

SNES Switch free Region mod – By omp

For?

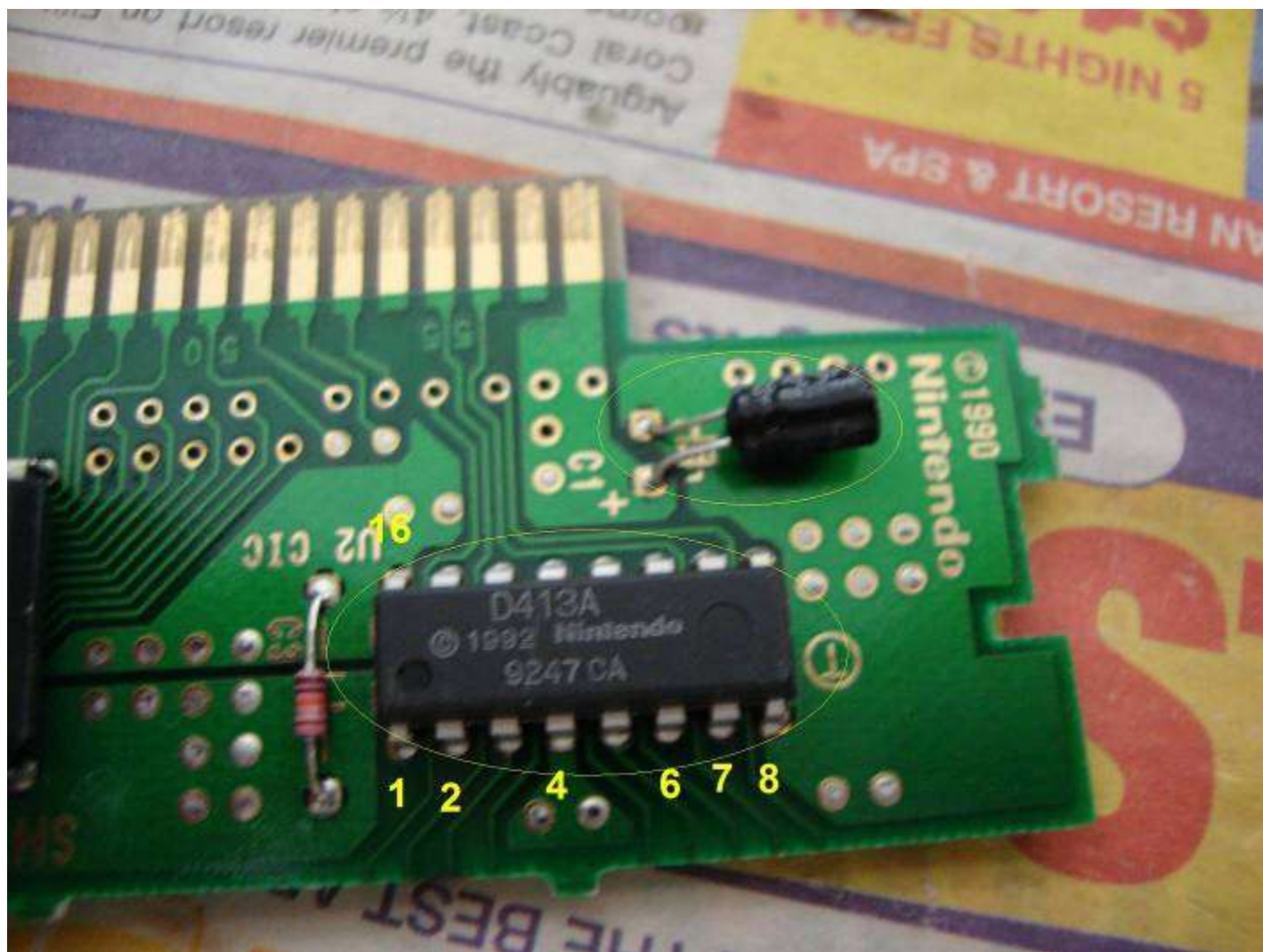
This is for the SNES fitted with the F411B (NTSC) or F413B (PAL) Lockout chip that doesn't like the lift pin 4 and add switch method. I also use this as I don't have access to a chip burner, so I can't do the switchless mod. You can do it to a SNES with the "A" chip as well. This fools the SNES into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

