
HANDHELDS THAT USE CARTRIDGES FAQ

"List of portable gaming devices that have multiple games, which are not built-in, available for them"

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The information contained here is provided for informational purposes only. No warranty is made with regards to the accuracy of the information, as it has mostly been collected around internet. If you wish to add or correct something, please contact me in the above mentioned address. If I found some of this information from your homepage, and didn't remember to thank you : Thank You.

You can also find me on most weekdays from IRC (EFnet) on #rgvc with the nick manu_pkp.

UPDATES

- 30.06.2005 - Version 3.7 - Added GameKing II, Gametech Pocket Famicom / Blaze Pocket Fami and mentions of Gizmondo's special versions.
 - 12.09.2004 - Version 3.6 - Added Via / MoMa's Eve. Most likely ended being vapourware. Same with B'Ngo.
 - 02.09.2004 - Version 3.5 - Added Timetop Gameking, a chinese handheld console.
 - 19.06.2004 - Version 3.4 - Updated Gamepark GP32 BLU, Nintendo DS, Sony PSP and Nokia N-Gage QD information. Added Tapwave Zodiac 2, Yacima 3-in-1, unknown "Two games in one series D", Cybiko, Cybiko Extreme and did some other little updates. Also started to publish this in PDF format.
 - 19.04.2004 - Version 3.3 - GameTrac changed names to Gizmondo. Fileformat change from TXT to RTF and reworked everything. Added a bunch of GBA and GBA SP editions.
 - 18.04.2004 - Version 3.1 - Added N-Gage QD, Nintendo DS, Ericsson Red Jade and some other stuff like the GP32 BLU.
 - 04.12.2003 - Version 3.0 - Lots of updates and additions, GBA SP, B'Ngo, Zodiac, FreeOn, GameTrac, N-Gage, Gamefighter, Game Theory Admiral & co. Also decided to add couple of those kid's Leapfrog things.
 - 10.07.2002 - Version 2.1 - Bunch of updates and fixes, added for example the CrystalSwan. Machine count went up from 127 to 131.
 - 26.01.2002 - Version 2.0 - First update for a while, plenty of little fixes, changes and additions.
 - 25.07.2001 - Version 1.8 - Lots added, especially Game Master stuff.
 - 23.03.2001 - Version 1.7 - Lots of additions and corrections.
 - 09.01.2001 - Version 1.6 - Added a few links, lots of Game Boy clones, lots of Game Boy variations, Camerica The Express, Game Park 32, found out that Game Axe is manufactured by Redant.. some other updates here and there.
 - 13.12.2000 - Version 1.5 - Added display types and some new machines.
 - 25.10.2000 - Version 1.2 - Lots of additions and corrections.
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I) Introduction

They have a display of their own, they can be used with a battery/batteries and they have cartridges or other interchangeable media. How much cooler can a machine be? We couldn't find a page listing all of the systems and having information on them, so.. here you go. If you have any additions, contact me.

A picture archive of most of the machines can be found from
<http://pelikonepeijoonit.net/cgi-bin/handheld.cgi>

An updated version (unless this is the latest) of this FAQ can be found at the same address.

There has been some discussion if the numerous handhelds that use overlays instead of actual cartridges should be listed here. They aren't listed anywhere else, so I'd think this is the most appropriate place for them. Also, all the color variations are listed as separate machines for the Sega Game Gear and Atari Lynx, as they are not widely known, but for example the Tommy Hilfiger and Pikachu Nintendo Game Boy Colors haven't been listed as separate machines. This is my own decision, and you can complain if you really want to. I've also decided to list all the prototypes and not-released machines here, so the hardcore collectors would know what to look for.

There's many difficulties and opinions on which machines to include here, since the newer gaming devices don't necessarily use cartridges and then there's portable adaptations of Dreamcast and PSOne and the like, but it's my FAQ and I cry if I want to, so I'll just add what I want :)

Display types

LED = Light Emitting Diode

LCD = Liquid Crystal Display

VFD = Vacuum Fluorescent Display

VCF = Umm Humm Humm? (Anyone?) (Voltage Control Filter?)

II) In alphabetical order by manufacturer

ATARI

Cosmos, introduced in 1981. LED. Partly holographic tabletop system that was never released. Following games were announced : Space Invaders, Asteroids, Dodge Em, Football, Outlaw, Basketball, Road Runner, Sea Battle and Superman. The 'cartridges' were just plastic frames that held the hologram. There were notches in them to tell the system what game to play. There was no way to write additional games for the system, only the 8 games programmed into it would ever be available.

Lynx, released in 1989. LCD. 6502 CPU, 16 MHz. Graphics zooming hardware. Designed by the Amiga team. Had about 70-80 games released, and new ones are published every now and then by Songbird Productions (<http://songbird.atari.net/lynxdomain/>)

Lynx II, released in 1991. LCD. Same as above, smaller, lighter, some say it had a poorer speaker. The backlight can be turned off to save batteries.

Lynx His, not released. LCD. Light blue prototype 'for him'. Only one pair (blue & pink) exists?

Lynx Hers, not released. LCD. Pink prototype 'for her'. Only one pair (pink & blue) exists?

Lynx Marlboro, ??. LCD. Prototype Lynx sponsored by the cigarette company in question. About 50 of these were made (?), at least the one sold on eBay had a serial number 48. There was also a game called Marlboro Go! - a motorcycle racing game that only exists as a ROM as far as I know.

