

# TIC-80

Very similar and inspired by [Pico-8](#), TIC-80 is a fantasy console for playing tiny games inspired by the 8-bit consoles era. It has never been physically released, but runs as a [software on computers like Windows / Mac / Linux and web browsers](#). The main difference between Pico-8 and TIC-80, besides the fantasy hardware constraints, is that TIC-80 is fully free and opensource, with [its code available on Github](#). They also have a Pro version for faster development, if you like this project, [please support them](#), it's well worth it.

## Fantasy hardware constraints

- Display: 240×136 16 colors
- Cartridge: .tic file, max 64kB
- Sound: 4 channel chiptunes
- Code: Lua, Moonscript, Javascript, Wren or Fennel
- Sprites: 256 8×8 foreground sprites, and 256 8×8 background tiles

## "Cartridges" and games format

TIC-80 games are distributed as text files (mostly) with the code, sprites and sounds embedded in them. You can download hundreds of .tic games, music and programs from the [TIC-80 official website](#).

From:  
<https://wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:  
<https://wiki.batocera.org/systems:tic80?rev=1622387663>

Last update: **2021/05/30 15:14**

