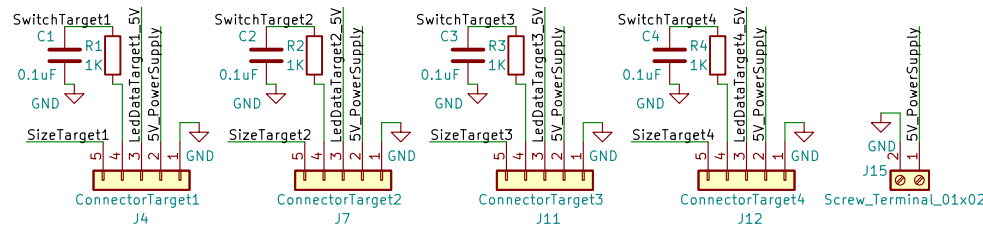


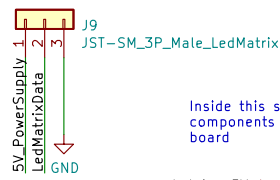
Arduino\_P11 PointSelectorEncoderA  
 Arduino\_P10 PointSelectorEncoderB  
 Arduino\_P9 PointSelectorSwitch  
 Arduino\_P8 LedMatrixData  
 Arduino\_P7 ConfettiCannon  
 Arduino\_P6 StartResetSignal  
 Arduino\_P5 GameModeSignal  
 Arduino\_P4 PlayerCountSignal  
 Arduino\_P3 Serial\_MicroBit\_RX\_Enable\_5V  
 Arduino\_P2 Serial\_Arduino\_RX\_Enable\_5V  
 Arduino\_P1 Serial\_Arduino\_TX\_5V  
 Arduino\_P0 Serial\_Arduino\_RX\_5V

Notch of the IDC connectors (see list) on this side:  
 - Arduino\_GPIO  
 - Arduino\_SerialLand\_5V  
 - MicroBit\_40PinExtender

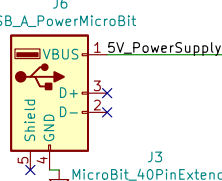
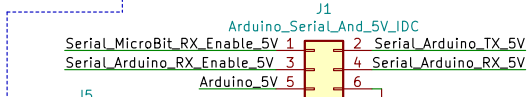
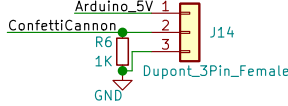
MicroBit\_P16 Serial\_MicroBit\_TX\_3V3  
 MicroBit\_P15 Serial\_MicroBit\_RX\_3V3  
 MicroBit\_P14 LedDataTarget4\_3V3  
 MicroBit\_P13 LedDataTarget3\_3V3  
 MicroBit\_P2 LedDataTarget2\_3V3  
 MicroBit\_P12 ~~SwitchTarget4~~  
 MicroBit\_P11 ~~SwitchTarget4~~  
 MicroBit\_P10 ~~SwitchTarget4~~  
 MicroBit\_P9 ~~SwitchTarget4~~  
 MicroBit\_P8 LedDataTarget1\_3V3  
 MicroBit\_P1 SwitchTarget3  
 MicroBit\_P7 ~~SwitchTarget2~~  
 MicroBit\_P6 Serial\_MicroBit\_RX\_Enable\_3V3  
 MicroBit\_P5 SwitchTarget2  
 MicroBit\_P4 ~~SwitchTarget1~~  
 MicroBit\_P0 SwitchTarget1  
 MicroBit\_P3 Serial\_Arduino\_RX\_Enable\_3V3



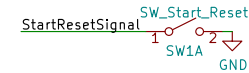
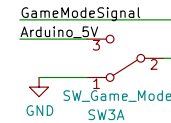
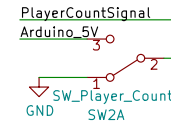
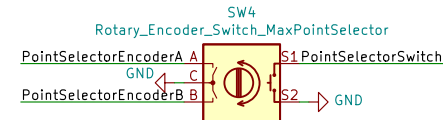
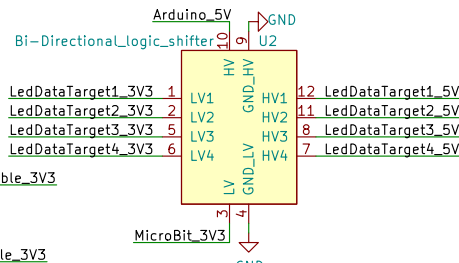
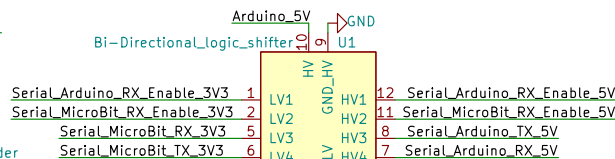
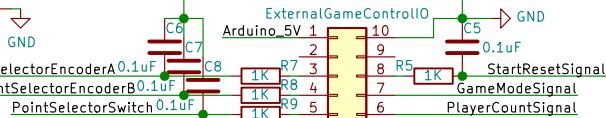
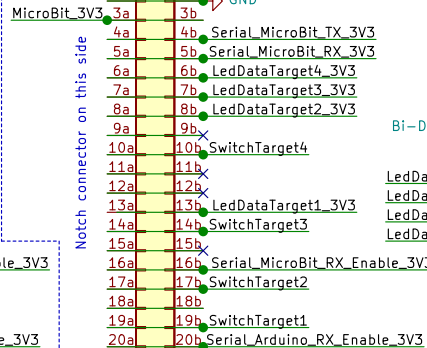
All SwitchTarget<n> are connected to the Micro:Bit pins which have an internal pull-up resistor of 13K ohm.



Inside this space means the components are on the main board



Notch connector on this side



The start/reset switch is connected to the Arduino pin which has an internal pull-up resistor with a value between 20K-50K ohm. (Some measured around 35K)

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Sheet: /  
File: RocketLaunchCircuit.sch

Title: RocketLaunch

Size: A4 Date: 2020-04-07  
KiCad E.D.A. eeschema (5.1.6)-1

Rev:  
Id: 1/1