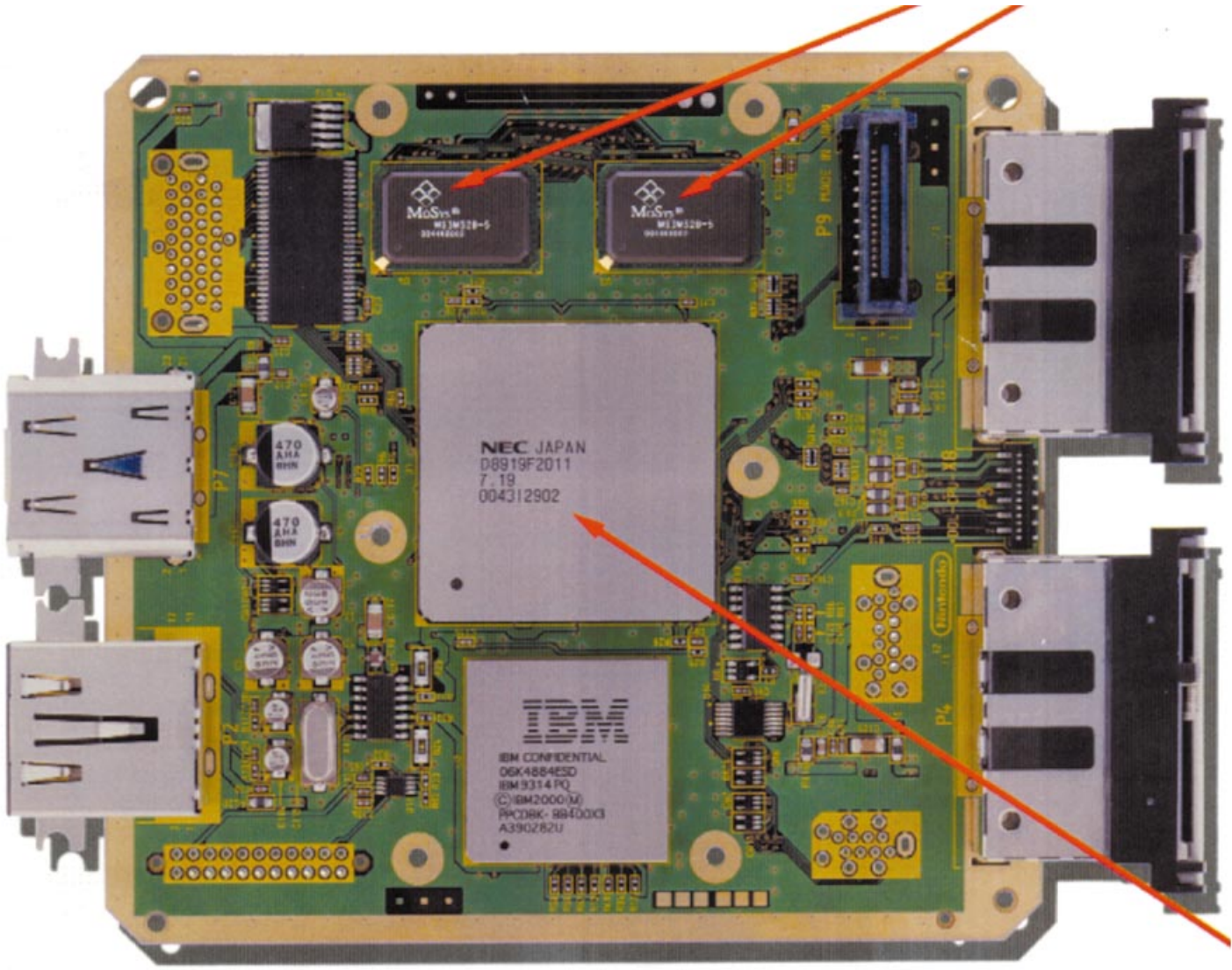


Figure 5

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).