

Sync and video generation



File: SyncVideo.kicad_sch

Video RAM Character Generator & Shift Register



File: VRAMCGEN.kicad_sch

6502 Game Logic PCB



File: 6502.kicad_sch

Program Memory



File: cpupmem.kicad_sch

Moving Objects



File: MOBS.kicad_sch

Moving Object Video Generation



File: MOVG.kicad_sch

IO PORTS



File: ioports.kicad_sch

Targ Audio



File: TAUDIO1.kicad_sch

Targ Analog Audio



File: TAUDIO2.kicad_sch

Color Adapter



File: coloradapter.kicad_sch

Enhanced Color & Audio Board



File: ECAB1.kicad_sch

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Sheet: /

File: exidy2.kicad_sch

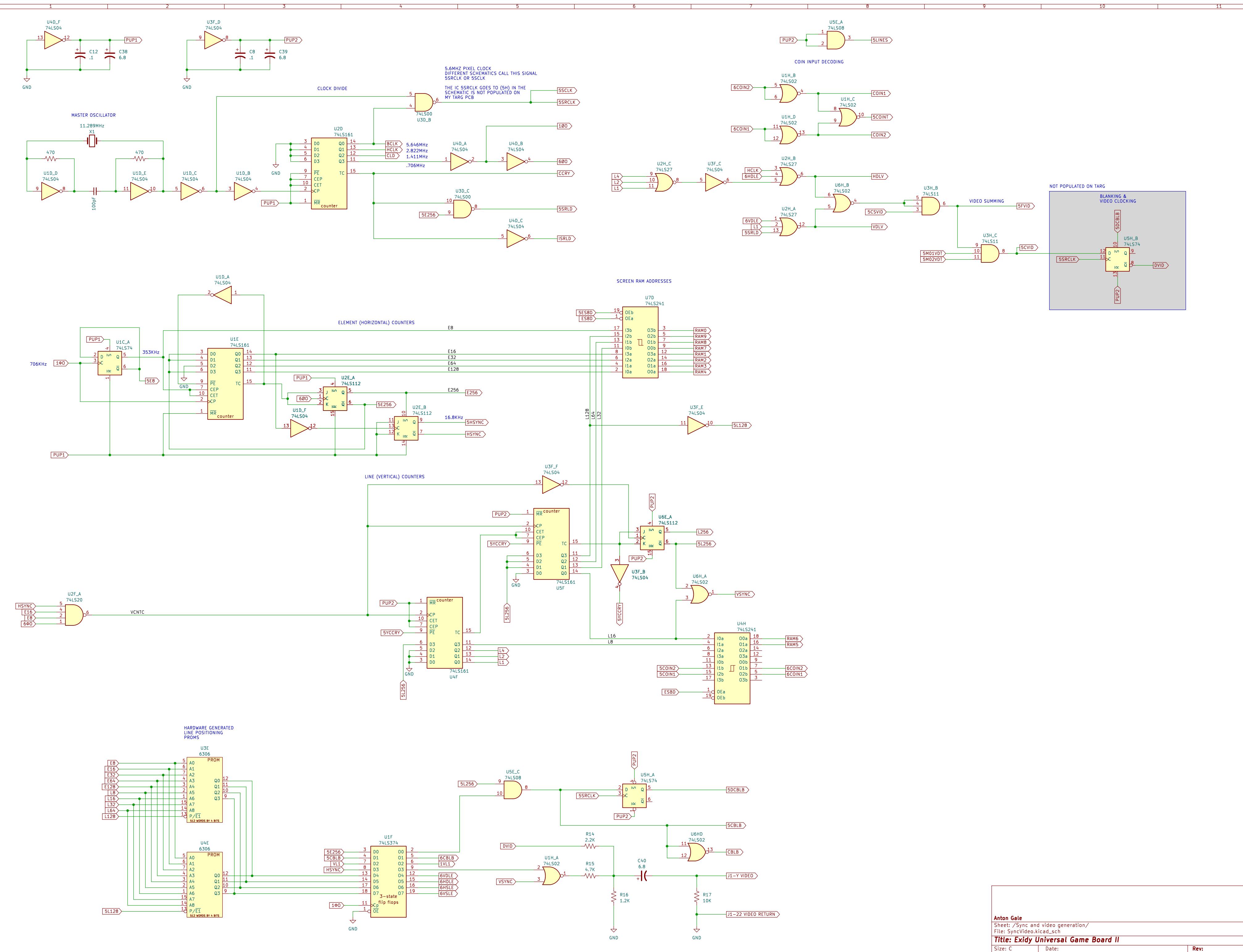
Title: Exidy Universal Game Board II

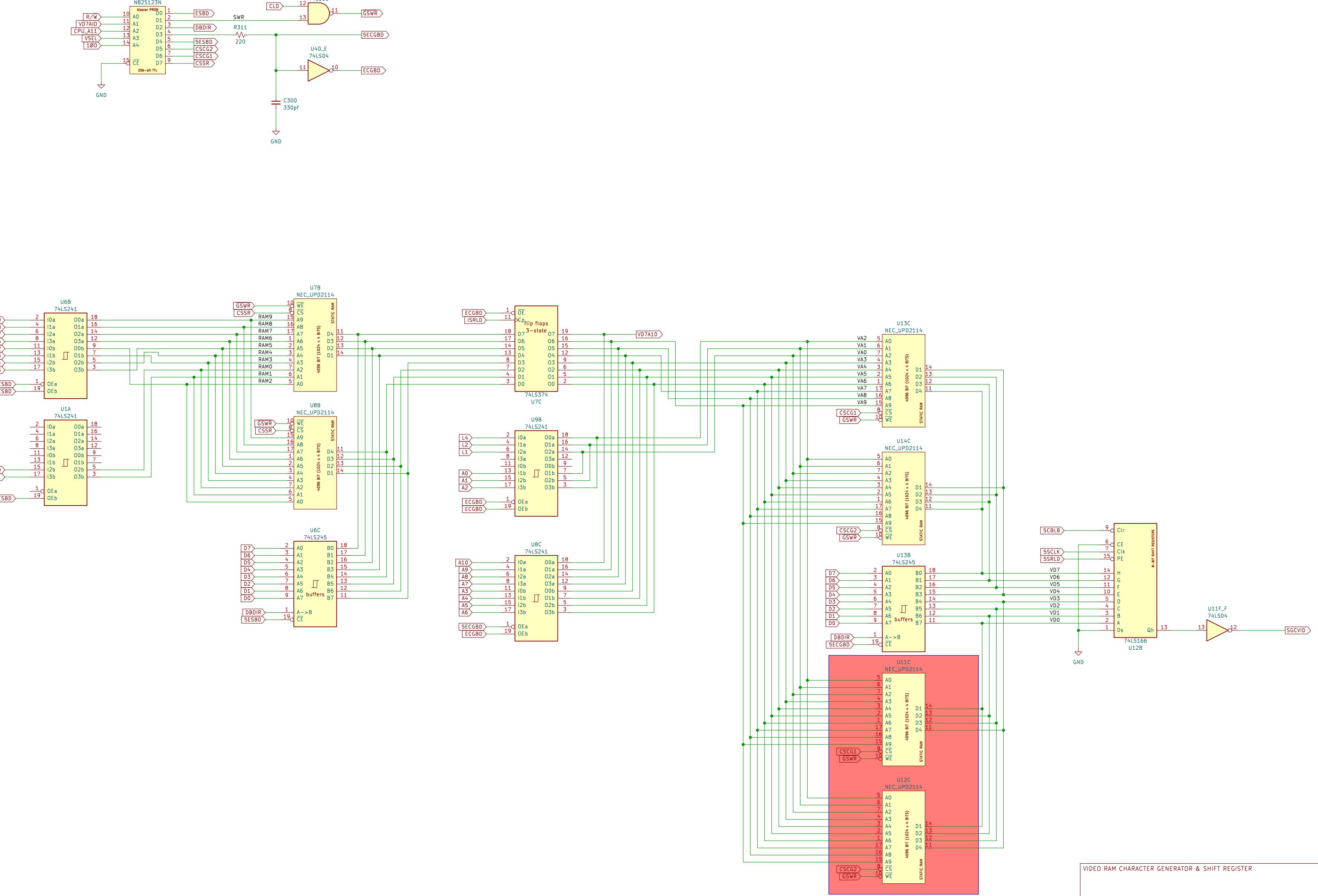
Size: A4 | Date:

