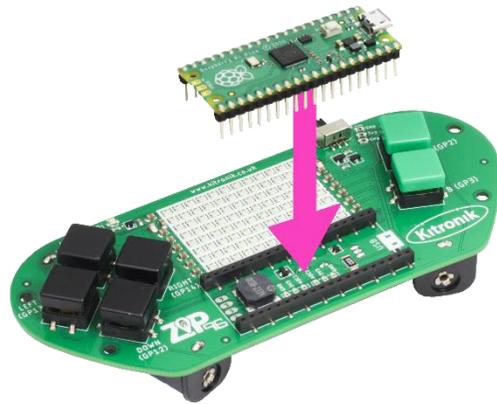


ZIP96 Retro Gamer for Pico

The ZIP96 is a programmable retro gamepad for the Raspberry Pi Pico. It features 96 colour addressable LEDs arranged in a 12 x 8 display, a buzzer for audio feedback, a vibration motor for haptic feedback, and 6 input buttons. It also breaks out GP1, GP11, ADC1 and ADC2, along with a set of 3.3V and GND for each, to standard 0.1" footprints. GP18 to 21 are also broken out on a 0.1" footprint underneath the Pico. The Pico is connected via low profile 20-way pin sockets.



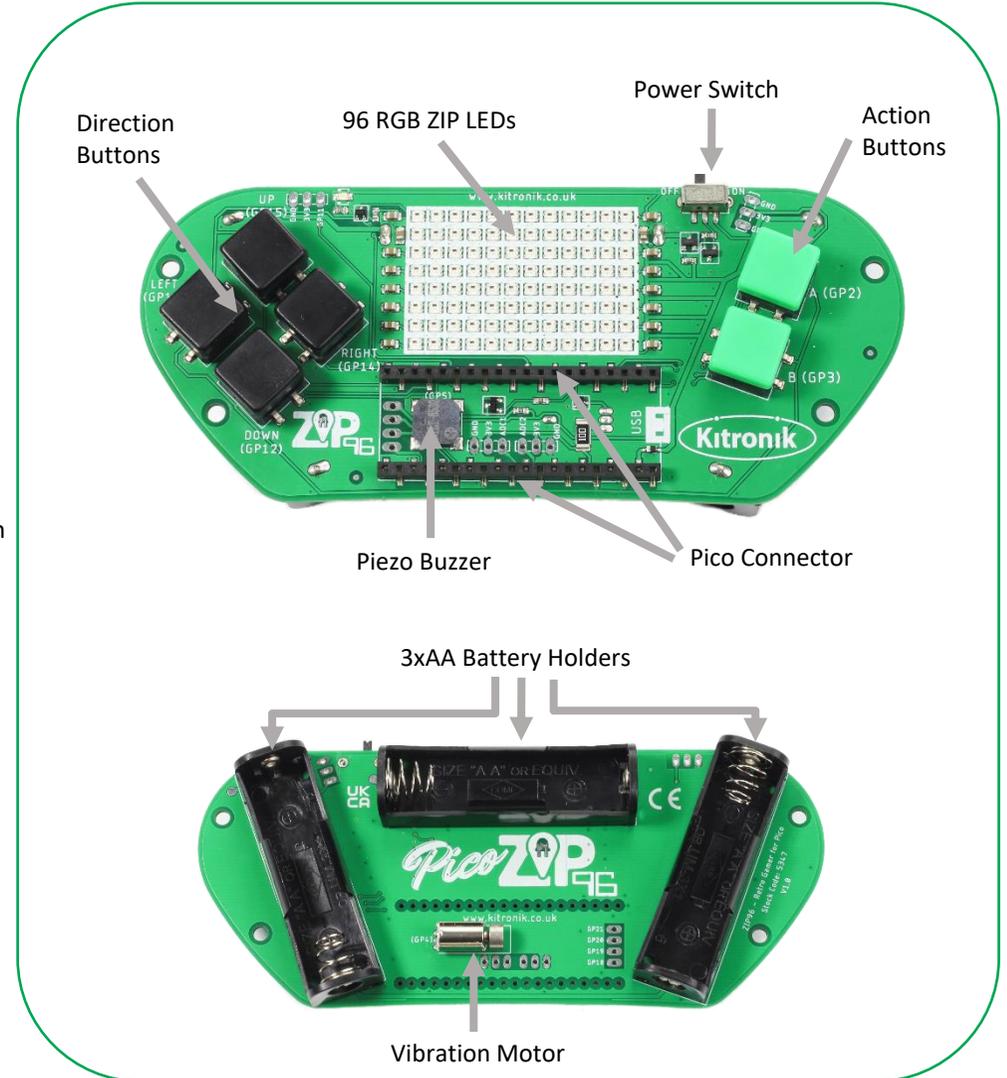
Inserting a Pico: To use the ZIP96 Gamer the Pico should have soldered pin header and be inserted firmly into the connector as shown. **Note:** The Pico pins will stick through the board slightly as the pin sockets are low-profile.

