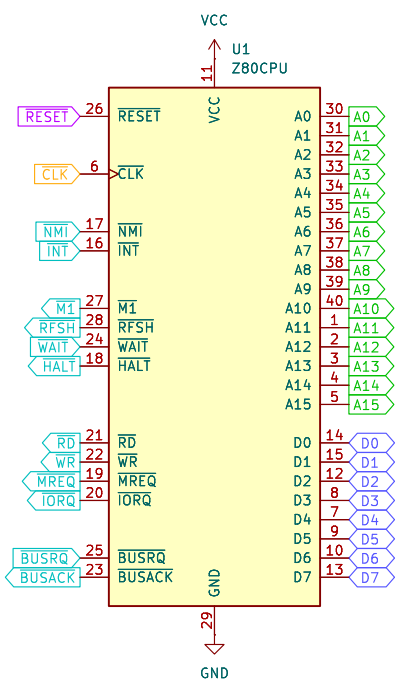
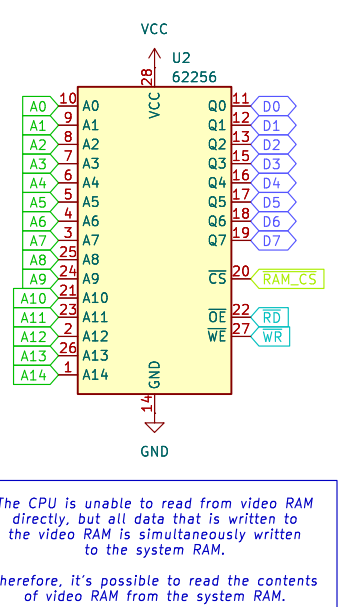