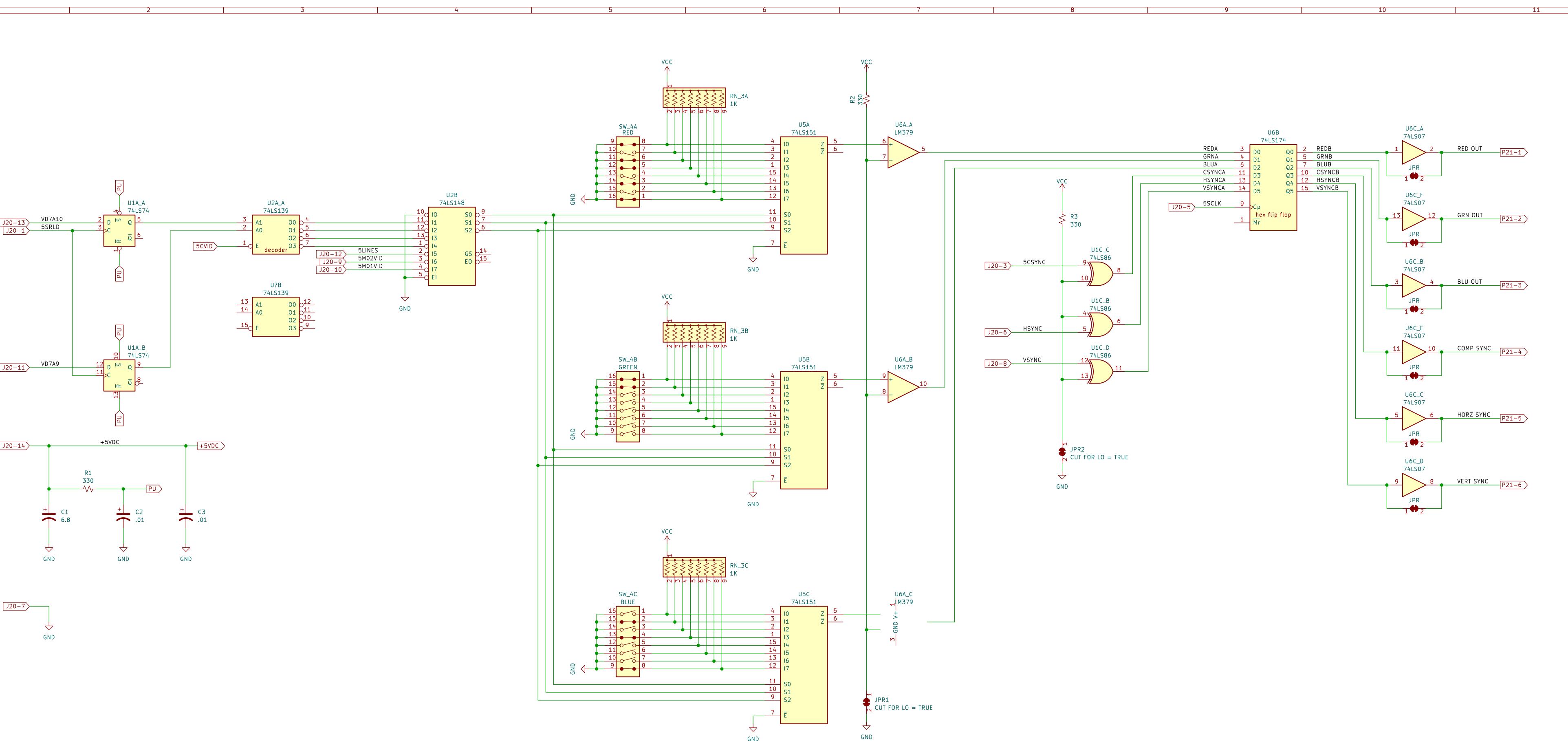
KiCad E.D.A. kicad (7.0.0)