APF

Mathemagician, released in ?. LCD. Calculator-like learning tool that has overlays. At least 6 games : Number Machine, Countin' On, Walk the Plank, Goey Gumdrop, Football, and Lunar Lander. <http://users2.ev1.net/~rik1138/Misc/APFMathemagician.htm>

AUDIOSONIC

Supervision, released in ?. LCD. Same as the Watara Supervision. The first version, marketed in France and Italy.

BANDAI

Digi Casse, released in 1984. LCD. Japanese LCD system with at least 4 carts.

HET, never released, but almost in 1994. LCD. Portable Super Famicom, shaped like a laptop. Called the "Home Entertainment Terminal" since you would've been able to connect a CD-ROM, video printer, fax and a modem into it as well. Had a 4 inch color LCD with built-in TV-tuner.

http://assembler.roarvgm.com/MIA_games_and_systems/MIA_Superfamicom/mia_superfamicom.html

WonderSwan, released in 1999. LCD. Has different color variations : Gold, Camouflage, Pearl White, Skeleton Green, Silver Metallic, Skeleton Red, Blue Metallic, Soda Blue, Skeleton Black, Sherbet Melon, Skeleton Blue and Frozen Mint. In March 2000, 4 different special edition versions were released : Chocobo, Digimon, Zeon & Earth Federation. There's also another Digimon set, two Gundam sets and a Tare Panda set. 16-bit CPU at 3.072 MHz, Black & White 224*144 pixel display, 8 shades of gray, carts can be up to 128 MB in size. Can be played horizontally or vertically. Last I heard there was >100 games available. <http://www.chez.com/slydc/faq/ws-faq02.txt>

WonderSwan Color, released in 2000. LCD. 5 color variations (crystal blue, crystal black, crystal orange, pearl blue and pearl pink), released only in Japan. Has 241 colors on screen and a hypervoice sound

system with headphones. An USB enables connecting the thingy to a Playstation 2. One of the first release games was Final Fantasy Trilogy. There's also a Final Fantasy Special Edition WSC and a very cool looking RX-78-2 Gundam Version. <http://www.gamefaqs.com/portable/wscolor/index.html>

WonderSwan Crystal aka **SwanCrystal**, released in 2002. LCD. The 2002 incarnation of Wonderswan color. Little bit smaller, better screen, easier to program. There's Clear Blue, Violet Blue, Clear Black and Wine Red versions. Backwards compatible. Japan only, I think. LCD Reflection (non-backlit) TFT Color Screen, size 2.1". Resolution 224x144 pixels.

BAZIN

Colorvision, released in 1985. VFD. Tabletop, 5 carts released : Monster Chase, Jungle Boy, Submarine, Beasts Planet and Horoor House. Also manufactured by Romtec and some others. <http://www.chez.com/slydc/weirdo/colorvsn/colorvsn.htm>

BIT CORPORATION

Gamate, released in 1991. LCD. Made in Korea by Bit Corporation. Game list: 4-in-1 (Mini Golf, Cube-up, Brick Master, and Vindicators), Boom, Monster Pitfall, Boy Forum, Devil Castle, Galaxy Invaders, Magic Jigsaw, Cosmic Fighter, Mighty Tank, Money Maze, Brick Blaster, Time Warrior, Myth of Anamia, Witty Apee, Kung Fu Fighter, Snowman Legend, Treasure Hunter... more (one cart has serial number 29) ? Crappy screen, boring games and the power of the dark side got it out of the market faster than you can say "Nintendo Game Boy". Was marketed at least in England and South Africa. Just found a game brochure that proves Gamate was sold also in Finland in 1992 for the price of 295 FIM! Never seen them here though. Also manufactured or in co-operation with Bit Corporation by French company called Yeno.

Gamate color, never released. LCD. The color version of Gamate. Mentioned in a US videogame magazine. It was apparently shown at the CES some years ago, the same time with NEC Turbo Express system (1990?). The design of the system was mentioned to be similar to the NEC system. The article also mentioned that the system, together with the b/w version, was already on the market in the Far East and Mexico (anyone have one of these?). This info hasn't been confirmed.

BLAZE

Pocket Fami, see Gametech Pocket Famicom.

CAMERICA

The Express, never released. Camerica announced a portable NES called The Express, but it never got published.

CHALLENGEING

Game Baby, released in ?. LCD. At least 8 carts : Football, High Way, Lift Boat, Car Racing, Motor Cycle, Sheep Dog, Space Rescue & Frisbee.

CHERYCO

Computer Game System, released in 1978. VCF. See Waddingtons 2001 The Game Machine.

COLECO

Total Control 4, released in 1981. LED. Coleco's attempt in making a 4-player tabletop with interchangeable games. 4 games were released. (Hockey, Soccer, Football and Basketball)

Quiz Wiz, released in 1980. LED. A trivia game, many different carts (question sets) (+books) with 1001 questions each.

Quiz Wiz Challenger, released in 1981. LED. Trivia game for four players with many different carts (question sets).

CONIC

Electronic Multisport, released in 198?. LED. A handheld game that uses 3 overlays for different games : Ice Hockey, Basketball and Soccer.