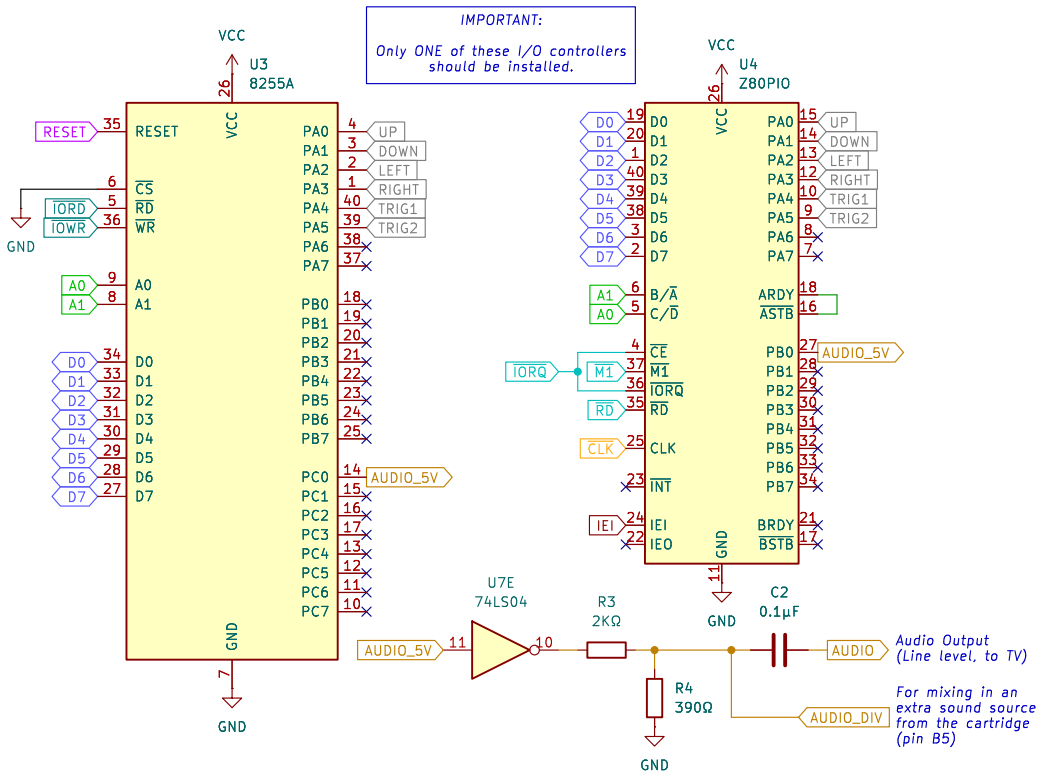
## CPU



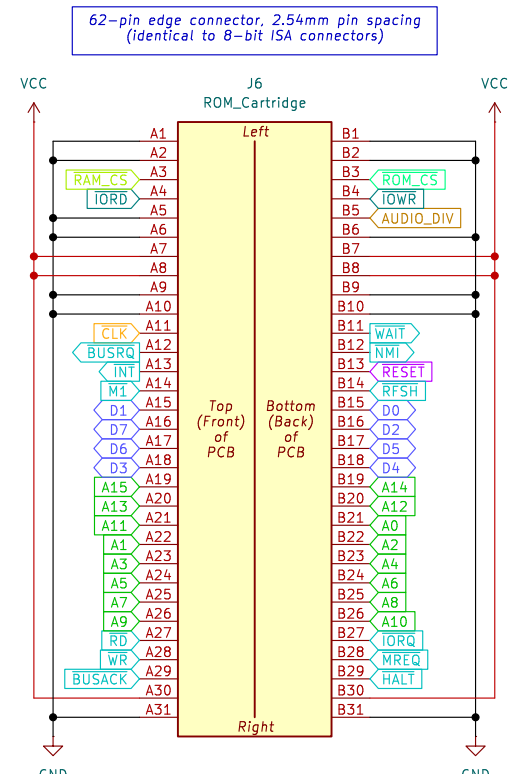
**System RAM**  
(16KB used as system RAM, 8KB used as video RAM mirror)



