Assembly instruction
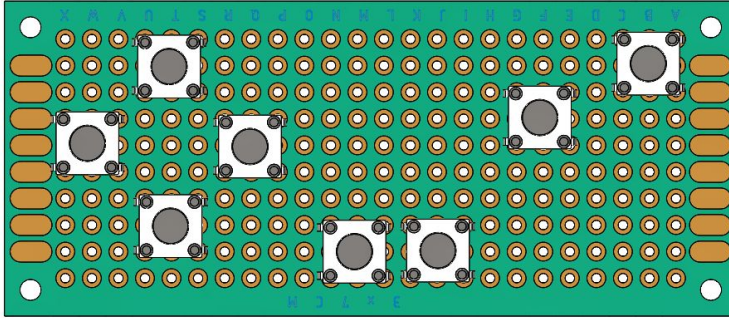
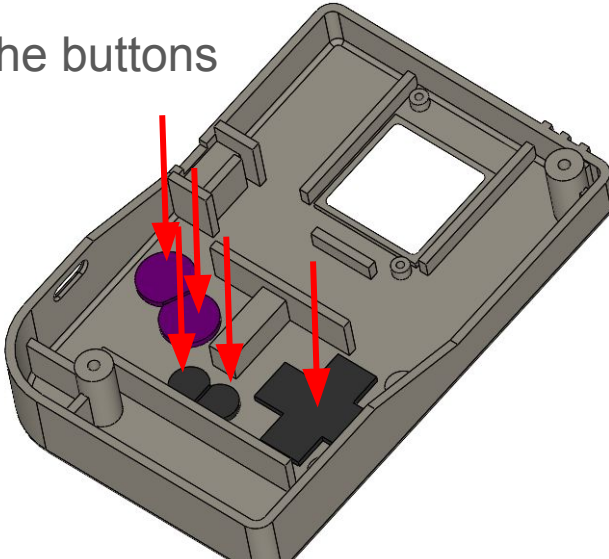## GameBoy ESP32
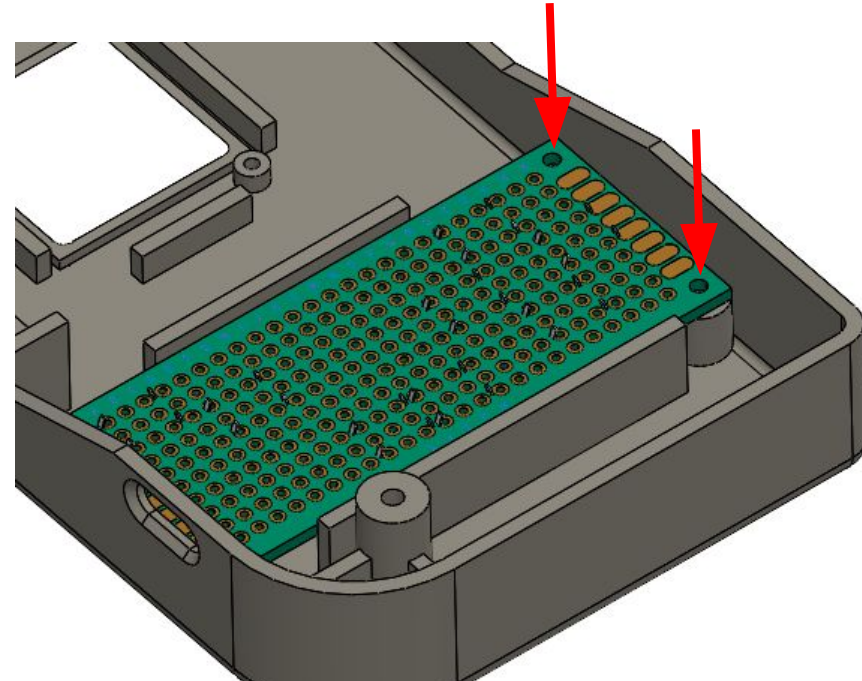
1- Solder all the buttons onto the 3x7 PCB as shown in the image.

