

SNES Switch free Region mod – By omp

For?

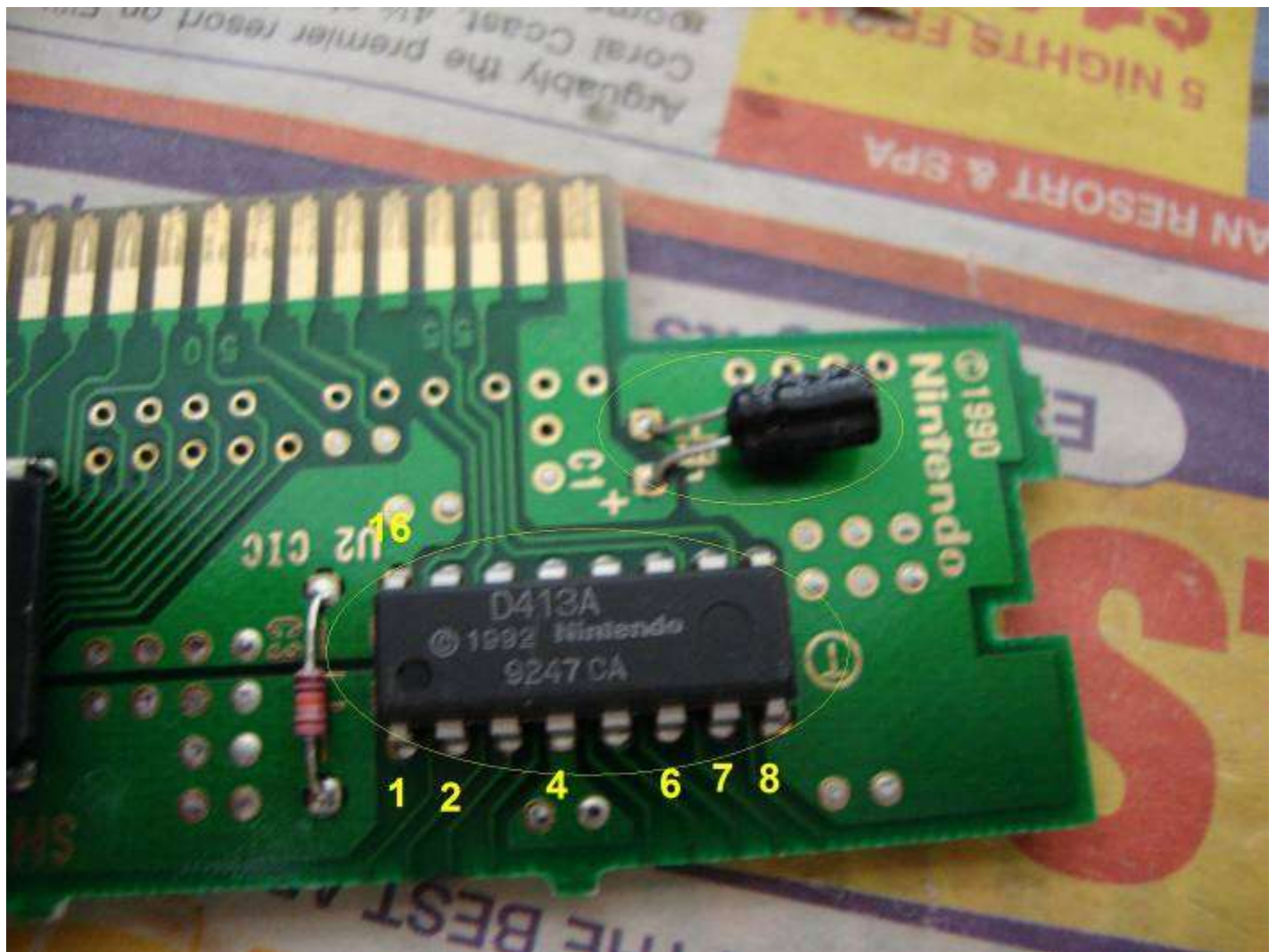
This is for the SNES fitted with the F411B (NTSC) or F413B (PAL) Lockout chip that doesn't like the lift pin 4 and add switch method. I also use this as I don't have access to a chip burner, so I can't do the switchless mod. You can do it to a SNES with the "A" chip as well. This fools the SNES into thinking that there is a (your) region cart plugged in!

Functionality?

I don't have a LOT of games, but a good small mix of PAL, US and Japanese games and haven't experienced any trouble...yet. That doesn't mean there won't be, I am hazarding a guess but the famous (infamous?) Mario RPG will have issues.

What to do?

Basically pinch the lockout chip and capacitor from a dead cart or unfavourable cart. I grab them from cheap sports games.....yew.....



Remove the chip labeled D413 (or D411 for NTSC) as well as the circled cap. I am not sure if the cap is required but since it is there I grab it anyway.

You have to lift pins (in the SNES) –

U8 – pin 1, pin 2 and pin 11

U18 pin 7

From the D41x chip join, via small hook up wire (say from scrap Cat 5 cable) to the following lifted pins in the SNES.

D41x from Cart	SNES Console location
1	U8 pin 2 (from pin 24 on cart slot – CIC)
2	U8 pin 1 (from pin 55 on cart slot – CIC)
3	N/C
4	GND
5	N/C
6	U18 pin 7 (from pin 56 on cart slot – CIC)
7	U8 pin 11 (from pin 25 on cart slot – CIC)
8	GND also add negative side of Capacitor to here
9	N/C
10	N/C
11	N/C
12	N/C
13	N/C
14	N/C
15	N/C
16	+ 5V also add positive side of Capacitor to here

Now test everything, you still need to perform the 50/60Hz mod for the SNES to be fully region free due to the frequency check done by some games.

Here are some pics of a few different region games, the only change is to flick the 50/60 switch if required.

*Please excuse the messy desk!

Japanese Macross



Japanese Starfox



US NBA JAM TE



PAL Super Mario Bros

