

Sheet: CPU

Sheet: Memory

Sheet: IO

Sheet: Sound

Sheet: Video Output

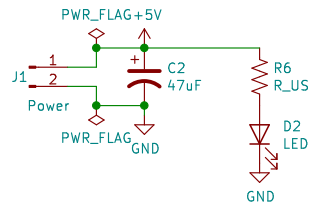
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File: file5B9FF08.sch

File: file5BE8E0B3.sch

File: file5C1A16F0.sch

File: file5C2C242C.sch



-  MH1 MountingHole
-  MH2 MountingHole
-  MH3 MountingHole
-  MH4 MountingHole

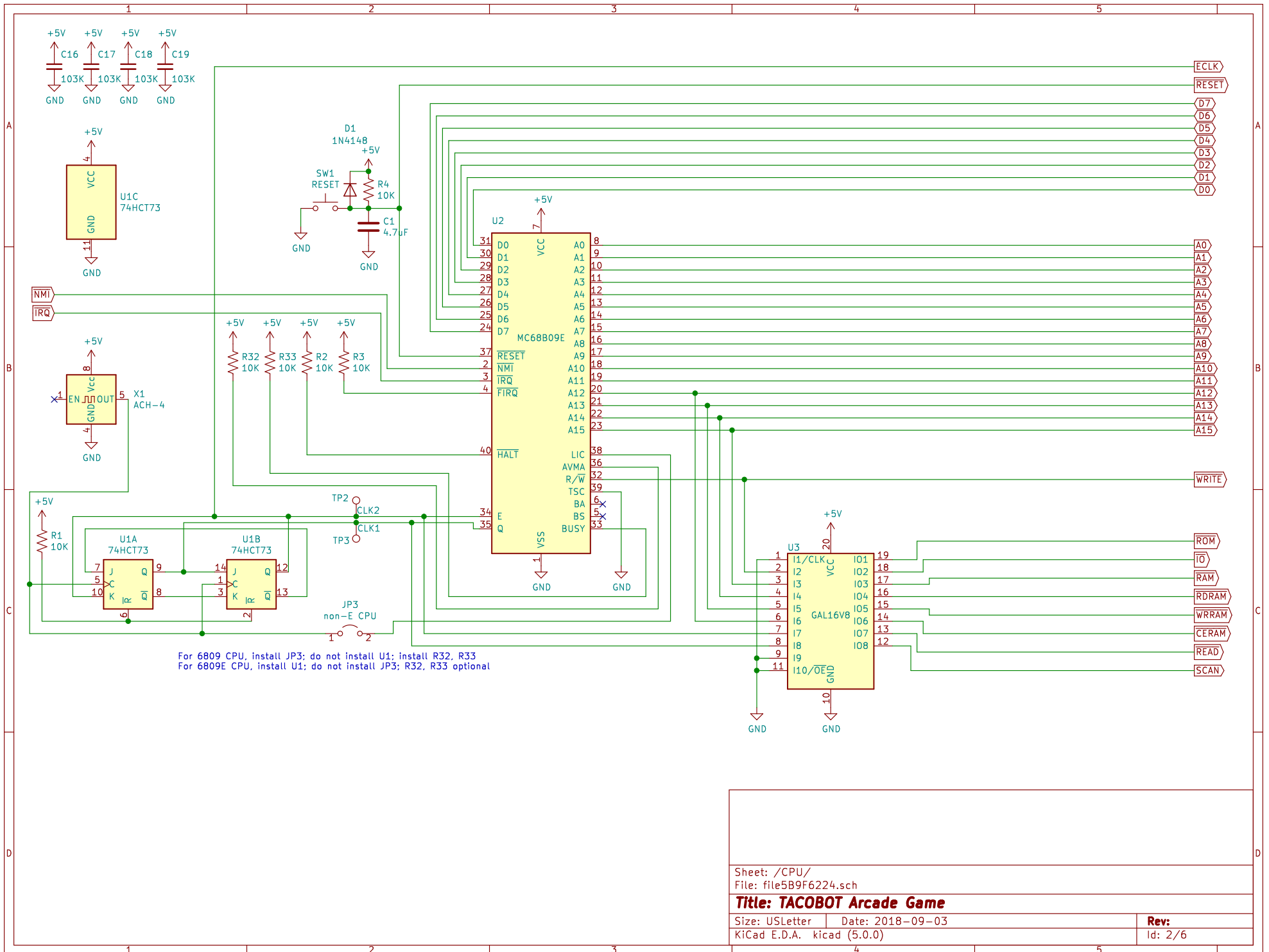
-  TP1 TestPoint
-  GND

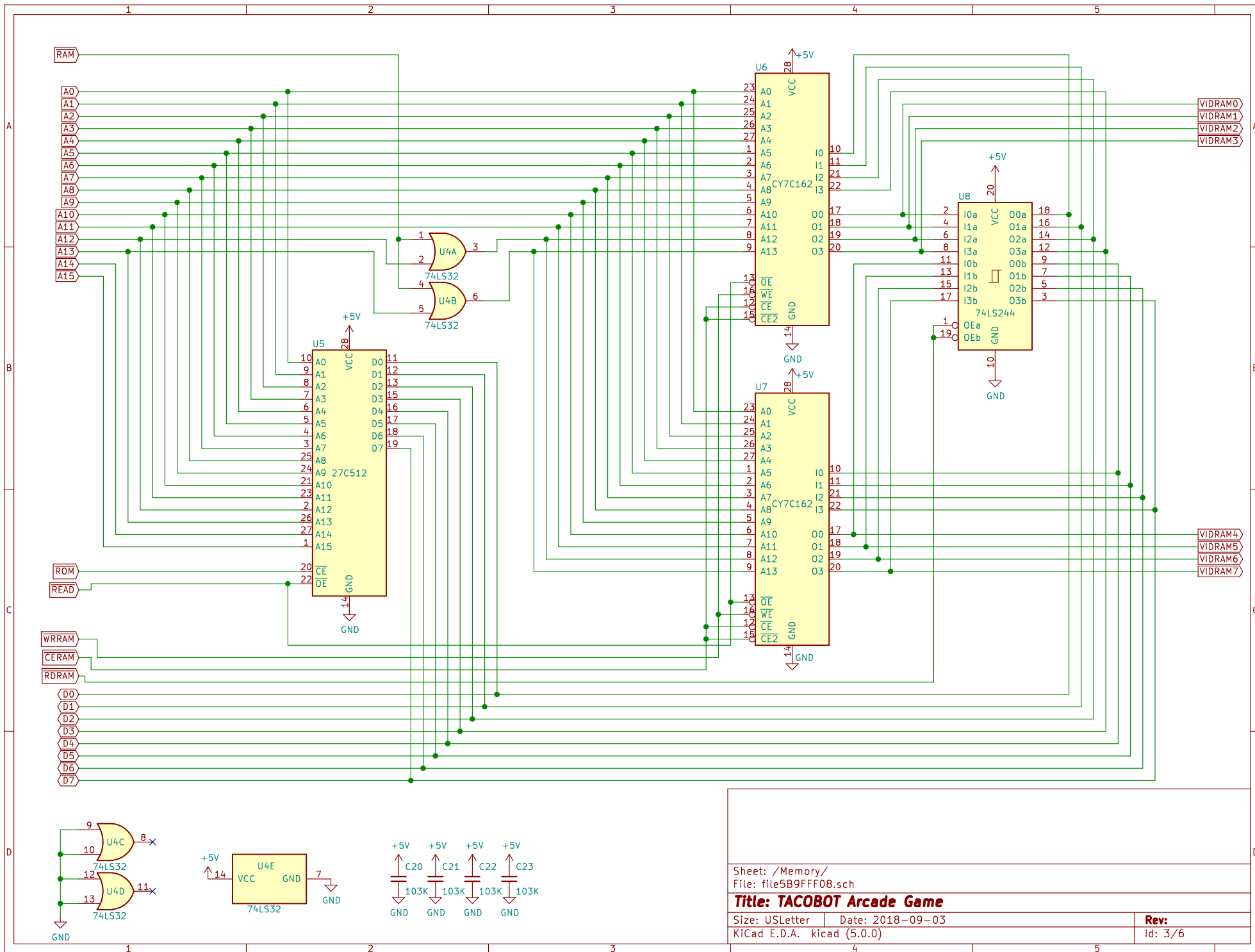
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File: arcade.sch

