

Amiga 500 (1987 -- 1991)

Commodore Business Machines

7MHz 68000 CPU

512KB - 8MB RAM

Insert a game disk & hold to reboot: CTRL, LEFT-AMIGA, RIGHT-AMIGA



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– MOST MACHINES ARE OLDER THAN YOU!**

Please clean hands after eating

**If something isn't working, find a Computer Club
member to help**

Amiga 1200 (1992 -- 1996)

Commodore Business Machines

14MHz 68k CPU

2 - 10MB RAM typical, up to 128MB RAM with accelerator

Use mouse to select games from within "Workbench" (like Windows)

To reboot, hold: CTRL, LEFT-AMIGA, RIGHT-AMIGA



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Apple IIgs (1986 -- 1992)

Apple Inc.

2.8MHz 65C816 CPU (& rare 8MHz accelerator)

256KB - 1MB RAM

Insert a disk game & reboot carefully:

Hold down CMD, CTRL, RESET

Let go of RESET first,
hold CMD & CTRL until screen flashes



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Classic Macintosh (1992 -- 1996)

Apple Inc.

16-25MHz 68k

or up to 200MHz PowerPC CPU in later models

10 - 128MB RAM

Use graphical environment to select games



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Atari 2600 (1977 -- 1980s)

Atari Inc.

1MHz 6507 CPU

128 *bytes* RAM

Turn power off, swap cartridge, turn power back on

DO NOT REMOVE CARTRIDGE WITH POWER ON



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Atari 800XL (1979 -- 1980s)

Atari Inc.

1MHz 6510 CPU

64KB RAM

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ColecoVision (1982 – 1984)

Connecticut Leather Company (“Coleco Industries”)
3.6MHz Z80A CPU

1KB RAM

Turn power off, swap cartridge, turn power back on

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Commodore 64 (1982 -- 1994)

Commodore Business Machines

1MHz 6510 CPU

64KB RAM

BASIC prompt is blue home screen

To return to prompt, **turn power off**, remove cartridge if one inserted, wait 3s, turn back on

If using a cartridge, **turn OFF**, insert cartridge, turn ON.

If using a disk, at prompt, insert desired game disk

To list disk contents (optional!):

Type LOAD "\$",8 <HIT RETURN>
Wait for listing to load
Type LIST<HIT RETURN>

To load the first program on a disk:

Type LOAD "*",8,1 <HIT RETURN>

Or, to load a specific program listed:

Type LOAD "<PROGRAM NAME>",8,1 <HIT RETURN>

To run a program once LOAded:

Type RUN <HIT RETURN>



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Magnavox Odyssey² (1978 -- 1984)

Commodore Business Machines

1.79MHz Intel 8048 CPU

64bytes CPU RAM, 128bytes audio/video RAM

Turn power off, swap cartridge, turn power back on

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Nintendo Entertainment System (NES) **(1985 -- 1995)**

Nintendo Entertainment Corp.

1.8MHz 6502-ish CPU

2KB RAM

Turn power off, swap cartridge, turn power back on

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Super Nintendo (SNES) (1991 -- 1999)

Nintendo Entertainment Corp.

3.6MHz 65C816-ish CPU

128KB RAM

Turn power off, swap cartridge, turn power back on

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Classic DOS PC (1992 -- 2000)

(various manufacturers, spearheaded by IBM)

33-300MHz 486 through Pentium CPU

32 - 256MB RAM

At DOS prompt, type:

DIR to list directory contents

CD <directory> to move to a directory

<PROGRAM NAME> to run a program

.EXE or .COM extension may be omitted

CTRL-ALT-DEL to reboot



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Sega Saturn (1995 -- 1998)

Sega of America

dual 28.6MHz CPU

2MB RAM + various specialized RAMs

Swap CDs and reset if necessary



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Sony Playstation (1995 -- 2006)

Sony Computer Entertainment

33.8688MHz MIPS CPU + specialized coprocessors

2MB RAM + various specialized RAMs

Swap CDs and reset if necessary



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Uzebox Homebrew Gaming System (2008)

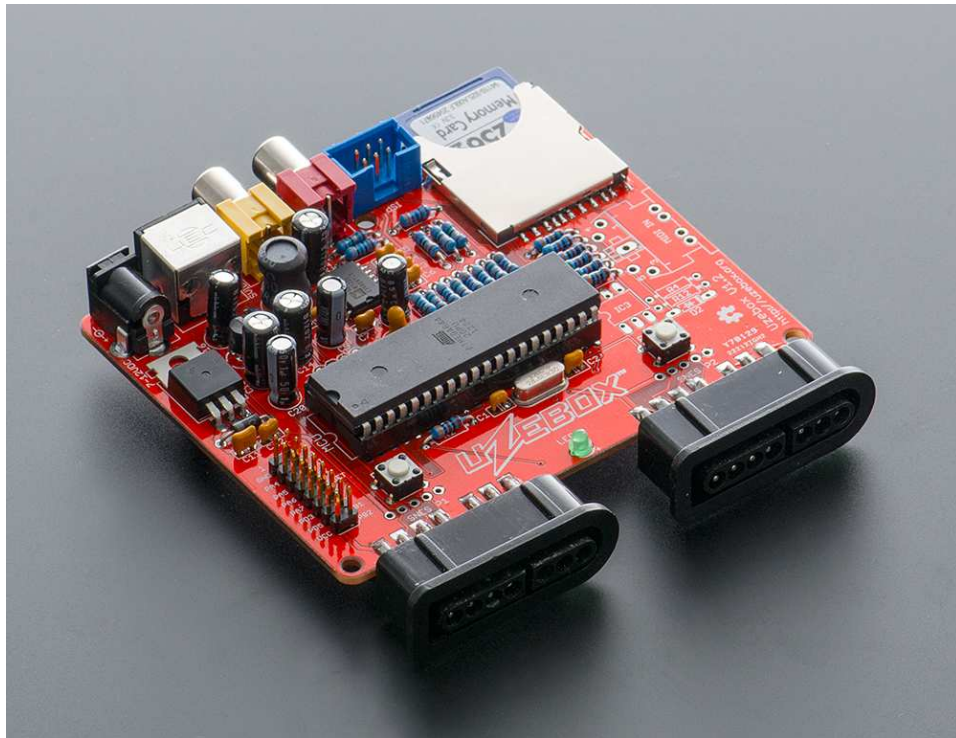
Belogic

28.6MHz Atmel microcontroller CPU

4KB RAM

To reach game menu:

Hold down a button on joypad while pressing RESET



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Vectrex (1982 -- 1984)

Smith Engineering / General Consumer Electronics

1.5MHz 6809 CPU

1KB RAM

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