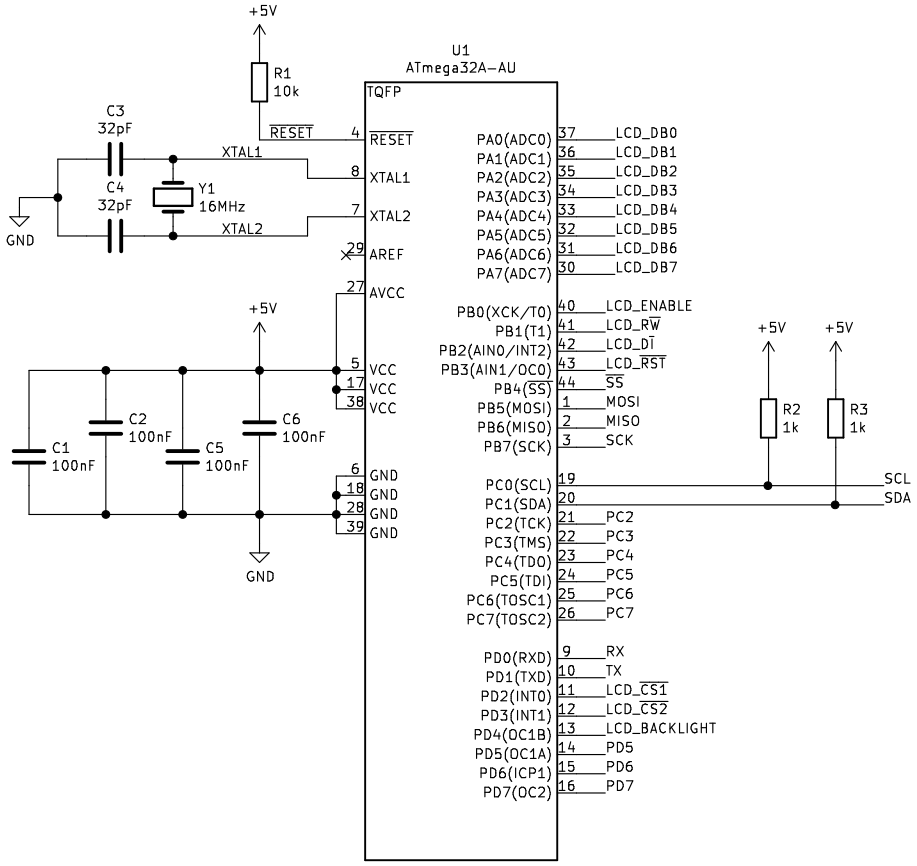
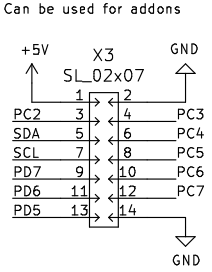
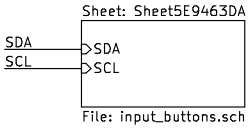
Controller



