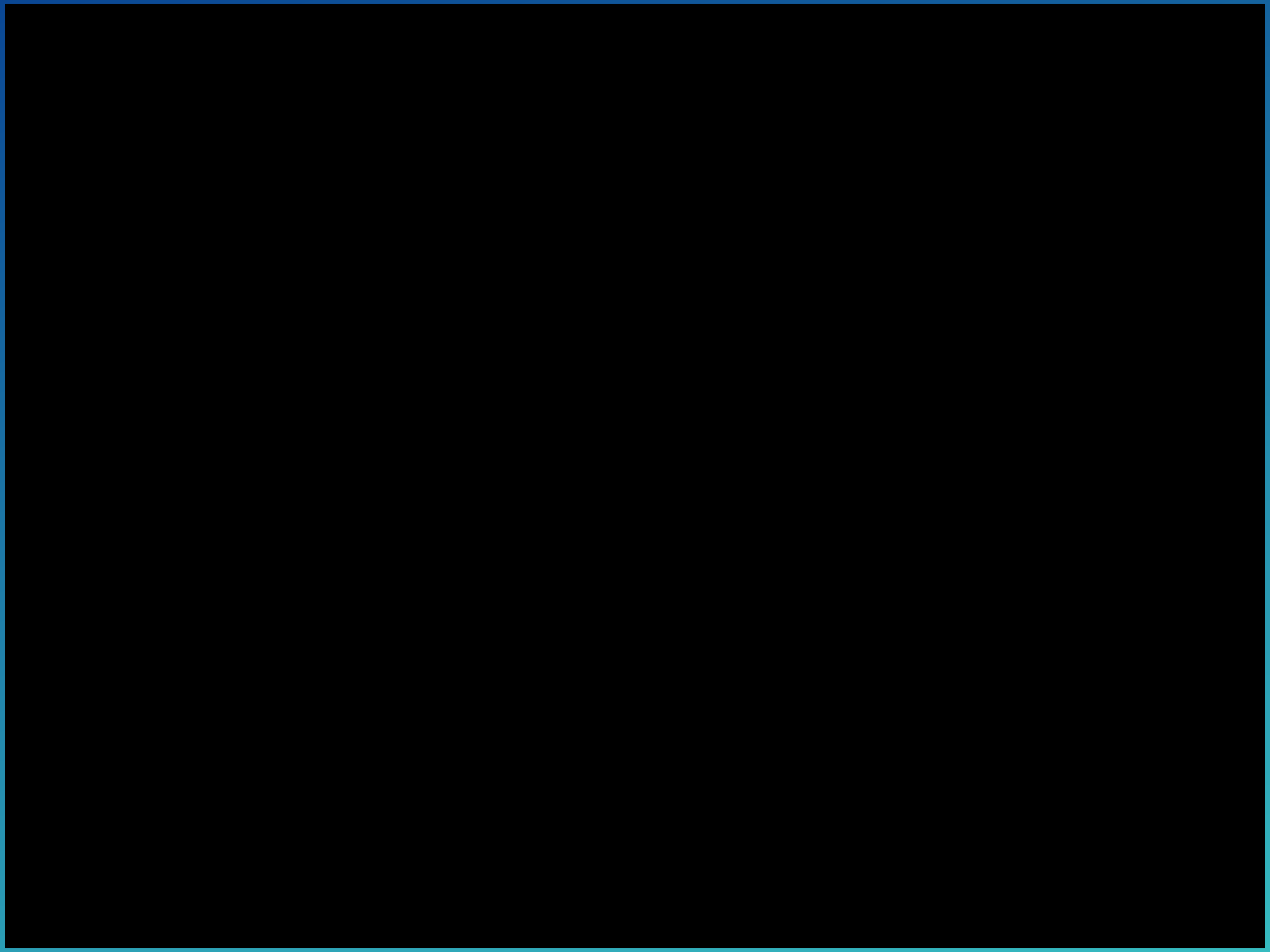


HISTORY OF VIDEO GAMES

SEGA

FORD SEIDEL



In the beginning, there
was...

