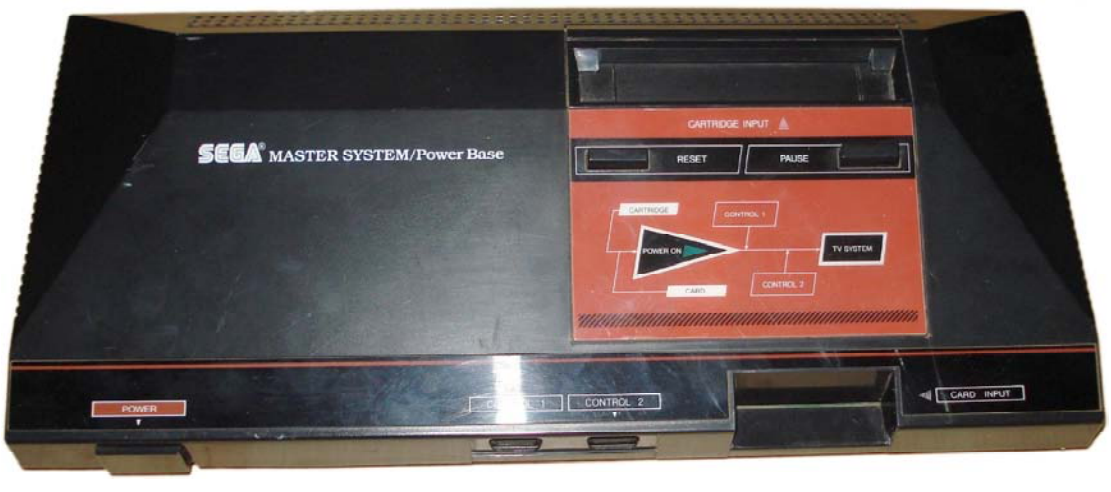
MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



SEGA®

MASTER SYSTEM

The Sega Master System (abbreviated to SMS or Master System is a third-generation 8-bit cartridge-based video game console, that was manufactured and released by Sega 1986 in North America, seven months after the original NES and in 1987 in Europe. Its original Japanese incarnation was the "Sega Mark III", which was first released in 1985. When the system was later released in North America it was sold in two incarnations: a bare-bones console with one controller bundle called the Sega Base System and a bundle with two controllers and a light gun entitled the Sega Master System.

It was this latter configuration that became the more popular and better known of the two, and the system almost immediately became synonymous with this bundle. The system itself appears to have originally been intended to have been referred to as the "Sega Power Base" and the Sega Genesis/Mega Drive adapter that lets you play Master System games was later referred to as "Power Base Converter".

In the European, Oceania and Brazilian markets, this console launched Sega onto a competitive level comparable to Nintendo, due to its wider availability, but failed to put a dent in the North American and Japanese markets. The Master System was released as a direct competitor to the Nintendo Entertainment System in the third video game generation. Despite its shaky performance in the major territories, it enjoyed over a decade of life in smaller markets. The later Sega Game Gear is effectively a hand-held Master System, with a few enhancements, although it required an adapter to play actual Master System cartridges.

-Wikipedia

TRIVIA SHEET

Release Date
1985 Japan
1986 North America
1987 Europe
1989 Brazil

Discontinued
1989 Japan
1992 North America
1996 Europe
1998 Brazil

Models
MSI The largest one
MSII More compact version
MSIII released in Brazil

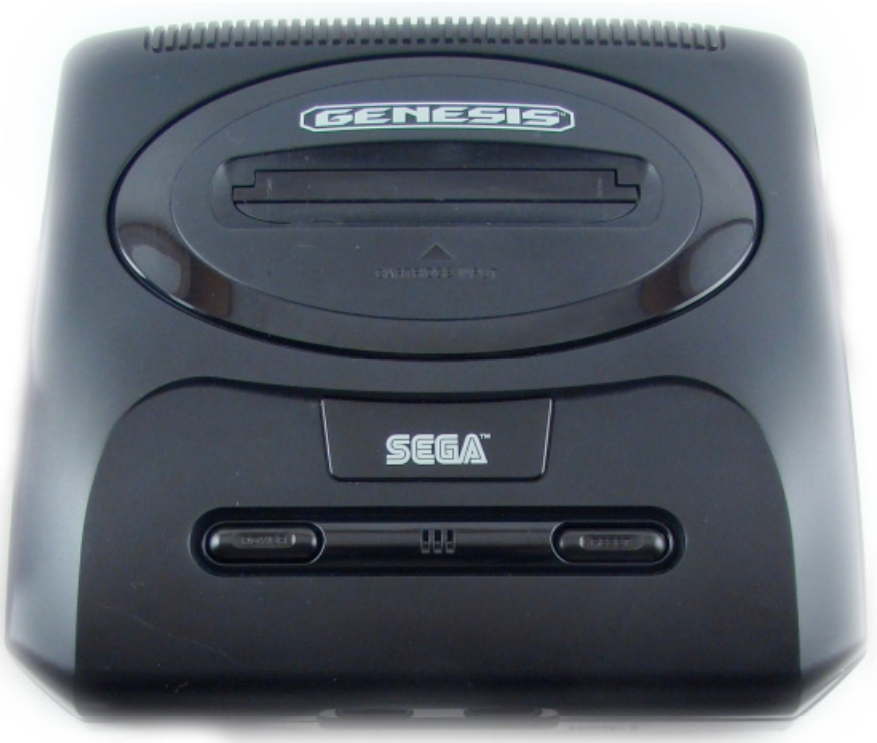
Official SEGA Pre-installed Packs
3000 Sega Master System
3001 SegaScope package
3005 Sega Master System
3005-05B Sega Master System
3006 Sega Master System 2
3006-05A Sega Master System
3006-18 Sega Master System 2

Best Selling Game
Alex Kidd in Miracle World

Rarest Game
James "Buster" Douglas Knockout Boxing

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



SEGA®

GENESIS

The Mega Drive is a fourth-generation video game console released by Sega in Japan in 1988 and Europe, Australia and other PAL regions in 1990. The console was released in North America in 1989 under the name Sega **Genesis**, as Sega was unable to secure legal rights to the Mega Drive name in that region. The Mega Drive, heavily marketed as "16-bit" due to its hardware, was Sega's fifth home console and the successor to the Sega Master System, with which it is electronically compatible by sharing several parts.

The Mega Drive was the first of its generation to achieve notable market share in Europe and North America. It was a direct competitor of the TurboGrafx-16 (which was released one year earlier in Japan under the name PC Engine, but at about the same time as the Genesis in North America) and the Super Nintendo Entertainment System (which was released two years later). The Mega Drive began production in Japan in 1988 and ended with the last new licensed game being released in 2002 in Brazil, where the system still enjoys popularity.

The Mega Drive is Sega's most successful console, though there is disparity in the number of units sold worldwide. The console and its games continue to be popular among fans, collectors, retro gamers emulation enthusiasts and the fan translation scene. There are also several indie game developers continuing to produce games for the console. Many games have been re-released in compilations for newer consoles and/or offered for download on various online services, such as Xbox Live Arcade, PlayStation Network, Virtual Console and Steam.

-Wikipedia

TRIVIA SHEET

Release Date
1988 Japan
1989 North America
1990 Europe

Discontinued
1995

U.S. Models
Genesis 1
Genesis 2
Ideal model
Genesis 3
Not compatible with attachments, manufactured by Majesco

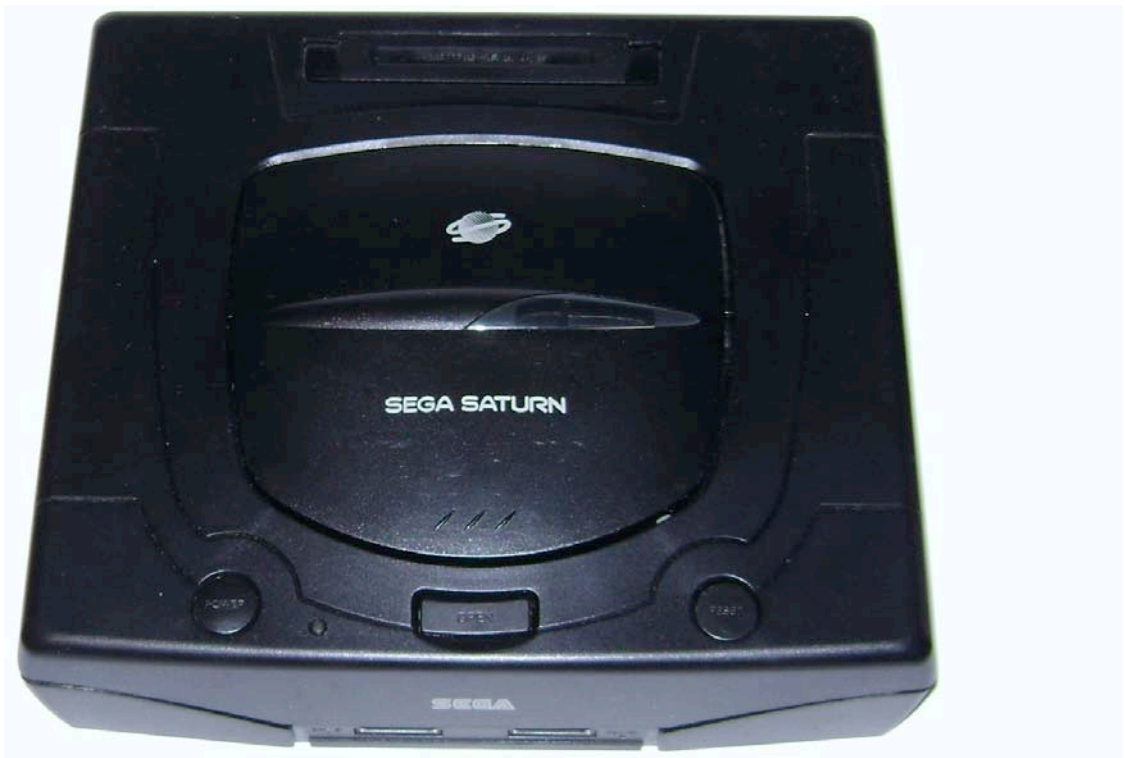
Hardware Attachments
SEGA CD
SEGA 32X
SEGA MEGA MODEM

Best Selling Game
Sonic the Hedgehog 2

Rarest Game
The Miracle Piano Teaching System

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



SEGA

SATURN

The Sega Saturn is a 32-bit video game console that was first released on November 22, 1994 in Japan, May 11, 1995 in North America, and July 8, 1995 in Europe. The system was discontinued in North America, Europe, and Australia in 1998, and in 2000 in Japan.

While the system was popular in Japan due to its successful marketing such as with the character Segata Sanshiro, it failed to gain a similar market share in North America and Europe against its competitors PlayStation and Nintendo 64.

According to a July 2007 GamePro article, the Saturn sold 9.5 million units worldwide.

-Wikipedia

TRIVIA SHEET

Release Date
1994 Japan
1995 North America & Europe

Discontinued
2000 Japan
1998 North America

Models
Japan 10 Models
U.S. 3 Models
Europe 3 Models

Hardware Attachments
Various RAM expansion cartridges, ranging from 1MB to 4MB.
Memory carts.

Compatibility
VCD, CD+G, CD+EG, PhotoCD.

Best Selling Game
Virtua Fighter

Rarest Game
Daytona USA: Championship Circuit Edition Net Link

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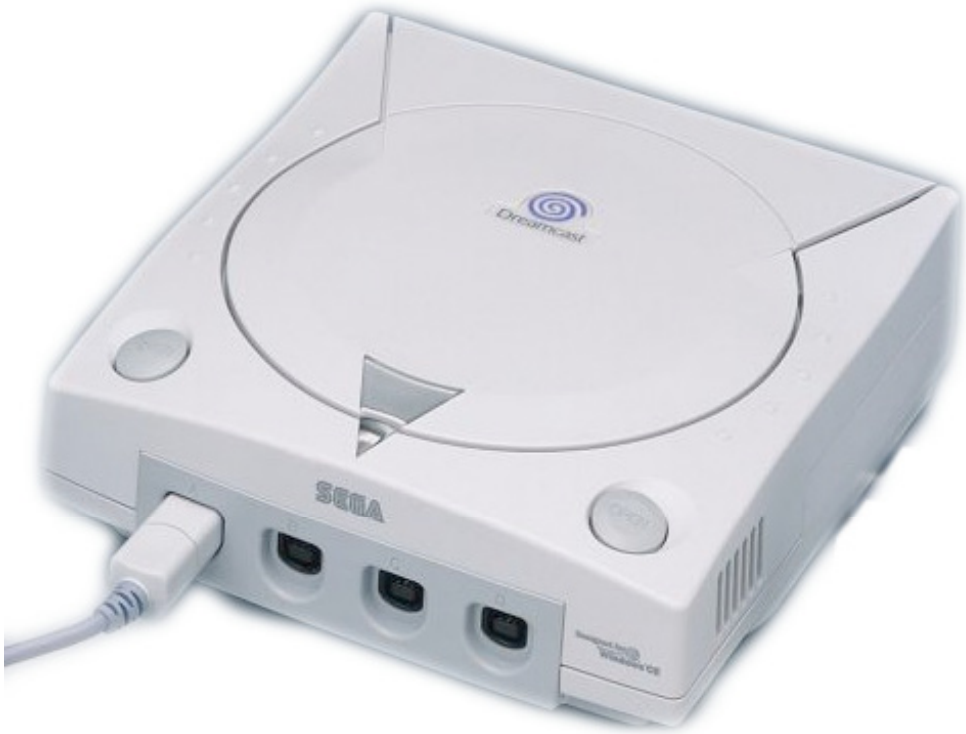
SEVA GAMING



SEGA

DREAMCAST

The Dreamcast is a video game console made by Sega, and is the successor to the Sega Saturn. The Dreamcast was the first entry in the sixth generation of video game consoles and was released in late 1998, before its contemporaries — Sony's PlayStation 2, Microsoft's Xbox and the Nintendo GameCube.

