

The serial number is on a small white sticker on the bottom of the console, and the revision code is printed on the actual motherboard behind the cartridge slot, but you will need to remove the top half of the N64's casing (& Jumper/Exp. Pak) to see it - but everything else (Heatsinks etc) can be left alone 😊

If you have a transparent N64 it is not even necessary to open the casing! You can read the revision code from the motherboard by holding the N64 under a bright light and looking through the power supply slot 😊

Originally the following serial list was intended just to be a reference for which N64 consoles can and can't be RGB modded. However over time it has evolved and now I would now like to build up the knowledge about N64 board revisions and their corresponding serial numbers if possible, no matter if your N64 is from the USA, Japan or Europe. I would like to keep expanding this list and fill in any 'blanks' (For US systems theirs a gap between NS255***** and NS270***** , and nothing much beyond NS30*****)

Also, if you already plan on removing the entire N64 heatsink please let me know your CPU, RCP and RAM revision (These are all the biggest chips on the board) They will be labelled:-

CPU-NUS *

RCP-NUS *

RDRAM**-NUS *

Where I have put * is the important part - usually * will be a number, or a letter such as 'A' or 'B' - which means the chip has been revised and improved since the previous letter. If we can learn on what motherboard revisions Nintendo made these changes we can work out which models are best for overclocking and other mods etc 😊

P.S. Please bear in mind that im trying to keep the guide as accurate as possible, so if your N64 has already been 'portabilised', and you arent sure what was the original casing then its probably best not to add to the serial list (No offense intended) However you could still give me a list of all the major chips on your revision 😊

Many thanks in advance, and thanks for reading 😊

LAST UPDATED 08/07/11

N64 SERIAL NUMBER / REVISION LIST

If you have any N64 consoles still with the original casing please consider posting in this thread and letting me know your serial number and motherboard revision (Printed on the motherboard behind the cartridge slot) and I will add them to this list as soon as I can 😊

Japanese

NUJ10185860 - NUS-CPU-01
NUJ10379732 - NUS-CPU-02
NUJ10443582 - NUS-CPU-02
NUJ10950746 - NUS-CPU-02
NUJ10961070 - NUS-CPU-02
NUJ11284943 - NUS-CPU-03
NUJ13319819 - NUS-CPU-04
NUJ13624446 - NUS-CPU-05
NUJ13664217 - NUS-CPU-05
NUJ13766992 - NUS-CPU-05
NUJ14712392 - NUS-CPU-05-1

USA

NS100086232 - NUS-CPU-02 (Store Kiosk Unit)
NS100852325 - NUS-CPU-03
NS100883831 - NUS-CPU-03
NS100932881 - NUS-CPU-03
NS101568393 - NUS-CPU-03
NS102245156 - NUS-CPU-03
NS104885107 - NUS-CPU-03
NS105145712 - NUS-CPU-03