Service Games

(1940)

SG-1000 (Mark I/II)

- Released July 15, 1983 (same day as the Famicom launch)
- Z80 CPU at 3.58 MHz
- 1KB RAM, 2KB VRAM
- 256x192 resolution
- 32 sprites, 16 colors
- 3 channel square wave generator with 10 bit frequency resolution and 4 frequency white noise





MKIII / Master System

- Release years:
 - 1985 (JP)
 - 1986 (US)
 - 1987 (EU)
 - 1989 (BR)
- Z80 CPU at 3.58 MHz
- 8KB System RAM, 32KB VRAM
- 16 sprite colors, 16 background colors from a palette of 64
- 64 sprites (8 per line)
- Same sound chip as SG-1000 (unless you lived in Japan)



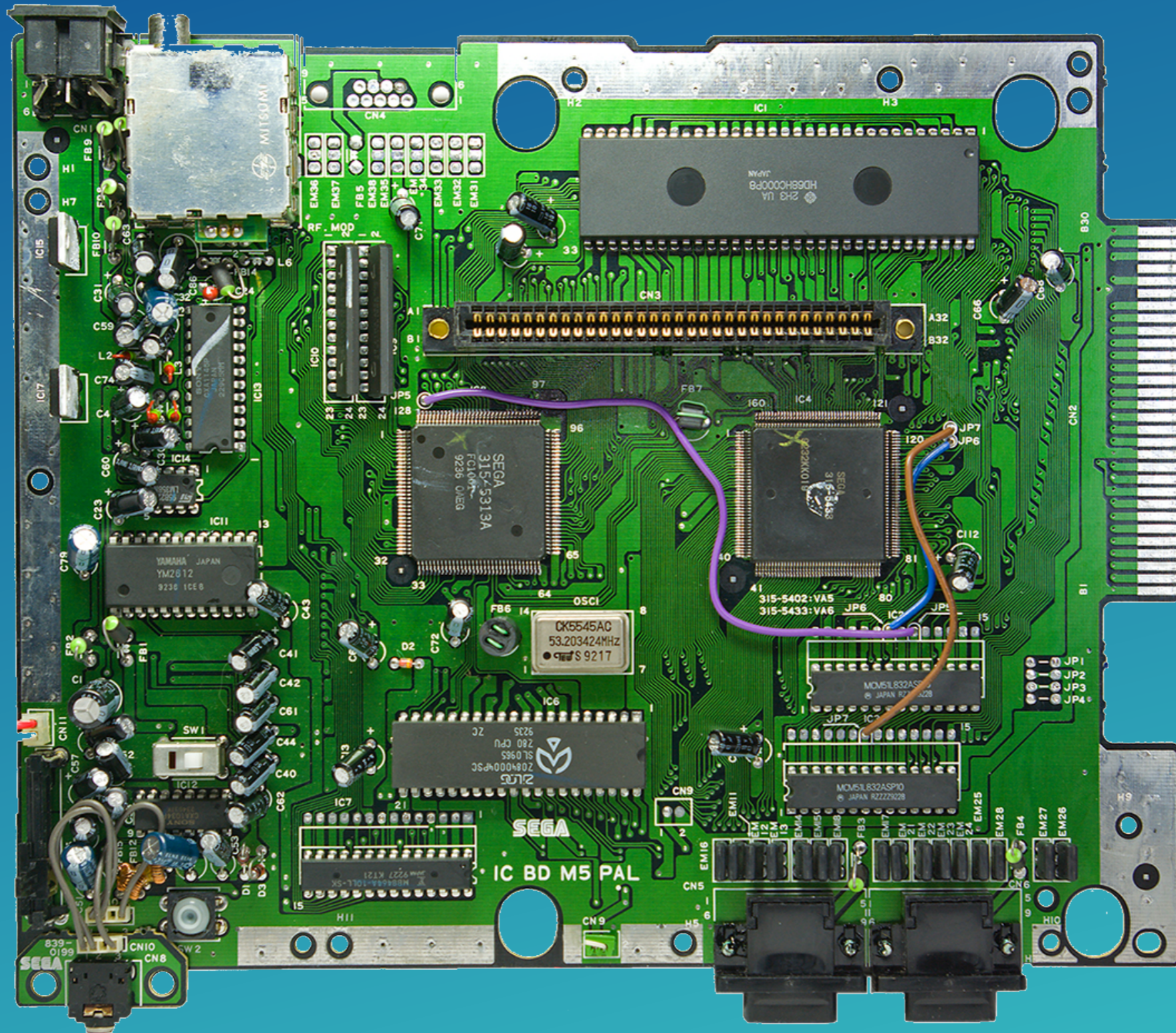


Mega Drive/Genesis

- Released:
 - Oct 29, 1988 (JP)
 - Aug 14, 1989 (US)
 - Nov 30, 1990 (EU)
 - Dec ?, 1990 (BR)
- Motorola 68000 CPU at 7.67MHz
- 64KB system RAM, 64KB VRAM
- 3 Planes: 1 sprite, 2 background (foreground)
- YM2612 FM Synthesizer
- Up to 320x224 progressive or 320x448 interlaced resolution
- Vertical and horizontal interrupts
- 80 sprites, 20 per scanline, 8x8-32x32 pixels, 16 colors
- 512 color palette (4 16 color sub-palettes on screen)
- Shadow and highlight modes for extra color
- Also, there's an entire Master System shoved in there (all MS hardware accessible in MD mode)



What's Inside?



