**Base Machine**

* 1Mhz Clock SC/MP 1
* Upper address bits not decoded
* 2k “OS” ROM Memory at 0000-07FF
* 128 bytes RAM Memory at 0800-0BFF
* LED output on write to $0000-$07FF
* Toggle switch keyboard input on read from $0C00-$0FFF
* Buttons connected to SA, SB and Reset, all pull low.

**Expansion Machine**

* Upper address bits decoded
* Up to 1k RAM memory from $0800-$0BFF
* Up to 28k RAM memory from $1000-$7FFF
* Toggle switch input replaced by ASCII keyboard with +ve strobe.
* 16 x 8 character video RAM (write only) mapped $0000-$07FF (e.g. overlaps with lower 2k of ROM), supports 6 bit ASCII (extended to 6 bit ASCII + graphics characters)
* ROM memory expansion from $8000-$FFFF (max 32k)
* Audio output connected to F0,F1,F2 – Resistor ladder driving NE555