM 5.2MB
- 964 games

1989 {pce.bin} usa



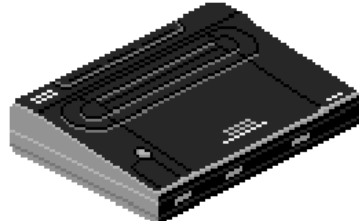
- Two HuC6280A 1.79 Mhz/7.16Mhz
- HuC680 VCE / HuC26270A VDC
- 8 KB RAM / 84KB VRAM
- 256 x 224 up to 565 x 242px
- 512 colors (9 bit), 482 on screen
- 64 sprites (max)
- Six PSG audio channels 3.58 Mhz
- output DC 9V, 650 MA
- HuCard, maxROM 2.6MB
- 390 games

1989 {pcecd.bin} usa



- Two HuC6280A 1.79 Mhz/7.16Mhz
- Oki MSM5205 ADPCM
- 8 KB RAM / 84KB 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

1990 {ng.bin}



- 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

◦ 144 games
◦ cart, maxROM 33KB
◦ output+5 9A,-5 1A,+12 .3A, Grnd
◦ TISN76489AN 3 tonal, 1noise

◦ 59 games
◦ cart, maxROM 148KB
◦ output DC 9V, 1a
◦ Atari SALLY 8 bit 6502c 1.79MHz

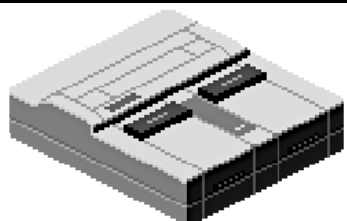
◦ 117 games
◦ cart, maxROM 89.5MB
◦ output DC 9V, 3A
◦ Yamaha YM2610 15 channels

1990 {snes.bin} japan



- 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

1991 {snes.bin} usa



- 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

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GAME&WATCH	1980 {gameandwatch.bin}	 <ul style="list-style-type: none">↳ 4 bit Sharp SM5xx cpu↳ 16.384Hz clock speed↳ 4,096 Hz tone↳ LCD screen with time↳ 40 variants (vintage)
	1982 {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 52.6 kHz↳ 16 pure tones / 1 sound effects↳ 4 "D" sized batteries↳ 4 games
GAMEBOY	1989 {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
	1990 {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
GAMEGEAR	1990 {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↳ TI SN76489 PSG↳ battery x6 (5 hours)↳ DC 9V↳ cart. maxROM 1MB↳ 390 games
	1992 {supervision.bin}	 <ul style="list-style-type: none">↳ 65C02 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
MEGA DUCK	1993 {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
	1994 {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)↳ 55 pure tones (enhanced)↳ 55 kHz wave (enhanced)↳ 5 pulse wave, 1PCM 4-bit wave↳ 5 pure tones (enhanced)↳ 55 kHz wave (enhanced)
GAMEBOY COLOR	1996 {gbc.bin}	 <ul style="list-style-type: none">↳ Zilog Z80 4.0 or 9.0 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
	1996 {tamagotchi_p1.bin}	 <ul style="list-style-type: none">↳ 4 bit CMOS EOC6S46 cpu↳ 32.768 kHz clock speed↳ 640x4 words RAM↳ 160x4 words display↳ 119 design variants (vintage)
WONDERSWAN	1999 {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
	2000 {wonderswan.bin} extra	 <ul style="list-style-type: none">↳ SPQV-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
GBA	2001 {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 IR3R60N dual 8bit DAC↳ AA Battery x 2 (15 hours)↳ maxROM 33.6MB↳ 930+ games
	2001 {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 (60 hours)↳ cart. maxROM 512KB↳ 10 games
GAMEKING	2003 {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
	2016 {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↳ 500+ games↳ maxFLASH 32KB↳ 180mAh battery (3 hours)↳ maxFLASH 32KB↳ 200+ games

PDP1

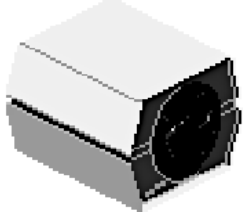
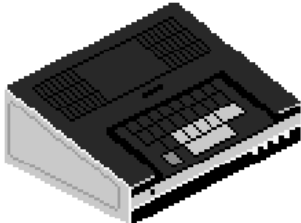
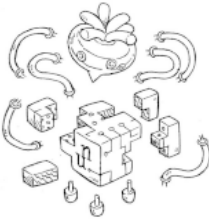
VIDEOBRAIN

COMMODORE 64

MSX

AMIGA

VARVARA

1959 {pdp1.bin}	<div></div> <div><ul style="list-style-type: none">→ 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</div>
1977 {videobrain.bin}	<div></div> <div><ul style="list-style-type: none">→ Fairchild F8 1.79MHz→ 1K RAM / 4K ROM→ UV-201 graphics→ 384x336 / 128x56→ 16 colors to TV→ max12KB cartridges→ 120 VAC, 10w→ 17 titles</div>
1982 {c64.bin}	<div></div> <div><ul style="list-style-type: none">→ MOS 6610/8500→ 1.023MHz(ntsc)/0.985MHz(pal)→ RAM 64KB→ Kernal/Basic 2.0 GEOS→ ROM 20KB - 8k/8k/4k→ VIC-II 16 colors 320x200→ MOS SID 6581/8580→ +5V DC & 9V AC→ 8000+ games</div>
1983 {msx.bin}	<div></div> <div><ul style="list-style-type: none">→ Zilog Z80A 68A 3.579MHz(8bit)→ RAM 8KB/32K/64K/128K→ Texas.I TMS9918 V/RAM 16KB→ ROM BIOS 16KB/MSXbasic 16KB→ Text modes 40x24 / 32x24→ 16 colors 256x192→ General.I AY-3-8910 PSG→ 982 Rom games→ 296 3.5" disk games</div>
1985 {amiga.bin}	<div></div> <div><ul style="list-style-type: none">→ 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</div>
2021- {varvara.bin}	<div></div> <div><ul style="list-style-type: none">→ 19.4616MHz→ RAM 64KB→ Stack RAM 2x 256 bytes→ Device RAM 256 bytes</div>