Sega discontinued the Dreamcast in North America in February 2002 and withdrew entirely from the console hardware business, making it the company's last console. However, support of the system continued in Europe and Oceania until the end of 2002, as well as in Japan, where consoles were still sold until 2007 and new licensed games continued to be released.

According to Bernie Stolar, former President and CEO of Sega of America, the Dreamcast was discontinued because the new chairman of Sega wanted the company to focus on software.

Despite its short lifespan, the Dreamcast was widely hailed as ahead of its time, and is still held in high regard for pioneering online console gaming—it was the first console to include a built-in modem and Internet support for online play. As of 2010, the console is still supported through various home brew video games.

-Wikipedia

TRIVIA SHEET

Release Date
1998 Japan
1999 North America

Discontinued
2007 Japan
2002 North America

Models
2 models were released. However there were multiple "special editions" based on various games and franchises. European models used a blue logo in place of orange.

Hardware Attachments
Built in dial-up modem.
VMU memory unit.
Broadband adapter.

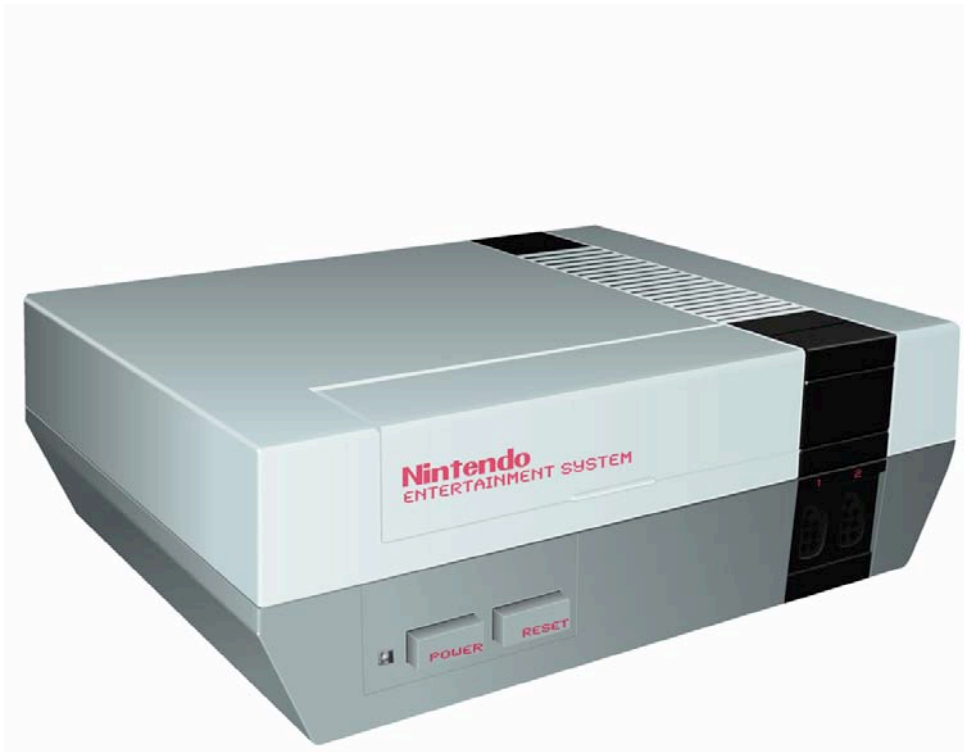
Modem
Original Asian Models 33.3kbit/s
Standard Models 56 kbit/s

Best Selling Game
Sonic Adventure

Rarest Game
Sonic Adventure Limited Edition

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



Nintendo®

NINTENDO ENTERTAINMENT SYSTEM

The Nintendo Entertainment System (abbreviated to NES or Nintendo) is an 8-bit video game console that was released by Nintendo in North America, Europe and Australia in 1985. In most of Asia, including Japan (where it was first launched in 1983), China, Vietnam, Singapore, Middle East and Hong Kong, it was released as the Family Computer, commonly abbreviated as the Famicom, or FC for short). In South Korea, it was known as the Hyundai Comboy and was distributed by Hyundai Electronics. In Russia, an unlicensed clone was manufactured called Dendy. Similarly in India, clones were popular by the names of Little Master and Wiz Kid. It was succeeded by the Super Nintendo Entertainment System.

As the best-selling gaming console of its time, the NES helped revitalize the US video game industry following the video game crash of 1983, and set the standard for subsequent consoles in everything from game design to controller layout. In addition, with the NES, Nintendo introduced a now-standard business model of software licensing for third-party developers.

-Wikipedia

TRIVIA SHEET

Release Date
1983 Japan
1985 United States
1986 Europe

Discontinued
1995 U.S.
2003 Japan

U.S. Models
Chassis or Front Loader
Top Loader
Ideal

Japan Model
Famicom
Radically different than the U.S. Chassis or Front Loader, similar to the Top Loader

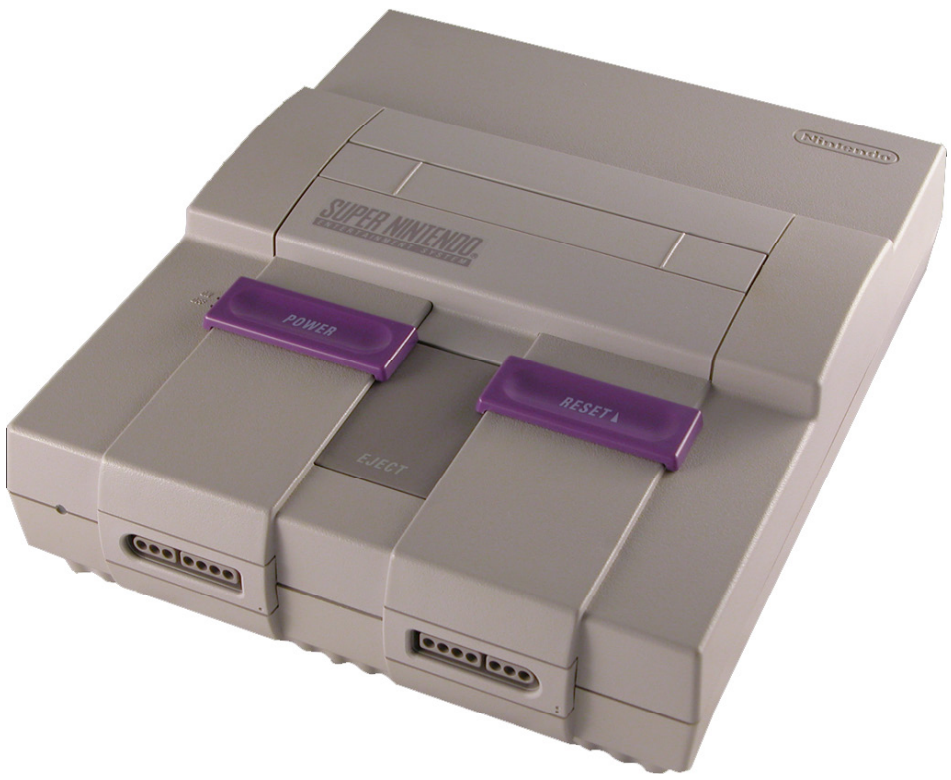
Hardware Attachments
Famicom Disk System

Best Selling Game
Super Mario Bros.

Rarest Game
Stadium Events

MODERN & CLASSIC GAMING
FREEPLAY

SEVA
GAMING



Nintendo®

SUPER NINTENDO

The Super Nintendo Entertainment System (also known as the Super NES, SNES or Super Nintendo) is a 16-bit video game console that was released by Nintendo in North America, Europe, Australasia (Oceania), and South America between 1990 and 1993. In Japan and Southeast Asia, the system is called the Super Famicom, officially adopting the abbreviated name of its predecessor, the Family Computer, or SFC for short. In South Korea, it is known as the Super Comboy and was distributed by Hyundai Electronics. Although each version is essentially the same, several forms of regional lockout prevent the different versions from being compatible with one another.

The Super Nintendo Entertainment System was Nintendo's second home console, following the Nintendo Entertainment System (NES). The console introduced advanced graphics and sound capabilities compared with other consoles at the time. Additionally, development of a variety of enhancement chips (which were integrated on game circuit boards) helped to keep it competitive in the marketplace.

The SNES was a global success, becoming the best-selling console of the 16-bit era despite its relatively late start and the fierce competition it faced in North America from Sega's Genesis console. The SNES remained popular well into the 32-bit era, and although Nintendo has dropped all support for the console, it continues to be popular among fans, collectors, retro gamers, and emulation enthusiasts, some of whom are still making "home brew" ROM images.

-Wikipedia

TRIVIA SHEET

Release Date
1990 Japan
1991 United States
1992 Europe

Discontinued
1999 U.S.
2003 Japan

U.S. Models
Model 1 uses slider buttons
Model 2 uses small buttons

Japan Model
Super Famicom
Model 1 is large and gray
Model 2 (Super Famicom Jr.) is similar to a U.S. SNES

Hardware Attachments
Stellaview modem downloaded simpler games from 1995-2000

Best Selling Game
Super Mario World

Rarest Game
Fun n' Games

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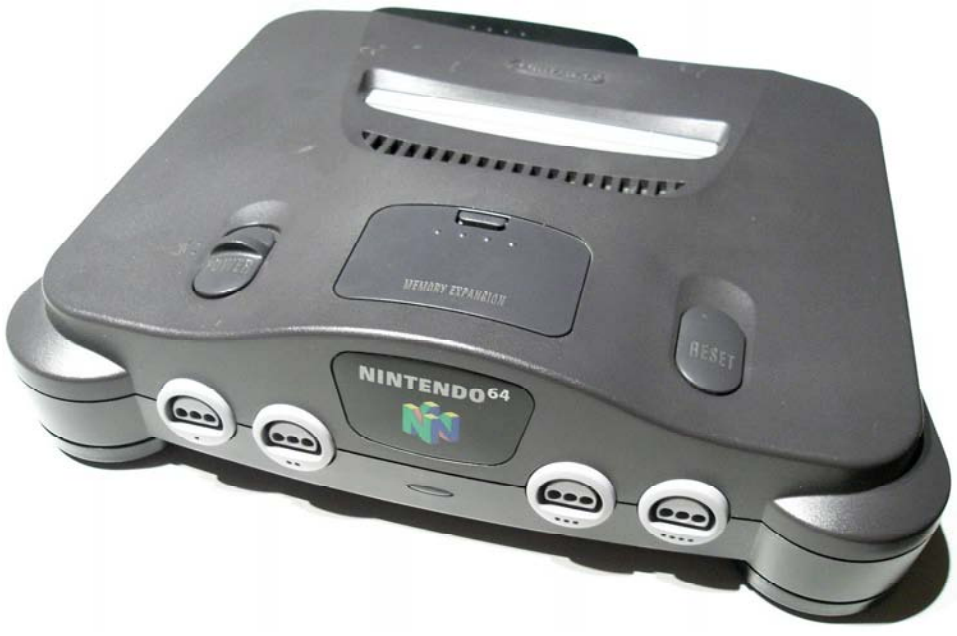
MODERN & CLASSIC GAMING

SEVA GAMING



Nintendo®

NINTENDO 64

The Nintendo 64, often abbreviated as N64, is Nintendo's third home video game console for the international market. Named for its 64-bit CPU. It is Nintendo's last home console to use Game Paks to store games; handhelds in the Game Boy line, however, continued to use Game Paks. It was discontinued in 2001 in Japan, North America and PAL regions by the launch of the Nintendo GameCube.

The N64 was released with two launch games, Super Mario 64 and Pilotwings 64, and a third in Japan. The N64's suggested retail price was US$199 at its launch and it was later marketed with the slogan "Get N, or get Out!". The N64 sold 32.93 million units worldwide. The console was released in at least eight variants with different colors and sizes. An assortment of limited edition controllers were sold or used as contest prizes during the N64's lifespan.

