# RePRoPak
## MMC1 Mapper System

*T*his official seal is your assurance that Nintendo has not reviewed this product. They might even be unhappy about it being made. Always look for this seal when buying games, even though anyone with a scanner or paint program could easily reproduce it.

**Official Seal of Quality**

## Introduction

Thank you for selecting the ReproPak MMC1. This cart requires a Nintendo NES or clone system.

### OBJECT OF THE CART

The ReproPak MMC1 mapper system makes creating reproduction and homebrew carts easier than ever. No more searching for the right donor cart or following confusing wiring instructions. With a few simple soldering and chip options you can select between any major MMC1 board version including SXROM.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference and eBay sales.

## 1. Precautions

1) This is a high precision cart. It should not be stored in places that are very hot or cold. Never hit or drop it. Never get it wet. Unless you know exactly what you are doing, never take apart.

2) Avoid touching the connectors, do not get them wet or dirty. Doing so may stop the cart from working correctly.

3) ReproPak MMC1 contacts can be cleaned with rubbing alcohol and cotton balls. Be careful cleaning the case as some solvents or rubbing alcohol can destroy it.

4) Read the instruction booklet thoroughly.

## 2. Adding PRG ROM

**For EPROM PRG:**
Duplicate all PRG data so it fills the whole chip
Add a 0.1 uF capacitor
Solder "EPROM PRG" in both boxes
27C010 128KB - solder "128/256KB PRG"
27C020 256KB - solder "128/256KB PRG"
27C040 512KB - solder "SUROM/SXROM PRG"

**For FLASH PRG:**
Duplicate all PRG data so it fills the whole chip
Add a 0.1 uF capacitor
Solder "FLASH PRG" in both boxes
29F010 128KB - solder "128/256KB PRG"
29F020 256KB - solder "128/256KB PRG"
22F040 512KB - solder "SUROM/SXROM PRG"
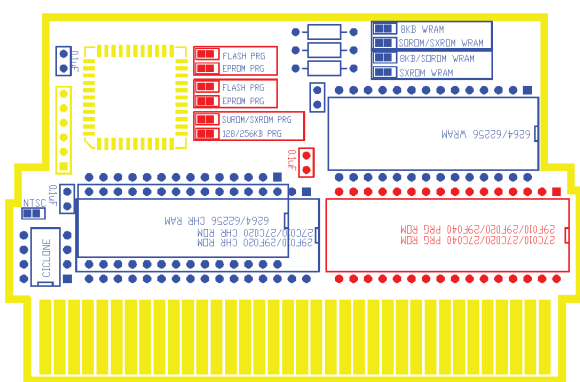


## 3. Adding CHR ROM or CHR RAM

**For CHR RAM:**
Add a 0.1 uF capacitor
In the 28 pin space add one of:
6264 8KB SRAM
62256 32KB SRAM

**For CHR ROM:**
Duplicate all CHR data to fill the whole chip
Add a 0.1 uF capacitor
Add one of:
27C010 128KB EPROM
27C020 256KB EPROM
29F010 128KB FLASH
29F020 256KB FLASH

Only 32 pin ROM chips can be used, 28 pin ROM chips will not work in the CHR RAM space
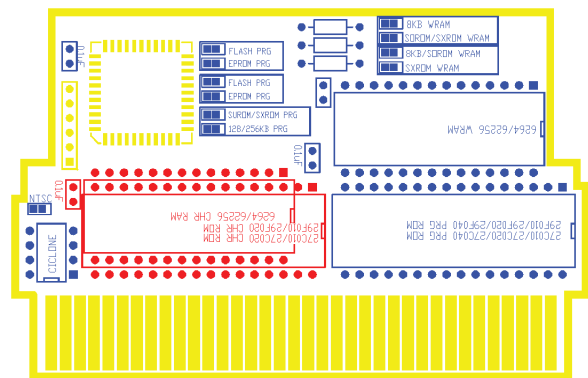


## 4. Adding WRAM

Add one of:
6264 8KB SRAM
62256 32KB SRAM
If your game needs 8KB WRAM - solder both "8KB WRAM" and "8KB/SOROM WRAM"
If your game needs 16KB WRAM - solder both "SOROM/SXROM WRAM" and "8KB/SOROM WRAM"
If your game needs 32KB WRAM - solder both "SOROM/SXROM WRAM" and "SXROM WRAM"