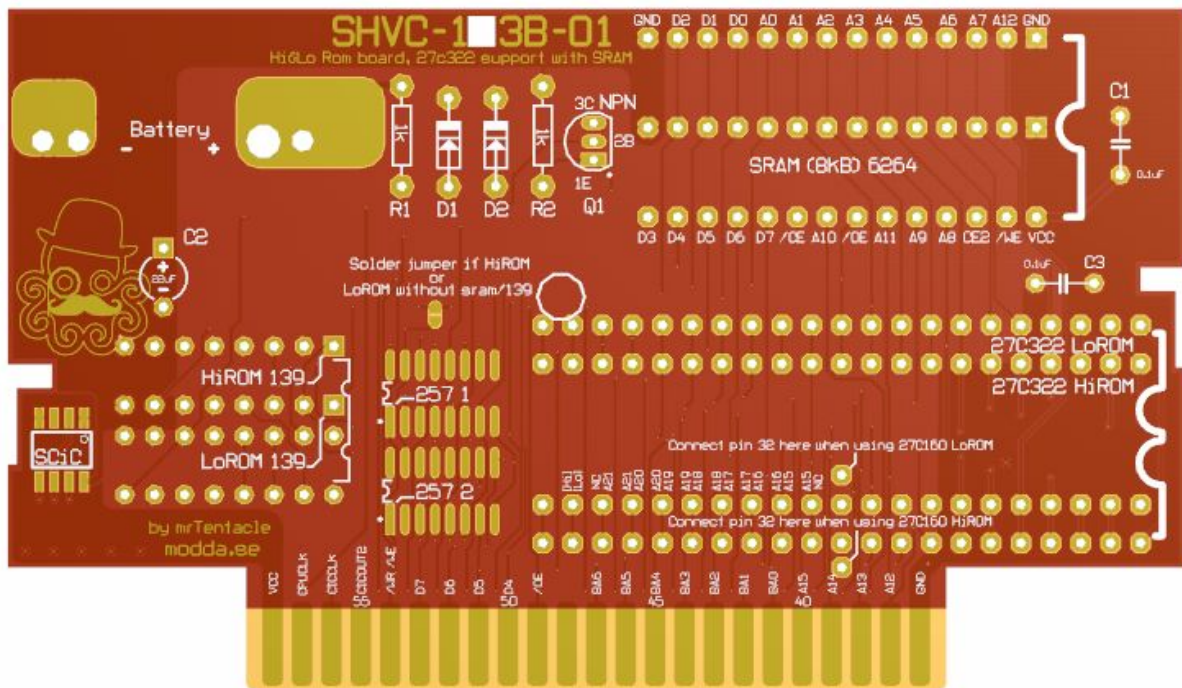


# mrTentacles

## SNES Reproduction PCB 27C322

### support

### Instructions



1. Game with save / SRAM
2. Game without save / SRAM
3. Notes on using 27c160 chips

# 1 Game with save / SRAM

## Components needed:

- 2x 1k resistors
- 2x 1N4148 signal diodes
- 2x 0.1uf ceramic cap
- 1x 22uf electrolytic cap
- 2x 74HC257
- 1x 2N2222 NPN transistor TO-92
- 1x 74LS139 OR 74HCT139 DIP Package
- 1x 2032 battery with solder legs, most 2032 holders are supported but all doesn't fit height wise, the clearance in the snes cart shells is only 6mm.
- 1x SRAM 6264, 64k/8KB 8bit wide 5volt, both wide and slim packages are supported, 16k not tested
- 1x 12F629 SOIC pre-programmed with supercic key code, this is for bypassing the lockout feature in unmodified consoles (retron5 and other clone consoles doesn't care)
- 1x 27C322 preprogrammed with a rom, make sure to remove any added header.

**Solder all the passives and set the jumper on the middle of the board as indicated**

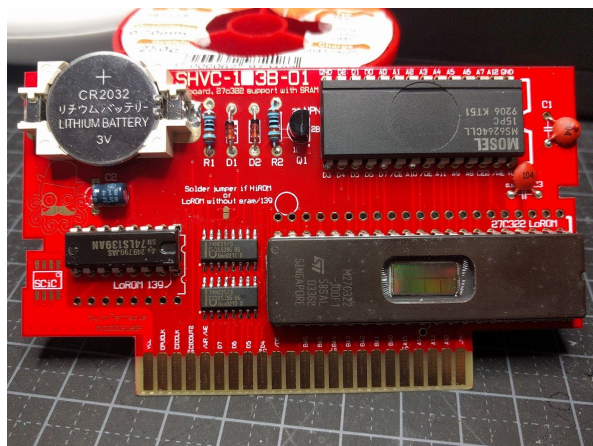
Components in lowest profile order, makes soldering easier:

- 1 2x 74HC257
- 2 R1, R2, D1, D2
- 3 12F629, Super CiC Key
- 4 C1, C3
- 5 Q1, C2 (Make sure to solder in the correct orientation)
- 6 Battery, SRAM

