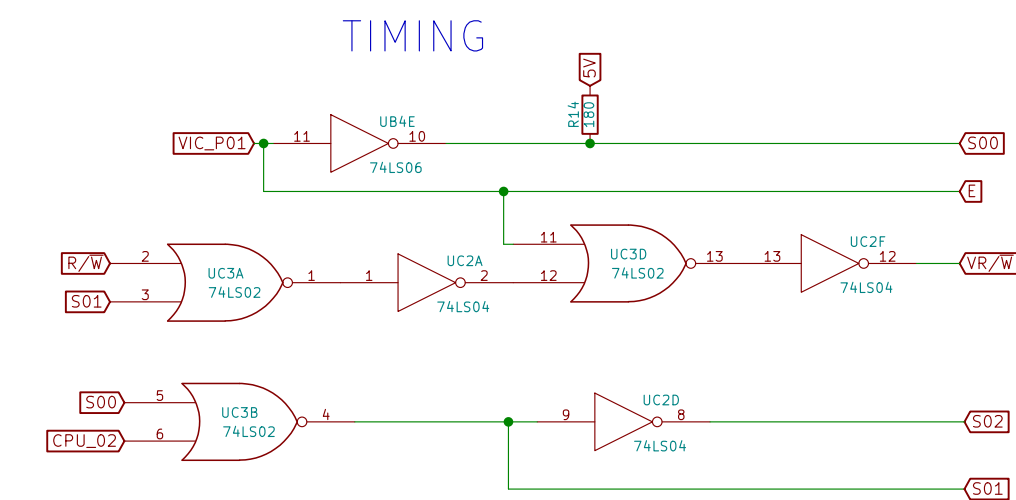


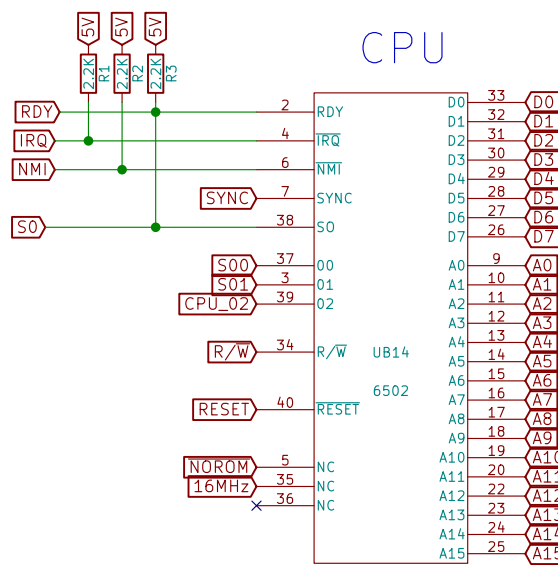
NOTE: Need to investigate VIC memory access.  
Can we put all internal memory so it is accessible by VIC?  
Can we eliminate UD9?



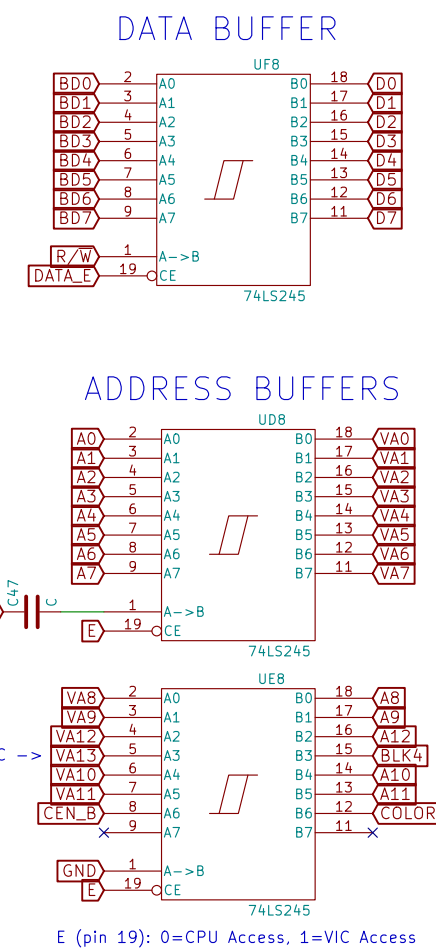
## WORK IN PROGRESS!!! CHANGES:

- 64K RAM in one chip
- Combined Kernal/BASIC (4 Sets selectable by switch or jumper)
- 8-bit BANK-switched Color RAM
- Additional Keyboard Connector (SX-64 style)
- Additional Joystick Port
- Additional Audio/Video connectors
- Cart Port jumpers