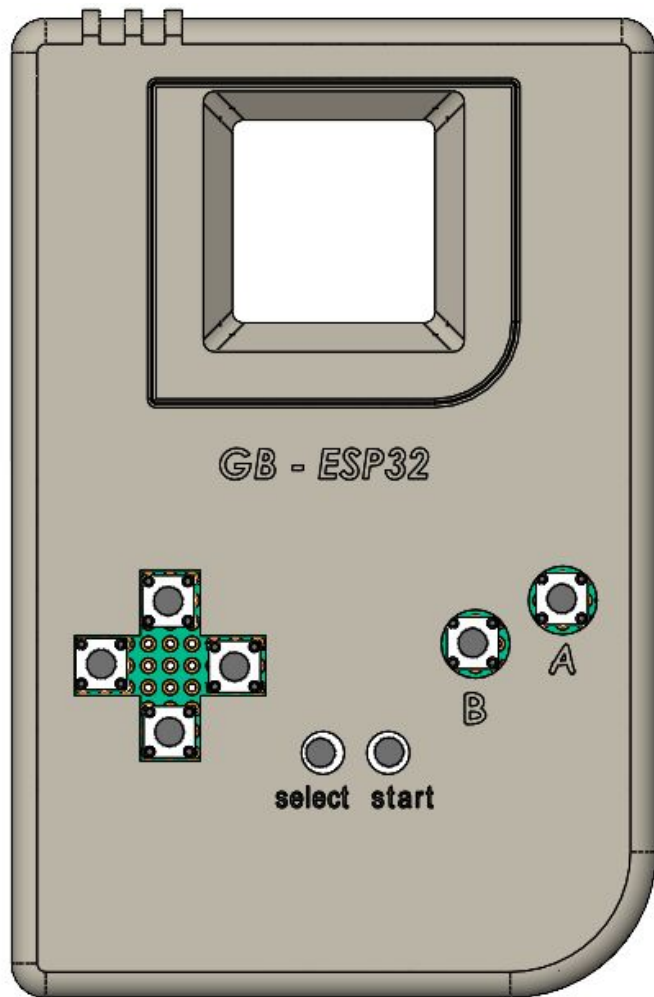3- screw 2 screws 3x10

2- Place the buttons
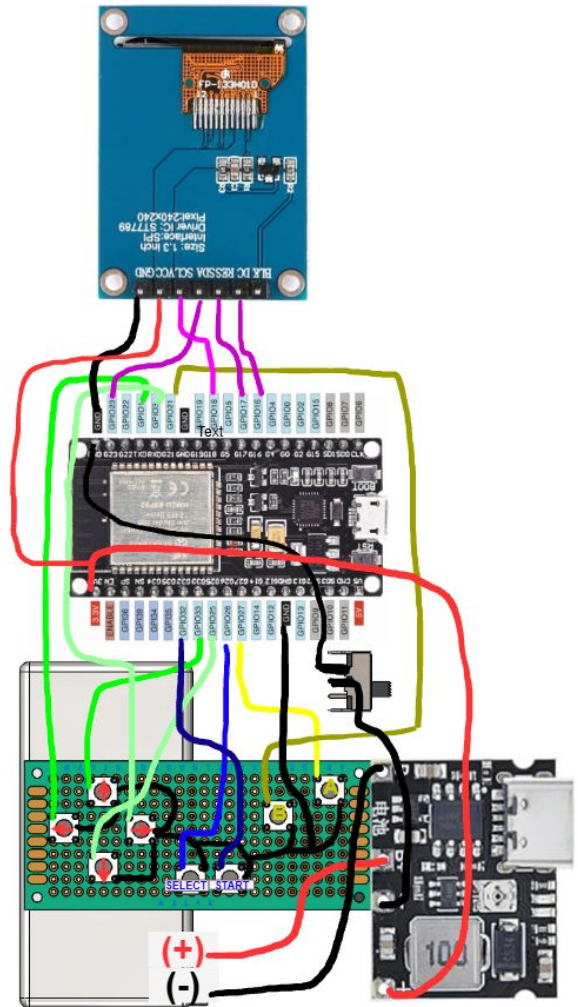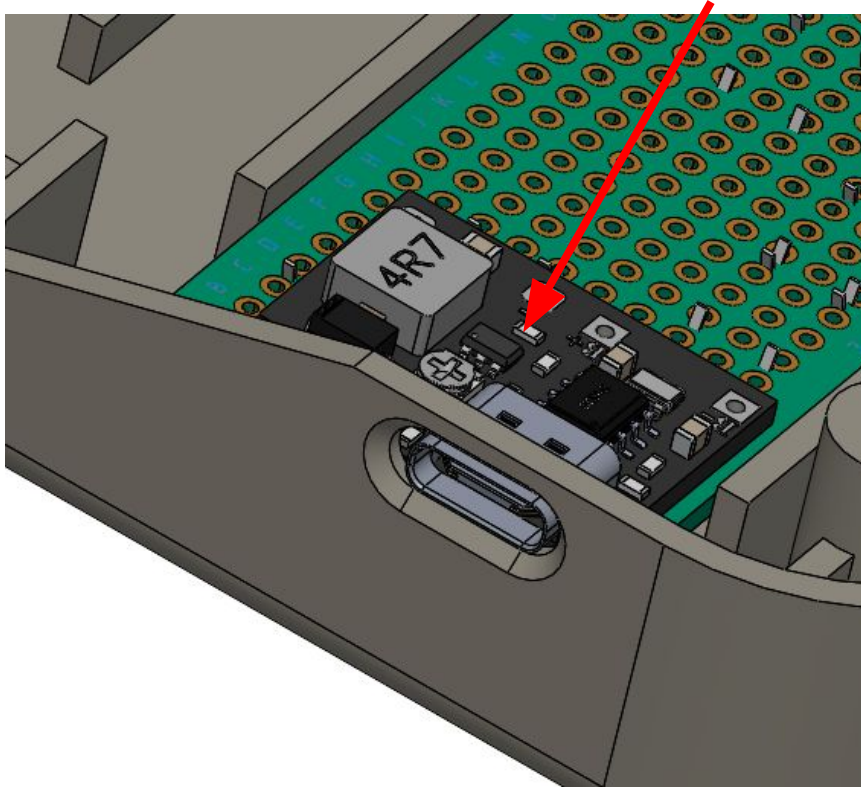
GB - ESP32