Of the consoles in the fifth generation, the Nintendo 64 was the last contender and the most technologically advanced. However the console's storage medium had limitations which harmed the market competitiveness. A significant limitation was the small capacity and high production expense of cartridge-based media instead of the Compact Disc format used by competitors. The limited capacity forced game designers to struggle with fitting game content into a constrained space, though the faster access time of the cartridge medium offered other advantages over Compact Disc media. Another technical drawback was a limited texture cache, which could only hold textures of small dimensions and reduced color depth, which had to be stretched to cover larger in-game surfaces.

-Wikipedia

TRIVIA SHEET

Release Date
1996 Japan
1996 United States
1997 Europe

Discontinued
2002 U.S.
2001 Japan

Hardware Attachments
64DD Added data to play special release games.
Expansion Pak Increased RAM from 4 MB to 8 MB.

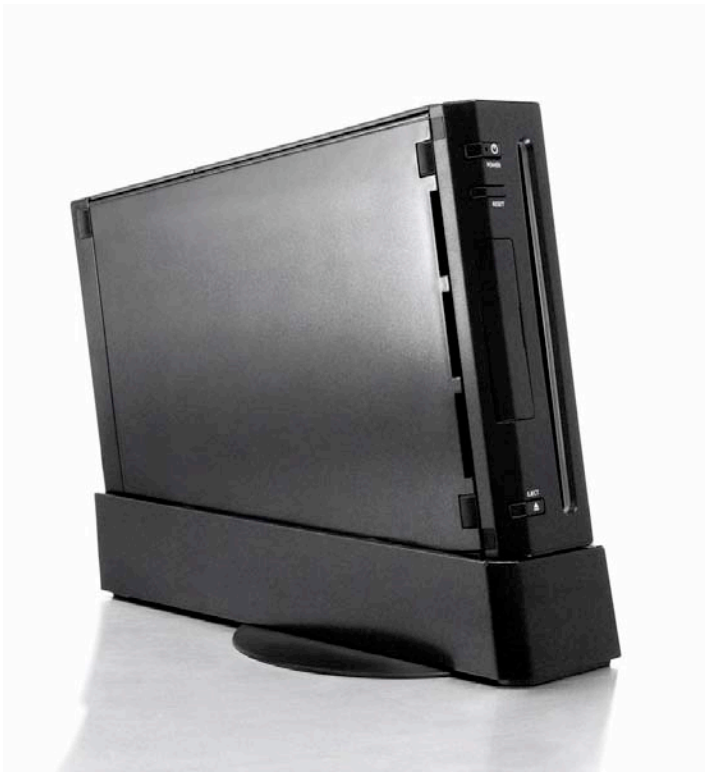
Units Sold Worldwide
33 million

Best Selling Game
Super Mario 64

Rarest Game
Donald Duck: Goin' Quakers

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



Nintendo®

WII

The Wii is a home video game console released by Nintendo on November 19, 2006. As a seventh-generation console, the Wii primarily competes with Microsoft's Xbox 360 and Sony's PlayStation 3. Nintendo states that its console targets a broader demographic than that of the two others. As of July 2010, the Wii leads the generation over the PlayStation 3 and Xbox 360 in worldwide sales, and in December 2009 broke the record for best-selling console in a single month in the United States.

A distinguishing feature of the console is its wireless controller, the Wii Remote, which can be used as a handheld pointing device and detects movement in three dimensions. Another distinctive feature of the console is WiiConnect24, which enables it to receive messages and updates over the Internet while in standby mode.

The Wii is Nintendo's fifth home console, the direct successor to the Nintendo GameCube, and able to play all official GameCube games. Nintendo first spoke of the console at the 2004 E3 press conference and later unveiled the system at the 2005 E3. Nintendo CEO Satoru Iwata revealed a prototype of the controller at the September 2005 Tokyo Game Show. At E3 2006, the console won the first of several awards. By December 8, 2006, it had completed its launch in four key markets.

-Wikipedia

TRIVIA SHEET

Release Date
2006

U.S. Models
Model 1 white
Model 2 black

Backwards Compatible
Nintendo GameCube

Storage Capacity
512 MB Internal flash memory
SD card
SDHC card
Nintendo GameCube Memory Card

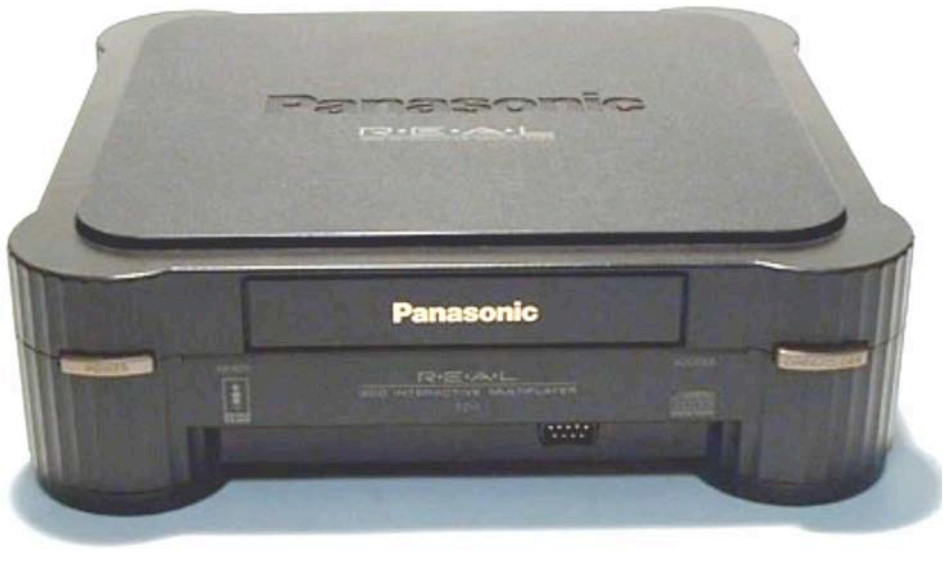
Famous People using the Wii
Queen Elizabeth II

Best Selling Game
Wii Sports

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



3DO

3DO INTERACTIVE MULTIPLAYER

The 3DO Interactive Multiplayer (often called simply 3DO) is a video game console originally produced by Panasonic in 1993. Further renditions of the hardware were released in 1994 by Sanyo and Goldstar. The consoles were manufactured according to specifications created by The 3DO Company, and were originally designed by Dave Needle and RJ Mical of New Technology Group. The system was conceived by entrepreneur and Electronic Arts founder Trip Hawkins.

Despite a highly-promoted launch (including being named Time magazine's "1994 Product of the Year") and a host of cutting-edge technologies, the 3DO's high price (US$699.95 at launch), limited third-party developer support, and an over-saturated console market prevented the system from achieving success comparable to competitors Sega and Nintendo. This console was released in North America on October 4, 1993, and in Japan on March 20, 1994.

-Wikipedia

TRIVIA SHEET

Release Date
1994 Japan
1993 United States

Discontinued
1996

Manufacturers
Panasonic
Sanyo
Goldstar

Models
Panasonic FZ-1 R.E.A.L.
Panasonic FZ-10 R.E.A.L.
Panasonic ROBO 3DO (Japan only)
Goldstar 3DO
Goldstar 3DO ALIVE II' (S. Korea)
Sanyo TRY 3DO (Japan only)
Creative 3DO Blaster

Best Selling Game
Return Fire

Rarest Game
DinoPark Tycoon

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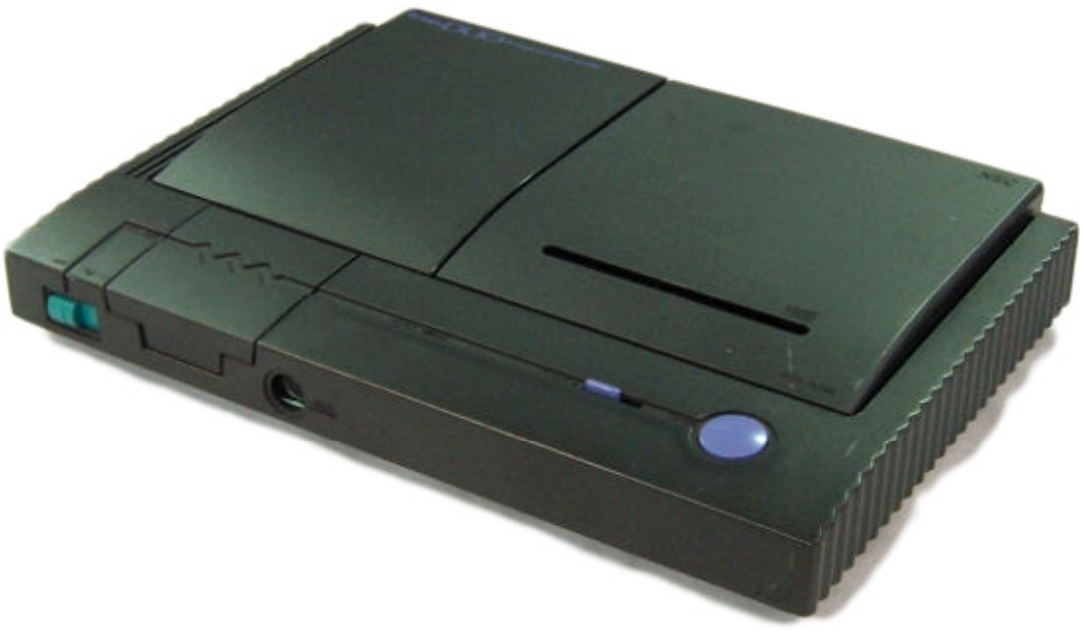
SEVA GAMING



NEC

TURBO DUO

The TurboDuo (also called Turbo Duo) is a video game console released in the United States on October 10, 1992 by Turbo Technologies Incorporated, a Los Angeles-based corporation consisting of NEC and Hudson Soft employees, established to market NEC consoles in North America after NEC Home Electronics USA failed to effectively market the platform. The Duo was codeveloped by Hudson Soft and NEC. The Japanese counterpart was the PC Engine Duo game console, which was released over a year earlier.

The TurboDuo is essentially a combination of TurboGrafx-16 and TurboGrafx-CD hardware, plus the Super System BIOS + extra 192k RAM built-in to the motherboard. The TurboDuo was capable of playing standard audio CDs, CD+Gs, TurboGrafx TurboChips, Japanese and North American CD-ROM² (TurboGrafx-CD) and Super CD-ROM² titles. The system is able to play Japanese PC Engine HuCARDs with a third party HuCARD converter or modification. With a HuCARD converter plus a Japanese Arcade Card Duo, the system can also play Japanese Arcade CD-ROM² games.

TurboChip is simply the U.S. term for HuCARD.

-Wikipedia

TRIVIA SHEET

Release Date
1991 Japan
1992 U.S.

Discontinued
1995

Based on technology from:
TurboGrafx-16
TurboGrafx-CD
Super System BIOS

Media
CD-ROM
TurboChip / HuCARD

Introductory Price
$299.99

First Virtual Console Release:
Gates of Thunder (2007)

Rarest Game
Magical Chase (TurboGrafx-16)

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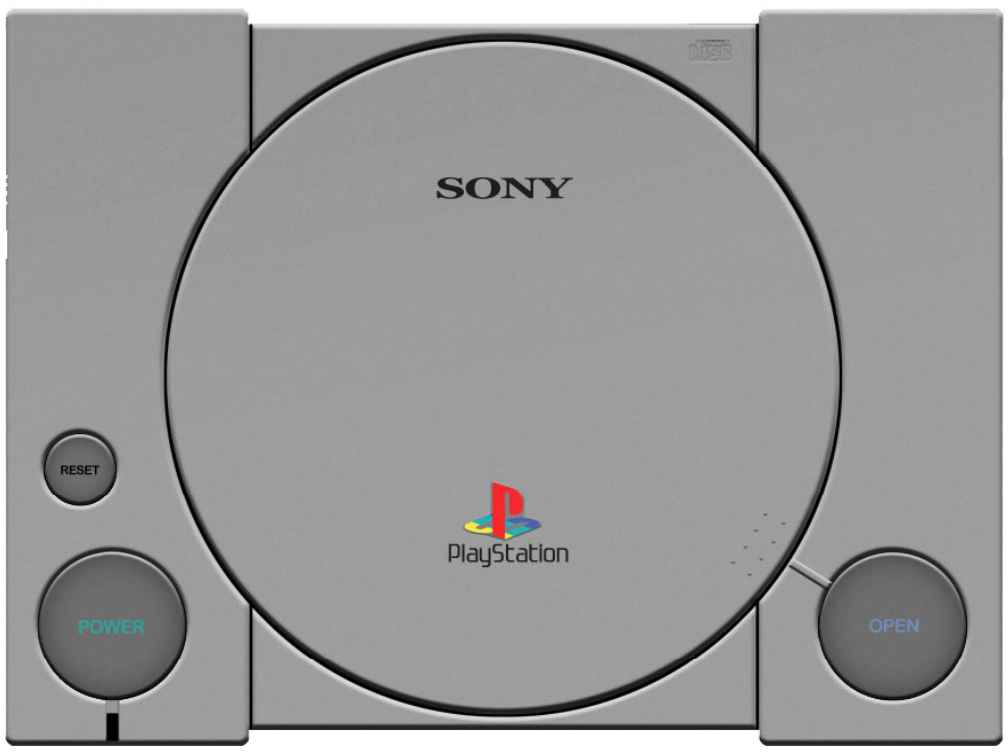
SEVA GAMING



SONY

PLAYSTATION

The PlayStation, officially abbreviated as PS; sometimes referred to as the PSX, PS1, or PSone) is a 32-bit fifth-generation video game console first released by Sony Computer Entertainment in Japan on December 3, 1994.

