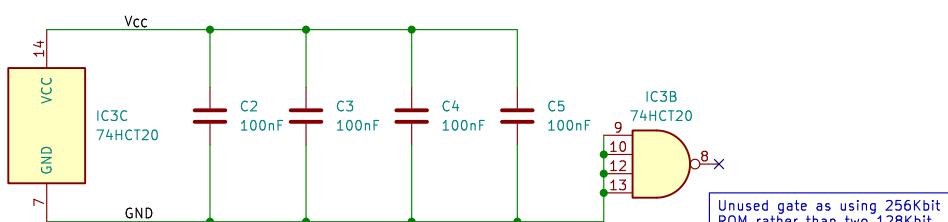


8KB working RAM (0x6000–0x7FFF) so 32KB  
62256 gives us four possible banks.  
A13 and A14 are switchable – they are not  
connected to address bus.  
If you're not interested in switching banks,  
using only 8KB, then omit SW2.

Family BASIC V3 is hard-coded for a maximum of 4KB:  
`basicProgram .eq $6006 : the start of the BASIC program in memory  
bgGetRam .eq $6c00 {addr/1024} ; region to save bg data with BGGET  
memoryTop .eq $6fff : What FRETOP is set to by default`

Possible to increase to 8KB by patching those constants?  
`bgGetRam .eq $7c00 {addr/1024} ; region to save bg data with BGGET  
memoryTop .eq $7fff ; What FRETOP is set to by default`



## WORK IN PROGRESS

Brett Hallen

Sheet: /  
File: Family\_BASIC\_Cartridge.kicad\_sch

Title: Nintendo Famicom Family BASIC 8KB

Size: A4 Date: 27/DEC?2025  
KiCad E.D.A. 9.0.5

Rev: WIP  
Id: 1/1