B

A

select start

info: All buttons must be positioned opposite the housings as shown in the image.

4- Solder all the remaining components together as shown in the "gameboy-esp32-wiring.pdf" guide.
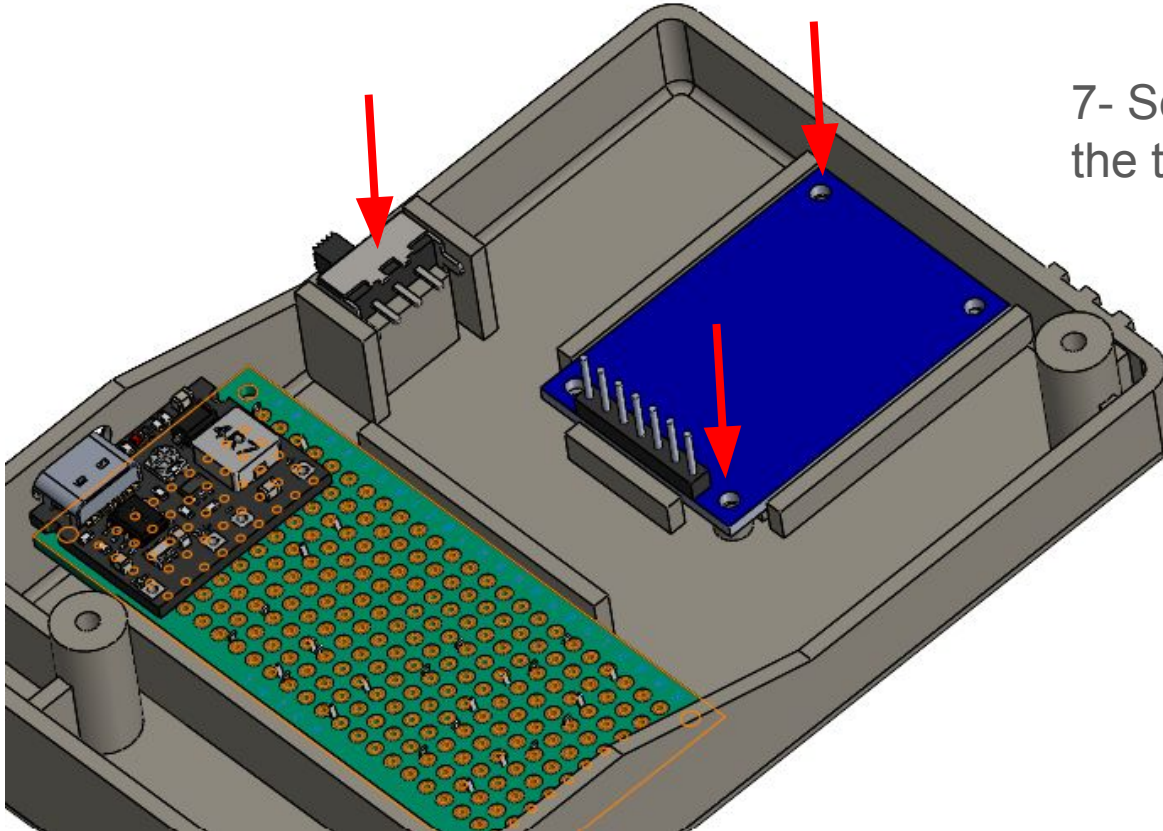
Pinout GameBoy:

Bat +: BMS bat +
Bat -: BMS Bat -
BMS out +: 3.3v ESP32
BMS out -: Switch pin 2
Switch pin 1: GND
ESP32
UP: GPIO33
DOWN: GPIO25
LEFT: GPIO1
RIGHT: GPIO3
SELECT: GPIO26
START: GPIO32
B: GPIO21
A: GPIO27
TFT VCC: 3.3v ESP32
TFT GND: GND ESP32
TFT SCL: GPIO18
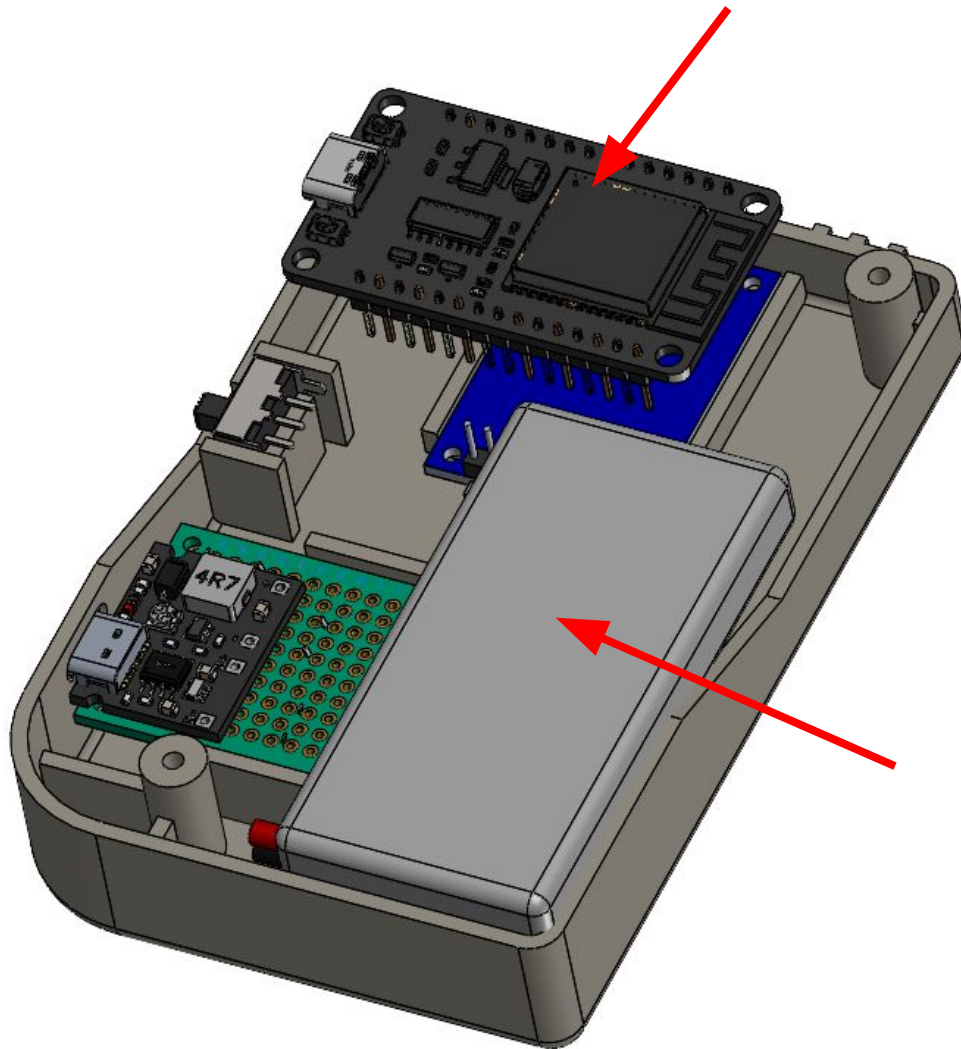TFT SDA: GPIO23
TFT RES: GPIO17
TFT DC: GPIO16

5- Glue the BMS module to the 3x7 PCB using a hot glue gun and pass it through the bottom USB-C slot.

6- place the switch in its housing

7- Secure the screen using the two 2x5 screws

8- Make sure the ESP32 and the battery are positioned as shown in the image.

9- Screw in the last two 3x10 screws to close the case, and arrange the wires so that none are pinched.

Important: If buttons remain pressed or do not activate correctly after closing, slightly loosen the 7x3 PCB to relieve pressure.