



# The Evolution Continues



1983



1985



1993



Today

**Video:** 720p wide screen HDMI output, 60Hz (NTSC) and 50Hz (PAL)

**Audio:** 44.1kHz HDMI output with expansion audio from carts

**Display:** Variable pixel scaling including integer options(1:1, 4:3, 5:3) with optional variable darkness scanlines

**Carts:** Front loading NES, top loading Famicom

**Ports:** Built in NES Four Score Pro, Famicom Expansion Port

**Ports:** HDMI Type A for video and audio, USB Mini B for power and data

**Cheats:** 5 cheat code slots with built in code database supporting Game Genie, Pro Action Replay, Pro Action Rocky, and raw formats

**Online:** NA Scoreboard online score system through USB

**Updates:** Upgrade FPGA configuration and menu system through USB



# Introducing the AVS from retroUSB



When retroUSB started it was using spare parts in a guest bedroom retrofitting NES controllers. Then came the first USB adapters, a huge step to take a product to full manufacturing. Now chinese copies are everywhere. We mastered controllers and realized we could do more.

We brought you the first NES homebrews using all brand new parts. This continuing effort expands the future of NES gaming, and fulfills the childhood dreams of many programmers and artists. Next we went high tech with the PowerPak, a groundbreaking device for the system. We mastered cartridges and realized we could do more.

We realized we could use our full knowledge of the NES to build great devices. We realized we could use our devices to build great experiences. Starting today, retroUSB takes the next step in the evolution of the NES to bring you the AVS. 30 years after the NES, retroUSB becomes a complete console company. The AVS is a console as beautiful as the pixel perfect HD images it generates. This is the greatest product we have ever made.

Couldn't be simpler, works just the way you expect it to. Real hardware means no boot or loading times. No stolen software emulators or buggy NOAC chips. A wide range of gamepad, video, and cheat

options to play the way you want. We decided a few key features define the experience. From the start we were dedicated to the ultimate in compatibility for both NES and Famicom. Not just all past carts, but future ones as well. Not just compatibility with carts, but gamepads too. All regions, all devices. It's so bad even your Power Glove works.

That attention to detail extends to the HDMI video, with super sharp pixels. Zero lag scaling, optional scanlines with variable darkness, and multiple regions let you select the perfect picture. A NES with composite compared to the AVS is a stunning difference in picture quality.

The design even extends to the back, with a standard USB cable for power that can be plugged into the back of many TVs. No ugly power brick needed. No problem when you need a replacement in 30 years.

This is what technology is for. Its not about megahertz and gigabytes. Its about reliving those special memories, and creating new ones. Its the sound the plastic makes when you load a familiar game. Its about discovering a new game, even if that game is 30 years old.

Play your NES carts in amazing HD with the AVS!