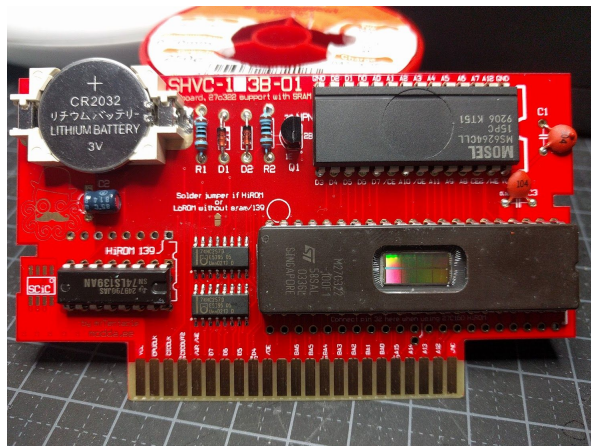
Snes games are either HiROM or LoROM

Solder the preprogrammed ROM chip and the 74LS139/74HCT139 chip accordingly

**HiROM configuration**



**LoROM configuration**



**See 3 Notes on using 27c160 eprom if you are using 27c160 as ROM chip**

## 2 Game without save / SRAM

### Components needed:

- 1x 0.1uf ceramic cap
- 1x 22uf electrolytic cap
- 2x 74HC257
- 1x 12F629 SOIC pre-programmed with supercic key code, this is for bypassing the lockout feature in unmodified consoles (retron5 and other clone consoles doesn't care)
- 1x 27C322 preprogrammed with a rom, make sure to remove any added header.

**Solder all the passives and set the jumper on the middle of the board as indicated**

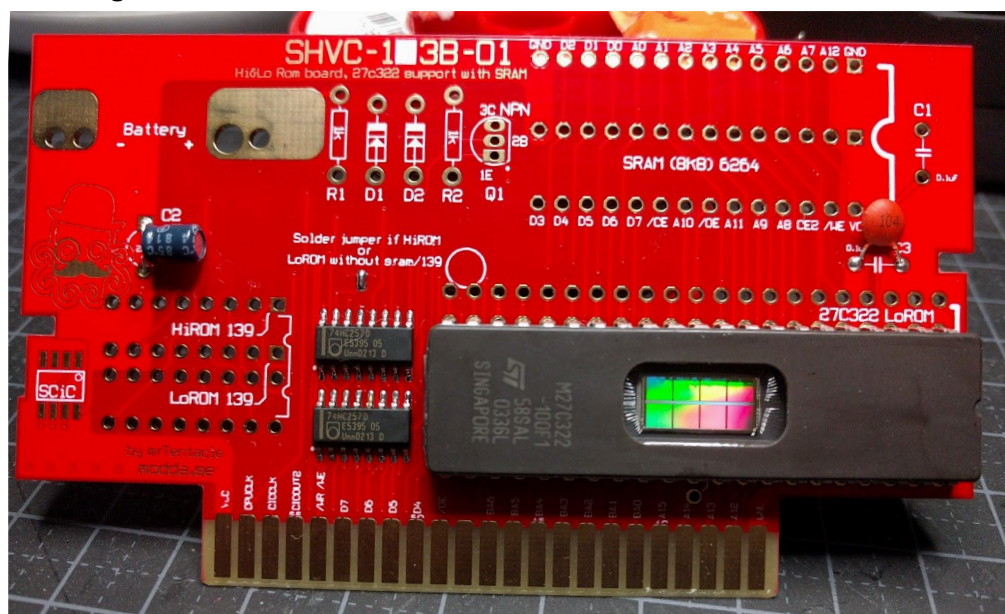
Components in lowest profile order, makes soldering easier:

- 1 2x 74HC257
- 2 12F629, Super CiC Key
- 3 C3
- 4 C2 (Make sure to solder in the correct orientation)

Snes games are either Hirom or Lorom

Solder the preprogrammed ROM chip accordingly

### HiROM game without save



### 3 Notes on using 27c160 eprom

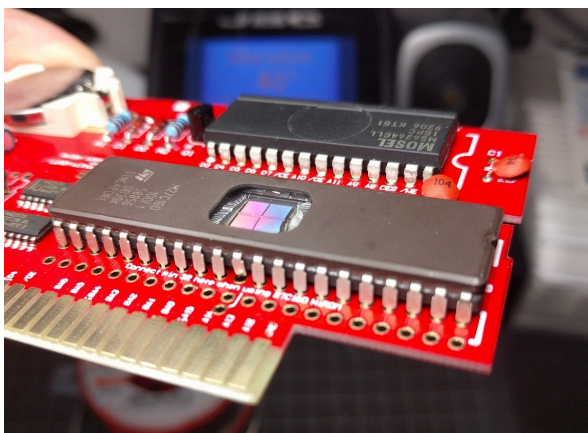
Note that the chip needs to be programmed in 16bit mode, the 257 chips are still in use.

Just build as normal but before placing the ROM chip (27C160) bend leg 32 and fit it to the marked holes, *LoROM* or *HiROM* accordingly

HiROM, bend leg out

LoROM, bend leg in

***LoROM configuration, leg bent in***



***HiROM configuration, leg bent out***

