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| Sixty Four Pixels  **Minimal game console based on Arduino**  For full build instructions with photos, game information and project files, please check out [**six4pix.com/game**](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). *These are soldered to the underside 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 * **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. The label goes to the top left, at the position marked on the board with a white triangle. Please ensure correct fitting to the board – it is very difficult to remove if soldered incorrectly! Also ensure resistors R1-R8 are soldered first!* * **IC sockets** (20 and 28 pin). *Line up the notch on the end with the image on the board* * **Battery box** with flying leads. *Trim leads to required length. Please see web site for advice. 3xAAA batteries (not supplied) are required to operate the game.* * **Double sided foam pads** to fix battery box to reverse of PCB. * **Tinted acrylic screen filter** can be fixed to the front of the LED matrix, with the supplied double-sided tape, to improve display contrast (optional) * **Neoprene Tape** can be stuck to underside of board to make it more comfortable to hold (optional)   There are several games pre-loaded on the console… To start a new game, press the RESET button. To change the game, press RESET then hold A and C buttons together for 3 seconds  [**sixtyfourpixels@gmail.com**](mailto:sixtyfourpixels@gmail.com) | Sixty Four Pixels  **Minimal game console based on Arduino**  For full build instructions with photos, game information and project files, please check out [**six4pix.com/game**](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). *These are soldered to the underside 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 * **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. The label goes to the top left, at the position marked on the board with a white triangle. Please ensure correct fitting to the board – it is very difficult to remove if soldered incorrectly! Also ensure resistors R1-R8 are soldered first!* * **IC sockets** (20 and 28 pin). *Line up the notch on the end with the image on the board* * **Battery box** with flying leads. *Trim leads to required length. Please see web site for advice. 3xAAA batteries (not supplied) are required to operate the game.* * **Double sided foam pads** to fix battery box to reverse of PCB. * **Tinted acrylic screen filter** can be fixed to the front of the LED matrix, with the supplied double-sided tape, to improve display contrast (optional) * **Neoprene Tape** can be stuck to underside of board to make it more comfortable to hold (optional)   There are several games pre-loaded on the console… To start a new game, press the RESET button. To change the game, press RESET then hold A and C buttons together for 3 seconds  [**sixtyfourpixels@gmail.com**](mailto:sixtyfourpixels@gmail.com) |