Title: TACOBOT Arcade Game

Size: USLetter | Date: 2018-09-03
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Id: 1/6



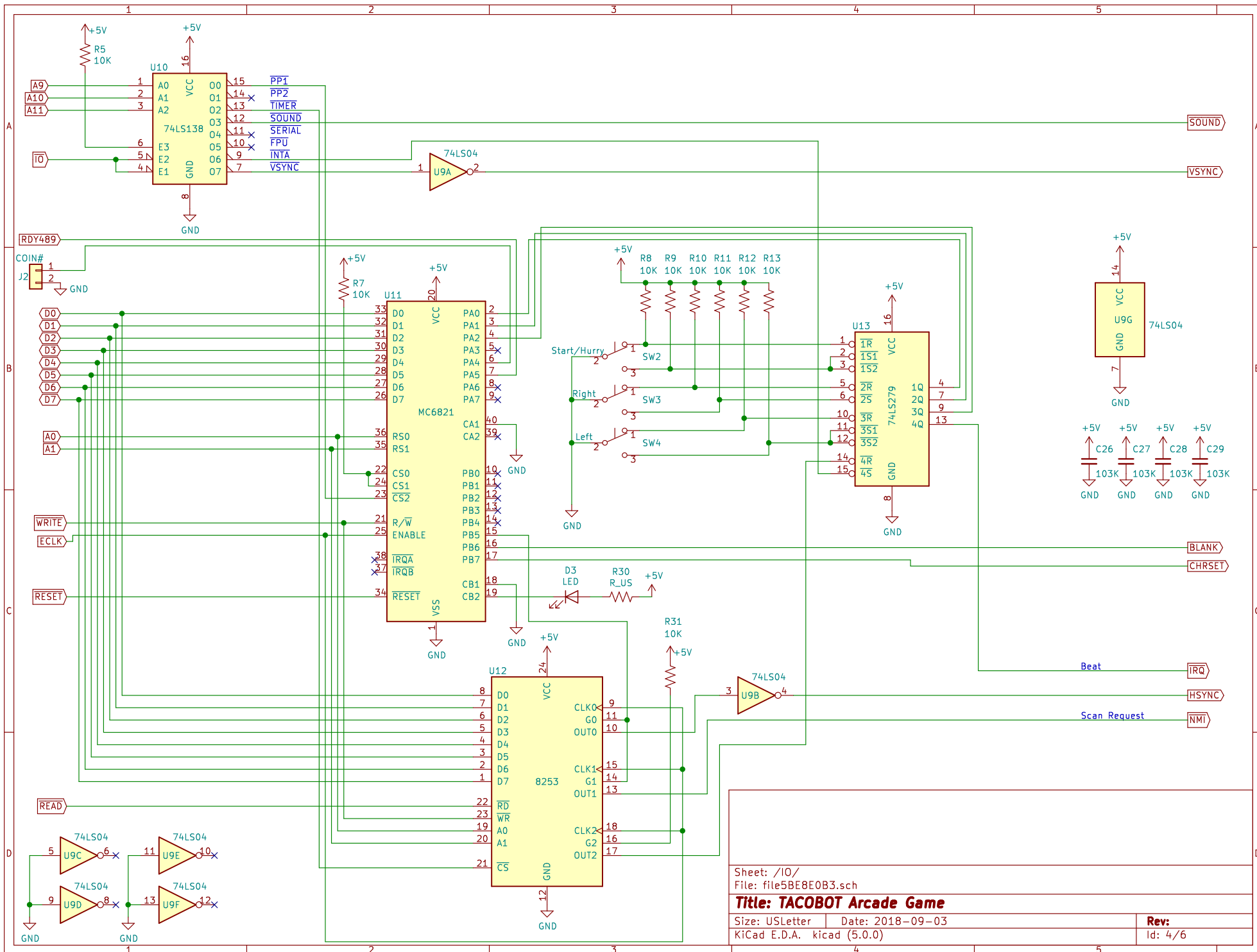


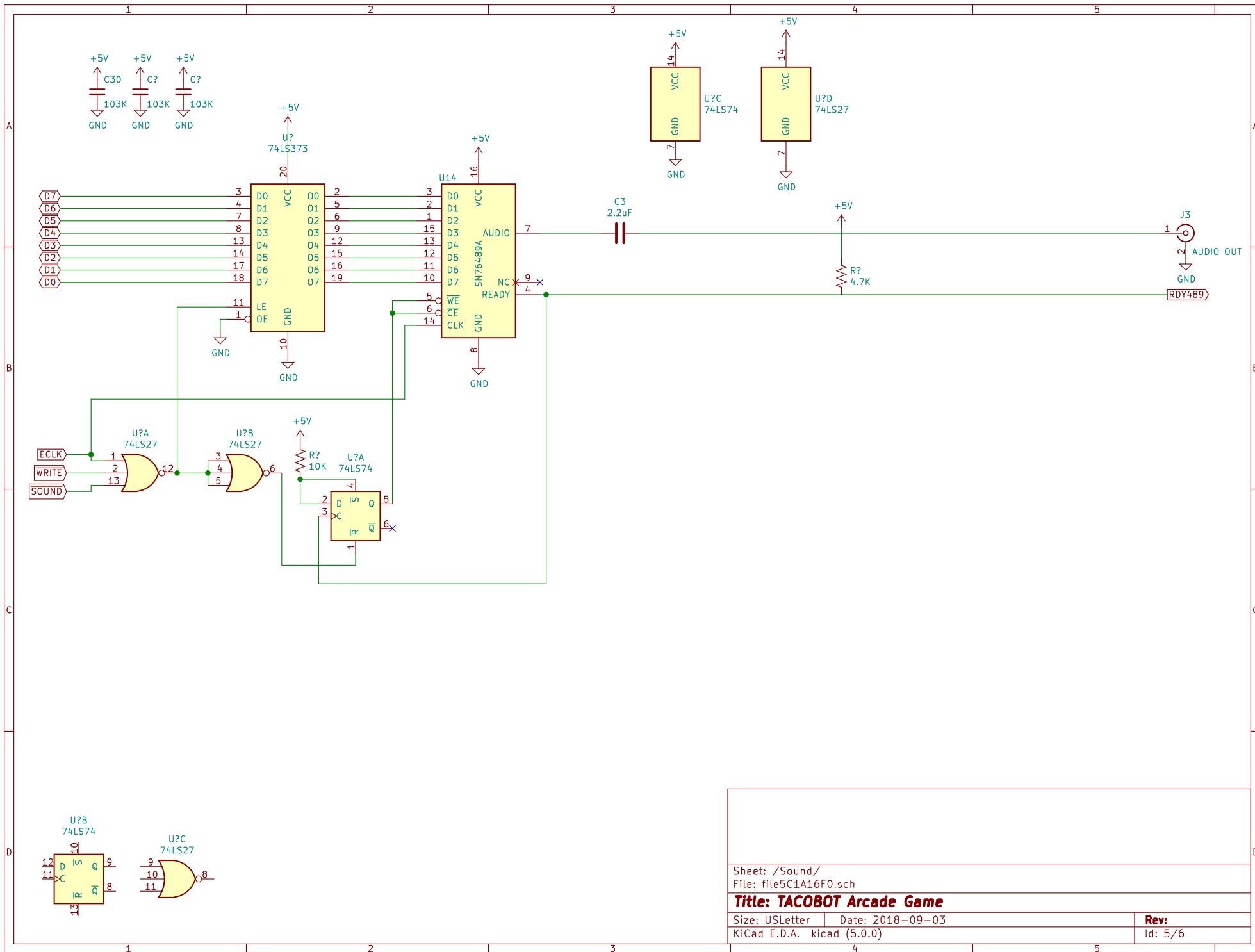
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Title: TACOBOT Arcade Game

