

RGB Color Booster For Modded Nintendo 64

Thanks to this mod you are now able to amplify the weak RGB Signal of your Japanese or U.S. Nintendo 64.

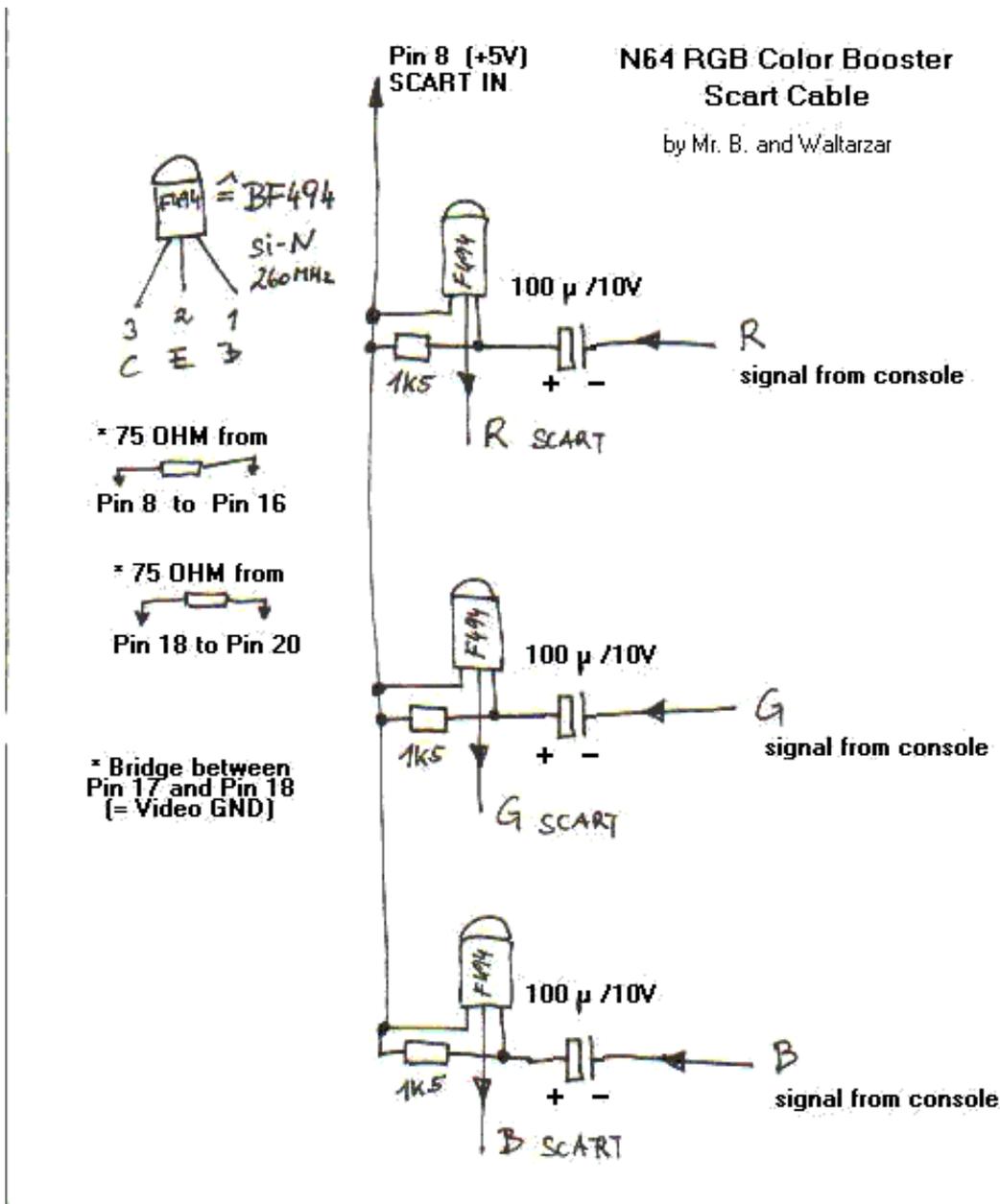
Make sure that your N64 is one of the earlier models and hence could be RGB-modded.

[Link to gamesx.com's Nintendo 64 RGB Mod](#)

1. Modify your N64 with RGB according to gamesx.com.
2. Find an appropriate RGB Cable.
3. Open the scart connector and modify it with the amplifier shown below

What you need:

- 3 x transistors: BF 494 Si-N 260MHz
- 3 x resistors: 1K5 OHM (=1500 OHM)
- 2 x resistors: 75 OHM
- 3 x capacitors: 100u/10V (which are already included in most Nintendo RGB Cables)
- some short wires



NOTE: The bridge between Pin 17 and Pin 18 is not necessary. (There wasn't even a Pin 17 in my cable!)

The picture quality is just fantastic! I performed the mod with my US-SNES Scart Cable and can guarantee that it really works. However, the mod is at your own risk; I will not take any responsibility for broken consoles and/ or TVs.

The costs for the parts are only around 4 Euro.

I think a Gamecube PAL RGB cable should also work; just test it with the RGB-modded N64. Before including the color booster to the cable the picture is very dark and the colors are weak.

- Waltzar

CC_Devil from Atari ThinkTank forums figured out a slightly different mod:

"waltzar,

*I tried the rgb booster and it works great !
You're right the image is just fantastic !*

I used 220uF capacitors instead of 100uf capacitors because that was what was in my cable. I also used scart pin 16 instead of pin 8 for the +5V coming from the n64 and I used a 9V battery on pin 8 instead (this is closer to the Scart specifications for auto-switching and it works better on my TV).

Thanks a lot for a great mod !

CC"

Many thanks to Mr. B. for sending me the plan. Instructions and English adaptation of the plan by Waltarzar.