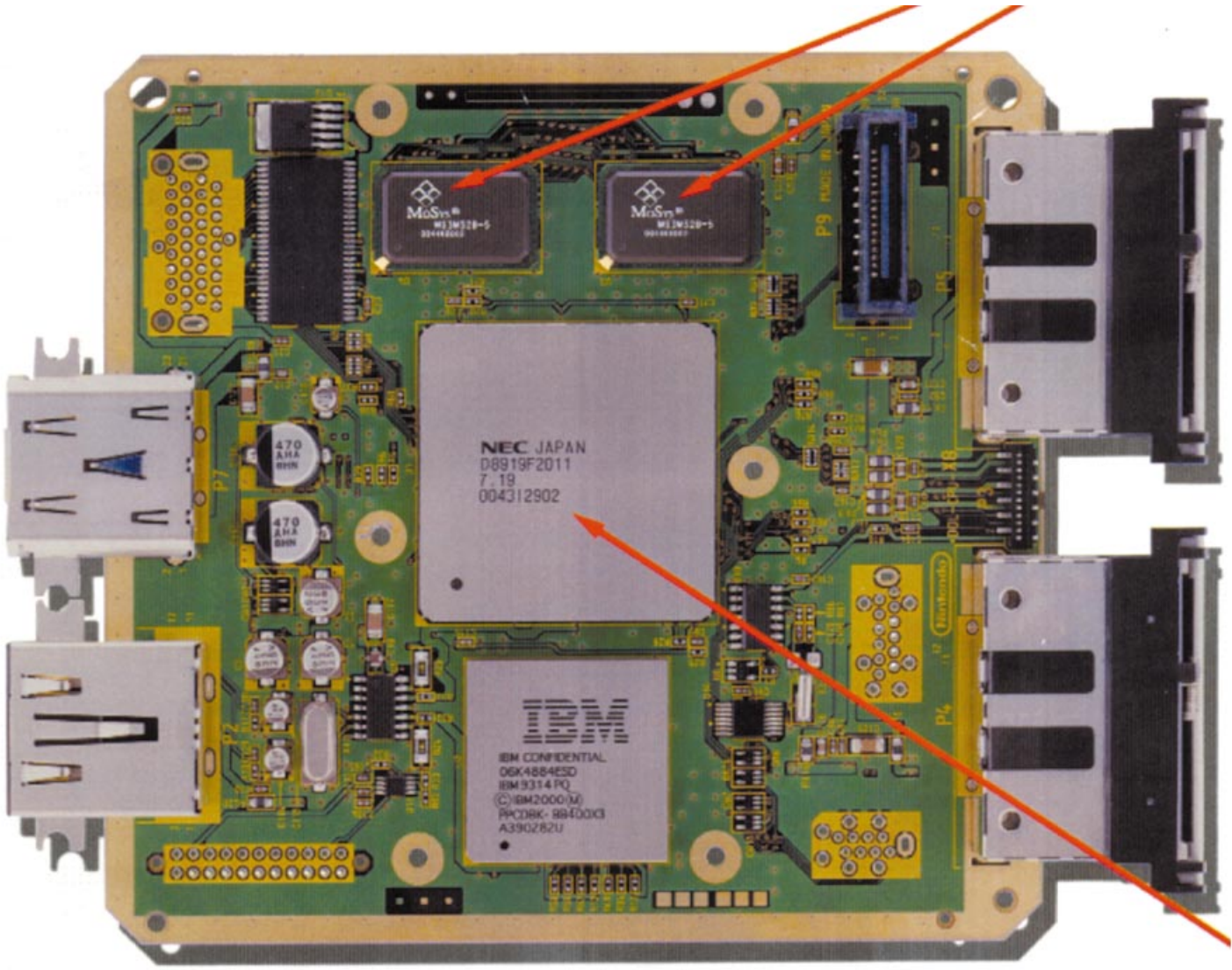


Figure 5

MAIN MEMORY
192-MBIT 1T-SRAM
LESS THAN 10-nSEC LATENCY
405-MHz CLOCK



GRAPHIC COPROCESSOR
24-BIT 1T-SRAM
LESS THAN 5-nSEC LATENCY

Nintendo's minimal-chip, MDRAM-centric design reflects the company's attempts to balance cost and performance (courtesy MoSys).