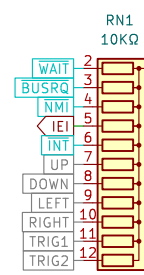
## Controller Input, Audio Output



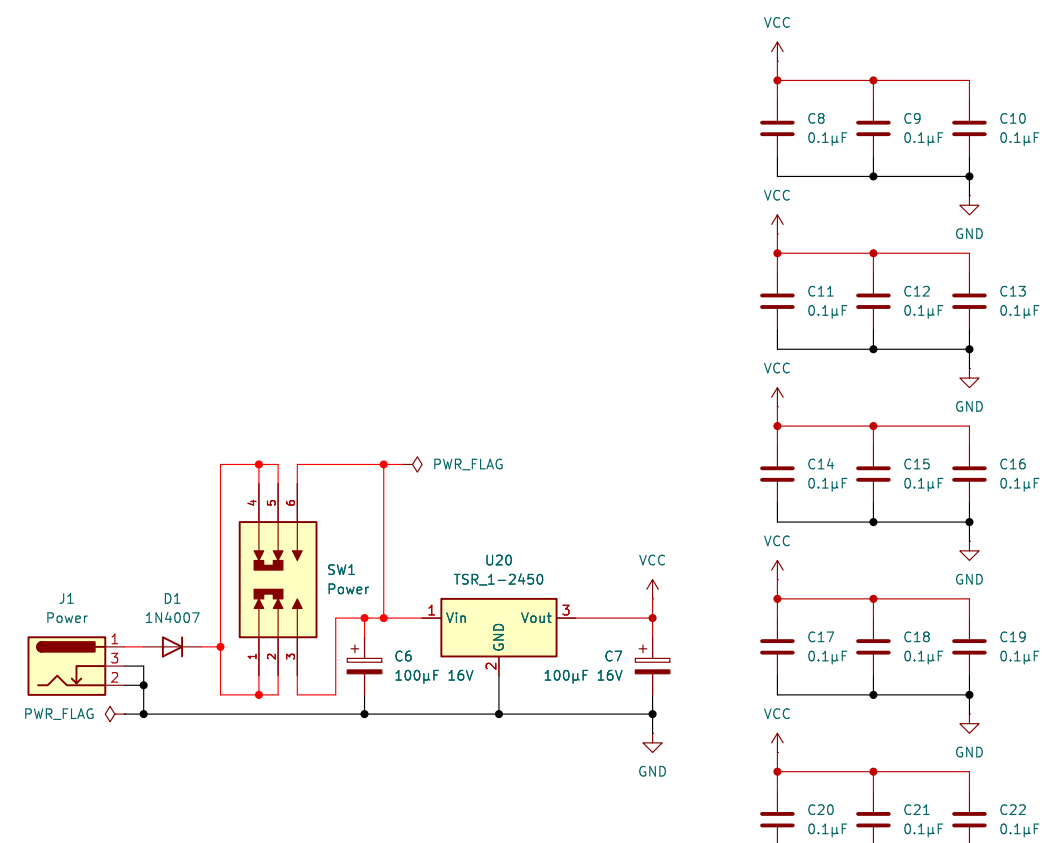
## ROM Cartridge Slot



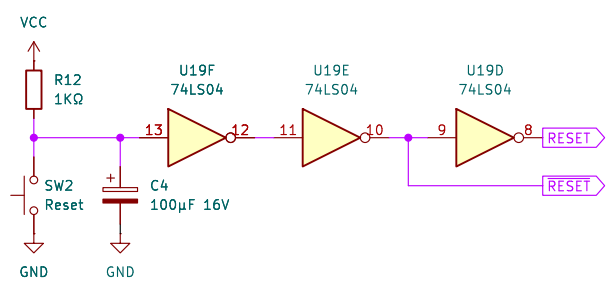
## Pullup Resistors



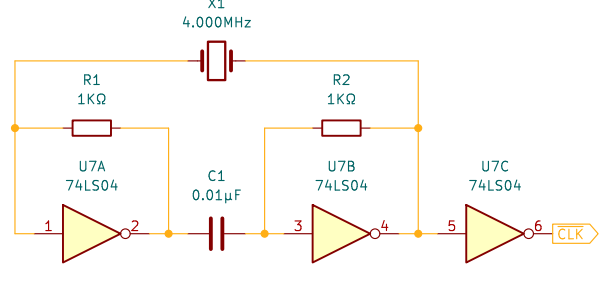
## Power Circuitry



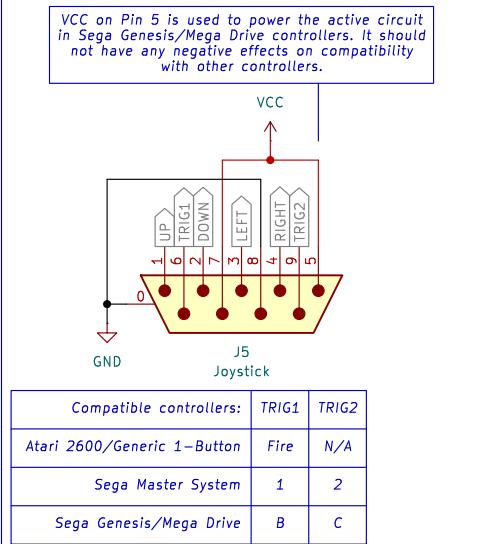
## Reset



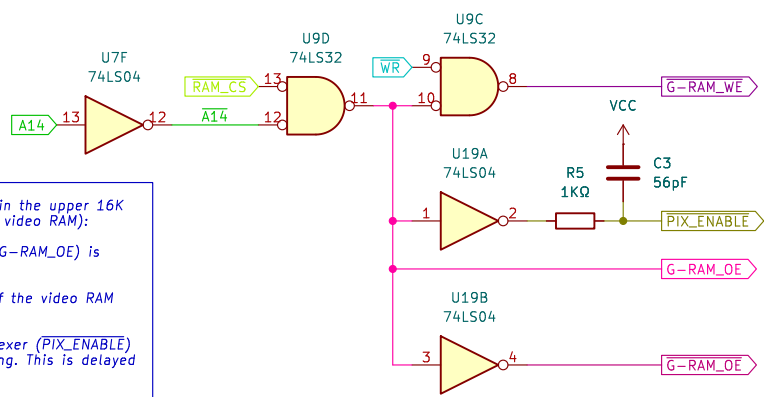
## 4MHz Clock Generator



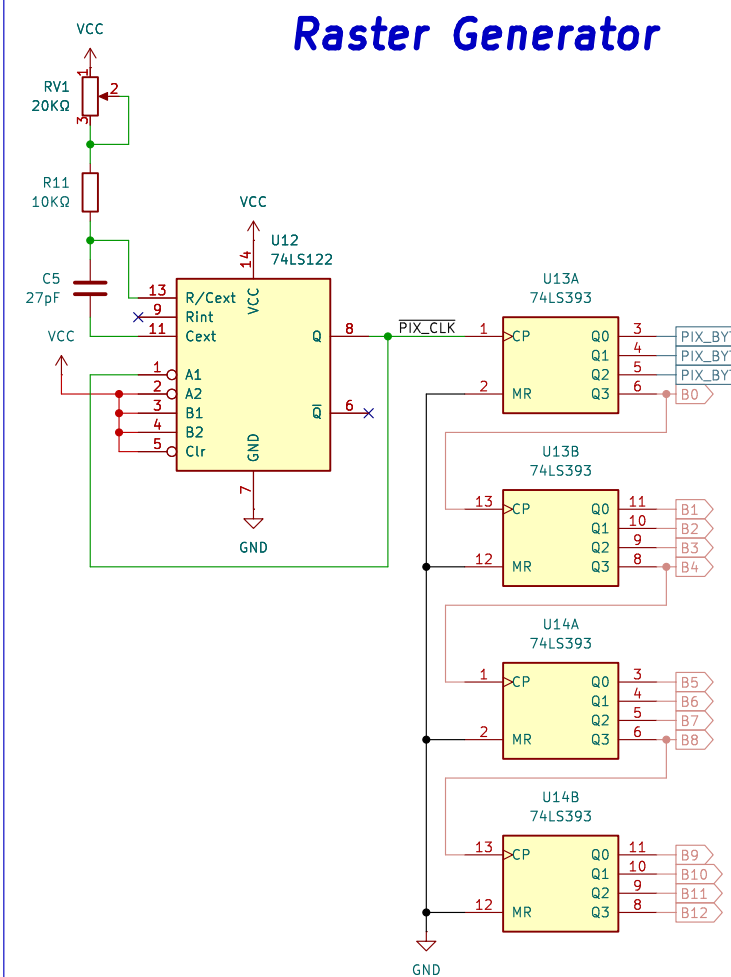
## Controller Connector



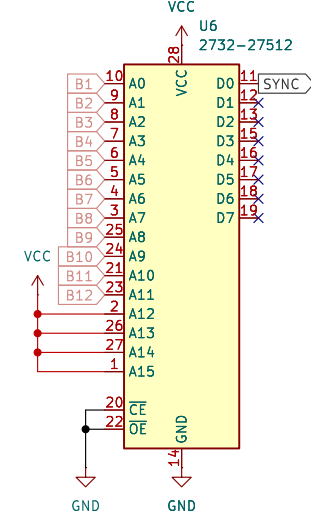
