

SparkFun micro:arcade kit



Description: We love games! We love writing games, building games and, yes, even building game consoles. That's where the SparkFun micro:arcade kit for the micro:bit comes in! The kit includes our gamer:bit carrier board, which gives you access to a number of pins in the form of buttons laid out in a similar form factor to the classic Nintendo NES controller. With the micro:arcade kit you will be able to turn a classic controller into an arcade cabinet by connecting just a few buttons and switches.

Inside each micro:arcade kit you will find all the components required to build your micro:bit into a full-fledged game system; the only parts not included are two AA batteries and the micro:bit itself. Simply add your own micro:bit to the provided gamer:bit, assemble the kit, and you will be ready to start playing. The SparkFun micro:arcade kit is a great way to build the arcade setup you've always wanted!

The kit does not require any soldering and is recommended for anyone curious about gaming or the micro:bit platform.

The micro:bit is a pocket-sized computer that lets you get creative with digital technology. Between the micro:bit and our shield-like bit boards you can do almost anything while coding, customizing and controlling your micro:bit from almost anywhere! You can use your micro:bit for all sorts of unique creations, from robots to musical instruments and more. At half the size of a credit card, this versatile board has vast potential!

Note: The SparkFun micro:arcade kit is available to pre-order and does **NOT** include a micro:bit board; we expect to start shipping units by early July. Adding a pre-order product to an order may cause a delay. Be sure to uncheck "ship complete order" in your cart to avoid delays in shipping instock items.

Kit Includes:

- 1x SparkFun gamer:bit
- 1x Arcade Joystick
- 1x Red Concave Button
- 1x Blue Concave Button
- 1x Yellow Concave Button
- 1x Green Concave Button
- 1x micro:bit Battery Holder 2xAA
- 16x Spade Connector Wire (3ft, Female)