Example Pico Code:

Kitronik have developed a micro-python module and sample code to support the use of the ZIP96 Gamer with the Pico.

This code is available in the GitHub repo at:

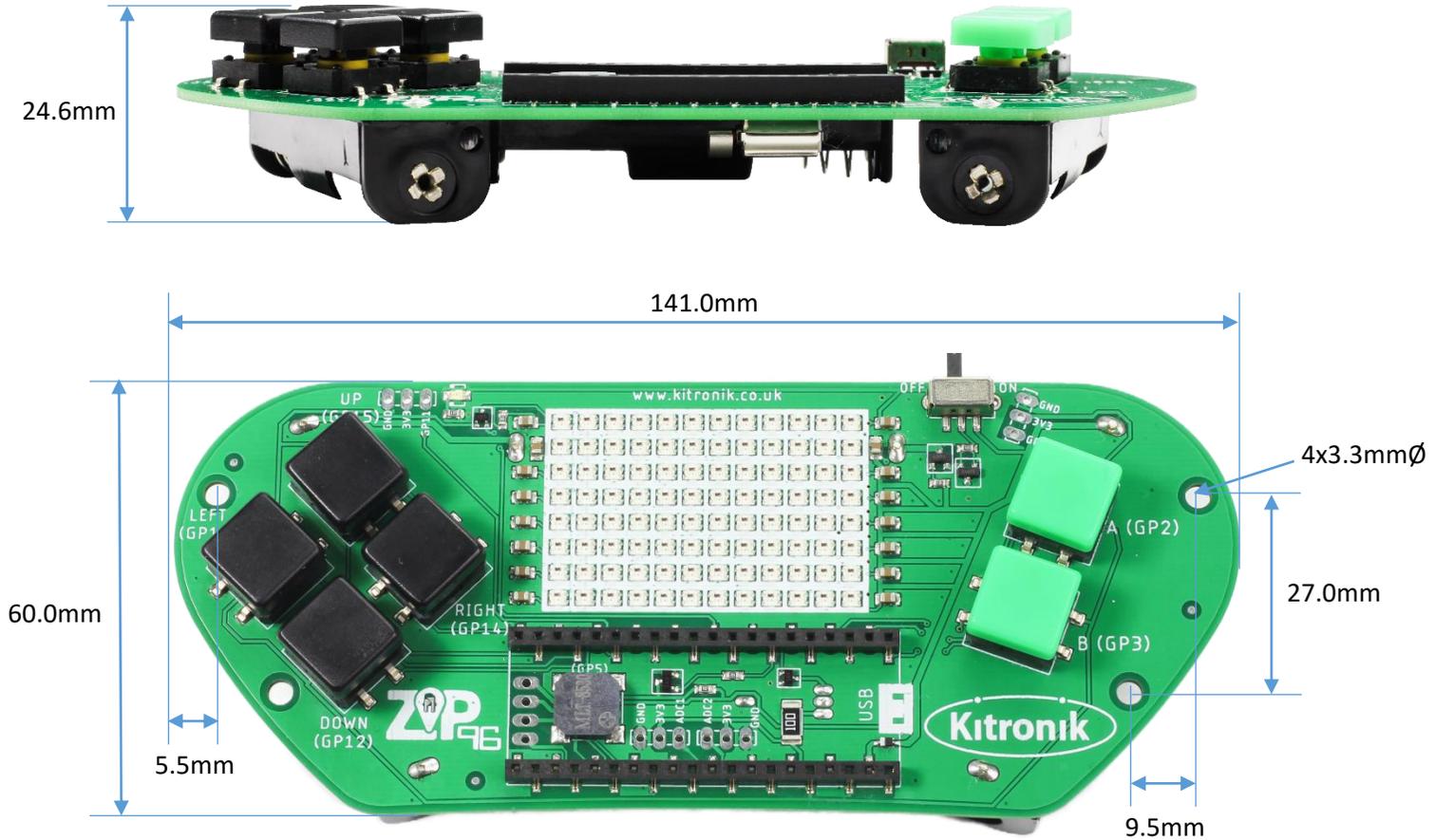
<https://github.com/KitronikLtd/Kitronik-Pico-ZIP96-MicroPython>



Electrical Information

Operating Voltage (Vcc) [ZIP LEDs, Buzzer]	+3.5V – +5.5V
Regulated Voltage (from Pico) [Buttons, Vibration Motor]	+3.3V
Max Current (ZIP LEDs White @ 100% Brightness + all devices in use)	1.5A
Estimated Battery Life (ZIP LEDs @ 50% Brightness, current @ 160mA)	8 hours continuous [based on 1300mAh batteries]
Number of ZIP LEDs	96
Number of Pin Breakouts	8 (2 x Digital GPIO + 3.3V & GND , 2 x ADC + 3.3V & GND, 4 x Digital GPIO)

Dimensions



(Dimensions +/- 0.8mm)