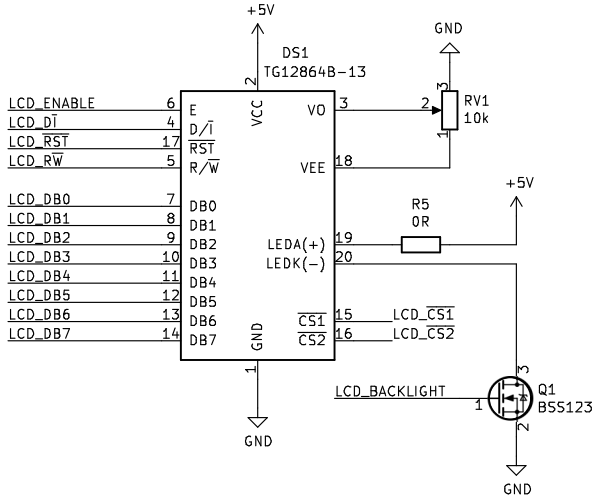
User Port



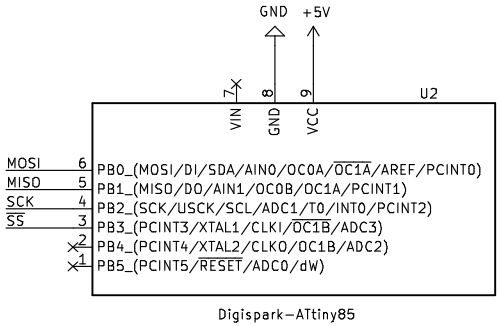
Input Buttons



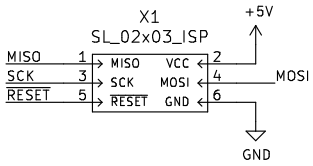
128x64 LCD



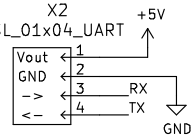
Game Cartridge



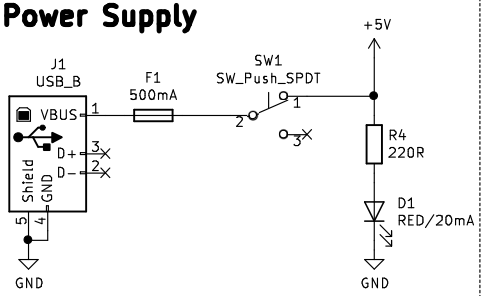
ISP Interface



UART Interface



Power Supply

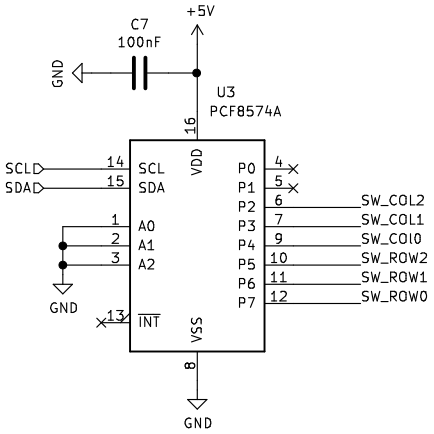


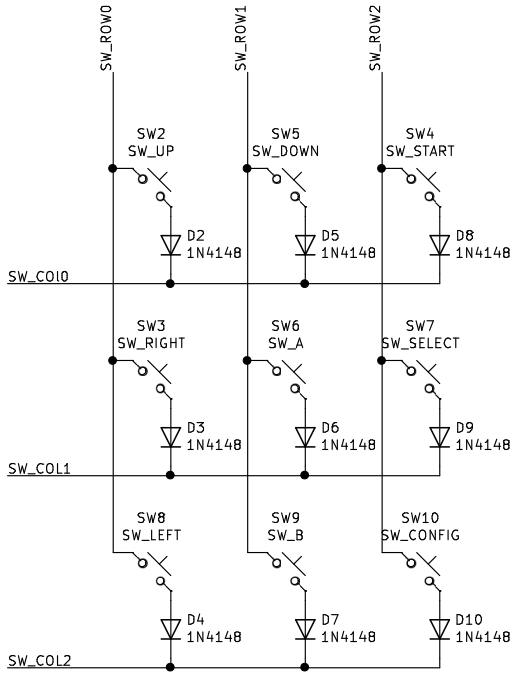
A handheld console based on an Atmega32
Uses cartridges which contain the games

created by Matthias Escher

Sheet: /		
File: avr-boy.sch		
Title: avr boy		
Size: A4	Date:	**Rev: v1.0**
KiCad E.D.A. kicad 5.1.4+dfsg1-1		Id: 1/2

I2C Slave Address Range				
A2	A1	A0	PCF8574	PCF8574A
0	0	0	0x20	0x38
0	0	1	0x21	0x39
0	1	0	0x22	0x3A
0	1	1	0x23	0x3B
1	0	0	0x24	0x3C
1	0	1	0x25	0x3D
1	1	0	0x26	0x3E
1	1	1	0x27	0x3F





Handheld Console based on an Atmega32

Sheet: /Sheet5E9463DA/
File: input_buttons.sch

Title: avr boy

Size: A4	Date:	**Rev:**
KiCad E.D.A. kicad 5.1.4+dfsg1-1		Id: 2/2