Title: SNES Advanced UV Cartridge

NOTE 1: U2A is surface mount, U2B is through-hole. Only populate one.
https://github.com/MouseBiteLabs/Super-Nintendo-Cartridges

Sheet: /
File: SNES_Advanced_UV_1-0_new.kicad_sch

Size: A4 | Date: 2025-04-17 | Rev: v1.0
KiCad E.D.A. 8.0.7 | | Id: 1/3

+5V   D1   +VSW

R1
1k   D2

+ B1

GND

+VSW

R7
10k

RESET   R6
100k

Q2
2N3904

GND

+5V   R4
10k   +VSW

D3   R3
10k   CE_SRAM

RESET

R2   Q1A
100k

GND   Q1B   R5
10k   +5V

RAM.CE

{COMMON_BUS}

TP16 TP14 +5V

SINGLE

SJ6

MULTI

MULTI

U5
AS6C1008

A0   12 A0   Q0 13 D0
A1   11 A1   Q1 14 D1
A2   10 A2   Q2 15 D2
A3   9   A3   Q3 17 D3
A4   8   A4   Q4 18 D4
A5   7   A5   Q5 19 D5
A6   6   A6   Q6 20 D6
A7   5   A7   Q7 21 D7
A8   27 A8
A9   26 A9   CS 22 CE_SRAM
A10   23 A10   CS2 30   +VSW
A11   RA11 25 A11
A12   RA12 4 A12   OE 24 RD
A13   RA13 28 A13   WE 29 WR
A14   RA14 3 A14
BA0   RA15 31 A15
BA1   RA16 2 A16
BA2
BA3

VCC 32

GND 16

GND

+VSW

C5   CB
0.1u   22u

GND

LOROM
SJ11

SJ7
HIROM
GND

LOROM   SJ12
SJ8
HIROM   GND

+VSW
LOROM   SJ13
SJ9
HIROM   SJ14

GND

LOROM
SJ10
HIROM   SJ15

GND

LOROM
SJ16
HIROM

GND

GND

NOTE 1: For multicart purposes, TP14 lines up with A14, TP16 lines up with A16.
NOTE 2: Q1A is through-hole, Q1B is surface mount. Only populate one.
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Sheet: /RAM/
File: RAM.kicad_sch

Title: SNES Advanced UV Cartridge

Size: A4   Date: 2025-04-17   Rev: v1.0
KiCad E.D.A. 8.0.7   Id: 2/3

{ROM_DATA_BUS} — {ROM_DATA_BUS}
{COMMON_BUS} — {COMMON_BUS}

U3L 27C322 +5V

A1	10	A0	D0 14	Q0
A2	9	A1	D1 16	Q1
A3	8	A2	D2 18	Q2
A4	7	A3	D3 20	Q3
A5	6	A4	D4 23	Q4
A6	5	A5	D5 25	Q5
A7	4	A6	D6 27	Q6
A8	3	A7	D7 29	Q7
A9	41	A8	D8 15	Q8
A10	40	A9	D9 17	Q9
A11	39	A10	D10 19	Q10
A12	38	A11	D11 21	Q11
A13	37	A12	D12 24	Q12
A14	36	A13	D13 26	Q13
BA0	35	A14	D14 28	Q14
BA1	34	A15	D15 30	Q15
BA2	33	A16		
BA3	2	A17		
BA4	1	A18		
BA5	42	A19		
SEL0	32	A20		
ROM.$\overline{CE}_0$ 11	$\overline{CE}$		
13	$\overline{GVPP}$ GND 12 GND 31		

U3H 27C322 +5V
U4L 27C322 +5V
U4H 27C322 +5V

VCC 22
GND

C3 0.1u +5V GND
C4 0.1u +5V GND

ROM.$\overline{CE}_0$
ROM.$\overline{CE}_1$
SEL1

BA5 — SJ19 — 27C322 HIROM
BA6 — SJ18 — 27C322 LOROM — SJ17 — 27C160 — +5V

BA5 — SJ22 — 27C322 HIROM
BA6 — SJ21 — 27C322 LOROM — SJ20 — 27C160 — +5V

NOTE 1: Only populate either the H or L ROM chips.
NOTE 2: If you use U4, it must match the bank type of U3.
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Sheet: /ROM/
File: ROM.kicad_sch
Title: SNES Advanced UV Cartridge
Size: A4   Date: 2025-04-17   Rev: v1.0
KiCad E.D.A. 8.0.7   Id: 3/3