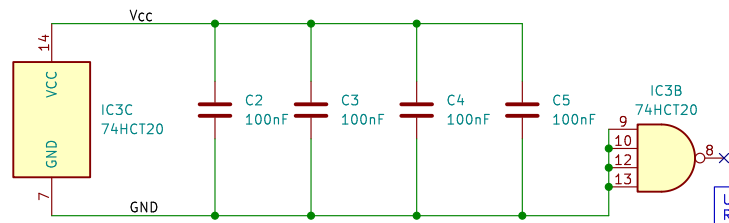


8KB working RAM (0x6000–0x7FFF) so 32KB 62256 gives us four possible banks. A13 and A14 are switchable – they are not connected to address bus. If you're not interested in switching banks, using only 8KB, then omit SW2.

Family BASIC V3 is hard-coded for a maximum of 4KB. Some modification is required to hard coded values to increase from 0x6FFF limit to full 0x7FFF.



Unused gate as using 256Kbit ROM rather than two 128Kbit.

Brett Hallen		
Sheet: /		
File: Family_BASIC_Cartridge.kicad_sch		
<b>Title: Nintendo Famicom Family BASIC 8KB</b>		
Size: A4	Date: 27/DEC/2025	Rev: A
KiCad E.D.A. 9.0.5	Id: 1/1	