The PlayStation was the first of PlayStation series of console and handheld game devices. Successor consoles and upgrades include the Net Yaroze, PS one, PSX, PocketStation, PlayStation 2, PlayStation Portable, and PlayStation 3. The PlayStation was the first "computer entertainment platform" to ship 100 million units, which it had reached 9 years and 6 months after its initial launch.

-Wikipedia

TRIVIA SHEET

Release Date
1994 Japan
1995 United States
1995 Europe

Discontinued
2006

U.S. Models
SCPH 1001
SCPH 5001
SCPH 5501
SCPH 7001 **Dual Shock Model**
SCPH 7501 **Dual Shock Model**
SCPH 9001 **Dual Shock Model**
SCPH-101 **Sony PSone**

Official Memory Card Size
1 MB/128 KB divided in 15 blocks

Best Selling Game
Grand Turismo

Rarest Game
Fox Hunt

FREEPLAY
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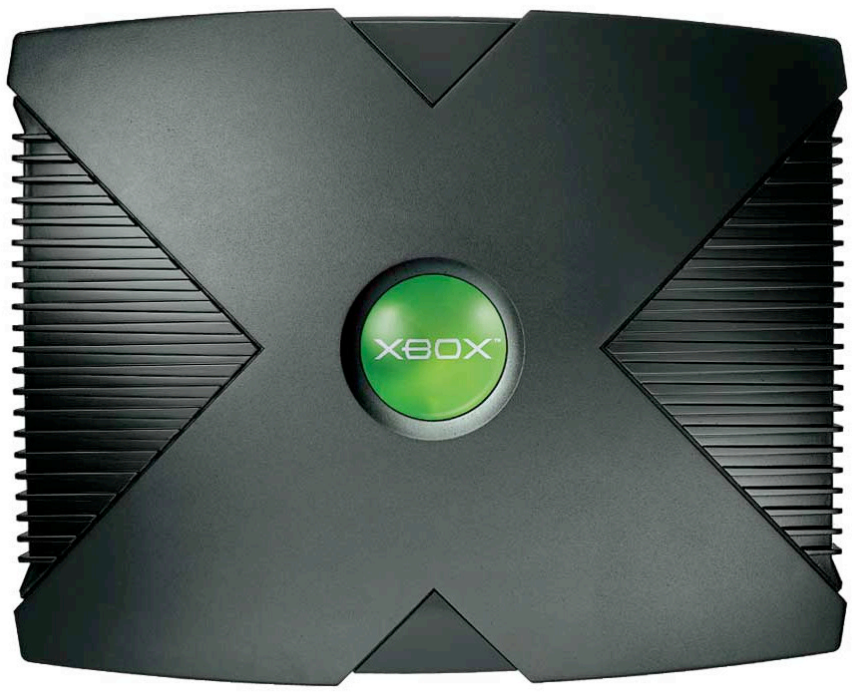
SEVA GAMING



Microsoft®

XBOX

The Xbox is a sixth-generation video game console manufactured by Microsoft. It was released on November 15, 2001 in North America, February 22, 2002 in Japan, and March 14, 2002 in Australia and Europe and is the predecessor to the Xbox 360. It was Microsoft's first foray into the gaming console market, and competed with Sony's PlayStation 2, Sega's Dreamcast, and Nintendo's GameCube. The integrated Xbox Live service allowed players to compete online.

The Xbox was discontinued in late 2006, although the final Xbox game, Madden NFL 09 was released in August 2008. Support for out-of-warranty Xbox consoles was discontinued on March 2, 2009; any in-warranty repair now needed will not be undertaken and faulty consoles will replaced with an Xbox 360 instead. Xbox Live support was discontinued on April 15, 2010.

-Wikipedia

TRIVIA SHEET

Release Date
2002 Japan
2001 United States
2002 Europe

Discontinued
2006

Operating System
Based on Windows NT architecture and Windows XP

CPU
Custom 733 MHz Intel Pentium III "Coppermine-based" processor

Storage Capacity
8 or 10 GB internal Hard Drive (both formatted to 8 GB), 8 MB memory card

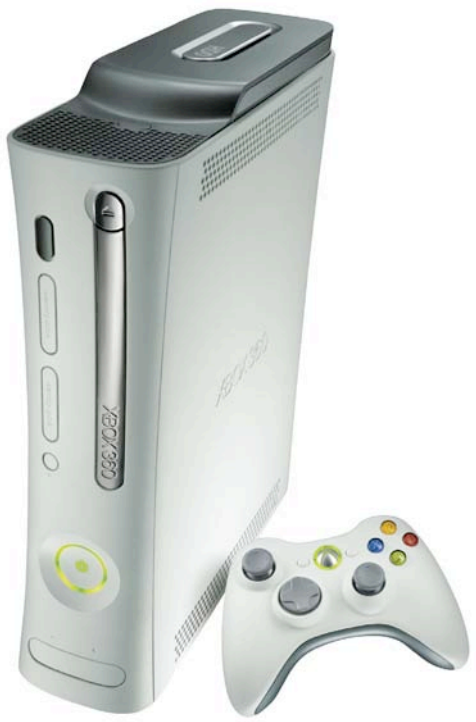
Memory
64 MB of DDR SDRAM @ 200 MHz

Connectivity
100Mbit Ethernet

Best Selling Game
Halo 2

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



Microsoft®

XBOX 360

The Xbox 360 is the second video game console produced by Microsoft, and the successor to the Xbox. The Xbox 360 competes with Sony's PlayStation 3 and Nintendo's Wii as part of the seventh generation of video game consoles.

Some major features of the Xbox 360 are its integrated Xbox Live service that allows players to compete online, download arcade games, game demos, trailers, TV shows, music and movies and its Windows Media Center multimedia capabilities. The Xbox 360 also offers region specific access to third-party media streaming services such as Netflix and ESPN in the USA or Sky Player in the United Kingdom.

At their E3 presentation on 14 June 2010, Microsoft announced a redesigned Xbox 360 that would ship on the same day. The redesigned console is slimmer than the previous Xbox 360 model and features integrated 802.11 b/g/n Wi-Fi, TOSLINK S/PDIF optical audio output, a 250 GB hard drive, 5 USB 2.0 ports (compared to the 3 from older versions) and a special AUX port. Older models of the Xbox 360 have since been discontinued.

With the announcement of the Xbox 360 S, Microsoft have said that they believe that the console is only mid-way through its lifecycle it will continue on through 2015.

-Wikipedia

TRIVIA SHEET

Release Date
2005

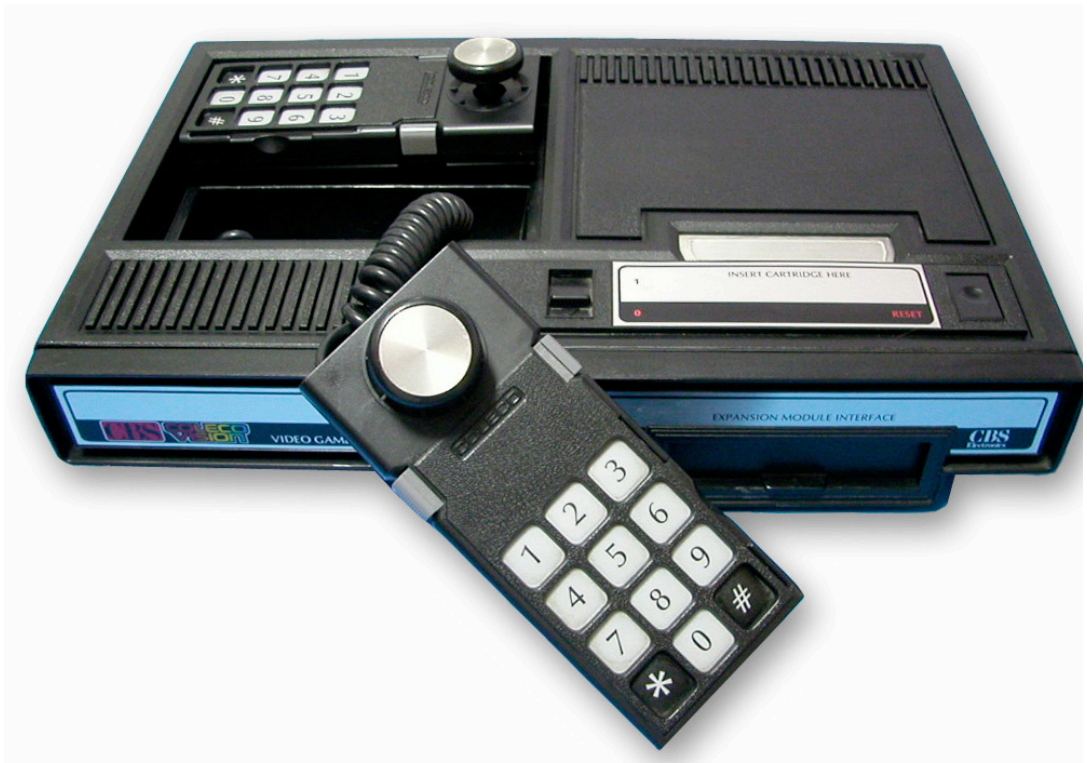
Models
Core
Pro
Arcade
Elite
S (current model)

Compatibility
Some Xbox games

Storage Mediums
Detachable Hard Drives
20 GB, 60 GB, 120 GB, 250 GB
Memory Cards (Removable)
(Original design only)
64 MB, 256 MB, 512 MB
On-board storage chip
Arcade Consoles (later models)
256 MB, 512 MB
Budget level "Xbox 360 S"4 GB
USB storage device (requires system software update)
1 GB to 16 GB

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



COLECO

COLECO VISION

The ColecoVision is Coleco Industries' second generation home video game console which was released in August 1982. The ColecoVision offered arcade-quality graphics and gaming style, and the means to expand the system's basic hardware. Released with a catalog of twelve launch titles, with an additional ten games announced for 1982, approximately 125 titles in total were published as ROM cartridges for the system between 1982 and 1984. River West Brands currently owns the ColecoVision brand name.

-Wikipedia

TRIVIA SHEET

Release Date
1982 Europe
1982 U.S.

Discontinued
1985

Controller Input
Joystick/Numeric Keypad
Roller Controller
Driving Controller
Super Action Controller

Famous Developers
Nintendo
SEGA
Konami

Hardware Expansions
Official Expansion 1
Official Expansion 2
Official Expansion 3
Roller Controller
Super Action Controller Set

Best Selling Game
Donkey Kong

Rarest Game
Super Sketch

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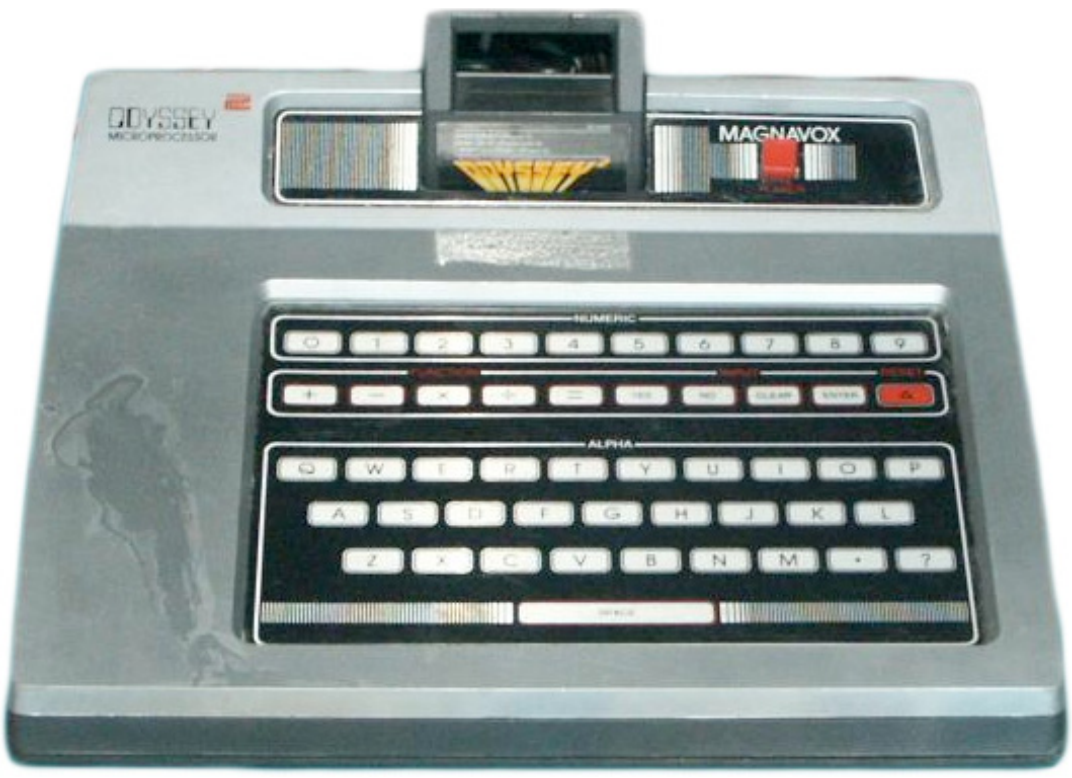


ODYSSEY™

ODYSSEY2

The Magnavox Odyssey², known in Europe as the Philips Videopac G7000, in Brazil as the Philips Odyssey, in the United States as the Magnavox Odyssey² and the Philips Odyssey², and also by many other names, is a video game console released in 1978.