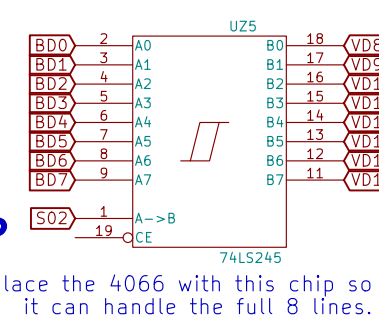
## TO-DO:



NOTE: VIC uses upper Address lines as a chip select. BLK4 substituted for VIC ->

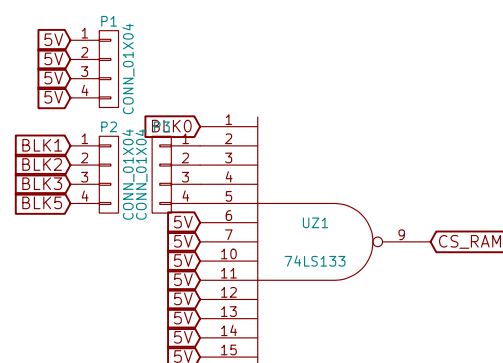


## COLOR RAM CONTROL

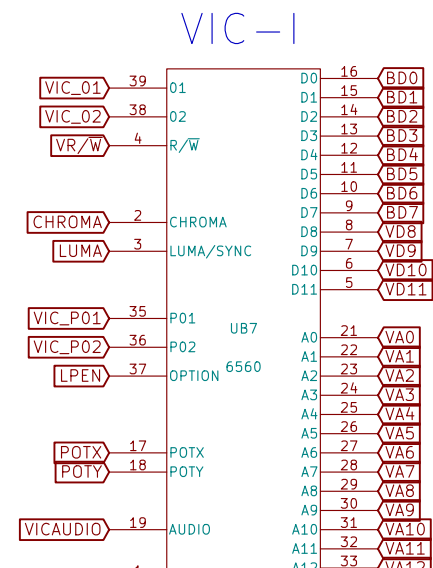


Option: Upper addresses to user port for FLI extended colour modes (32 "palettes")

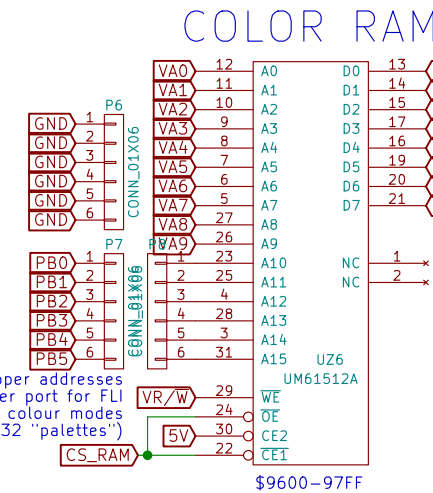
## INTERNAL RAM SELECT



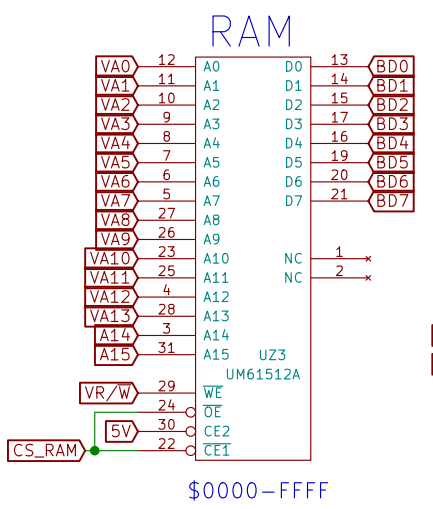
## ROM/EPROM SELECT



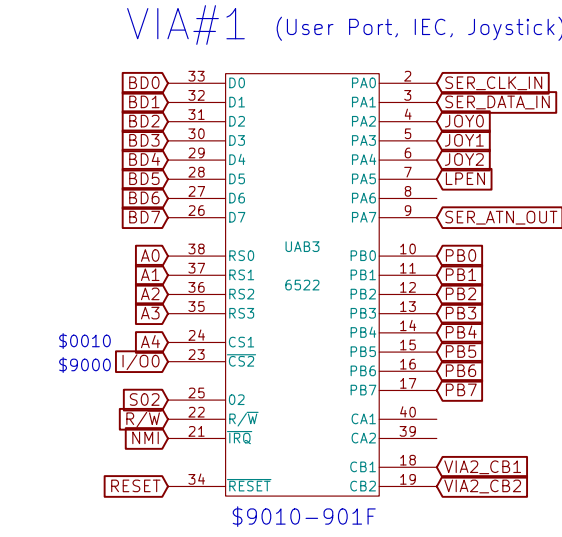
NOTE: VIC uses upper Address lines as a chip select. BLK4 substituted for A13.