NS105519094 - NUS-CPU-03
NS105866648 - NUS-CPU-03
NS105993542 - NUS-CPU-03
NS107466808 - NUS-CPU-03
NS109807944 - NUS-CPU-03
NS115716209 - NUS-CPU-03
NS119128565 - NUS-CPU-03
NS122626751 - NUS-CPU-03
NS124591453 - NUS-CPU-03
NS127767114 - NUS-CPU-03
NS127855507 - NUS-CPU-03
NS127959472 - NUS-CPU-03
NS128695706 - NUS-CPU-03
NS130427562 - NUS-CPU-03
NS132070599 - NUS-CPU-03
NS133533895 - NUS-CPU-03
NS133598474 - NUS-CPU-03
NS135731008 - NUS-CPU-04
NS136718770 - NUS-CPU-04
NS143950163 - NUS-CPU-04
NS144204234 - NUS-CPU-04
NS146956520 - NUS-CPU-04
NS147230940 - NUS-CPU-04
NS153056367 - NUS-CPU-04
NS153195134 - NUS-CPU-04
NS157560440 - NUS-CPU-04
NS163367613 - NUS-CPU-04
NS167167462 - NUS-CPU-04
NS168051067 - NUS-CPU-04
NS170611204 - NUS-CPU-04
NS175432439 - NUS-CPU-04
NS180431212 - NUS-CPU-04
NS180875351 - NUS-CPU-04
NS205730658 - NUS-CPU-05
NS208495233 - NUS-CPU-05
NS215823142 - NUS-CPU-05
NS215885478 - NUS-CPU-05
NS219006367 - NUS-CPU-05
NS219449416 - NUS-CPU-05
NS220244512 - NUS-CPU-05
NS225840672 - NUS-CPU-05
NS229261794 - NUS-CPU-05
NS230549744 - NUS-CPU-05
NS232064337 - NUS-CPU-05
NS233995890 - NUS-CPU-06
NS235136963 - NUS-CPU-05
NS235377564 - NUS-CPU-06
NS237047359 - NUS-CPU-05
NS243965036 - NUS-CPU-05
NS244104601 - NUS-CPU-07
NS245115552 - NUS-CPU-07
NS246402262 - NUS-CPU-07
NS245536326 - NUS-CPU-05
NS245848030 - NUS-CPU-05
NS251298027 - NUS-CPU-08
NS254977622 - NUS-CPU-05-1
NS270238981 - NUS-CPU-08

NS277755566 - NUS-CPU-08
NS279164397 - NUS-CPU-08
NS281891694 - NUS-CPU-08-1
NS283495234 - NUS-CPU-08-1
NS285952469 - NUS-CPU-08-1
NS291430616 - NUS-CPU-08-1
NS292228809 - NUS-CPU-08-1
NS297648602 - NUS-CPU-09
NS298663130 - NUS-CPU-09
NS299402783 - NUS-CPU-09
NS302830466 - NUS-CPU-09-1

NS901672245 - NUS-CPU-09

Consoles with NS9***** serials appear to be Nintendo refurbished systems and have a new serial number sticker placed over the original sticker. Here is an example picture of a boxed Nintendo refurbished system:-



So far all reported 'NS9' consoles have used the NUS-CPU-09 motherboard, however since all 'NS9' consoles have likely been refurbished Nintendo could have installed whatever motherboard revision they had available at the time.

Canadian

NS600032326 - NUS-CPU-03
NS601623141 - NUS-CPU-04
NS603358522 - NUS-CPU-04
NS605180732 - NUS-CPU-05
NS610192102 - NUS-CPU-05

European

NUP13723487 - NUS-CPU(P)-01
NUP13892869 - NUS-CPU(P)-01
NUP15465864 - NUS-CPU(P)-01
NUP15754441 - NUS-CPU(P)-02
NUP15787038 - NUS-CPU(P)-02
NUP16551203 - NUS-CPU(P)-01 (Pikachu Model)

RGB Moddable N64's Keychart

NTSC N64 motherboard revisions that can be RGB modded:-

NUS-CPU-01
NUS-CPU-02
NUS-CPU-03
NUS-CPU-04

NTSC N64 motherboard revisions that can't be (easily) RGB modded:-

NUS-CPU-05
NUS-CPU-05-1
NUS-CPU-06
NUS-CPU-07
NUS-CPU-08
NUS-CPU-08-1
NUS-CPU-09
NUS-CPU-09-1

Only one PAL N64 motherboard revision can be (easily) RGB modded, a rare French model that has the code 'NUS-001(FRA)' on the black base sticker and has the motherboard code NUS-CPU(R)-01

I should explain that by 'easily' RGB modded I mean any N64 revision which includes the 'VDC-NUS' DAC chip which outputs analog RGB. Later N64 revisions have the DAC and Video Encoder chips combined into one chip with no way to access the analog RGB signals, so in order to RGB mod them you would need to build a replacement DAC chip as shown here:-

<http://members.optusnet.com.au/eviltim/...64rgb.html>

<http://members.optusnet.com.au/eviltim/...embly.html>

This RGB mod will work on any N64 but it is quite complicated and not recommended for beginners as you can hopefully tell by the end assembly pictures!

