

Pandora: The Handheld Console for Linux Tweakers

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We here at S|A recently got a chance to interview Micheal Mrozek, one of the core members of a small company named OpenPandora, which produces the Pandora handheld gaming console. Long before Kickstarter and crowd sourced development funding became the flavor of the week, the OpenPandora team was designing and producing their own handheld gaming console based off of what their fellow forum members wanted. The idea behind the Pandora was to produce a handheld gaming console that met the needs of their highly active, but small, forum. It had to be a fully functional Linux PC, have an awesome D-pad, and be powerful enough to emulate the mass market console gaming systems that had proceeded it. It took a long time to get all of the pieces into place (read: four years of hardship and delays), but the Pandora has finally matured into the handheld console that its steadfast supporters have always hoped it would.

It's often best to let those who care the most about a product describe it in detail. As such we asked Micheal to give us a run down of what specifically the Pandora is.

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