In the early 1970s, Magnavox was an innovator in the home video game industry. They succeeded in bringing the first home video game system to market, the Odyssey, which was quickly followed by a number of later models, each with a few technological improvements. In 1978, Magnavox, now a subsidiary of North American Philips, released the Odyssey², its new second-generation video game console.

-Wikipedia

TRIVIA SHEET

Release Date
1982 Japan
1978 United States
1978 Europe

Other Names
Radiola Jet 25
Schneider 7000
Siera G7000
Odyssey (Brazil)
Videopac
Videopac 7200

Third Party Developers
Parker Bros.
Imagic

All 1st party games developer
Ron Bradford and Steve Lehner

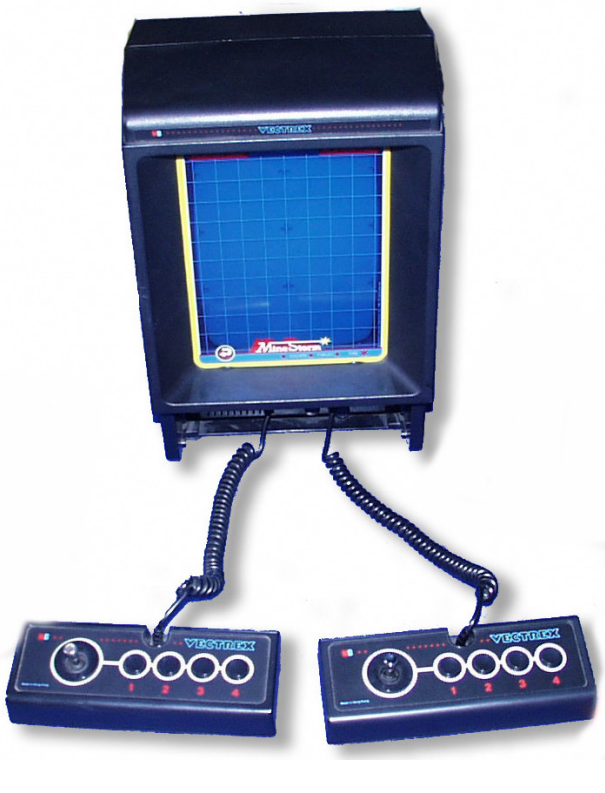
First Game
Quest for the Rings!

Rarest Game
Power Lords!

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



Vectrex

VECTREX

The Vectrex is an vector based video game console that was developed by Western Technologies/Smith Engineering. It was licensed and distributed first by General Consumer Electric (GCE), and then by Milton Bradley Company after their purchase of GCE. It was released in November 1982 at a retail price of $199 ($430 compensated for inflation); as Milton Bradley took over international marketing the price dropped to $150 and then $100 shortly before the video game crash of 1983. The Vectrex exited the market in early 1984.

Unlike other non-portable video game consoles, which connected to televisions and rendered raster graphics, the Vectrex has an integrated vector monitor which displays vector graphics. The monochrome Vectrex uses plastic screen overlays to generate color and various static graphics and decorations. At the time, many of the most popular arcade games used vector displays, and GCE was looking to set themselves apart from the pack by selling high-quality versions of games such as Space Wars and Armor Attack.

Vectrex comes with a built in game, the Asteroids-like Minestorm. Two peripherals were also available for the Vectrex, a light pen and a 3D imager.

The Vectrex was also released in Japan under the name Bandai Vectrex Kousokusen.

While it is a mainstay of disc-based console systems today, the Vectrex was part of the first generation of console systems to feature a boot screen, which also included the Atari 5200 and Coleco vision.

-Wikipedia

TRIVIA SHEET

Release Date
1983 Japan
1983 Europe
1982 U.S.

Discontinued
1984

Number of Games
Thirty-four

Controller Inputs
Two

Media
ROM cartridge

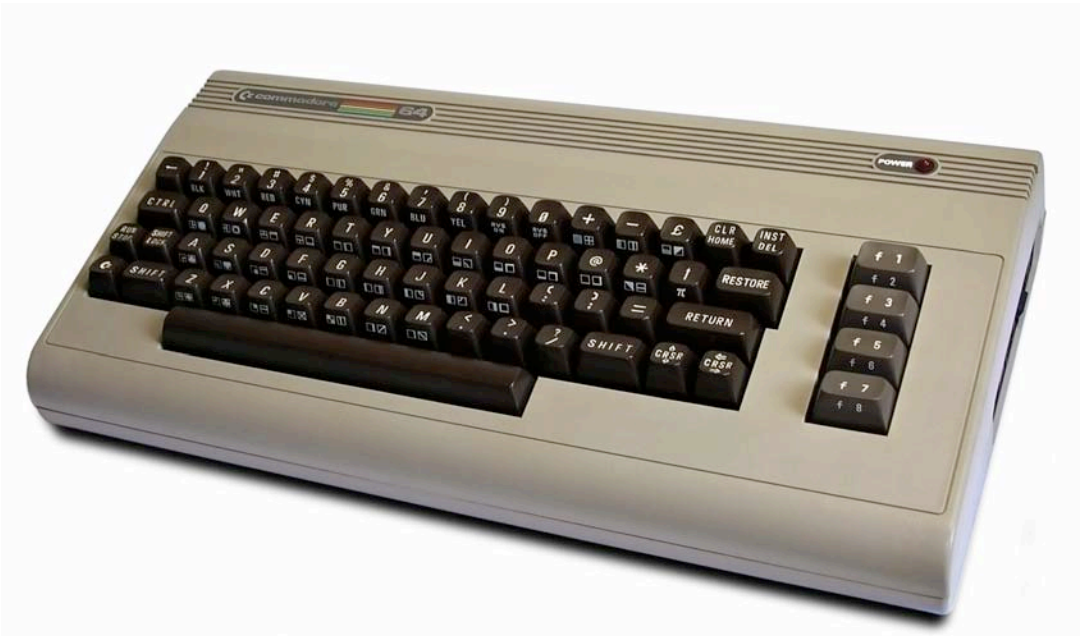
CPU
Motorola MC68A09 @ 1.5 MHz

Best Selling Game
MineStorm (Pack in)

Rarest Game
MineStorm II

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



COMMODORE

COMMODORE 64

The Commodore 64 is an 8-bit home computer introduced by Commodore International in January 1982. Volume production started in the spring of 1982, with machines being released on to the market in August at a price of US $595. Preceded by the Commodore VIC-20 and Commodore MAX Machine, the C64 features 64 kilobytes (65,536 bytes) of memory with sound and graphics performance that were superior to IBM-compatible computers of that time. It is commonly known as the C64 or C=64 (after the graphic logo on the case) and occasionally as the CBM 64 (for Commodore Business Machines), or VIC-64 It has also been affectionately nicknamed the “breadbox” and “bullnose” due to the shape and color of the first version of its plastic casing.

During the C64’s lifetime, sales totaled 30 million units, making it the best-selling single personal computer model of all time. For a substantial period of time (1983–1986), the C64 dominated the market with between 30% and 40% share and 2 million units sold per year, outselling the IBM PC clones, Apple Inc. computers, and Atari 8-bit family computers.

Approximately 10,000 commercial software titles were made for the Commodore 64 including development tools, office applications, and games. The machine is also popularized the computer demo scene.

-Wikipedia

TRIVIA SHEET

Release Date
1982

Discontinued
1994

C64 Brands and Models
Educator 64
Commodore MAX
SX-64
64C
C64 Games System

Operating System
Commodore KERNAL/
Commodore BASIC 2.0

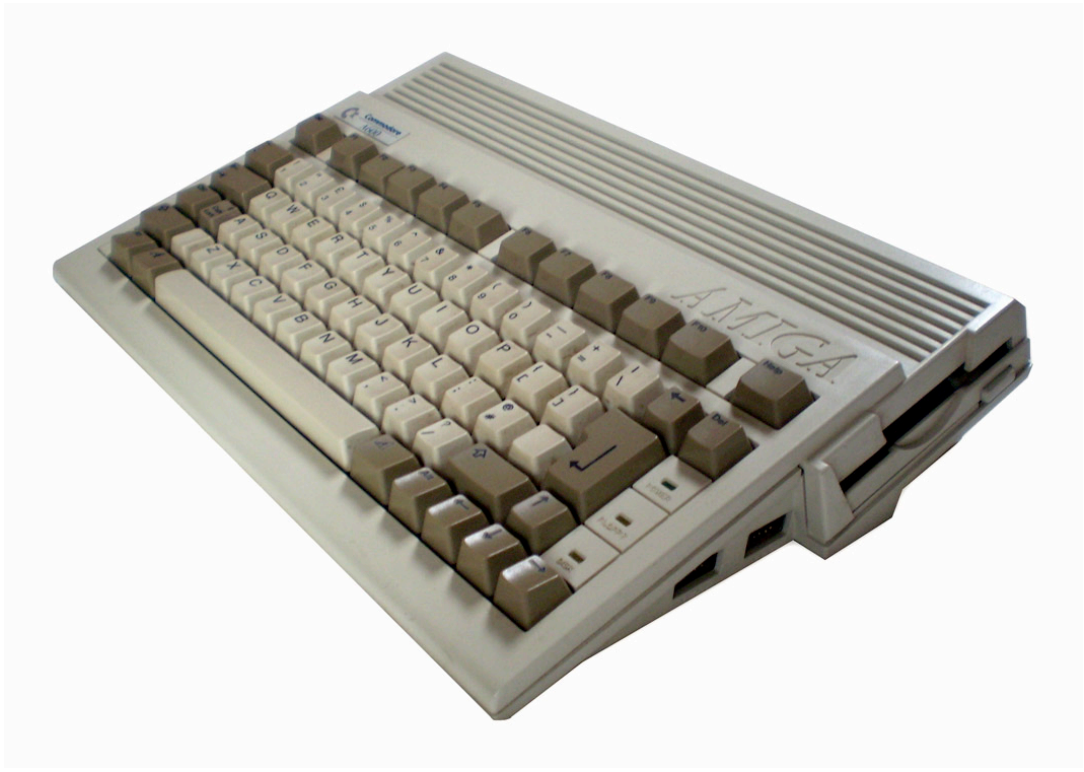
Internet Speed
300 kbits/s

Units Sold
Over 30 Million

Rarest Game
Falconian Invaders

MODERN & CLASSIC GAMING
FREEPLAY

SEVA
GAMING



COMMODORE

COMMODORE AMIGA 600

The Amiga 600, also known as the A600 (codenamed "June Bug" after a B-52's song), was a home computer introduced at the CeBIT show in March 1992. The A600 was the final model of the original A500-esque line based on the Motorola 68000 CPU and the ECS chipset. A notable aspect of the A600 was its small size. Lacking a numeric keypad, the A600 was 14" long by 9.5" deep by 3" high and weighed approximately 6 pounds. AmigaOS 2.0 was included which was generally considered more user-friendly than AmigaOS 1.3.

Like the A500 before it, the A600 was aimed at the lower "consumer" end of the market, with the higher end being dominated by the Amiga 3000. It was essentially a redesign of the A500 Plus, with the option of an internal hard disk drive. It was intended by manufacturer Commodore International to revitalize sales of the A500 line before the introduction of the 32-bit Amiga 1200.

According to Dave Haynie, the A600 "was supposed to be 50 – 60 US$ cheaper than the A500, but it came in at about that much more expensive than the A500."This is supported by the fact that the A600 was originally to have been numbered the A300, positioned as a budget version of the A500+. In the event, the cost led the machine to be marketed as a replacement for the A500+, requiring a change of number. Early models feature motherboards with the A300 designation.

