

## Convert Konami SCC-cartridge

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To use the SCC sound chip for demos or backup games, it is possible to make the internal ROM of the Konami game cartridge switchable.

This article applies only to the following Konami-cartridges:

- Nemesis 2
- F1-Spirit
- Pennant Race
- Pennant Race II
- King's Valley II (MSX1)
- King's Valley II (MSX2)
- Parodius
- A1-Spirit
- Salamander



Some Konami SCC-cartridges.

Solid Snake, Nemesis 3 and Korean SCC-cartridges can be made switchable, but this requires a different schedule.

## Requisites:

- 2 way miniature switch with 2 or 3 contacts
- 10 cm wire 2-core
- Resistor 10 K $\Omega$

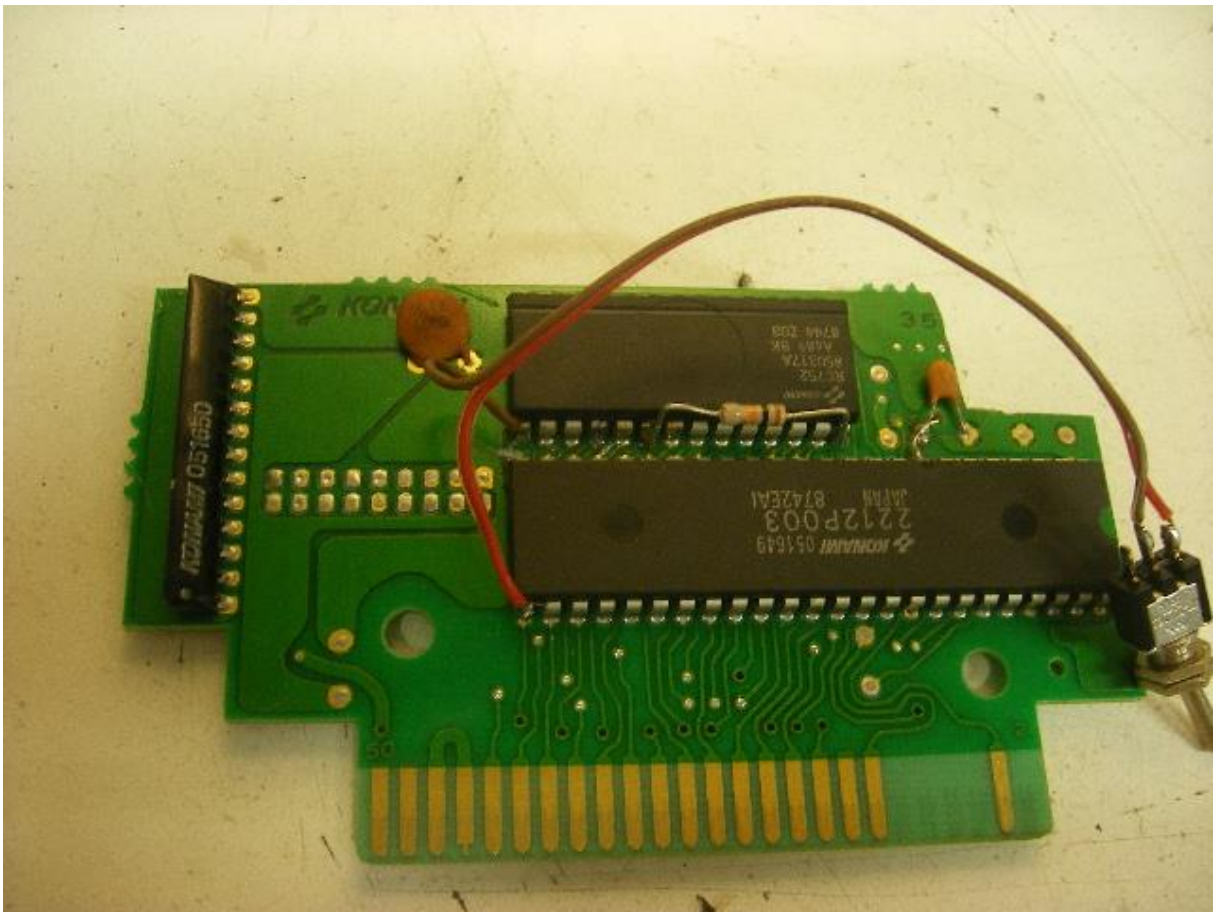
## Conversion:

The change is relatively simple.

- Open the cartridge and remove the PCB.
- There is little space for a switch; the top right corner of the PCB can be cut away to create space.
- Interrupt the print track between the two chips, which goes to pin 15 of the ROM. This can be done, for example, with a scratcher.
- Solder a wire between pin 15 of the ROM and the switch.
- Solder a wire between pin 25 of the SCC chip and the switch.
- Solder a 10 K $\Omega$  resistor between pin 20 and pin 28 of the ROM.
- Install the miniature switch in the housing.



Interrupting the print track.



Everything is ready to be installed.