LAST UPDATED 08/07/11

N64 MOTHERBOARD REVISIONS GUIDE

NTSC REVISIONS

NUS-CPU-01 (1996) Japan



Main Chips

CPU-NUS

RCP-NUS

RDRAM18-NUS A

RDRAM18-NUS A

VDC-NUS

ENC-NUS

BU9480F

AMP-NUS

Notes:- The very first production revision, likely only available in Japan and seemingly quite rare.

NUS-CPU-02 (1996) USA/Japan



Main Chips

CPU-NUS

RCP-NUS

RDRAM18-NUS A

RDRAM18-NUS A

VDC-NUS

ENC-NUS

BU9480F

AMP-NUS

Notes:- Used in some VERY early US consoles used in store kiosk displays prior to launch. Most if not all US launch consoles sold at retail were NUS-CPU-03 or later.

NUS-CPU-03 (1996) USA/Japan



Main Chips

CPU-NUS or CPU-NUS A

RCP-NUS

RDRAM18-NUS A

RDRAM18-NUS A

VDC-NUS or VDC-NUS A

ENC-NUS

BU9480F

AMP-NUS

Notes: - Most early US consoles are this revision. Last revision to have a buffered C-Sync signal available from the 'MULTI OUT' port. Very late models use the 'CPU-NUS A', which might be better for overclocking(?)

NUS-CPU-04 (1996,1997) USA/Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM18-NUS B

RDRAM18-NUS B

VDC-NUS A

ENC-NUS

BU9480F

AMP-NUS

Notes: - All N64's from this revision onwards use the 'CPU-NUS A'. This is the last revision to use the 'VDC-NUS' chip, so is also the last revision that can be easily RGB modded. The traces for C-Sync output still remain on this revision but the SMD components have been left off the board as a cost cutting measure, so there is no buffered C-Sync output available from the 'MULTI OUT' port from this revision and onwards.

NUS-CPU-05 (1997) USA/Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM18-NUS B

RDRAM18-NUS B

AVDC-NUS or MAV-NUS

AMP-NUS

Notes:- Only revision to use the 'AVDC-NUS' chip, later produced models of this revision also use the 'MAV-NUS' chip suggesting that both chips are pin-compatible (Perhaps even just renamed) From this revision and onwards there is no easy RGB mod (As it would require a replacement DAC chip)

NUS-CPU-05-1 (1997) USA/ Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM18-NUS ?

RDRAM18-NUS ?

MAV-NUS

AMP-NUS

Notes:- First revision to start using the '-1' suffix, possibly denoting only very minor changes.

NUS-CPU-06 (1998) USA/ Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- First NTSC revision to start using one RDRAM chip. Only one report of this revision so possibly quite rare (Perhaps only a few hundred thousand produced)

NUS-CPU-07 (1998) USA/ Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- Only one report of this revision so possibly quite rare (Perhaps only a few hundred thousand produced)

NUS-CPU-08 (1999) USA/ Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- First revision to start using the 'MX8350MC' dual clock generator chip instead of two separate 'MX8330MC'.

NUS-CPU-08-1 (1999) USA/Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- Another minor revision (What changed?)

NUS-CPU-09 (2000) USA/Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- Cost reduced model - the CPU and RCP heatsink blocks have even been removed, instead the top metal 'fin' has indented squares which touch the top of the chips. From this revision onwards Nintendo seems to have used green transparent cartridge slots (The plastic piece beneath the cartridge slot flaps) which must be leftovers from the 'funtastic' series.

