

B-BSP-8

#	items	Unit	quantity	picture of the item	specifications
1	Game Play	Piece	2		CPU: x86-64-AMD Ryzen Zen 8 Cores / 16 Threads at 3.5GHz (variable frequency) GPU : Ray Tracing Acceleration Up to 2.23 GHz (10.3 TFLOPS) GPU Architecture : AMD Radeon RDNA 2-based graphics engine Memory/Interface : 16GB GDDR6/256-bit Memory Bandwidth : 448GB/s Internal Storage :Custom 825GB SSD IO Throughput : 5.5GB/s (Raw), Typical 8-9GB/s Expandable Storage: NVMe SSD Slot External Storage :USB HDD Support Optical Drive (optional) :Ultra HD Blu-ray (66G/100G) ~10xCAV BD-ROM (25G/50G) ~8xCAV BD-R/RE (25G/50G) ~8x CAV DVD ~3.2xCLV Game Disc:Ultra HD Blu-ray, up to 100GB/disc Audio: Tempest 3D AudioTech Video Out: HDMI Out port Support of 4K 120Hz TVs, VRR (specified by HDMI ver 2.1) Dimensions: PS5 - 390mm x 104mm x 260mm (width x height x depth) Digital Edition - 390mm x 92mm x 260mm (width x height x depth) Weight : 4.5kg Power : 350W Input / Output :USB Type-A port (Hi-Speed USB) USB Type-A port (Super Speed USB 10Gbps) x2 USB Type-C port (Super Speed USB 10Gbps) Networking :Ethernet (10BASE-T, 100BASE-TX, 1000BASE-T) IEEE 802.11 a/b/g/n/ac/ax Bluetooth 5.1
2	LED Smart TV 43"	Piece	2		Ultra-bright LED display Screen Size 43" ports : USB 3 X 2.0 , HDMI X3 , AV 1 , ethernet 1 , WIFI 1 Refresh Rate: 60Hz Powerful speakers Audio Power: 10W x 2 64-bit quad-core processor, 1GB RAM + 8GB Storage One remote: Control TV, set-top box
3	Air conditioner (AC) Split System 2 Ton	Piece	1		Approx Cooling Area 240 sq. ft., Auto Clean and Anti Mildew Function, Auto Cleaning, Condenser Type: Copper, Multi Fan Speeds for Powerful and Quiet Cooling Operation, Multi Layer Air Purification, Selectable Auto Air Swing, Turbo Cooling
4	Vacuum cleaner wet and dray -25 L	Piece	1		Real suction power: 240 Air Watts • Energy use: 1100w • Container capacity: 25 litres • Container material: Plastic • Standard accessory: 35mm • Current type: 220 - 240 v / 50 - 60 Hz • Weight without accessories: 8.2kg • Dimensions (L x W x H): 418mm x 382mm x 652mm