COUGAR

Cougar Boy, released in ?. LCD. Brazilian version of the MegaDuck, also sold in Paraguay and Argentina. <http://www.pelikonepeijoonit.net/duckfaq1.txt>

CREATRONIC

Mega Duck, released in 199?. LCD. At least 21-36 (?) carts. Is in fact a pirated Nintendo Gameboy, with some modifications in the I/O map. Also marketed by Timlex and Videojet. Check the FAQ that can be found from the internet. <http://www.pelikonepeijoonit.net/duckfaq1.txt>

CYBIKO INC.

Cybiko Classic, released in 2000. LCD. Sort of a 'teenage-PDA' - a wireless communicator, e-mail (when hooked to a PC) & gaming machine, calculator, spell checker, dictionary, phrasebook, organiser / address book / alarm clock and an MP3 player (add-on). 32 bit, 11 MHz Hitachi H8S/2246 processor and an Atmel AT90S313, 4 MHz co-processor. 1 MB of memory. 160x100 dots, 59x40 mm, 4-level greyscale display. RF tranceiver, expansion slot. Was somewhat popular and has spawned lots of little games (over 400 at the moment) and utilities.

Cybiko Xtreme, released in 200?. LCD. Like above, but thinner, smaller and lighter design. Bigger keyboard (no stylus needed necessarily to use it), USB cable instead of two separate ones, 18 MHz clock speed instead of 11 MHz and a new operating system. Voice messaging instead of just text and other voice options. A bit more memory (1.5 MB) and more scales of gray on the screen.

DELPLAY

Game Plus, released in 199?. LCD. Same as Hartung Game Master, but white and looks like a Game Boy. Game Master's carts won't fit in this one.

ELEKTRONIKA

Nu Pogodi, released in ?. LCD. A Russian handheld with at least 2 interchangeable carts.

ENTEX

Adventure Vision, released in 1982. LED. Table-top, but way, way cool. The holy grail of many video game collectors. Used rows of leds and a spinning mirror. Four games released : Defender, Turtles, Super Cobra and Space Force. www.adventurevision.com

Select-A-Game, released in 1982. VFD. A mini arcade for 1 or 2 players, used overlays as well as carts. 8 games were released : Baseball, Football, Basketball, Battleship, Turtles, Pinball, Space Invader (came with the system) and Pac-Man.

EPOCH

Game Pocket Computer, released in 1984. LCD. 6 carts made : Block Maze, Astro Bomber, Mah jong, Reversi, Store Keepers and a simple drawing/test cart that came with the system. It's possible that the drawing test is built in and the 'cart' that comes with the system is just an empty shell to fit the cartridge hole. Display resolution 75x64, adjustable brightness.

ERICSSON

Red Jade, never released. LCD. Ericsson's 'N-Gage' that never happened. Mostly a gaming device, with PDA and connectivity functions. Graphics were 3D and looked better than PSX (as far as you can tell from the few screenshots on the net). However, Ericsson's bad year in business forced them to shut down the Red Jade subsidiary and thus, say goodbye to Red Jade, the game device. About the best article about it on the www can be found from :
http://money.cnn.com/2002/10/18/commentary/game_over/column_gaming/

FISHER-PRICE

Pixter Plus, released in 2003. LCD. Kid's game/art/coloring/learning system that has some games for it too, like Color Arcade, Arcade Deluxe, Software Sports, On the go Games etc. <http://www.fisher-price.com/us/pixter/>

FORTUNE

Hand Game SY-3000B, released in 1998?. LCD. Taiwanese Nintendo Game Boy Clone. At least two different versions : white and gray-transparent. http://www.eagb.net/gameboy/p_news090.htm

GAME PARK

Game Park 32, released in 2001. LCD. The (minor) success story from Korea. Plenty of these have been sold during the last year or so, mainly because of developing fans and homebrewers. The dev stuff have been widely available since the beginning and the publisher, Game Park, has nothing against it. This has resulted to versions and ports of dozens of emulators and other games on the system. Uses SmartMedia cards up to 128 MB. 32 Bit RISC CPU (ARM9) up to 132 MHz (that's the safe limit, some go to 166 MHz). 3.5" Reflective TFT LCD (65,536 colors). There's also a black limited edition version. <http://www.gp32x.com> and <http://faq.gp32emu.com/> Many places also sell a 'FLU' - front lit unit - version of the GP32, but it's not an official Game Park product.

Game Park 32 BLU, released in 2004. LCD. As above, but a back-lit unit (that's the B L U) for the European launch, which happened in Spain, Portugal and Italy. Also features a brand new firmware with movie player.

GAMETECH

Pocket Famicom, released in 2004?. LCD. The name says it all. A portable Famiclone with a backlit TFT screen. Accepts actual Famicom -cartridges, which makes it a bit thick. Also connects to TV via an AV port and two compatible controllers can be hooked up to it. Sometimes also known as **Pockefami**.

GOLDNATION

Supervision, released in ?. LCD. See "Watara Supervision".

GOLDSTAR

GPI-1200M, released in ?. LCD. Portable CD-i with LCD display.

GRANDSTAND

Game Player, released in ?. LCD. UK system, Microgames compatible? At least 3 carts : Football, Invader, Minefield.

