



## 8-Bit Games System Specs

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Just the specs, and nothing but.

IBM PC XT	
Name, Date and Place	IBM 5160 PC/XT Stock Specifications USA 1983
Processor	8088 Intel 4.77MHz
RAM	128k-640K
ROM	128K to 256K
Graphics and Colours	4 color CGA.
Operating System	MS-Dos
Sound	one channel single voice tone generator (bipper). No volume control.

THE PC JR AND TANDY 1000	
Name, Date and Place	IBM PCJR and TANDY 1000 USA 1984.
Processor	Intel 8088 4.77MHz
RAM	64k, expandable to 1 MB (Tandy 256K)
ROM	64K
Graphics and Colours	16-colour Enhanced CGA (CGA+)
Sound	3-voice TI-SN76496, built-in speaker.

The Apple II	
Name, Date and Place	Apple IIc, April 1984, USA
Processor	MOS 65C02 1.02 MHz
RAM	128K
ROM	16K
Graphics and Colours	Various, mono or 16 colours.
Sound	one channel bipper

The Apple IIgs (The Cortland)	
Name, Date and Place	Apple IIgs, USA September 1986
Processor	Western Design Centre 65SC816 2.8 MHz
RAM	256k to 8MB
ROM	128K to 1 MB
Graphics and Colours	2 bit color at 640x200, 4 bit color at 320x200
Sound	Ensoniq 5503 Digital Oscillator Chip

The Commodore 64	
Name, Date and Place	Commodore 64 USA 1982
Processor	MOS 6510 (8-bit) running at 1.0 MHz
RAM	64k
ROM	20K
Graphics and Colours	16 colour 320 x 200 Sprites: up to 8 per line
Sound	SID 6581

Magnavox Odyssey II/ Videopac G7000 (EU)	
Processor	Intel 4-bit 8048 CPU 1.78 MHz
Sound	One channel sound The voice Chip: SP-0256-019 & SPR-128-003
Ram	64 Bytes CPU/128 bytes EXT
Graphics	280 x 192 16 colors

Atari VCS/ 2600 and 7800 1977, 1986	
Cpu	2600: 1.19 MHz 8-bit Motorola 6507 microprocessor 7800: Motorola 6502C 1.79 MHz
Ram	2600: 128 bytes 7800: 4K
Graphics and sound	TIA (Television Interface Adapter). 2 voice, 4-bit volume control.

<b>Intellivision 1980</b> clones Radio Shack Tandyvision One, the Sears Super Video Arcade, and the INTV Master Component (also called INTV System III and the INTV Super Pro System)	
Processor	General Instruments [GI] CP1610 @900kHz
Sound	AY- 3-8914 General Instruments Intellivoice 3303
graphics	GI AY-3-8900-1 160 x 96 pixel in 16 colours, 8 sprites

<b>Colecovision 1982</b>	
Cpu	Z80A 8-bit 3.58MHz
graphics	TMS9928A 256x192 16colour, 32 sprites
sound	Texas Instruments SN76489 3 channel + noise, mono
Ram	8 K video ram 16K

<b>Nintendo NES/Famicom/Dendy</b>	
Processor	6502 8 bit system 1.79Mhz
graphics	256x240 16 colours 64 sprites
RAM	2 kb
Sound	Built in 2A03 (a modified 6502) mono 3-channel + noise + pcm

<b>Nintendo Game Boy</b>			
	Game Boy (1989)	Game Boy Colour (1998)	Game Boy Advance (2001)
CPU	8-bit Z80 1.5 MHz	8-bit Z80 2.1 MHz	32-bit RISC-CPU, 16 MHz + 8-bit CISC-CPU 2.1 MHz
	8kb int, 8kb ext	8kb int, 8kb ext	32kb + 96Kb vram int., 256Kb Wram ext.
Sound	4-channel stereo 160 x 144 pixel, 4 shades gray	4-channel stereo 160 x 144 pixel, 56 sprite mode, 32 000 bitmap	4-channel stereo 240 x 160 pixels, 511 sprite mode, 32 768 bitmap