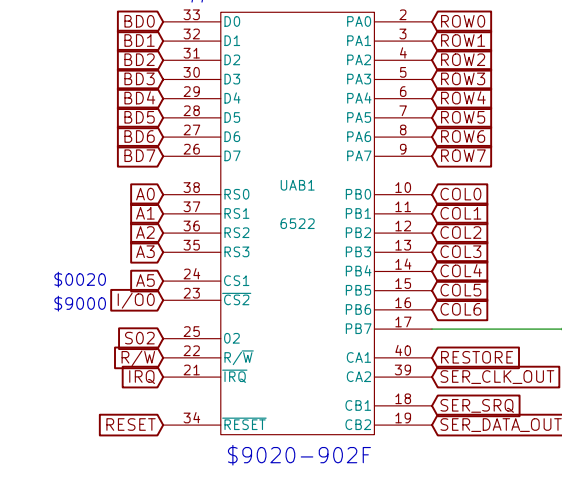
Option: Upper addresses to user port for FLI extended colour modes (32 "palettes")



\$0000-FFFF

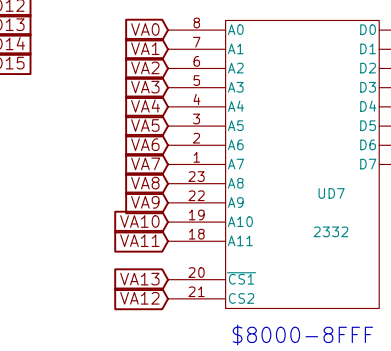


## VIA#2 (Keyboard, IEC)



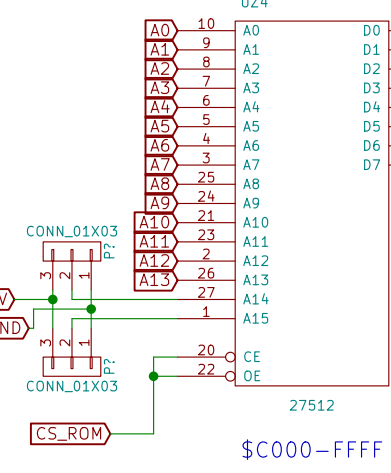
\$9020-902F

## CHR ROM



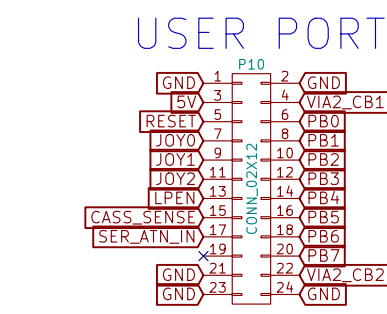
\$8000-8FFF

## KERNAL/BASIC EPROM

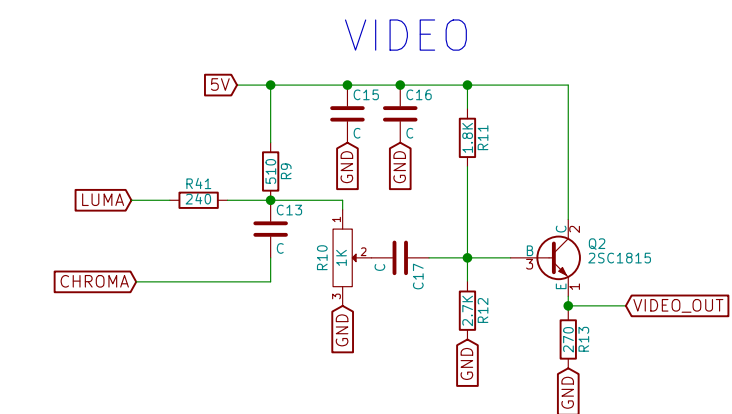
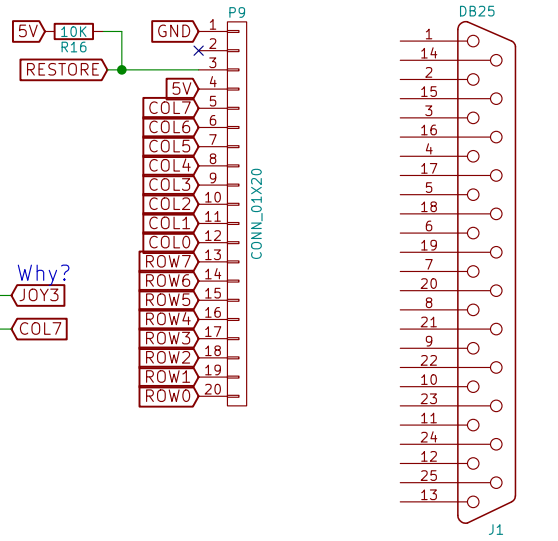