Rev:

Id: 1/12







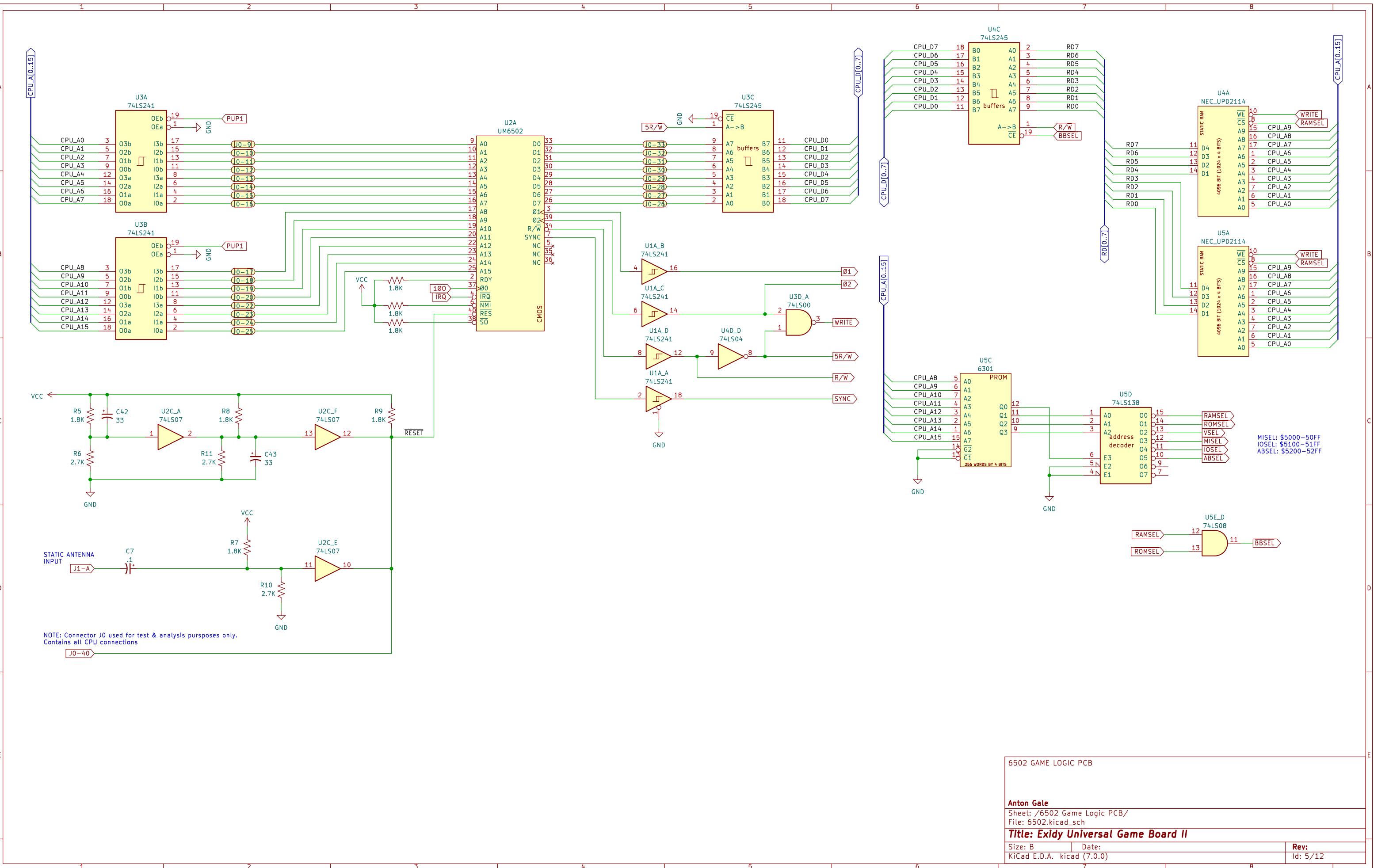
COLOR ADAPTER

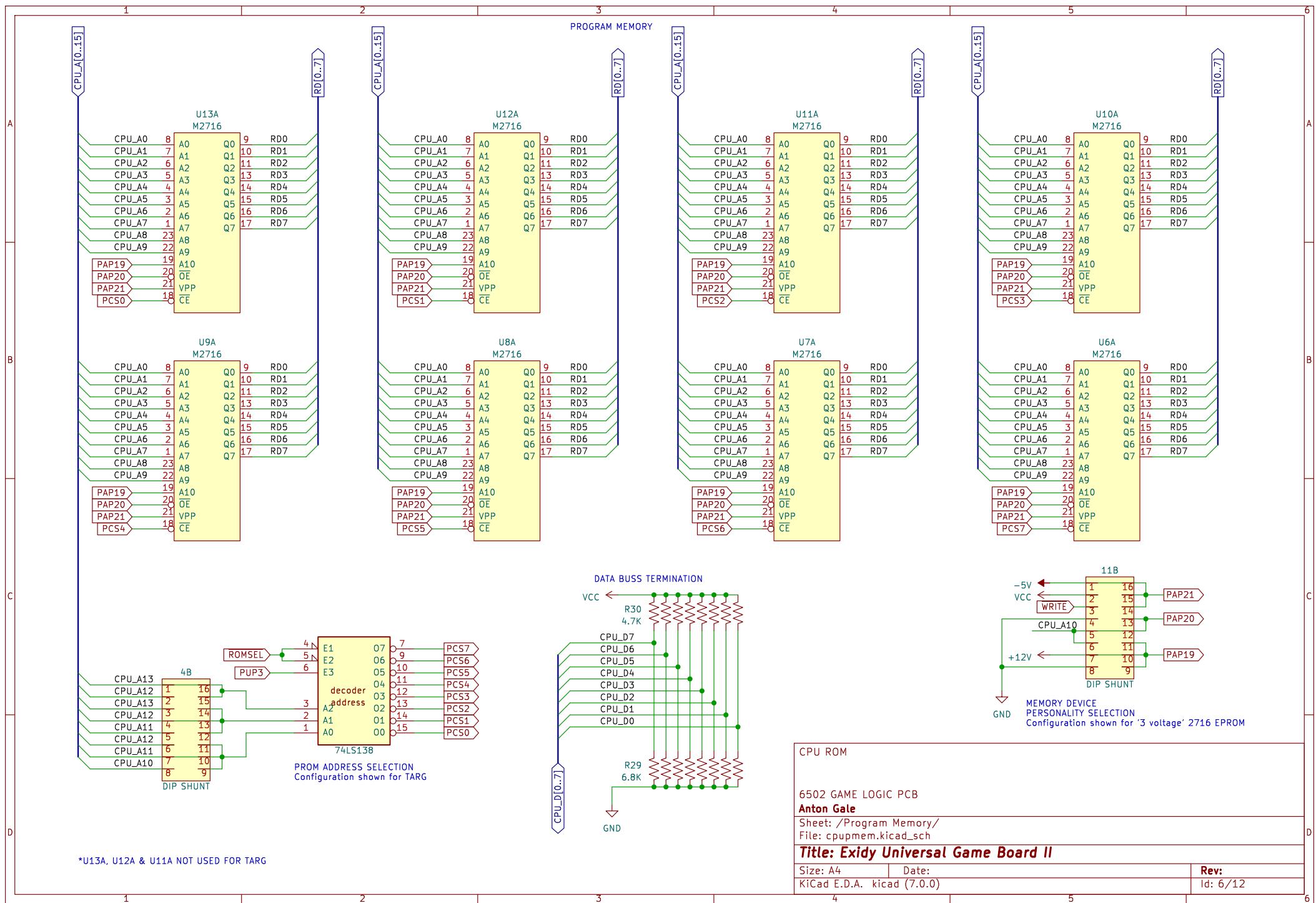
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Sheet: /Color Adapter/
File: coloradapter.kicad_sch