-Wikipedia

TRIVIA SHEET

Release Date
1992

Discontinued
1993

U.S. Release Packages
'Lemmings' bundle (1992)
Lemmings and the sophisticated-for-the-time Electronic Arts graphics package Deluxe Paint III.
'Robocop 3D' bundle (1992)
Robocop 3D, Myth, Shadow of the Beast III, Graphic Workshop and Microtext

Operating System
Amiga OS v2.05

Memory
1 MB (10 MB Maximum)

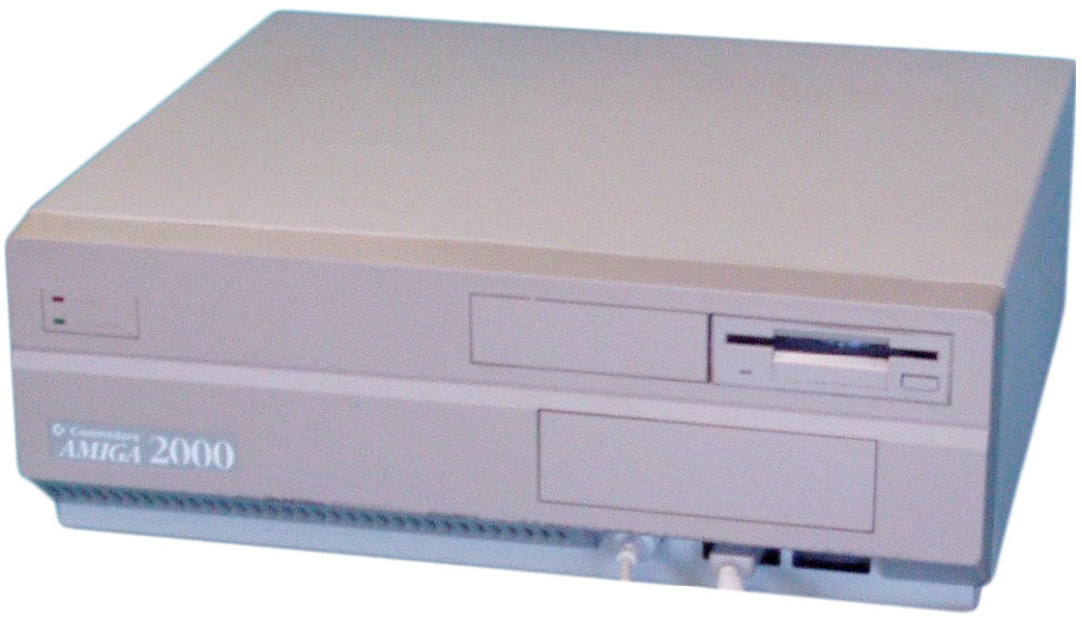
CPU
Motorola 68000 @ 7.16 MHz 7.09 MHz (PAL)

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING

COMMODORE



COMMODORE AMIGA 2000

The A2000, also known as the Commodore Amiga 2000, was released in 1986. Although aimed at the high-end market it was technically very similar to the A500, so similar in fact that the A2000B revision was outright based on the A500 design. What the A2000 had over the A500 was a bigger case with room for five Zorro II proprietary expansion slots, two 16-bit and two 8-bit ISA slots, a CPU upgrade slot, a video slot, and a battery-backed clock.

It should also be noted that, like the Amiga 1000 and unlike the Amiga 500, the A2000 came in a desktop case with a separate keyboard. The case was more PC-like than the A1000 - taller to accommodate the expansion cards and lacking the space beneath for the keyboard.

Also like the Amiga 1000, the 2000 was sold only by specialty computer dealers.

The A2000 was eventually succeeded by the Amiga 3000 in 1990.

-Wikipedia

TRIVIA SHEET

Release Date
1986

Discontinued
1992

Operating system
Amiga OS 1.2/1.3 ~ 2.0

CPU
Motorola 68000 @ 7.16 MHz (NTSC) 7.09 MHz (PAL)

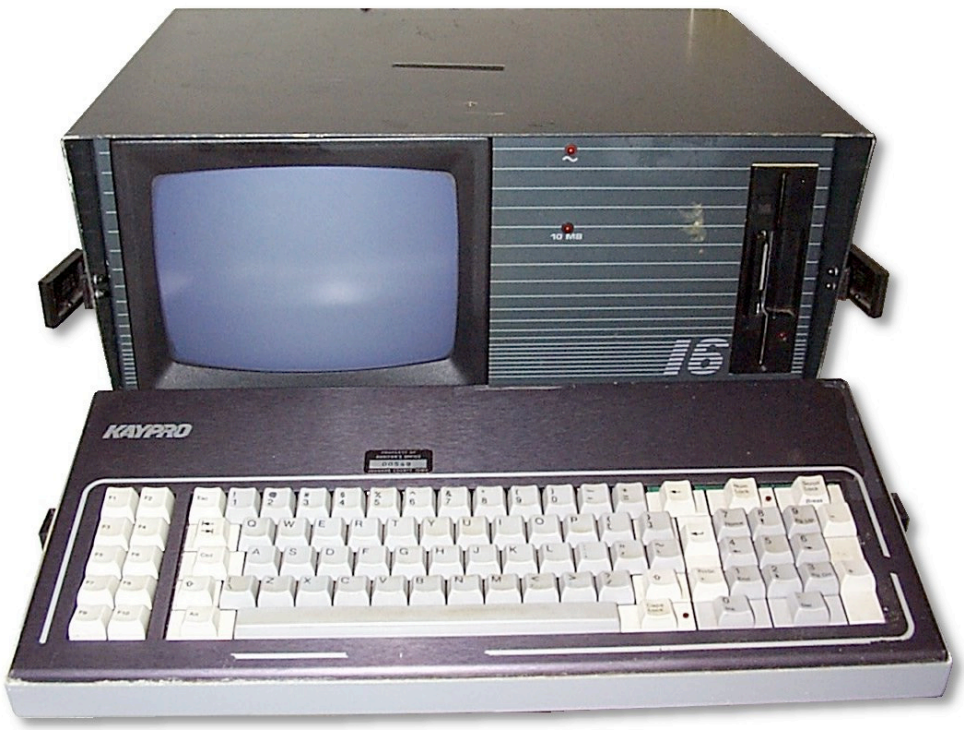
Memory
512 KB (9 MB maximum)

Models
Model A (1984)
Model B (1986)
Model C (1991)

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



KAYPRO

KAYPRO II COMPUTER

The Kaypro II was the first computer released by Non-Linear Systems, in 1982. The Kaypro II is unusual because the entire case is made out of metal. Kaypro's computers were an extension of their test instrument design philosophy: rugged, reliable, reasonably priced, looking more like instruments than the creative, communications (and business) tools that they really are. The Kaypro II is not the first portable full-size computer, that would be the Osborne 1, with its all-plastic case.

In 1983, The company split-off the computer division, naming it Kaypro Computers. They were soon shipping 10,000 Kaypro II computers a month. Over the next four years, they released the Kaypro 10, IV, 4, 2, 2X, Robie, 4X, 12X, 16, 2000, and Kaypro 1.

Most of their computers were based on the Z-80 microprocessor and ran the CP/M operating system up until 1986 or so. By that time, MS-DOS was taking over the world. Kaypro Computers made a few more systems, but couldn't compete. They filed for bankruptcy in 1990.

-Old Computers.net

TRIVIA SHEET

Release Date
1982

Price
U.S. $1595.

Weight
26 LBS

CPU
Zilog Z80, 2.5 MHz

RAM
64K

Display
9" green phosphor screen.
24 X 80 text only

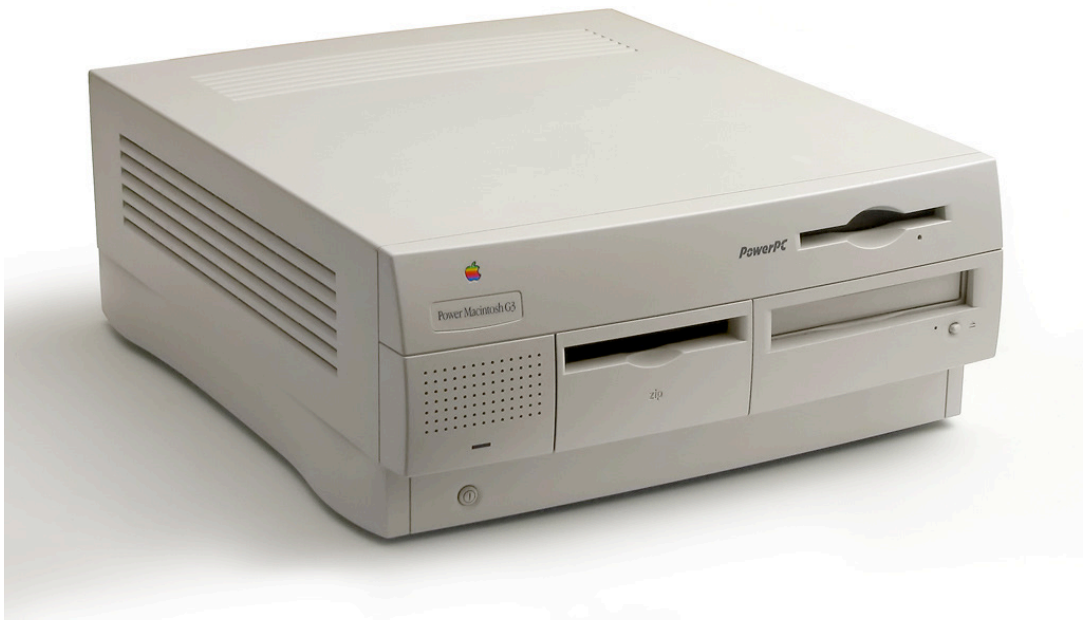
Ports
Serial port
Parallel port

Storage
Two internal 5-1/4"
SS-DD 195K drives

Operating System
CP/M, SBASIC

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



Apple®

POWER MACINTOSH G3

The Power Macintosh G3, commonly called “beige G3s” or “platinum G3s” for the color of their cases, was a series of personal computers designed, manufactured, and sold by Apple Computer, Inc. from November 1997 to January 1999. It was the first Macintosh to use the PowerPC G3 (PPC750) microprocessor, and replaced a number of earlier Power Macintosh models, in particular the 7300, 8600 and 9600 models. It was succeeded by the Power Macintosh G3 (Blue & White), which kept the name but introduced a radically different design.

The Power Mac G3 introduced a fast and large Level 2 backside cache to Apple’s product lineup, running at half processor speed. As a result, these machines were widely considered to be faster than Intel PCs of similar CPU clock speed at launch, an assertion that was backed up by benchmarks performed by Byte Magazine, which prompted Apple to create the “Snail” and “Toasted Bunnies” television commercials.

The Power Macintosh G3 was originally intended to be a midrange series, between the low-end Performa/LC models and the six-PCI slot Power Macintosh 9600.

Apple developed a prototype G3-based six-slot full tower to be designated the Power Macintosh 9700. Despite demand from high-end users for more PCI slots in a G3 powered computer, Apple decided not to develop the prototype (dubbed “Power Express”) into a shipping product[3], leaving the 9600 as the last six-slot Mac Apple would ever make.

-Wikipedia

TRIVIA SHEET

Release Date
1997

Discontinued
1999

Operating system
Mac OS 8
Mac OS 9
Mac OS X
Mac OS 10.5 with G4 upgrade

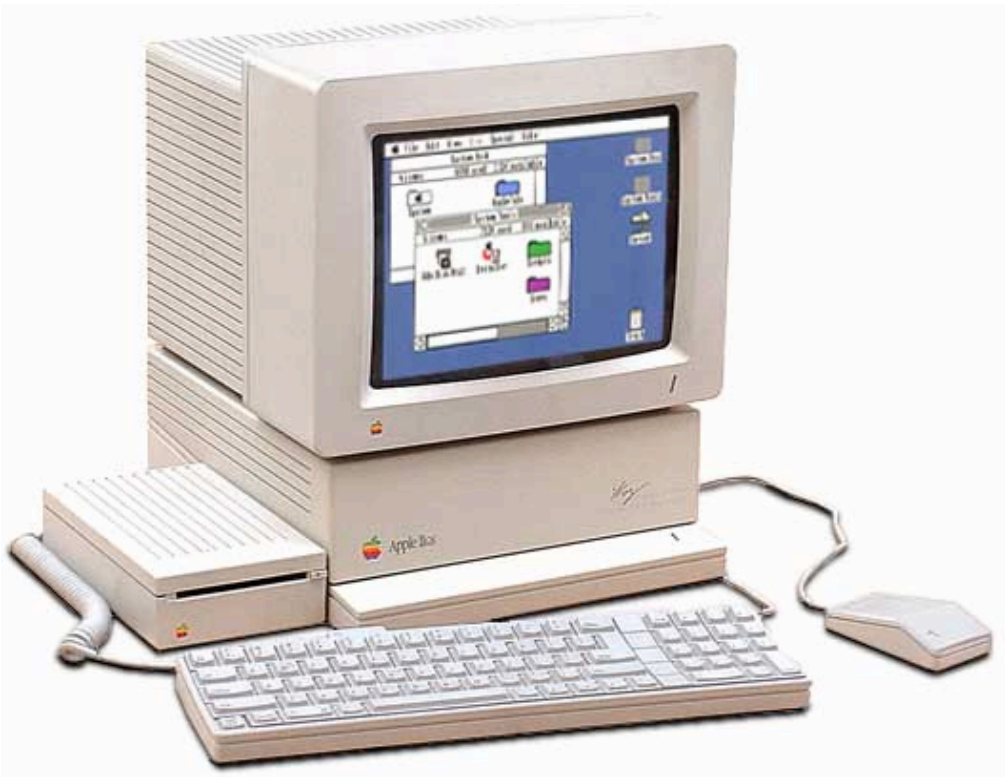
CPU
PowerPC G3, 233–333 MHz

Models
Outtrigger
Minitower
All-In-One (AIO)

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



APPLE IIGS

The Apple IIGS, the fifth model of the Apple II, is the most powerful member of the Apple II series of personal computers produced by Apple Computer. The “GS” in the name stands for Graphics and Sound, referring to its enhanced graphics and sound capabilities, both of which greatly surpassed previous models of the line. At the time of its release, while it featured graphics comparable to other next generation computers of the era (even more advanced than the black and white Macintosh, apart from a lower vertical resolution), it was most notable for its then state-of-the-art sound and music synthesis which surpassed all other personal computers at the time.