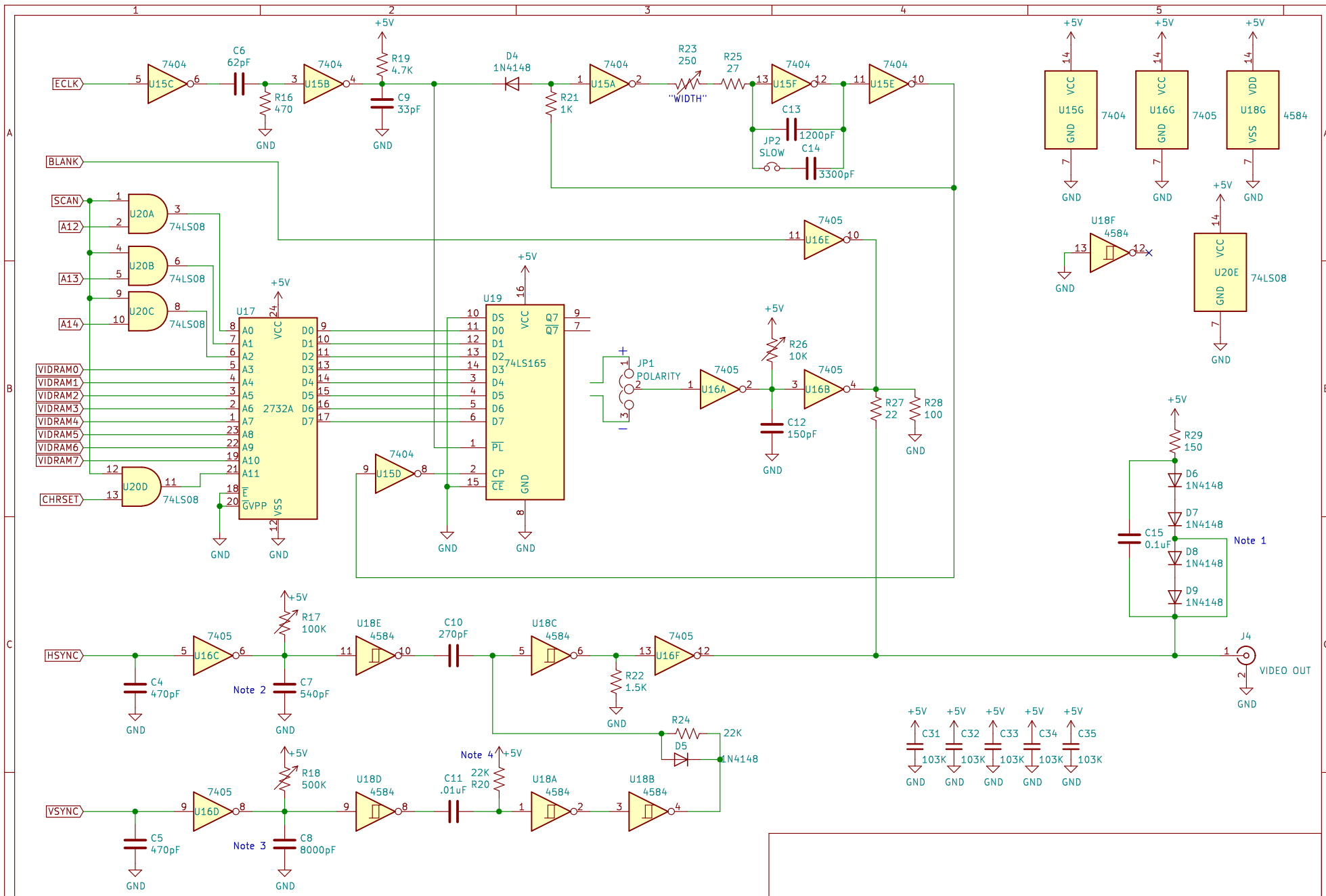
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 Id: 3/6





Sheet: /Sound/ File: file5C1A16F0.sch	
Title: TACOBOT Arcade Game	
Size: USLetter	Date: 2018-09-03
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Differences from TVT 6 5/8 design:

- Note 1: Diodes D8 & D9 bypassed for proper video levels
- Note 2: C7: two 270pF caps in parallel to get proper position
- Note 3: C8 is 4700pF paralleled with 3300pF to get proper position
- Note 4: Schematic in book is incorrect – shows this point as GND

Sheet: /Video Output/
File: file5C2C242C.sch

Title: TACOBOT Arcade Game

Size: USLetter Date: 2018-09-03
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Rev:
Id: 6/6