Title: Exidy Universal Game Board II

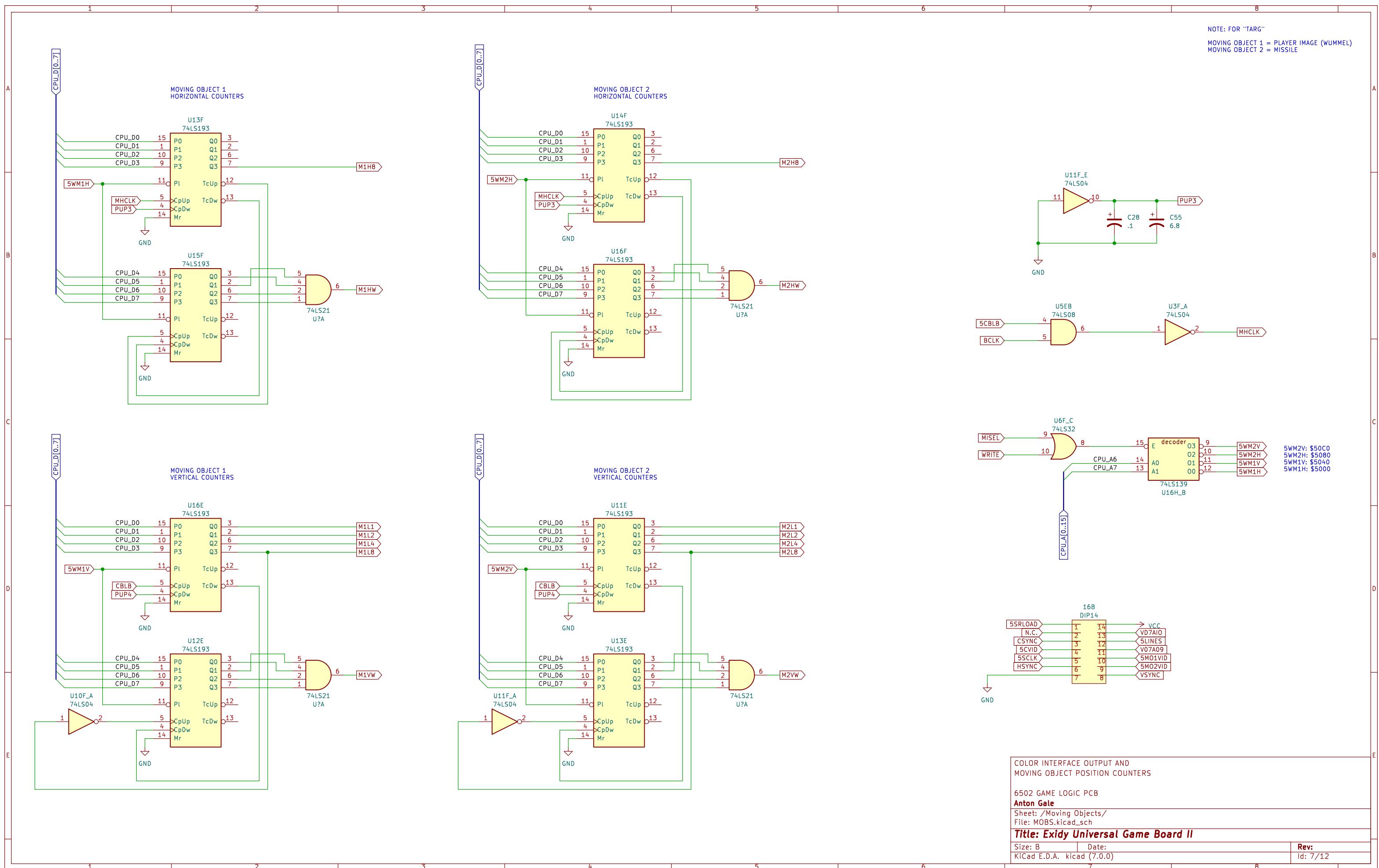
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KiCad E.D.A. kicad (7.0.0)