The machine was a radical departure from any previous Apple II, with its true 16-bit architecture, increased processing speed, direct access to megabytes of RAM, wavetable music synthesizer, graphical user interface, and mouse. While still maintaining full backwards compatibility with earlier Apple II models, it blended the Apple II and aspects of Macintosh technology into one. The Apple IIGS set forth a promising future and evolutionary advancement of the Apple II line, but Apple paid it relatively little attention as the company increasingly focused on the Macintosh platform.

The Apple IIGS was the first computer produced by Apple to use a color graphical user interface, as well as the “Platinum” (light grey) color scheme and the Apple Desktop Bus interface for keyboards, mice, and other input devices. It was also the first personal computer to come with a built-in “wavetable” sample-based synthesizer chip, utilizing technology from Ensoniq. The machine outsold all other Apple products, including the Macintosh, during its first year in production.

-Wikipedia

TRIVIA SHEET

Release Date
1986

Discontinued
1992

Operating System
Apple ProDOS
Apple GS/OS

CPU
65C816 @ 1 or 2.8 MHz

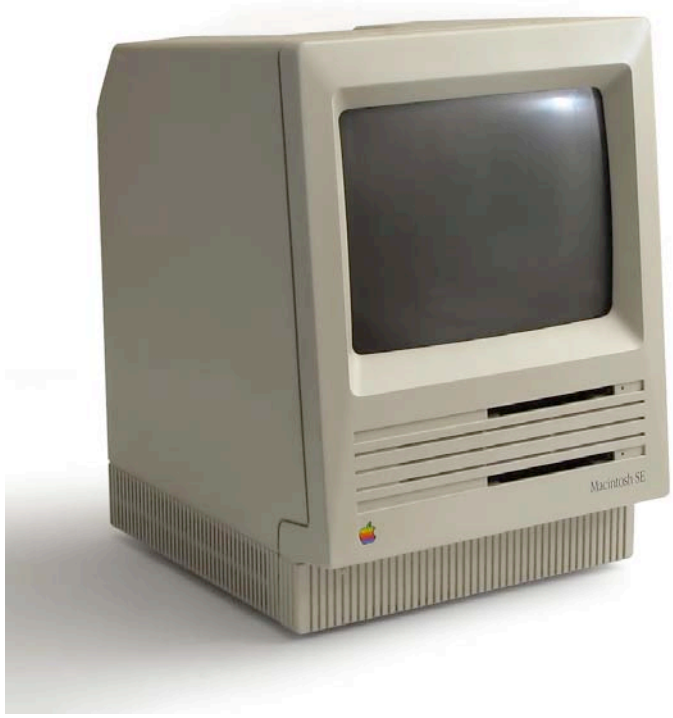
Memory
256 KB or 1 MB
Expandable up to 8 MB

Limited Editions
The “Woz” 10th Anniversary Edition

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



Apple®

MACINTOSH SE

The Macintosh SE was a personal computer manufactured by Apple between March 1987 and October 1990. This computer marked a significant improvement on the Macintosh Plus design and was introduced by Apple at the same time as the Macintosh II. It had a similar case to the original Macintosh computer, but with slight differences in color, casing, and styling.

-Wikipedia

TRIVIA SHEET

Release Date
1987

Discontinued
1990

Operating System
3.3-3.4
4.0–6.0.2
6.0.3–6.0.8
7.0-7.5.5

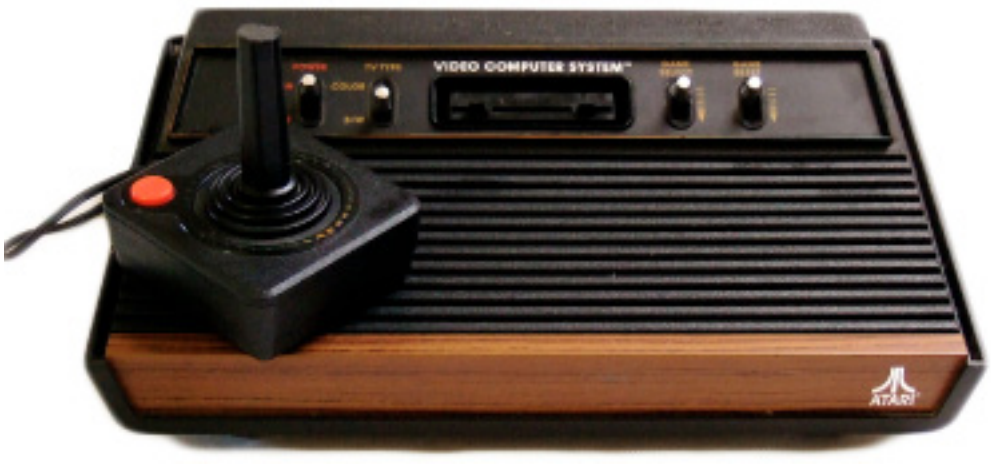
CPU
Motorola 68000 @ 8 MHz

Memory
(150 NS 30-pin SIMM)

Models
Macintosh SE
Macintosh SE FDHD

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



ATARI

ATARI 2600

The Atari 2600 is a video game console released in October 1977 by Atari, Inc. It is credited with popularizing the use of microprocessor-based hardware and cartridges containing game code, instead of having non-microprocessor dedicated hardware with all games built in. The first game console to use this format was the Fairchild Channel F; however, the Atari 2600 is credited with popularizing the plug-in concept among the game-playing public.

The console was originally sold as the Atari VCS, for Video Computer System. Following the release of the Atari 5200, in 1982, the VCS was renamed "Atari 2600", after the unit's Atari part number, CX2600. The 2600 was typically bundled with two joystick controllers, a conjoined pair of paddle controllers, and a cartridge game—initially Combat and later Pac-Man.

The Atari 2600 was wildly successful. During much of the 1980s, "Atari" was a synonym for this model in mainstream media and, by extension, for all video games in general.

-Wikipedia

TRIVIA SHEET

Release Date
1977 U.S.
1978 Europe
1983 Japan

Discontinued
1992

Sears Models
Tele-Games (1975)
Heavy Sixer (1977)
Rev. B "4 Switch" (1980)
Video Arcade II (1983)

Other Models
Atari Jr.
Atari 2000 (unreleased)

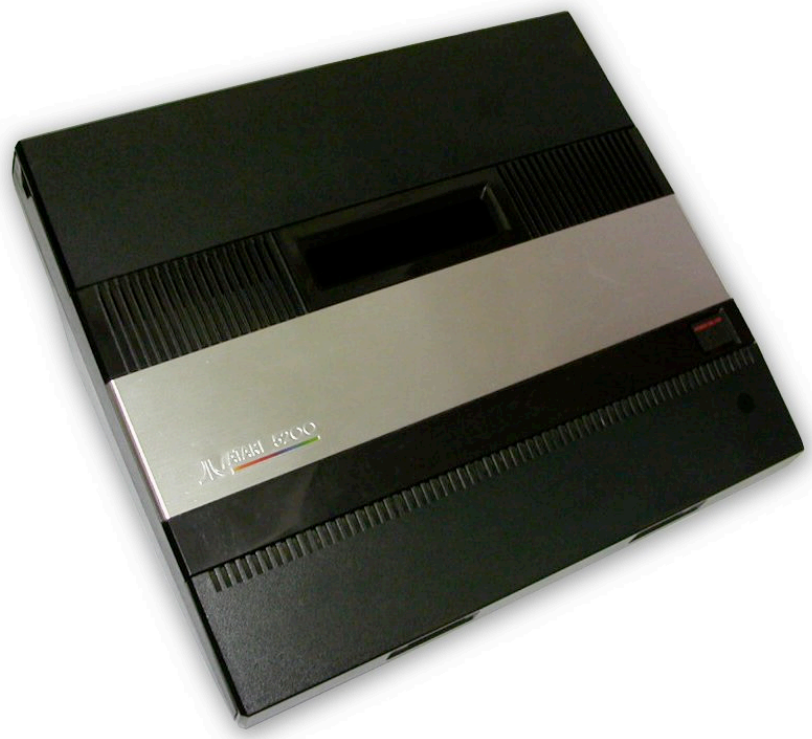
Number of Games
Over 900

Best Selling Game
Pac-Man

Rarest Game
Mangia'

FREEPLAY
MODERN & CLASSIC GAMING

SEVA GAMING



ATARI

ATARI 5200

The Atari 5200 SuperSystem, or simply the Atari 5200, is a video game console that was introduced in 1982 by Atari Inc. as a replacement for the popular Atari 2600. The 5200 was created to compete with the Intellivision, but wound up more directly competing with the ColecoVision shortly after its release.

The 5200 was based on Atari Inc.'s existing 400/800 computers and the internal hardware was almost identical, although software was not directly compatible between the two systems. A number of design flaws had a serious impact on usability, and the system is generally considered to have performed poorly on the user market.

-Wikipedia

TRIVIA SHEET

Release Date
1982

Discontinued
1984

Launch Titles
Super Breakout
Galaxian
Space Invaders

Also Known As
Atari Video System X

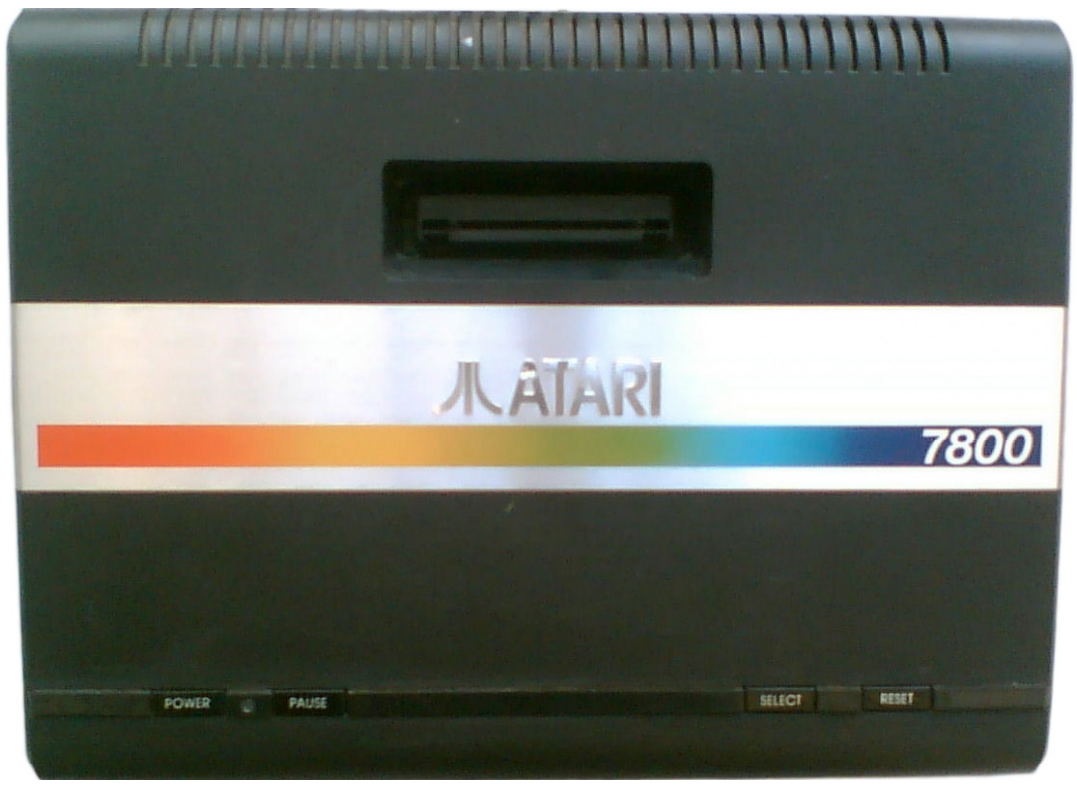
Models
Original Model (1982)
Asterisk Model (1983)

Compatibility with 2600 Games
With hardware attachment
With asterisk model system

Rarest Game
Meteroites

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



ATARI

ATARI 7800

The Atari 7800 ProSystem, or simply the Atari 7800, is a video game console re-released by Atari Corporation in January 1986. The original release had occurred two years earlier under Atari Inc. The 7800 had originally been designed to replace Atari Inc.'s unsuccessful Atari 5200 in 1984, but was temporarily shelved due to the sale of the company after the video game crash. In January 1986, the 7800 was again released and would compete that year with the Nintendo Entertainment System and the Sega Master System.