\$C000-FFFF

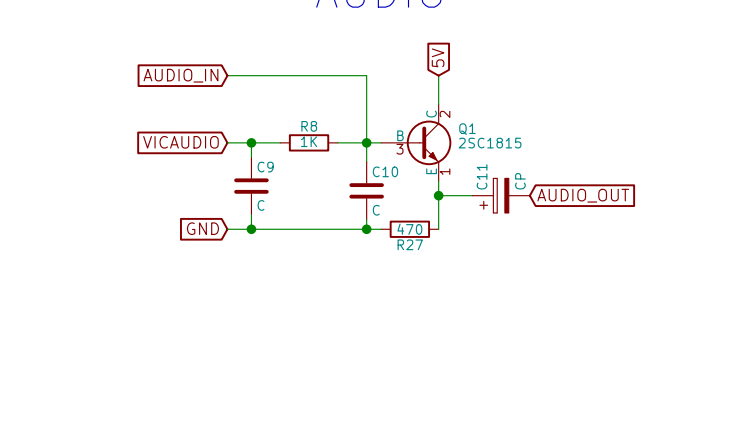
Jumper or Switch to select one of 4 sets



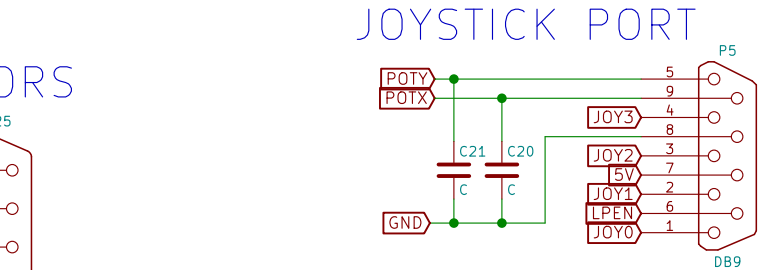
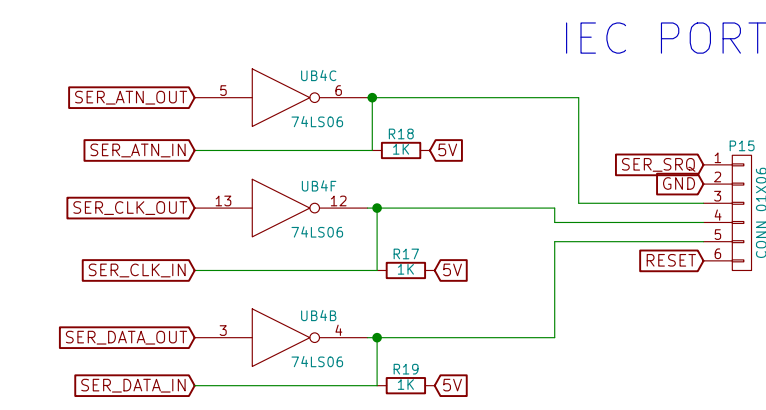
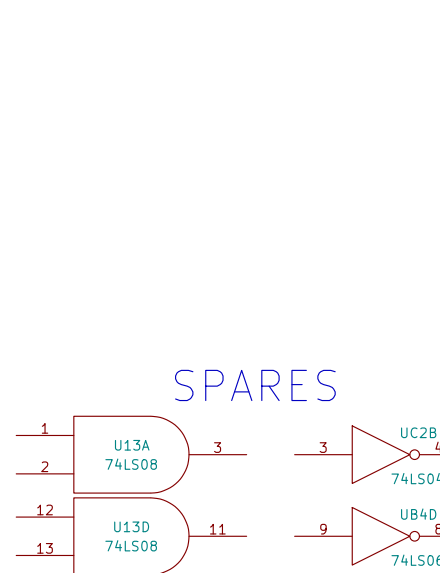
## KEYBOARD CONNECTORS