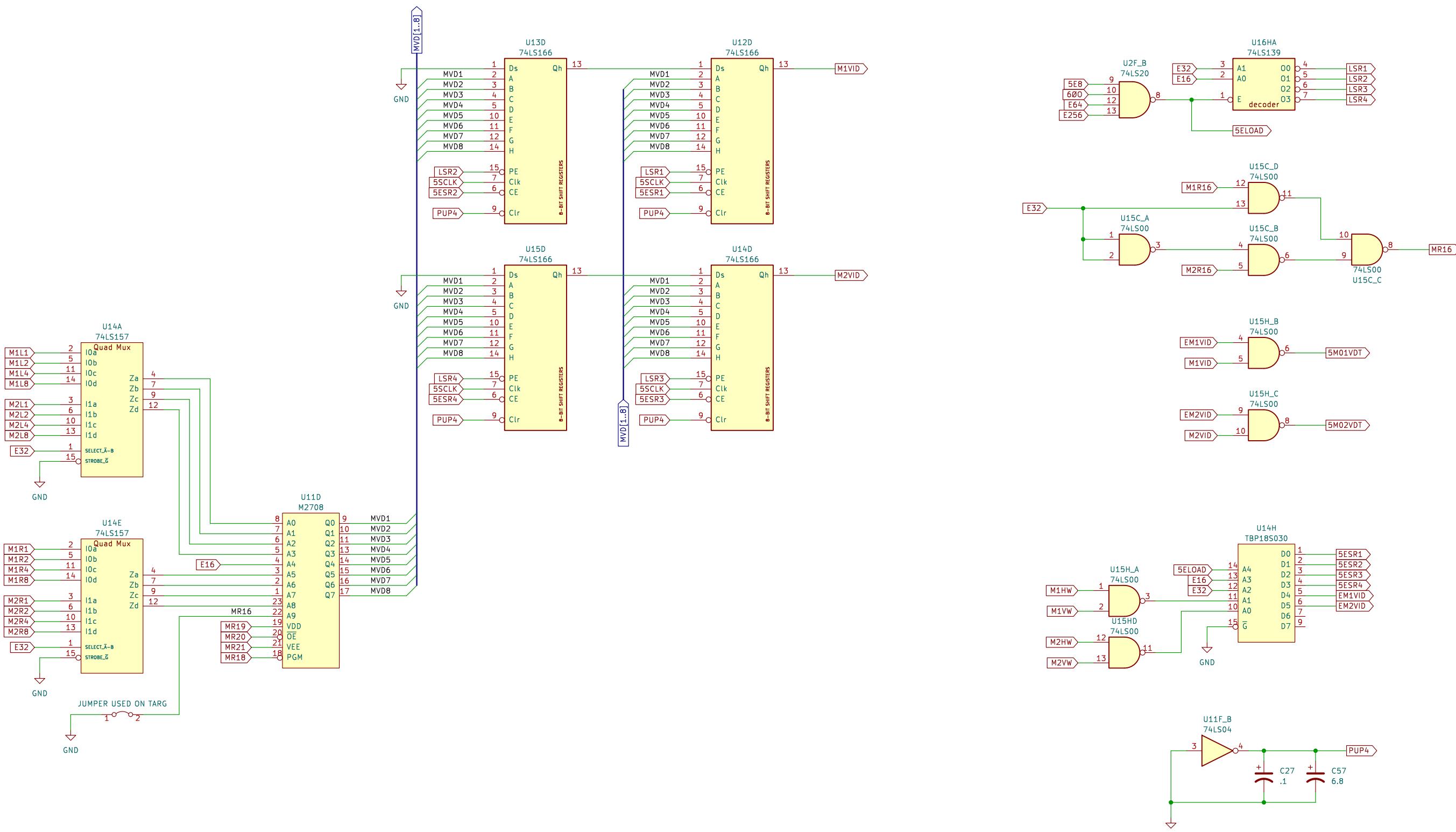
Rev: Id: 4/12





NOTE: FOR "TARG"
 MOVING OBJECT 1 = PLAYER IMAGE (WUMMEL)
 MOVING OBJECT 2 = MISSILE





MOVING OBJECT VIDEO GENERATION

6502 GAME LOGIC PCB

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Sheet: /Moving Object Video Generation/

File: MOVG.kicad_sch

Title: Exidy Universal Game Board II

Size: B	Date:
KiCad E.D.A. kicad (7.0.0)	Id: 8/12