Game Wizard, released in?. LCD. Grey handheld with pink buttons. 3 double sided cartridges that mostly have to do with changing the background of the game. The 6 games are built-in (and a hole in the bottom of the carts chooses the game) : Shape Shifter, Soccer Shootout, Speed War, Pot Shot, Basketball Hoops and Air Hockey. <http://users2.ev1.net/~rik1138/Grandstand/GameWizard.htm>

Light Games, released in 1988. LCD. UK system, projects the games on a wall much like the Ludotronic Proscreen. At least three games: Auto Race, Baseball and Stealth Fighter. The box also lists Temple of Terror, Flaming Inferno, Combat Invasion, Basketball, Football, Soccer, Karate Master and Knock Out but we aren't sure if they were actually released. Also manufactured by Playtime Products (available in Australia) and Ideal Projector in France.

HARTUNG

Game Master, released in 199?. LCD. Another failed attempt to challenge Game Boy. Has at least the following games : Falling Block, Hyper Space, Go Bang, Space Castle, Tennis, Soccer, Pin Ball, Car Racing, Bubble Boy, Kung Fu, Tank War, Invader, Dungeon Adventure, Continental Galaxy, Urban Challenge and Move It. Same as the "Super Game", "Gametric" and "Delplay Game Plus" found from France . Also made by Impel, Videojet, Virella Electronics and Watara. SlyDC has made a good FAQ about this machine and it's clones. <http://www.pelikonepeijoonit.net/gamemstr.txt>

Supervision, released in ?. LCD. See Watara. A bit different design, with red line going around the screen etc. <http://www.pixelpower.on.ca/supervision/>

HOME COMPUTING SOFTWARE

Super Micro, released in ?. ?. At least 3 carts, see "Palmtex Super Micro"

IMPEL

Game Master, released in 199?. LCD. Same as Hartung.

INTERTRONIC

Mega-Six, released in 199?. LCD. Has 6 games on 3 cartridges (1 on each side of a cartridge). Judging by the amount of buttons, I'd say it's possible to play 2- player games with this machine.

KOALA TOYS

Multisport 7, released in 1980. LED. Pong type table top that has 7 different overlays (basketball, hockey, soccer, obstacle course, baseball, football and handball).

KOEI

Pasogo, released in 1996. LCD. Japanese/Chinese handheld "Go"-game that uses cartridges to reproduce famous (?) Go -tournaments. 8 games released. <http://nfg.2y.net/games/pasogo/>

LANSAY

Challenging Series, released in 198?. LCD. Much like the other Interchangeable or Challenging handhelds.

LEAPFROG

iQuest, released in 2003?. LCD. A 'teen-PDA' with learning programs disguised as games. At least Math, Science and Social Studies cartridges. Has an optional MindStation-device and cartridge, which lets you download more stuff for it.

Leapster, released in 2003?. LCD. A learning tool for kids. Comes with a 6-in-1 game cartridge but more is available, like "Dora the Explorer", "Kindergarten" and "1st grade". Backlit screen.

LUOTRONIC

Proscreen, released in 1984. VFD. A tabletop that can project the game on to a wall. At least one game : Alerte Rouge (pack-in).

MAJESCO

Game Gear, released in 2000. LCD. Majesco bought the rights to Sega's Game Gear and re-released it in the year 2000. It's black instead of the old dark gray and we've heard that Master Gear Converter or at least the TV-tuner don't work right (or at all) with it.

MATTEL

Teach and Learn Computer, released in 1981?. A learning gadget for little kids. At least : Reading Readiness (2 different), Basic Learning (2 different), Learning About People & Animals (2 different), Stories & Rhymes, Learning About My World, Learning About Sounds, Games & Mazes (2 different), Fascinating Facts and Sesame Street Parade.

MAXIM

Game Child, released in 199?. LCD. Gameboy look-a-like LCD game. Basicly same as MUTI Game Child and the like, but this one looks VERY similar to Nintendo Gameboy.

MICRO GAMES of AMERICA (MGA)

Game Wizard, released in 1995. LCD. Different themes (for example Star Wars with 2 carts (Darth Vader's Revenge & Princess Leia's Rescue), All Star Sports, Mighty Morphin' Power Rangers, The Mask, Universal Monsters, Fairy Tale Fun, Goosebumps, Saban's VR Troopers, Ace Ventura: Pet Detective, Bible Stories, and Barbie For Girls (different design)).

MILTON BRADLEY

Microvision, released in 1978. LCD. First handheld system with interchangeable carts. Had the following games : Alien Raiders, Baseball, Block Buster, Bowling, Connect Four, Cosmic Hunter, Mind Buster, Pinball, Sea Duel, Star Trek Phaser Strike and Vegas Slots. Two models : one that uses two 9V batteries (the original), and one that uses only one and has a bigger control knob. Designed by the same guy that designed the Vectrex (Jay Smith). <http://www.gamefaqs.com/portable/microvision/index.html>

MUTI

Game Child, released in ?. LCD. At least 4 carts.

Game Kid, released in ?. LCD. 2nd version of the Game Child.

NEC

TurboExpress (PC-Engine GT), released in 1990. LCD. Handheld NEC Turbogرافx. Has an impressive (and expensive) active matrix LCD display.

PC-Engine LT, released in 1991. LCD. A cool, expensive and hard to find laptop-a-like handheld NEC PC-Engine.

NINTENDO

DS, to be released in 2004(?). LCD. No official name has been released as of yet but it has mostly been called 'Nintendo DS' (for Dual Screen). Two processors (ARM7 and ARM9), two 3" screens (bottom one is touch sensitive) and GBA compatibility. Supports wireless networking (Wi-Fi).