With this system, Atari Inc. addressed all of the consumer complaints regarding the Atari 5200: it had simple digital joysticks; it was almost fully backward-compatible with the Atari 2600; and it was affordable (originally priced at US$140).

-Wikipedia

TRIVIA SHEET

Release Date
1984 U.S. original release
1986 U.S. re-release
1987 Europe

Discontinued
1992

Designer
General Computer Corporation

Compatible With
Atari 2600

Models
3

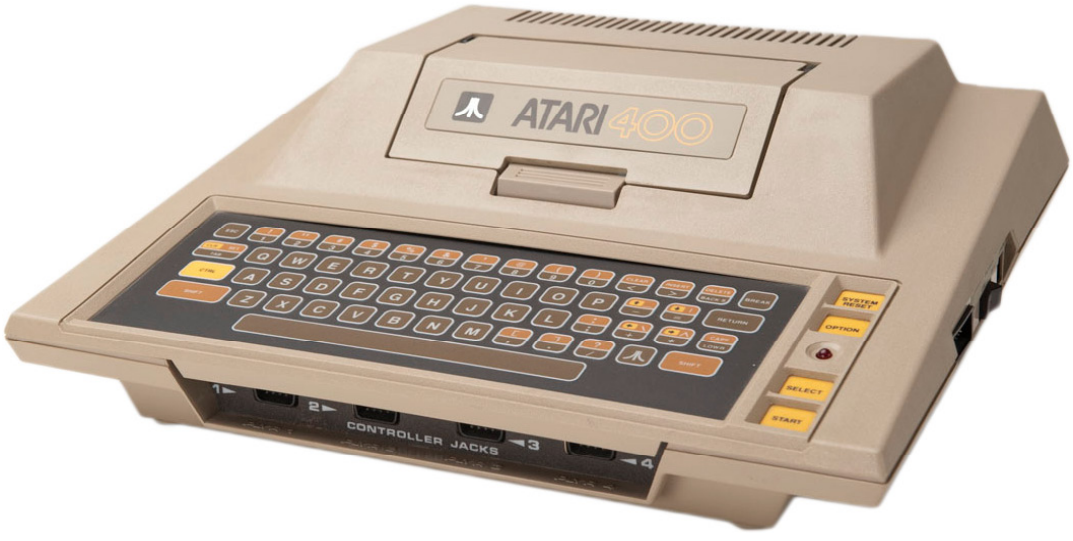
Number of Games
Over 100

Rarest Game
Tank Command

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



ATARI

ATARI 400

In the 80's, Atari developed two new computers, the 400 and the 800. The primary difference between the two models was marketing; Atari marketed 800 as a computer, and 400 as a game machine. 800 would include slots for RAM and ROM, a second 8 KB cartridge slot, monitor output and a full keyboard, while 400 used a plastic "membrane keyboard" and internal slots for memory (not upgradable).

The machines were announced in late 1978 although they weren't widely available until November 1979, much closer to the original design date. The names originally referred to the amount of memory, 4 KB RAM in the 400 and 8 KB in the 800. However by the time they were released the prices on RAM had started to fall, so the machines were instead both released with 8 KB. As memory prices continued to fall Atari eventually supplied the 800 fully expanded to 48 KB, using up all the slots. Overheating problems with the memory modules eventually led Atari to remove the module's casings, leaving them as "bare" boards. Later, the expansion cover was held down with screws instead of the easier to open plastic latches.

The Atari 400, despite its membrane keyboard and single internal ROM cartridge slot, outsold the more feature rich Atari 800 by some margin. Because of this, developers were generally unwilling to use the 800-only right cartridge slot.

-Wikipedia

-Trivia from OldComputer.net

TRIVIA SHEET

Release Date
1978

Price
$549.95

CPU
MOS 6502,1.8MHz

RAM
8K base, 48K max

Display
24 X 40 text
20 x 192 monochrome
160 x 96 with 128 colors

Expansion
2 internal expansion slots
1 cartridge slot under front cover

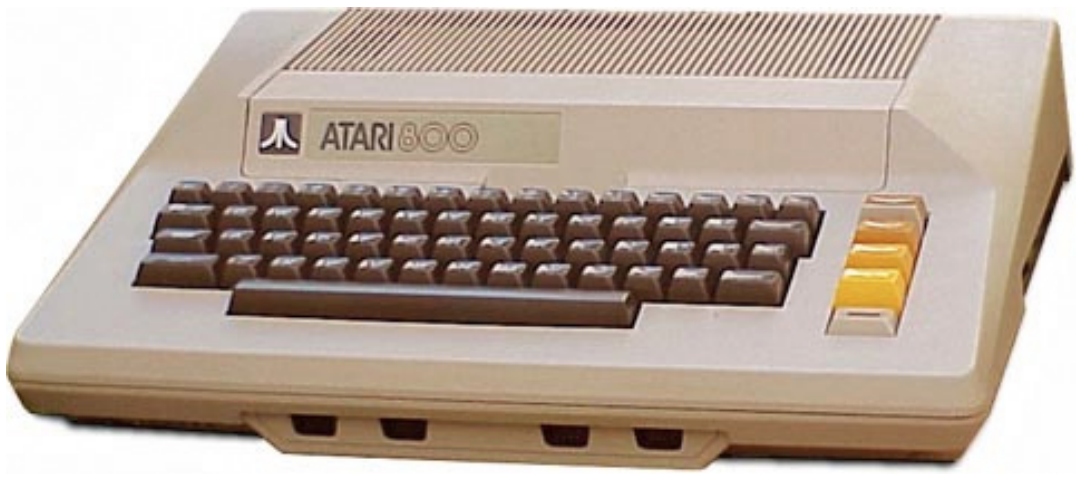
Ports
4 controller ports
TV video output

Storage
external floppy drive
cassette recorder

Operating System
Atari OS

MODERN & CLASSIC GAMING
FREEPLAY

SEVA GAMING



ATARI

ATARI 800

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-Wikipedia

TRIVIA SHEET

Release Date
1979

Price
$999.95

CPU
MOS 6502,1.8MHz

RAM
8K base, 48K max

Expansion
4 internal expansion slots
2 cartridge slots

Ports
4 controller ports
RGB video output
TV video output

Storage
external 90K floppy drive
cassette recorder

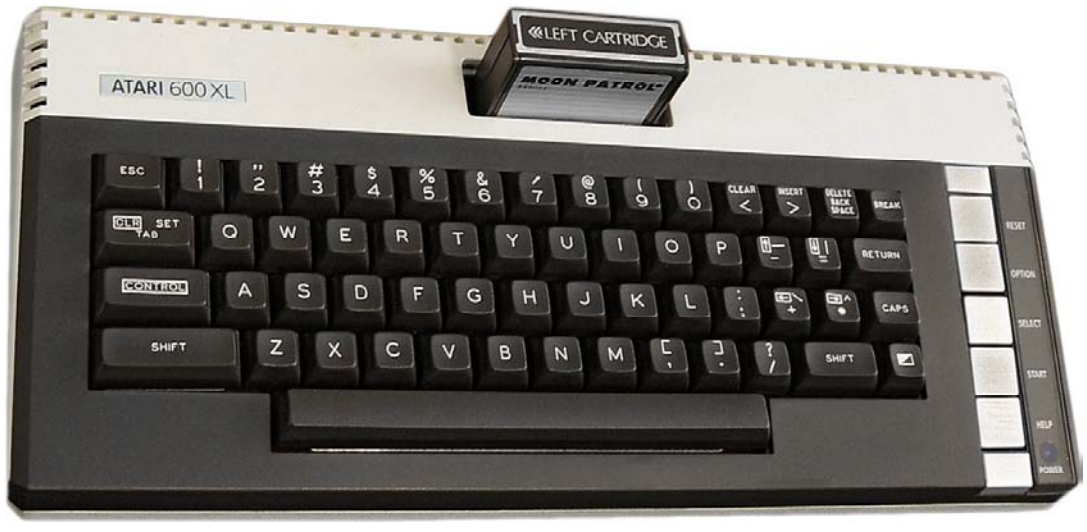
Operating System
Atari OS

Upgrades
800 XL upped the memory to 64kb

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



ATARI

ATARI 600XL

The 600XL, 800XL, 1400XL and 1450XLD were announced at the 1983 Summer CES. The machines had Atari BASIC built into the ROM of the computer and the PBI at the back that allowed external expansion. The machines looked similar to the 1200XL, but were smaller back to front, the 600 being somewhat smaller than the 800 front-to-back (similar to the original Sweet 8 project). The 1400 and 1450 both added a built-in 300 baud modem and a voice synthesizer, and the 1450XLD also included a built-in double-sided floppy disk drive in an enlarged case.

However, the production move ran into unexpected delays. Originally intended to replace the 1200XL in mid-83, the machines did not arrive until late in 1983. Although the 600/800 were well positioned in terms of price and features, during the critical Christmas season they were available only in small numbers while the Commodore 64 was widely available. Although the 800XL would be the most popular computer sold by Atari, it was unable to defend Atari's marketshare, and the race to the bottom gutted their profits. Combined with the simultaneous effects of the video game crash of 1983, Atari was soon losing millions of dollars a day. Their owners, Warner Communications, became desperate to sell off the division.

-Wikipedia

-Trivia from Computer Closet.org

TRIVIA SHEET

Release Date
1983

CPU
6502, 1.79 MHz

Memory
16K RAM, 24K ROM

Operating System
BASIC in ROM
Atari XL operating system on diskette

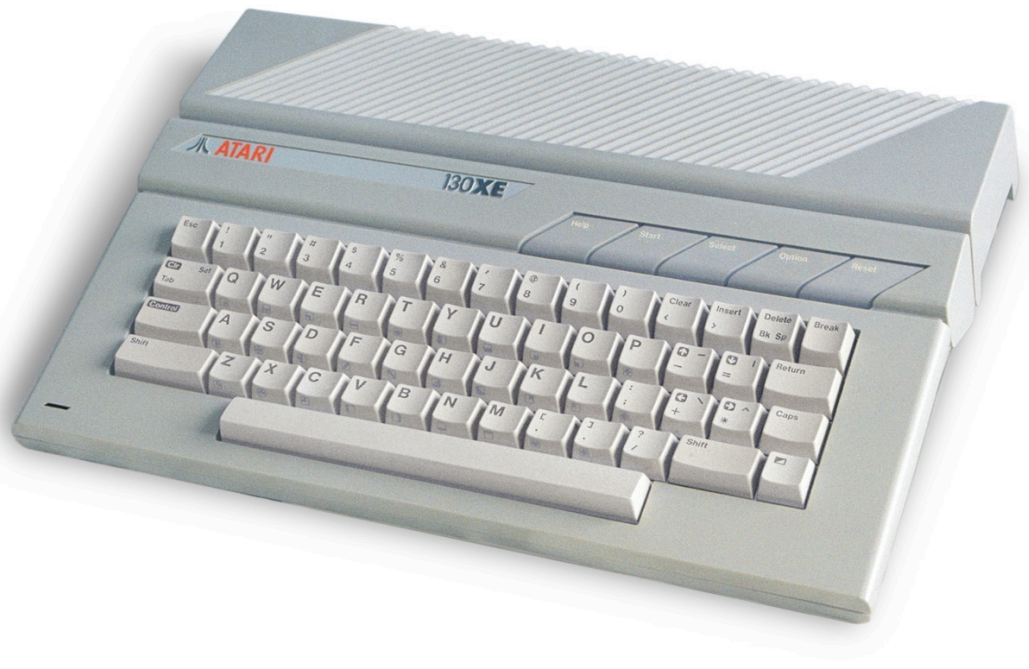
Input/Output
2 joystick ports
Atari cable bus

Bus
Atari daisy-chain cable bus, connects floppy drives, cassette drives, printers

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING



ATARI

ATARI 130XE

Atari Corporation produced the final machines in the 8-bit series, which were the 65XE and 130XE (XE stood for XL-Expanded). They were announced in 1985, at the same time as the initial models in the Atari ST series, and resembled the Atari ST. Originally intended to be called the 900XLF, the 65XE was functionally equivalent to the 800XL minus the PBI connection. The 65XE (European version) and the 130XE had the Enhanced Cartridge Interface (ECI), a semi-compatible variant of the Parallel Bus Interface (PBI). The 130XE shipped with 128 KB of memory, accessible through bank-selection.

-Wikipedia

-Trivia from Old Computer.net

TRIVIA SHEET

Release Date
1985

CPU
6502C, 1.79 MHz

Memory
128K RAM (64K+64K banked), 24K ROM

Operating System
XE Operating System

Input/Output
130XE-specific Enhanced Cartridge Interface (ECI) Port, two joystick ports, composite video output, serial bus connector for floppy drive or printer

Resolution
320x192 max, up to 256 colors, 40x24 text

Bus
Atari XE ECP

MODERN & CLASSIC GAMING

FREEPLAY

SEVA GAMING

REMAINING COMPUTERS

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