## Video Control



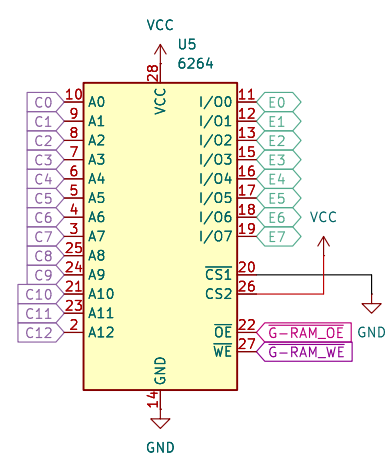
## Raster Generator



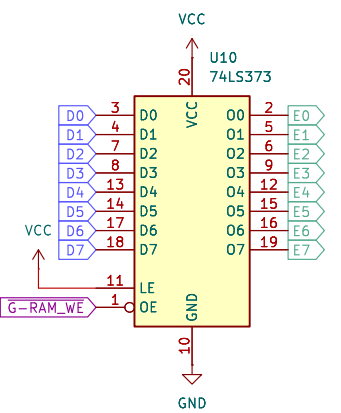
## Sync Generator



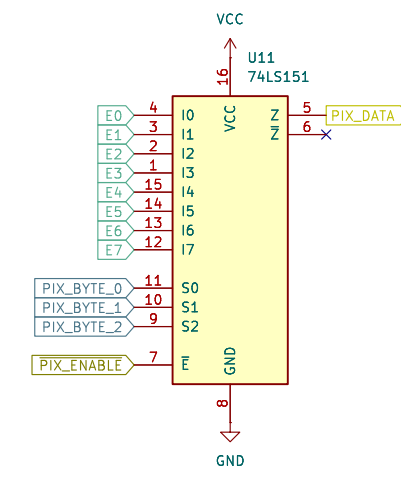
**Video RAM  
(8KB)**



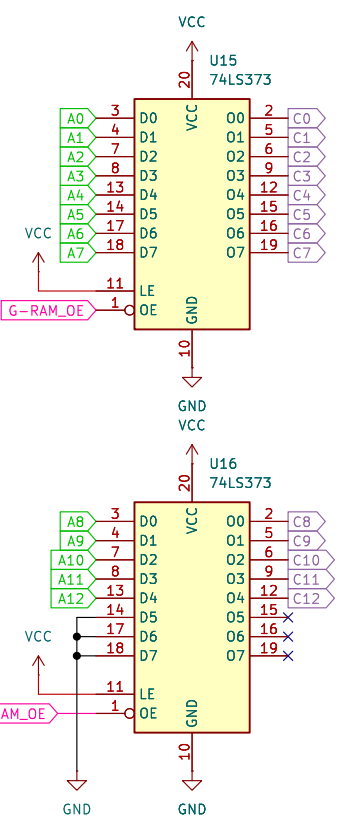
## System to VRAM Data Buffer



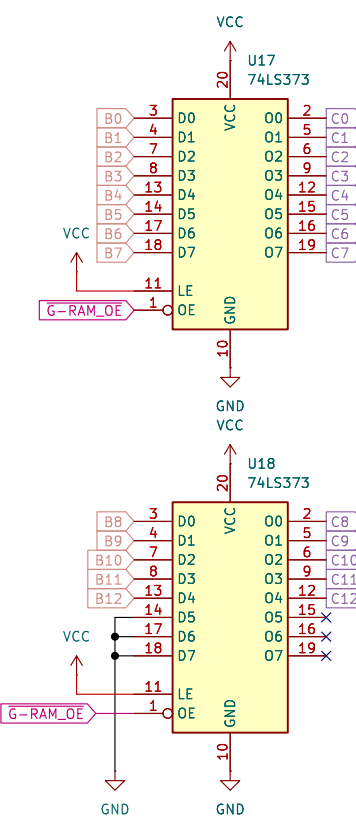
## VRAM to Video Output Multiplexer



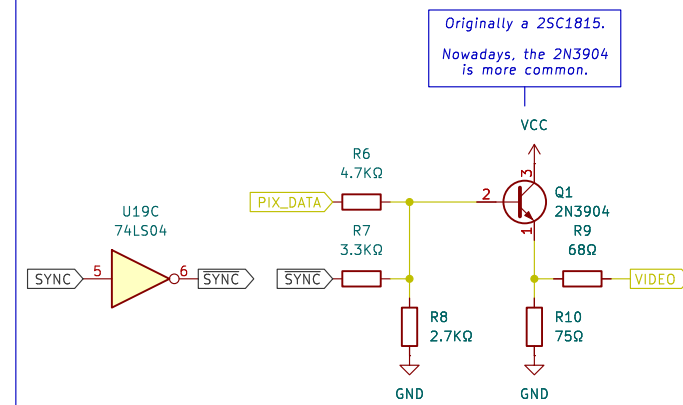
## System to VRAM Address Buffer



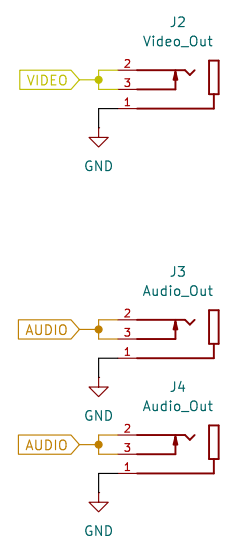
### VRAM to Video Output Address Buffer



## Video Output



## A/V Connectors



Z80レジスタゲーム

Circuit designed by Mr. Isuzu - <http://w01.tp1.jp/~a571632211>

A=System address, D=System data, C=VRAM address, E=VRAM data, B=Sync gen, address

**Alex J. Lowry ([alex-j-lowry.github.io](https://github.com/alex-j-lowry))**

Sheet: /

File: Z80\_TV\_Game.kicad\_sch

Title: Z80 TV Game		Rev: 1
Size: A2	Date: 2025-10-25	
Kicad E.D.A. 9.0.5		Id: 1/1