

# Bandai Super Vision 8000



The Bandai Super Vision 8000 (also known as the **TV Jack 8000** or “TV-Jack Micro Computer System”) is a home video game console manufactured by **Bandai** and released in December 1979 exclusively in Japan. It holds the distinction of being the **very first programmable cartridge-based video game console released in Japan**, predating even the Japanese release of the [Atari 2600](#).

It was the final entry in Bandai's TV Jack console series. While all prior TV Jack models were dedicated **Pong**-style consoles using discrete logic circuits, the Super Vision 8000 represented a radical departure by using a proper CPU ( **Z80**-compatible NEC D780C-1 at ~1.79 MHz) and interchangeable ROM cartridges.

The system features an **AY-3-8910** sound chip providing 3 channels plus a noise generator, and an AMI S68047P video chip ( **Motorola MC6847** clone) capable of resolutions up to 256×192 pixels. Two controllers with directional pads and numeric keypads are built into the console's flanking sides, predating the visually similar [Intellivision](#) controller design.

The console was priced at a steep **59,800 yen** (approximately \$560 USD in 1979), roughly double the cost of competing systems, which limited its commercial success. Only **seven games** were ever released before the system was discontinued by 1982. An eighth title, “Super Tank”, was cancelled. The Super Vision 8000 is considered a “holy grail” amongst console collectors due to its extreme rarity.

This system scrapes metadata for the “sv8000” group(s) and loads the sv8000 set from the currently selected theme, if available.

## Quick reference

- **Emulator:** [MAME](#), [RetroArch](#)
- **Core:** [libretro: MAME](#)
- **Folder:** /userdata/roms/sv8000
- **Accepted ROM formats:** .bin, .zip, .7z

## BIOS

No BIOS files are required. The Super Vision 8000 has no internal system ROM — it boots directly from cartridge.

## ROMs

Place your Bandai Super Vision 8000 ROMs in `/userdata/roms/sv8000`.

Cartridge ROM dumps are up to 4 KB in size. Only seven games were released:

1. **Missile Vader** — Space Invaders clone (bundled with the console)
2. **Space Fire** — Space shooter
3. **Othello** — Board game adaptation
4. **Gun Professional** — Shooting game
5. **PacPacBird** — Action game
6. **Submarine** — Naval combat
7. **Beam Galaxian** — Galaxian clone

## Emulators


### MAME

[MAME](#) (Multiple Arcade Machine Emulator) is the primary emulator for the Super Vision 8000. The MAME driver (`sv8000`) provides full emulation of the system.

### RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

### RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing `[HOTKEY] + ` which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

### libretro: MAME

The libretro version of MAME can be used to emulate the Super Vision 8000. It uses the same ROM sets as the standalone version.

## Controls

The original Super Vision 8000 featured two controllers built into the console, each with a directional

pad and a numeric keypad (similar in appearance to the later [Intellivision](#) controllers).

## See also

- [Fairchild Channel F](#) — the first cartridge-based console (1976, international)
- [Intellivision](#) — features visually similar controllers
- [Cassette Vision](#) — another early Japanese cartridge console (Epoch, 1981)

## Troubleshooting

### Game won't load

Make sure the ROM file matches the MAME software list for sv8000. ROM dumps should be plain binary (.bin) or MAME-format zips. The ROM version must match the MAME version used in Batocera.

### Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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