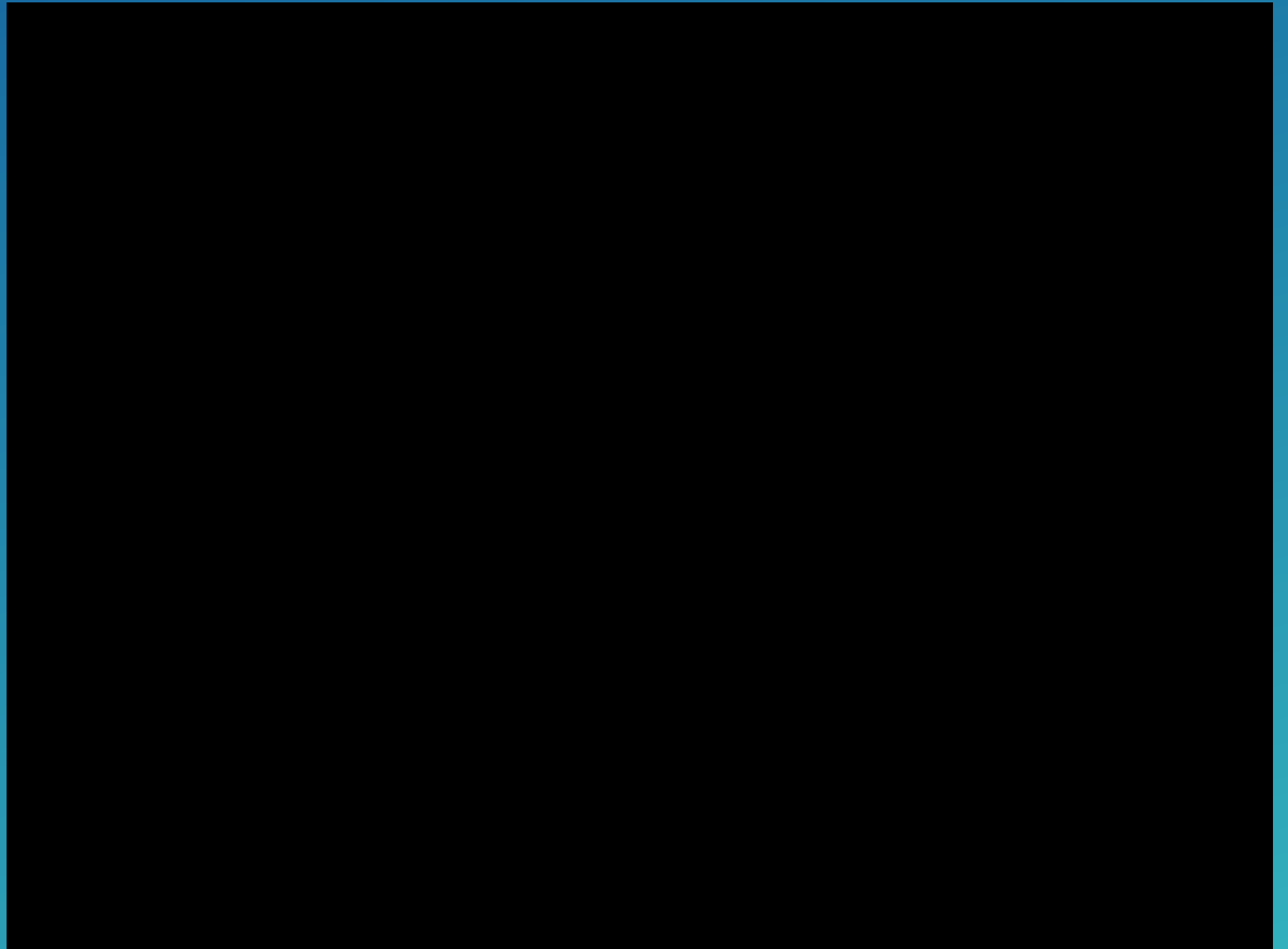
Hardware Tricks

- Per-line scrolling



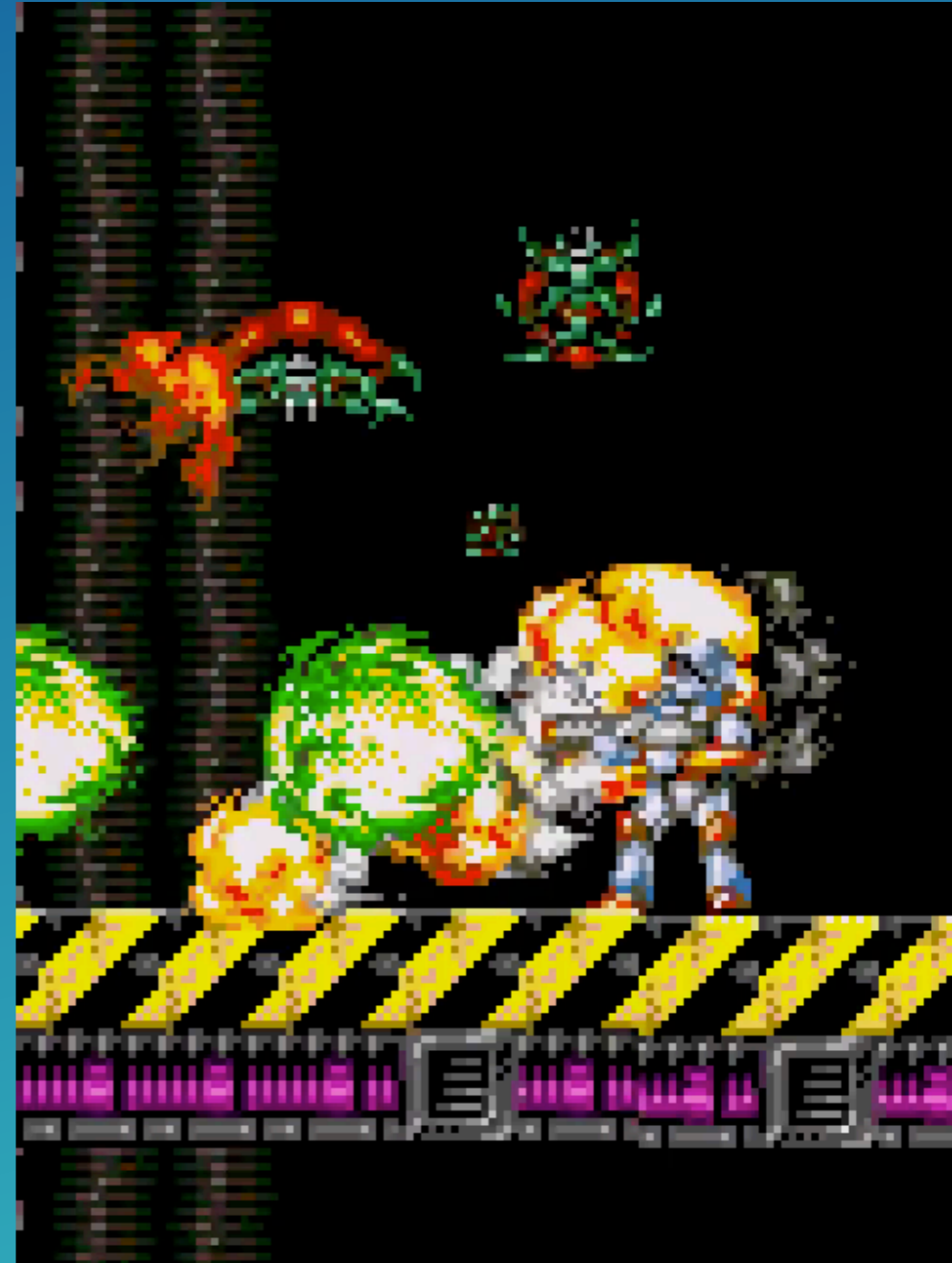
Hardware Tricks

- Additional layers of parallax
- Really cool synthesized guitars



Hardware Tricks

- Realtime sprite scaling



Hardware Tricks

- Background-plane tilting



Mega CD/Sega CD

- Release dates:
Dec 12, 1991 (JP)
Oct 15, 1992 (US)
Apr, 1993 (EU)