NUS-CPU-09-1 (2000) USA/Japan



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

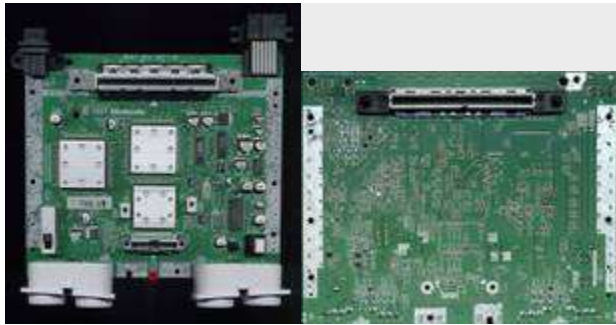
MAV-NUS

AMP-NUS

Notes:- Another minor revision which is perhaps the last N64 motherboard revision. Appears to be almost identical to the NUS-CPU-09 including the indented heatsink and transparent green cartridge slot. So far this revision has only been found in the Limited Edition Gold N64's which were exclusive to Toys R Us and have serials starting with NS30*****.

PAL REVISIONS

NUS-CPU(R)-01 (1997) French



Main Chips

CPU-NUS A

RCP-NUS

RDRAM18-NUS B

RDRAM18-NUS B

VDC-NUS A

S-RGB A

BU9480F

AMP-NUS

Notes:- This revision is specific to France and has the model number 'NUS-001(FRA)' on the base sticker. It is the only PAL revision to contain a 'VDC-NUS' chip necessary for the RGB mod. It also uses a totally different video encoder chip labelled 'S-RGB A' which was also used in late SNES consoles and outputs amplified RGB, unlike the 'ENC-NUS' video encoder chip used in early NTSC consoles. Like many French game consoles Nintendo had obviously planned to include RGB in this model to avoid using SECAM encoding. However they must have changed their mind at the last moment, as there are traces for RGB between the video encoder chip and the 'MULTI OUT' port but Nintendo left off the SMD components needed for it to work.

NUS-CPU(P)-01 (1996) European/Australian



Main Chips

CPU-NUS A

RCP-NUS

RDRAM18-NUS B

RDRAM18-NUS B

DENC-NUS

BU9480F

AMP-NUS

Notes:- The launch revision for European N64's - the vast majority of PAL consoles are this revision. The only revision worldwide to use the 'DENC-NUS' chip which combines the 'VDC-NUS' and 'ENC-NUS' chips used on early NTSC

consoles into one chip, making the RGB mod extremely difficult (It would require a replacement DAC chip) The above photos are taken from the Pikachu N64 Model NUS-101 and the final picture shows the extra circuit board used to light up Pikachu's cheek.

NUS-CPU(P)-02 (1999) European/Australian



Main Chips

CPU-NUS A

RCP-NUS

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- This board seems to only be used in later PAL consoles with serials around NUP157***** onwards, many of which are coloured transparent 'Color Edition' models (Called the 'Funtastic Series' in the US) Its interesting to note that the LC125 quadruple buffer chip used on all other revisions are replaced by four discrete buffering components in new positions QA1-QA4. According to user 'Jaytheham' the NUS-CPU(P)-02 runs more stable when overclocked than the earlier NUS-CPU(P)-01.

NUS-CPU(P)-03 European/Australian

No reports of this revision at this time (April 2010) but likely does exist as an NUS-CPU-03-1 revision has been found.

NUS-CPU(P)-03-1 (2000) Australian



Main Chips

CPU-NUS A(?)

RCP-NUS(?)

RDRAM36-NUS

MAV-NUS

AMP-NUS

Notes:- So far there is only one report of this revision from Australia, and it is not known if it was ever used in Europe. This revision uses the 'indented' heatsink like the NTSC NUS-CPU-09 revision. Some small differences noted between this revision and the NUS-CPU(P)-02. One key difference are missing SMD components for S-Video output, meaning this revision does not support S-Video as standard (Really cheap Ninty) The missing components can be seen on the NUS-CPU(P)-02 revision at locations DA7, DA8, C11 and C12 - these positions are no longer labelled on this revision. DA7 and DA8 are diode arrays used for ESD protection, and C11 and C12 are capacitors for EMI reduction. None of these components are strictly necessary for the S-Video output to work, but Nintendo also connected the Luma and Chroma signals directly to ground where C11/C12 used to be - this connection would need to be cut to restore S-Video output on this revision. This is probably the very last PAL revision.