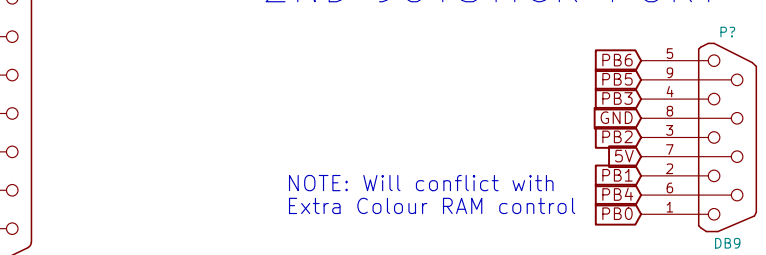
## AUDIO



## SPARES

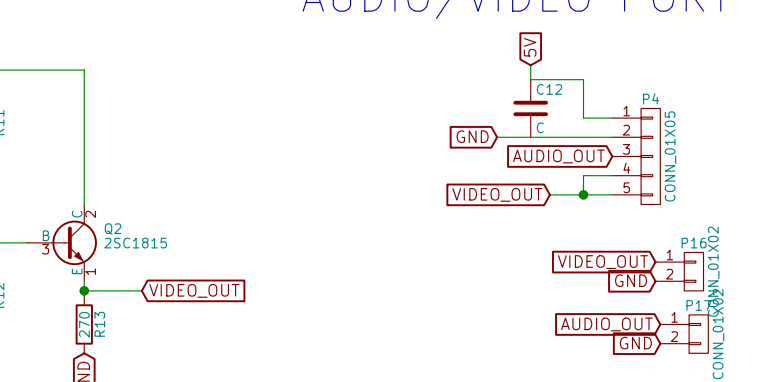


## 2ND JOYSTICK PORT

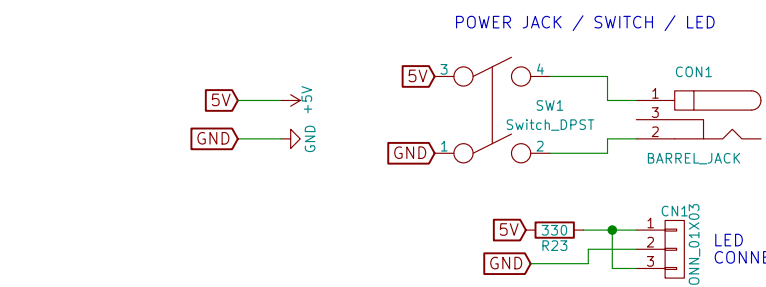
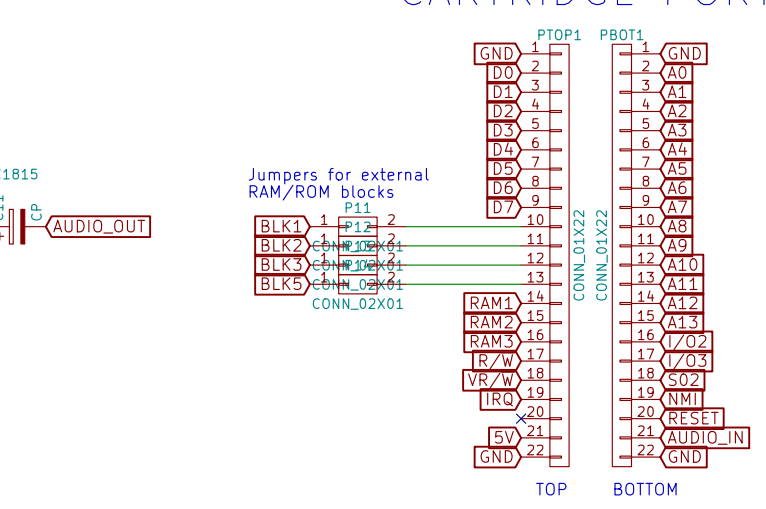


NOTE: Will conflict with Extra Colour RAM control

## AUDIO/VIDEO PORT



## CARTIDGE PORT



## VIC-GS VIC Game System

Transcribed from CBM VIC-20cr schematics 251027-01  
Steve J. Gray  
Sheet: /  
File: VIC-GS.sch  
Title: VIC RELOADED  
Size: A2 Date: 2016-05-09 Rev:  
KICad E.D.A. kicad 4.0.3-stable Id: 1/1