Unknown: (Brazil) (Seriously, no one seems to know when this thing came out in Brazil)
- Motorola 68000 CPU at 12.5MHz
- 768KB system RAM, 64KB PCM sample RAM, 16KB CD buffer RAM, 8KB battery backed SRAM for game saving
- Custom ASIC with bitmap scaling and rotation capabilities
- 8 channel PCM sample playback system



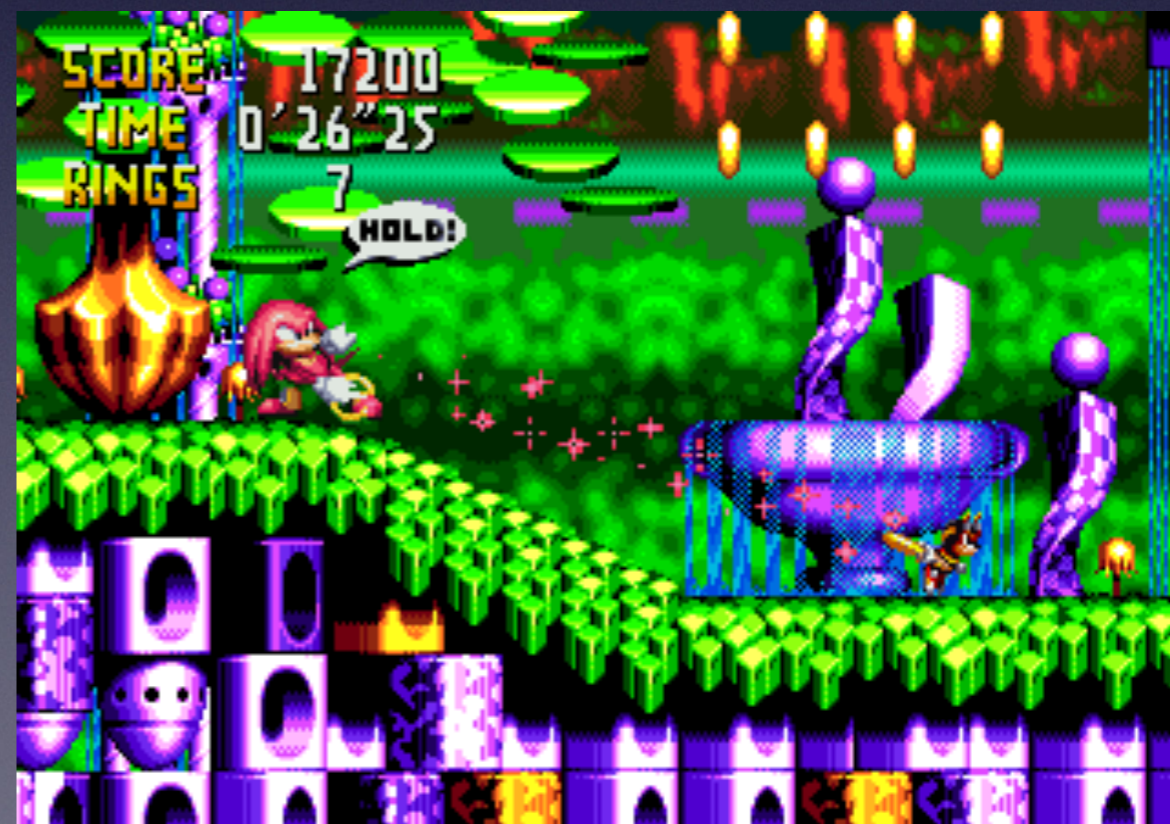
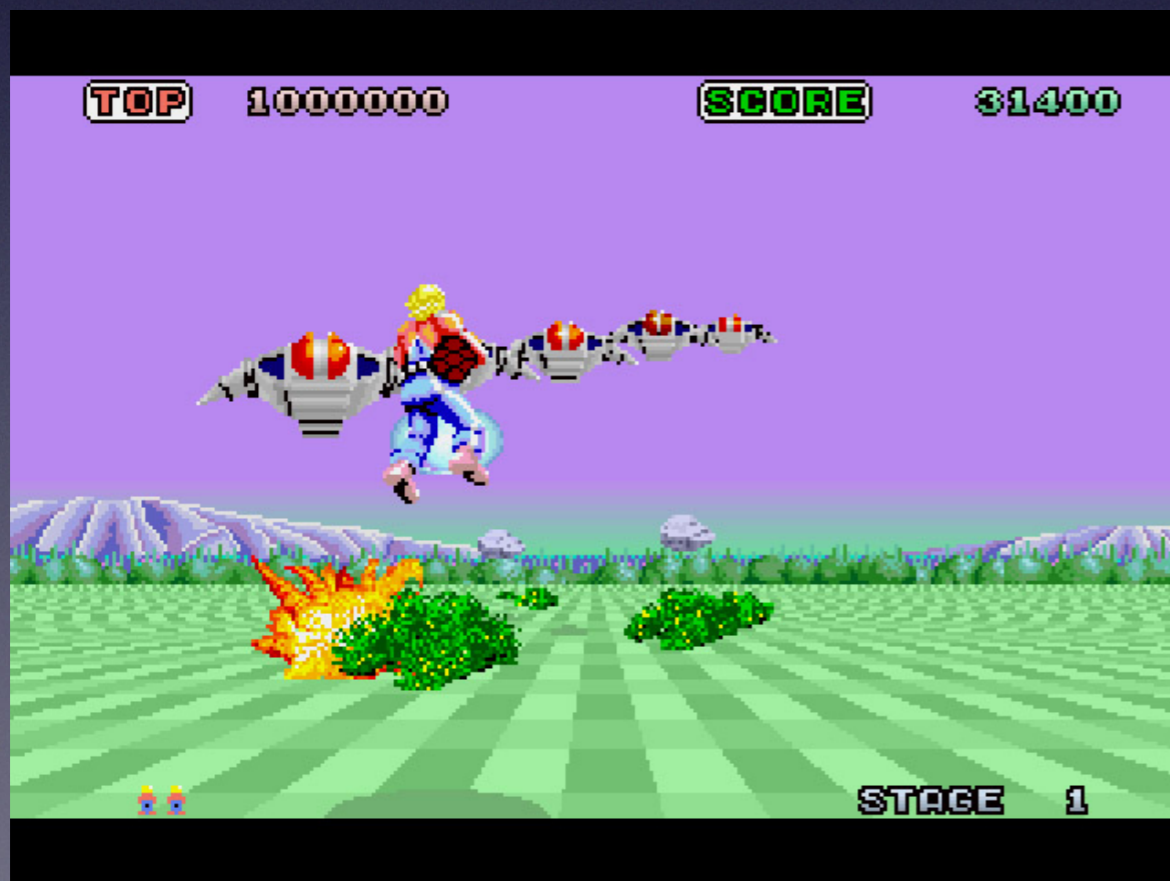
Soulstar



32X

- Released:
November, 1994 (US)
December, 1994 (JP, EU)
- 2 Hitachi SH2 CPUs at 23MHz
- 512KB system RAM, 256KB VRAM
- 2 software controlled framebuffers
- Software-controlled stereo PWM audio output





The Aftermath

(AKA “why is Sega a joke of a company”)

Meanwhile, in Brazil

SUPER MEGA DRIVE 3

O videogame mais completo da categoria

30 SUPER JOGOS
na memória



Plataforma
O Videogame de 16 bits mais completo da categoria.
O Super Mega Drive 3 garante horas de muita diversão através de jogos incríveis.

Super cartuchos
Você pode adquirir separadamente cartuchos com os jogos do Show do Mito, melhor programa de perguntas e respostas de atualidade.

30 Jogos
na memória.
Divirta-se com jogos de variados gêneros e estilos, como: Sonic, Alex Kidd, Alter Burner, Alter Blast, Golden Axe e muitos outros.

SEGA

Tectoy



Any questions?