Game Boy, released in 1990. LCD. The king of handhelds (at least when it comes to sales figures). Hundreds of games (>1000?). There's at least blue, yellow, red, black, green and transparent versions available. Special editions: Swedish (yellow & blue), Manchester United (red, team logo).

Game Boy Advance, released in 2001. LCD. The first "next generation" handheld, with technical specs close to SNES. There's already several limited editions : Pokemon Center GBA Suicune (Japan only), Pokemon Center GBA Celebi (Japan only), Daiei Limited Edition Midnight Orange (Japan only), Giants Baseball Team Limited Edition(Japan only), Midnight Blue Birthday Toys'R'Us Limited Edition(Japan only), Hello Kitty Limited Edition(Japan only), King of Fighters Edition, Megaman Edition, Silver Edition, Gold Edition, Milky Pink, Orange, . There's also an 'E-Reader' device for GBA that could almost be counted as it's own system, since it uses a special media for the games, namely cards that you swipe through it. Most games are old NES games or extra stuff for Gamecube etc. games.

Game Boy Advance SP, released in 2003. LCD. After many complaints of the GBA screen, Nintendo finally decided to release a backlit-version with completely new design. Looks similar to the GBC and when folded, one of those foldable G&Ws. SP means Special. GBA SP also features a rechargeable battery. GBA SP versions : Mana-Blue & Legend of Seiken Edition, Torchid Orange Edition, Bandai Red Char Edition, Boktai Red/Black Edition, Famicom Color (Famicom Anniversary Edition with Famicom-cart look-a-like cartridges that have old Famicom games on them), Golden TRU Edition, Pearl Pink, Pearl Blue, Flame Red, Onyx Black, Azurite Blue, Platinum Silver, Pearl White FF Tactics Edition, Charizard Red, Venusaur Green, Kyogre Blue, Groudon Red, Dual Color Platinum/Onyx (US release), Rockman EXE, probably more...

Game Boy Pocket, released in 199?. LCD. Lighter, slimmer version of the original. At least black, transparent, green, blue, yellow and red versions available. Special editions : Pink Tamagotchi Edition, Pink Hello Kitty Edition, Purple Clear (Japan), Ice Blue (USA), Gold, White (prototype?), Extreme Green (Toys'R'Us only), Clear Famitsu Special Edition, Glow-in-the-dark.

Game Boy Light, released in 199?. LCD. Japan only. Game Boy Pocket with a backlight. Silver and gold versions available. Also Yellow Pokemon Edition, Clear Astro Boy edition, Red clear Astro Boy edition, Famitsu Special Edition model with white buttons and Clear Yellow.

Game Boy Color, released in 1998. LCD. The colored Game Boy riding on the success of Pokémon. Released versions : Dandelion, Berry, Kiwi, Teal, Grape, Atomic Purple (transparent), Tommy Hilfiger special edition, Pokemon (Pikachu) special edition, Hello Kitty special edition and Mario Limited Edition.

Pokemon Mini, released in 2002. LCD. A mini gamesystem with 4 games published in Europe (Pokemon Party Mini as a pack-in game, Pokemon Zany Cards, Pokemon Pinball Mini, Pokemon Puzzle Collection), a couple of more in Japan. Three color variations: Wooper Blue, Chikorita Green, Smoochum Purple.

Virtual Boy, released in 1995. ?. The 3-D headgear from Nintendo. 32-bit RISC Processor @ 20 MHz (18 MIPS), 1 MB of DRAM and 512 KB of P-SRAM, 16-bit Stereo sound, has about 20 games.

NOKIA

N-Gage, released in 2003, LCD. The mobile phone company's first try at gaming market. Everything didn't go as smoothly as planned, mainly because of some design flaws, but they are really trying to make it work. Many big game publishers with many big titles are behind them, but we'll see what happens. Also works as a cell phone, naturally, and a pretty good one at that, though you look funny when talking into it (look for Sidetalkin' on the net). <http://www.n-gage.com>

N-Gage QD, released in 2004, LCD. A bit smaller revision, with easier access to changing games. No more side-talking, also no more MP3 playing or radio (unless you install them yourself).

NSIG

FreeOn, to be released in 2004?. LCD. A handheld from Korea that has gone through many changes already, and it hasn't even been released. Apparently the technology might be used in many different devices, or their page just has pictures of several prototypes. Uses it's own ROM cartridges. 32bit ARM 7 Core CPU at 72 MHz, STN Color LCD 1.9", Bluetooth. This one, also, has a freely downloadable SDK. <http://www.freeon.co.kr/kmain.htm> and http://www.insertcredit.com/news/e3_2003/freeon/index.html

OHIO ARTS

Etch-A-Sketch Animator 2000, released in ?. LCD. Apparently this thingy uses cartridges as well, more info needed. At least three cartridges : Putt-Nuts, Overdrive and Fly-By. A memory card to save your work was also available.

PALMTEX

Super Micro (PVS), released in 1983. At least three carts : React Attack, Aladdin's Adventures (pack-in) and Outflank. Also listed are Crystals of Morga, Mayday, Mine Field, Spellbound and Star Trooper, but we don't know if they were released or renamed. The 'cartridges' had layers of color filters. The player saw color graphics although hardwarewise it was all monochrome. Aladdin's Adventures game design and scenario by Dan Shafer. Programming by Chuck Blanchard. Published 1983 Palmtex Inc. Developed by Home-Computer Software Inc.

