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  mce_style="font-size: medium;"><span style="color: rgb(0, 0, 0);" mce_style="color:
  #000000;"><span style="font-size: large;" mce_style="font-size:
  large;"><b>History</b></span></span></span></span></p></td></tr> <tr> <td
  style="text-align: left;" mce_style="TEXT-ALIGN: left"><p>The 80's were the time when
  videogames and computers market passed through a deep change, and became one of the
  world's most professional and wealthy business. 8-bit machines (NES, ZX-Spectrum, Master
  System, MSX) ruled the market then, but the new 16-bit machines started to show their
  strength.</p> <p>At that time, specifically in 1987, one of the most charismatic and
  revolutionary videogame systems of all-time was released in Japan: the PC-ENGINE.</p>
  <p>Basically an 8-bit machine, the PC-ENGINE had some very nice specs (256 simultaneous
  colors on screen, 6 stereo sound channels, among others), allowing softhouses to create
  incredibly games. In most cases, these games were as good as any produced for
  Megadrive/Genesis or SNES/Super Famicom.<br />And this was still during the Hu-Card era.
  The "Big Boom" came with the advent of CD-Player. PC-ENGINE was the first videogame
  system to use the high storage capacity of a CD for games. Due to NEC's visionary attitude,
  the CD become, from then on, the standard media for videogames.<br />Read the full article at
  <a href="http://www.pceengine.com.br/" mce_href="http://www.pceengine.com.br/"
  target="_blank"> http://www.pceengine.com.br/</a><br /></p></td></tr> <tr> <td
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  center;" mce_style="text-align: center;"><span style="color: rgb(153, 51, 0);" mce_style="color:
  #993300;"><b>PC Engine First Model<br /></b></span></td> <td style="text-align: center;"
  mce_style="text-align: center;"><span style="color: rgb(153, 51, 0);" mce_style="color:
  #993300;"><b>PC Engine second model<br />(with single speed cd-rom)<br
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TurboGrafx 16 (US Model)

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|-----------------------------|--|
| CD-Rom and Cartridge | |
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| Technical Specs | |
| CPU | CPU: 8-bit HuC6280A, a modified 65C02 (a separate branch from the 65C02, of the original MOS 6502) running at 1.79 or 7.16 MHz (switchable by software). |
| RAM | 8KB |
| ROM | ? <small>cite_ref-forums.magicengine.com_11-1</small> |
| VIDEO | GPU: A dual graphics processor setup. One 16-bit HuC6260 Video Color Encoder (VCE), and one 16-bit HuC6270A Video Display Controller (VDC). The HuC6270A featured Port-based I/O similar to the TMS99xx VDP family. Lowres: 256x39 Highres: 512x24 256 colors (out of a 512) <small>cite_note-forums.magicengine.com-11</small> |
| AUDIO | 6 channel stereo |
| EXTERNAL STORAGE | Cartridges and CD-ROM's (depending on the model) |

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| Screenshots | | |
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large;"><b>Emulators</b></span></span></span></span></p></td> <td width="33%"> </td>
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title="65SC02" href="/wiki/65SC02" mce_href="../wiki/65SC02">65SC02 (a separate
branch from the 65C02, of the original <a title="MOS Technology 6502"
href="/wiki/MOS_Technology_6502" mce_href="../wiki/MOS_Technology_6502">MOS
6502) running at 1.79 or 7.16 MHz (switchable by software). Features integrated
bankswitching hardware (driving a 21-bit external address bus from a 6502-compatible 16-bit
address bus), an integrated general-purpose I/O port, a timer, block transfer instructions, and
dedicated move instructions for communicating with the <a title="Hudson Soft HuC6270"
href="/wiki/Hudson_Soft_HuC6270" mce_href="../wiki/Hudson_Soft_HuC6270">HuC6270A
VDC.</div>