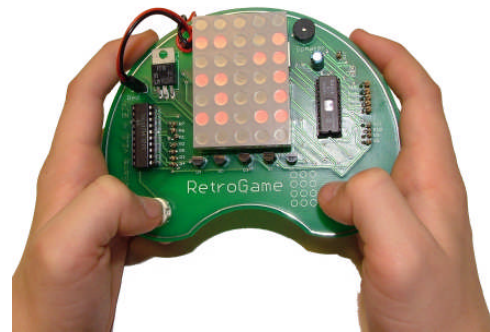


Construction Notes



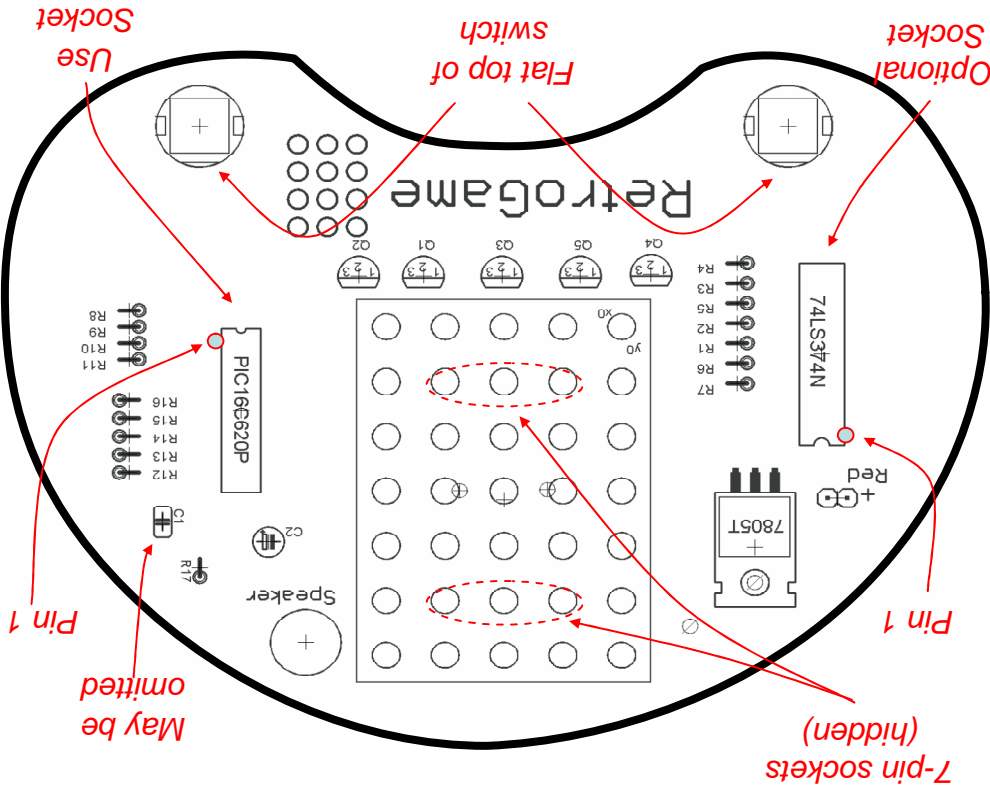
RetroGame

Retro Game

Building the RetroGame is pretty easy if you've had soldering experience. This manual points out some of the more important details.

Parts List

- 7805T = 5-volt regulator
- R1 - R7 & R17 = 100 Ω (brown, black, brown)
- R8 - R10 = 10 k Ω (brown, black, orange)
- R12 - R16 = 1 k Ω (brown, black, red)
- C1 = 10 pF - OK to leave out
- C2 = 1 μ F
- Q1 - Q5 = 2N2907 or 2N3906
- IC1 = PIC16C622A or 16C620P
- IC2 = 74LS374N
- Speaker
- 2 push-buttons
- Battery clip and holder
- 2-pin battery connector
- two 7-pin sockets for display
- 5x7 LED display
- 2 small screws and nuts



Special thanks to:



For sponsoring the PCBs!

Hints

- Be **SURE** to use an IC socket for IC1 (the PIC processor). There will be other RetroGames and you will need to replace this part to play them.
- Be **CAREFUL** about the direction the ICs are mounted. Line up the notch on the board with the socket or IC.
- Use the 7-pin sockets to mount the display. It needs to be mounted higher than the screws holding the battery holder.
- The pins on the transistors need to be shaped into a triangle and mounted on the board with the flat side facing the display.
- Unfold this manual to see a picture of mounted transistors and more hints.