PARKER BROTHERS

Superstar Lineup Talking Football, released in 198?. LED. Football game that uses carts.

Starting Line Talking Baseball, released in 1988. LED. Carts : AL: Cleveland, Detroit, Toronto & Milwaukee (1988, Parker Bros.) #4001, AL: Oakland, California & Seattle (1988, Parker Bros.) #4004, Baseball Hall of Fame (1988, Parker Bros.) No # - Packed with system NL: New York Mets, Philadelphia & Pittsburgh (1988, Parker Bros.) #4006, NL: San Diego, San Francisco & Los Angeles (1988, Parker Bros.) #4007.

PHILIPS

CDi-350, released in 1993. LCD. Portable CD-i. Has bigger screen than the 370.
<http://www.icdia.org/players/portable.html>

CDi-350, released in 199?. LCD. Portable CD-i with a high quality (and expensive) display.
<http://www.icdia.org/players/portable.html>

CDi-370, released in 199?. LCD. The smallest and coolest portable CD-i.
<http://www.icdia.org/players/portable.html>

in2it, 1996, but never released. LCD. A prototype, only about 100 were made for internal Philips testing. Manual was in Dutch and German. Some were also sent for example to Finland to used in a test where they studied how kids would use such a device.

QUICKSHOT

Supervision, released in 1992. LCD. See 'Watara Supervision'. <http://www.pixelpower.on.ca/supervision/>

REDANT

Game Axe, released in 1989. LCD. Released in Hong Kong / Taiwan. Handheld with 4" color LCD accepting Famicom carts! Originally released in 1989, reborn in 2000 for some reason. Also known as Super Game Axe. <http://members.fortunecity.com/davidlevine/gapics.htm>

ROMTEK (ROMTEC)

Colorvision, released in ?. VFD. 5 carts. Same as Bazin, also by Bristol and Altic.

RUN YEILD ENTERPRISES

Super Giant, released in ?. LCD. Gameboy clone. This looks exactly the same than the one by Fortune. Maybe it's the same thing?

SAKITRON

?, released in ?. LCD. This Japanese company made at least 2 LCD games that have a slot on the top for cartridges (or at least that's what it looks like, it could also be just for hooking two systems though.)

SEARS

7-in-1 Sports, released in ?. LED. Much like the Tiger Play Maker. Game uses overlays that can be stored in the base of the unit. 7 different games (basketball, hockey, maze, football...)

SEGA

Game Gear, released in 1991. LCD. Z80 CPU, colour display, basically a portable Sega Master System (there is a converter to play SMS games). > 200 games. Dark gray machine.
<http://www.chez.com/slydc/faq/ggear.txt>

Game Gear Blue, released in ?. LCD. Blue machine, came with Lion King. Also bundled in a sports package with a carrying case and football and baseball games. Different processor that prohibits the use of multi-carts.

Game Gear White, released in ?. LCD. White machine, came in a white hard suitcase with a white TV tuner. (Japanese release).

Game Gear Coca Cola, released in ?. LCD. Coca Cola themed machine (Japanese release).

Game Gear Red, released in ?. LCD. Japanese release (also found in Australia)

Game Gear Light Blue, released in ?. LCD. A Japanese release, also found from Canada, New Zealand and Australia.

Game Gear Magic Knight, released in ?. LCD. Most likely a Japanese release.

Game Gear Pink, released in ?. LCD. Japanese release. I need a picture!

Game Gear Purple, released in ?. LCD. To our knowledge only one prototype exists.

Game Gear Black, see Majesco.

Game Gear Yellow, released in ?. LCD. Japanese release.

Game Gear Virtua Fighter, released in ?. LCD. Virtua Fighter themed machine, Japanese.

Game Gear Gold & Diamonds, released in ?. LCD. A special version of the Game Gear made by David Morris International. It was covered with gold and diamonds and sold for a very high price in few units only. Anyone have the magazine that had a picture of it (GamePro?)?

Nomad, released in 1995. LCD. Plays Genesis (and some MegaDrive) games. MC68000/8 MHz - 16/32-Bit and Z80/4 MHz - 8-Bit CPU, 136 KB RAM, integrated LCD display with 320*224 64 (out of 512) colours, 10 channel stereo sound. Battery life not worth mentioning.

SNK

NeoGeo Pocket, released in 1998. LCD. Same as below, but B&W display.

NeoGeo Pocket Color, released in 1999. LCD. Different color variations (Platinum Silver, Blue, Anthracite, Ocean Blue, Stone Blue, Clear, Solid Silver, Pearl Blue, Crystal, Crystal Yellow, Crystal Blue, Platinum Blue, Carbon Black, Camouflage Blue). There's two different versions of NGPC, the newer one being just a little bit smaller than the original. Has an impressive library of games. There's also a "Hanshin Tigers" version of NGPC.

SONY

Playstation Portable aka PSP, released in 2004. LCD. Sony's answer to Nintendo's pocket dominance. 4,3 inch TFT LCD (16:9), with 480x272 resolution, 16 M colors. USB 2.0 port, Wi-Fi connection, uses UMD discs and Sony's Memory Stick Duos for data. The screens have problems with dead or inactive pixels, at least in the first few batches of the machines. PSP CPU (MIPS R4000 32bit Core + Media Engine + two graphics cores and a sound core, system clock frequency 1~333MHz), 32MB Main Memory, 4MD Embedded DRAM.

