

The STARFORCE PI Electronic Tabletop Mini-Arcade

Feature List

SFP CORE

Raspberry Pi B+

[NES, SNES, Genesis, NeoGeo, Arcades <]

- CPU: ARMv6 SoC @ 700MHz
- Memory: 512MB RAM
- GPU: VideoCore 4
- Storage: microSD or USB
- OS: User-defined

Video

- 4.2 inch TFT set to 4:3 ratio in 320x240 res.
- Sunken behind a magnified, tinted screen
- Adjustable vertical/horizontal pos.

Audio

- 2x Stereo Speaker
- 3.5mm jack for headphones

Controls

- 8-way microswitch arcade joystick
- 4x 24mm microswitch arcade buttons
- Power/reset/coin/start/select buttons

Case

- Modular 1980's design, for easy hacking and modding

Connectivity

- Arcade Shield (hwhardsoft) for RasPi
- HDMI-output
- 2x USB-input

Battery

- 3000 mAh Li-ion battery (~5+ hours)

Weight & Dimensions

- 900 grams, 15cm x 18cm x 25cm

SFP UPGRADE

Raspberry Pi 2

[> Arcades, 32X, N64, PSX, DC]

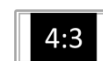
- CPU: ARMv7 Quad Core @ 900MHz
- Memory: 1GB RAM

Controls

- SANWA microswitch arcade joystick
- Custom color buttons & joystick ball

Case

- Custom color case



Kickstarter Date: Mid Nov 2015 | **Release Date:** Mid 2016

REFERENCES:

STARFORCE PI Website

www.starforcepi.com

Email

info@starforcepi.com

Facebook

www.facebook.com/starforcepi

Twitter

www.twitter.com/starforcepi

Youtube

www.youtube.com/voxmachina

FORUMS:

AtariAge

Thread: [SFP – Electronic Tabletop Mini-Arcade](#)

Retrovideogamer

Thread: [SFP – Electronic Tabletop Mini-Arcade](#)

ARTICLES:

Geek.com

[‘Custom STARFORCE PI cabinet returns gamers to arcade root’](#)

Hexapolis

[‘STARFORCE PI brings the retro back in gaming’](#)

8-bit central

[‘Upcoming RasPi Tabletop with HDMI-output’](#)

The STARFORCE PI Electronic Tabletop Mini-Arcade

The Device

The **STARFORCE PI** is a portable, electronic tabletop mini-arcade directed at classic gaming enthusiasts. The small gaming console is based on early **1980s pre-Nintendo portable videogames**, and features full-sized microswitch joystick and buttons, blasting stereo speakers, accurate video playback, and a durable, portable form factor. With a modular design, off-the-shelf components and a Raspberry Pi at its core, the STARFORCE PI will support an **impressive library of classic gaming systems** and modern 16-bit style retrogames, thereby becoming the Ultimate Dimension in Portable Arcade Gaming.



The Arcade Experience

We have put a lot of effort in bringing the arcade experience to the smallest form-factor possible, without compromising audio, visual or haptic feedback quality. An **actual arcade joystick** and four buttons are paramount to the experience, as well as true stereo sound and authentic **vivid video playback**. The console runs games in the resolution it was intended (320x240), in the **correct ratio (4:3)**, sunken behind a magnified window to bring the arcade vibe alive. The orientation of the screen can be fixed in either **vertical/tate or horizontal position** by the user, to be as accurate as possible with both side and vertical scrollers. With the powerful rechargeable battery gamers are guaranteed 5+ hours of untethered gameplay.



Classic Console & PC Era

Any classic console or PC game will run on the STARFORCE PI, but a small screen may not be appropriate for multiplayer games, text based games, point-and-click adventures, etc. Therefore, we've added **HDMI-output** and **two USB-inputs** to the device. Hook the system up to a TV/Monitor, plug in your favorite controller or peripheral, and play!



Emulation & Preservation

Any classic console or PC game will run on the STARFORCE PI, but a small screen may not be appropriate for multiplayer games, text based games, point-and-click adventures, etc. Therefore, we've added **HDMI-output** and **two USB-inputs** to the device. Hook the system up to a TV/Monitor, plug in your favorite controller or peripheral, and play!



New Games

By showing the potential and fun of the STARFORCE PI with classic games, we hope to push the Raspberry Pi as a platform for **8-bit and 16-bit game development**. With a simplified and consistent configuration of the control interface and open architecture, developers can build games for the gamer that wants plug-and-play simplicity of the pre-millennium gaming era. That is why besides bringing a cool little device to market, we will be dedicated to **emulation support** and **new game development** for the STARFORCE PI system.

