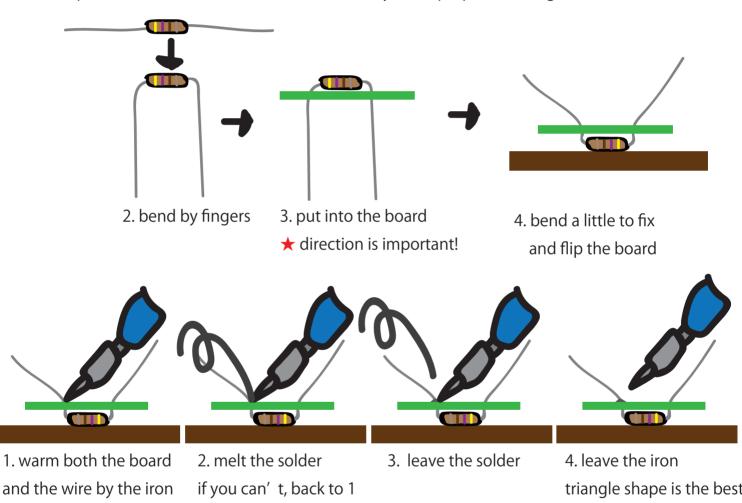
The First Soldering



1. find the part (first of all is R1 resister has line colors: yellow, purple, brown, gold)



- (about 5 seconds)

triangle shape is the best! if not enough, back to 1



- 1. attach the wire by the finger (danger to jump the wire)
- 2. cut the wire by the nipper (a little above the triangle)

completed!! go a head!





🎁 IchigoJam half kit

No is recommended to build Let's start from 1!! ★ mark: direction is important

10. JC1 video terminal





R1: yellow purple brow bold (470 Ω)

R2: brown black brown gold (100 Ω)

R3: brown black green gold $(1M\Omega)$

R4: orange orange brown gold (330 Ω)

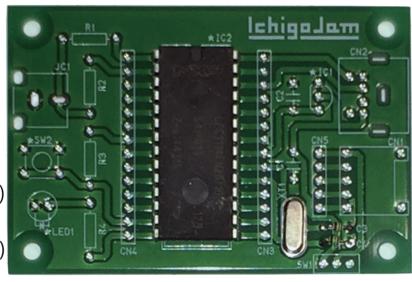
12. sounder



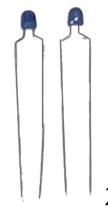


8. pin socket to the straight!

IchigoJam PCB (board)



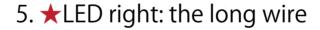
4. capacitor C1/C2



9. CN2 PS/2 terminal (for the keyboard)



2. CN1 microUSB (for the power source)





3.★SW1 right power switch

6. SW2 tact switch (button)



7. ★IC1 right: rounded regulator



11. ★IC2 up: black circle seal the CPU



IchigoJam first step

Light up the LED

LED1

Type in "LED1" and push Enter key

Light off the LED

LED0

Don't forget Enter key

Order your computer to wait for a while

WAIT120

"WAIT120" means "wait 2sec" Q:"WAIT60" means?

WAIT60

Light up the LED 1sec (to join commands)

LED1:WAIT60:LED0

Push UP key twice.

Push RIGHT key 12 times.

Push Backspace key to delete "6".

Type "12". Push Enter key to modify your order.

<u>LED1:WAIT120:LED0</u>

Blink the LED

(Push Space key to input space)

10 LED1:WAIT60 20 LED0:WAIT60 30 GOTO10

Type in "RUN"+Enter to start your program

RUN

F5 key works the same way

ESC key stops the program

"LIST"+Enter displays your program list

LIST

F4 key works the same way

Can you blink the LED more fast?
Enter key to tell computer your modification

You can save up to four programs (0 to 3)

SAVEØ

F3 key types in "SAVE"

After reboot your computer, you can reload that program.

LOADØ

F2 key types in "LOAD"

Type in "NEW" to erase your program.

NEW



Ichigo Jam mini games

How fast? (Push the IchigoJam button after LED)

```
10 LED 0
20 WAIT RND(180)+60
30 LED 1:CLT
40 IF BTN()=0 GOTO 40
50 ?TICK()
```

Typing! (Type in A to Z)

```
10 LET N,65:CLT
20 ?CHR$(N);
30 IF INKEY()<>N GOTO 30
40 LET N,N+1:IF N<>91 GOTO 20
50 ?:?TICK()/60
```

Calc! (Calculate the sum fast)

```
10 LET N,0:CLT
20 LET A,RND(10)
30 LET B,RND(10)
40 ?A;"+";B;"=";:INPUT C
50 IF C!=A+B ?"NG!":END
60 LET N,N+1:IF N<10 GOTO 20
70 ?TICK()/60
```

Downstream (RIGHT and LEFT key to avoid)

```
X,16:CLS:CLT
10
20
   LET
30
                LĒĪ
40
       SCR(X,5)
X,5:?"0"
50
                    ?Τ
    LC
60
       RND(32),23:?"*"
70
80
          20
90
    GOTO
```

Baseball! (Push the IchigoJam button to hit)

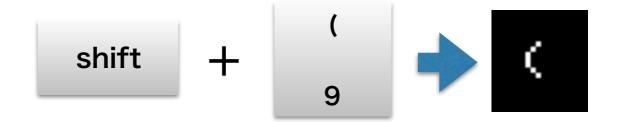
```
10 LET Y,0
20 CLS
30 LC 4,15:?"%"
40 LC 5,Y:?"O"
50 IF BTN() GOTO 90
60 LET Y,Y+1
70 WAIT 6
80 GOTO 20
90 IF Y=15 ?"HIT!"
```

Screen jack! (Type in any key)

```
10 LET C,1:CLS
20 LC RND(32),RND(22)
30 ?CHR$(C)
40 LET K,INKEY():IF K C=K
50 GOTO 20
```



Push Shift key to type in '(', ')' or '"'



Programming in BASIC!



http://ichigojam.net/