SUCCESS

Game Theory Admiral, released in 2002?. LCD. A GBA-look-a-like portable famiclone. There's two versions, one PAL and one NTSC. You actually hook up your Famicom-cartridges or even NES-cartridges onto this (looks silly, but apparently works). Much smaller than the other portable Famicoms and a name that doesn't leave anyone cold. And, it's cheap! <http://www.success-hk.com/review/gta/>

TANDY

Electronic Sports Arena, released in 197?. LED. Handheld system using overlays for soccer, basket ball and ice hockey.

TAPWAVE

Zodiac, released in 2003. LCD. A PDA turned into a portable gaming system. The most powerful of 'em all at the moment, but with a price to match. A high-resolution (480 x 320) 3.8-inch, 16-bit color (65,536 colors) display. Motorola(r) i.MX1 ARM9 processor. ATI Imageon graphics accelerator. Analog controller. Bluetooth for 8-player gaming. Uses SD cards. Palm OS compatible. Built-in applications. Has some big developers (like Activision and Sega) making games for it, as well as plenty of smaller ones. <http://www.tapwave.com/>

Zodiac 2, released in 2004. LCD. Like above, but with 128 MB of memory instead of 32 MB.

TEXAS INSTRUMENTS

Speak and Spell, released in 1978. VFD. Learning toys for kids, used cartridges, VFD display.

Speak and Read, released in 1980. VFD.

Speak and Math, released in 1981. VFD.

TIGER ELECTRONICS

Game.com, released in 1997. LCD. The CPU said to be running at 32 MHz. Touch screen LCD (160*200), built-in calendar, calculator, phonebook and solitaire, internet connection possible with an add-on and external modem, 2 slots for carts. Nice music/speech. At least the following games: Lights Out, Williams Arcade Classics, Tiger Casino, Centipede, Duke Nukem 3D, Frogger, Batman & Robin, Wheel of Fortune, Wheel of Fortune 2, Quiz Wiz, Nascar, Mulligan's Golf, Henry, Indy 500, Jeopardy!, The Lost World: Jurassic Park, Fighters Megamix, Mortal Kombat Trilogy, Monopoly, Resident Evil 2, Scrabble and Sonic Jam.

Game.com Pocket Pro, released in 1998. LCD. Only 1 cartridge slot & smaller design. 4 different colors (purple, red, blue & green).

Game.com Pocket Pro Light, released in 1998. LCD. Same as above with backlight.

Play Maker, released in 197?. LED. Old looking system from Tiger that uses overlays that actually have affect on the game play, so they can be called cartridges... anyone know anything more? Year? At least Soccer and Football exist.

R-Zone Headgear, released in 1995. LCD. R-Zone head gear unit straps on to your head and reflects red toned LCD games in front of your eyes. Has about 20-30 games.
<http://www.chez.com/slydc/faq/rzonefaq.htm>

R-Zone Super Screen, released in 1996. LCD. Same as the headgear, table-top version

R-Zone X.P.G., released in 1997. LCD. Same as the headgear, hand held version.

Numerous **quiz games** (Wheel of fortune, Jeopardy, Quiz Wiz, Name that tune, Trivial Pursuit..) that use carts.

TIGER TELEMATICS

Gizmondo (previously known as **GameTrac**), released in 2005. LCD. Another new contender on the busy handheld market. 2.8" screen, a built-in camera, uses Smart Media Carts up to 256 MB, has SMS, Bluetooth, GPS, MP3 and MPEG4 capabilities, and is "designed for gaming". Has nothing to do with Tiger Electronics. There's two special editions so far, 'Bizmondo' with business related applications and 'Milizmondo' with army quality GPS. <http://www.gizmondo.com/>

TIMETOP

GameKing, released in 2003. LCD. Chinese handheld that looks a bit like the original Game Boy Advance, blue, transparent, similar buttons. The screen is black & white with very low resolution, but surprisingly the games for GameKing are quite enjoyable. There's 17 games known to exist (might be more). Has 3 games built-in (a 1942 clone, a Bomberman clone and a platformer). All the game names are in Chinese but some have been translated to poor English (ie. 'Happy Killer'). There's also versions of Metal Slug, Aleste and many more well known games. See www.gbax.com.

GameKing II, released in 2005?. LCD. Otherwise the same technically than GameKing, except has a backlight and uses 3 AAA batteries instead of 2. Designed to resemble Sony PSP. The processor is a 65C02 at 6 Mhz, the screen resolution is 48 x 32 pixels.

TIMLEX

Mega Duck, released in ?. LCD. See "Creatronic Mega Duck".

TTPCOM

B'ngo, to be released in 2004. LCD. This one also has phone capabilities, allowing 8-player multiplayer games. TFT LCD display with 176*220 resolution and 16-bit color. Has a built-in camera, SMS, 6 built-in games, Bluetooth, WAP browser, etc. Their SDK (utilizing WGE graphics engine) is also free and they claim to have +100 games available. <http://www.ttpcom.com/ttpcom/bngo/> and http://www.insertcredit.com/news/e3_2003/bngo/

TUTOR TOYS

TripleQuest, released in 1989. LCD. A small gray circular machine that uses an LCD screen to play a word game. Expansion cartridge port is clearly visible in the battery compartment and the box says "TripleQuest is expandable! Modules containing more than 300 additional topics are available."

