

8900 Programmable Game System

FEATURES

- Infinite game selection
- Lowest cost expandable system
- Uses programmable Read Only Memories with 16K and 20K Storage (RO-3-9502, RO-3-9503, and RO-3-9504)
- Eight color selectable, coordinate addressable game objects
- Resident library of 256 complex game objects, including full 64 character alpha numerics
- Shape library extendable by a further 256 objects using graphics RAM.
- Full multicolor background capability
- Sixteen selectable color tones
- Program controllable moving background
- Two hundred and forty independently programmable background locations

DESCRIPTION

The 8900 system is based on two processors; one computes the game action against the stored program rules; and the second interprets a condensed memory area and uses this to generate the T.V. raster display. The second processor fetches moving and background pictures from the graphic picture storage and presents the data as a video output.

The set consists of five General Instrument supplied N-Channel circuits. The AY-3-8900 Standard Television Interface Circuit (STIC); the CP1610 GIMINI Microprocessor; an RO-3-9502 20K program ROM; a similar RO-3-9503 graphics picture ROM and an RA-3-9600 RAM. To complete the system the user supplies clocking and modulation circuitry plus any other peripheral control requirements. Other circuits may be optionally added to expand the system capabilities. They are the AY-3-8910 Sound Generator, the RO-3-9504 ROMs, and Standard RAM devices.

VIDEO

