

For full build instructions and step-by-step guides, please check out

https://github.com/hotchk155/AVRGame/wiki

Your kit includes:

- Printed circuit board
- IC1, IC2 TPIC6B595N power logic shift register
- IC3 ATMEGA328P-PU microcontroller
- **R1-R8** 220R resistor (red-red-black code). Fit these to the back of the board.
- R9 1K resistor (brown-black-red code)
- **C1, C2** 33pF ceramic capacitor (33 code)
- C3, C4, C5, C6 100nF cap (104 code)
- **C7** 4.7uF Electrolytic capacitor. The longer leg goes through the hole marked "+"
- X1 16MHz crystal
- PWR Miniature slide switch
- LED1 3MM standard LED. The longer leg is the anode (+ terminal)
- **SPK1** 5V piezo transducer. *The anode* (+ terminal) is identified on the label. Remove the label after fitting.
- A,B,C,D,RESET 6mm tactile switch
- **SERIAL** 6 pin male header 0.1" pitch. *This is intended to fit a standard FTDI USB-to-TTL serial programming cable (not supplied)*
- DISP1 8x8 red/green LED matrix. Pin 1 is indicated with a coloured label. Please ensure correct fitting to the board – it is very difficult to remove if soldered incorrectly!
- IC sockets (20 and 28 pin). Line up the notch on the end with the image on the board
- 3xAAA battery box with flying leads. Trim leads to required length. Please see web site for advice
- Double sided foam pads to fix battery box to reverse of PCB. These need to be cut to fit. Please see web site for advice.

Once the console is running, you can press the B and D buttons to navigate between games and use C to start a game.

Press and hold buttons A+C together to return to the menu while a game is in play. If a game is over, press RESET to restart the game, then hold A+C if you wish to return to the menu.

Select the speaker icon from the game to enable or disable the sound.

For troubleshooting and more, please see https://github.com/hotchk155/AVRGame/wiki

To contact me, please email sixtyfourpixels@gmail.com

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