VIDEOJET

Game Master, released in ?. LCD. Same as the Hartung Game Master, but with blue buttons.

Mega Duck, released in ?. LCD. See "Creatronic Mega Duck".

Supervision, released in ?. LCD. See Watara. Somewhat similar design to Mega Duck, also similar to the Magnum version of Supervision. <http://www.pixelpower.on.ca/supervision/>

VIRELLA ELECTRONICS

Game Master, released in ?. LCD. Same as the Hartung Game Master.

VN TOYS

Supervision, released in ?. LCD. Same as Watara. The first version, marketed in Denmark (also by Vini Spil). Vini Spil also came out with a second version Supervision. <http://www.pixelpower.on.ca/supervision/>

VTECH

Proscreen, released in 1984. LCD. Same as Ludotronic. 3 carts were released: Alerte Rouge (included), Évasion En Ballon and Formule France. Seems like a French release.

Variety, released in ?. LCD. Kinda cool looking hand held with "plug-in LCD cartridges". The LCD carts have double layer screens, and there was supposedly 6 of them available (Burglar Alarm as a pack-in game).

Various 'learning computers' for children, some use carts, some let even hook up a printer and a mouse.. Pre Computer Power Pad Plus among others..

WADDINGTONS 2001

The Game Machine, VCF, released in 1978. Almost like a calculator (similar display and actually it functions as one as well), but uses overlays to play different games such as: Shooting Gallery, Black Jack 21, Code Hunter Game and Grand Prix. There's also a German version : Der Spiele-Computer. Was also released in Japan by Cheryco (called Computer Game System there.) Another version with no manufacturer called Computer Game Machine. There's also a German version : Der Spiele-Computer.

WATARA

Game Master, released in ?. LCD. At least 6 carts. Possibly the same as 'Impel Game Master'.

Supervision, released in 199?. LCD. There's at least 9-10 different versions. Tried to compete with Game Boy. Also made by Quickshot and Goldnation... Complete list of games and more info can be found from SlyDC's Supervision FAQ. <http://www.pixelpower.on.ca/supervision/>

YACIMA

3-in-1, released in ?. LCD. One of the cheapo LCD-deals with a twist. This one looks like a mini Playstation, with a detachable controller even. The three LCD-screens (games) are Motorbike, GunBoat and Football.

III) Manufacturer unknown

Bitman 2000, released in 19???. LCD. Pirate Nintendo Game Boy clone.

Click & Play, released in ?. LCD. Another one of these thingies with interchangeable LCD screens. Found in Germany and has a built-in rumble function. 4 games : U-boot, Formula 1, Fussball, Super Fighter.

DigiCasse, released in ?. LCD. An European (Italian?) version of the Bandai DigiCasse. Doesn't have any logos (so don't really know who made it). The European games are called Pelican, Submarine, ? and ?.

Dr.Boy, released in 199?. LCD. Made in China. Plays Gameboy-like games (only crappier) on it's own screen and NES games when hooked to a TV. Comes with a 76-in-1 multicart.

Gamefighter, released in ?. LCD. A Game Boy Clone, but laid out vertically (like GBA). Coloring, buttons etc. look like the original Gameboy.

http://assembler.roarvgm.com/Black_Market/Gamefighter/gamefighter.html

Gametronic, released in 198?. LCD. Same as the Impel Game Master, but purple instead of gray. Found in France.

Inter Change Able, released in ?. LCD.

2 Games-in-1, released in ?. LCD. Looks almost exactly like the one above, but the carts aren't compatible..

Interchangeable Game Child QGH-78, released in ?. LCD. There's also another version (maybe more).

Multi-Game, released in ?. LCD. France.. Has at least the following games : Helicoptere, Tortues, Enfant De La Jungle, Aventures De Tom and Football.

Smart Player, released in ?. LCD. Found from Greece & Estonia. Another interchangeable LCD screens handheld. Has the following games : Car Racing, Motor Cycle, Highway, Basketball, Ice Hockey, Tennis, Volleyball, Soccer, Challenger and Invader.

Sunny, released in 19???. LCD. Pirate Nintendo Game Boy clone.

Super Beautiful, released in 19???. LCD. Pirate Nintendo Game Boy clone.

Super Game, released in 199?. LCD. Same as Hartung Game Master and Gametronic. Found in France.

Two Games In One Series D, released in ?. LCD. Another poor quality LCD screen machine. 5 screens, each with two games : Car Racing / Helicopter Attack, Hurdle / Relay Race, Karate / Fatal Attack, Hunting / Forest Adventure and U.F.O. / Galaxy Patrol. It's pretty safe to assume that there's also series A, B and C.

Top Guy, released in 1994?. LCD. Handheld Famicom. <http://www.nesworld.com/topguy.htm>

Wonderboy, released in 19???. LCD. Pirate Nintendo Game Boy clone.

IV) Links and thanks

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<http://pelikonepeijoonit.net>
<http://www.gamefaqs.com>
<http://www.handheldmuseum.com>
<http://www.handhelden.com/>
<http://members.tripod.com/faberp/HW.htm>
<http://www.chez.com/slydc/>

- The Arctic Computer & Console Museum
- THE source for FAQs
- Handheld FAQ and lots of photos
- Electronic Plastic, wonderful site.
- The Strange (and Rare)...
- SlyDC's FAQs and stuff

- Manu/PKP -
