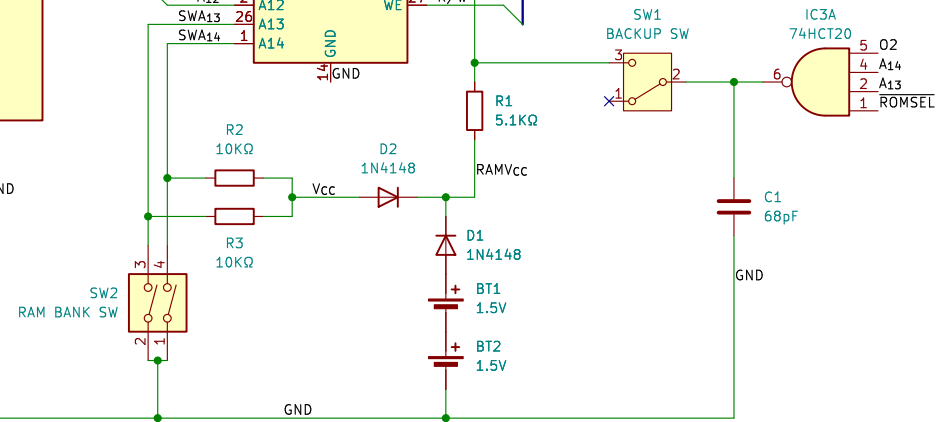


8KB working RAM (0x6000-0x7FFF) so 32KB 62256 gives us four possible banks. A13 and A14 are switchable – they are not connected to address bus. If you're not interested in switching banks, using only 8KB, then omit SW2.



Family BASIC V3 is hard-coded for a maximum of 4KB:

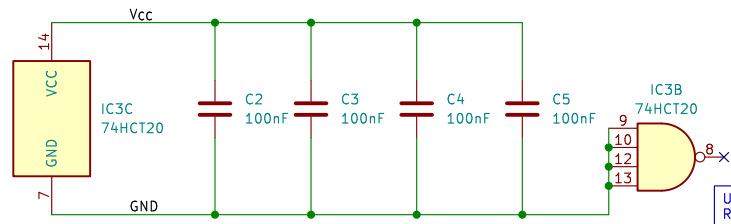
```

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

```



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

WORK IN PROGRESS

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