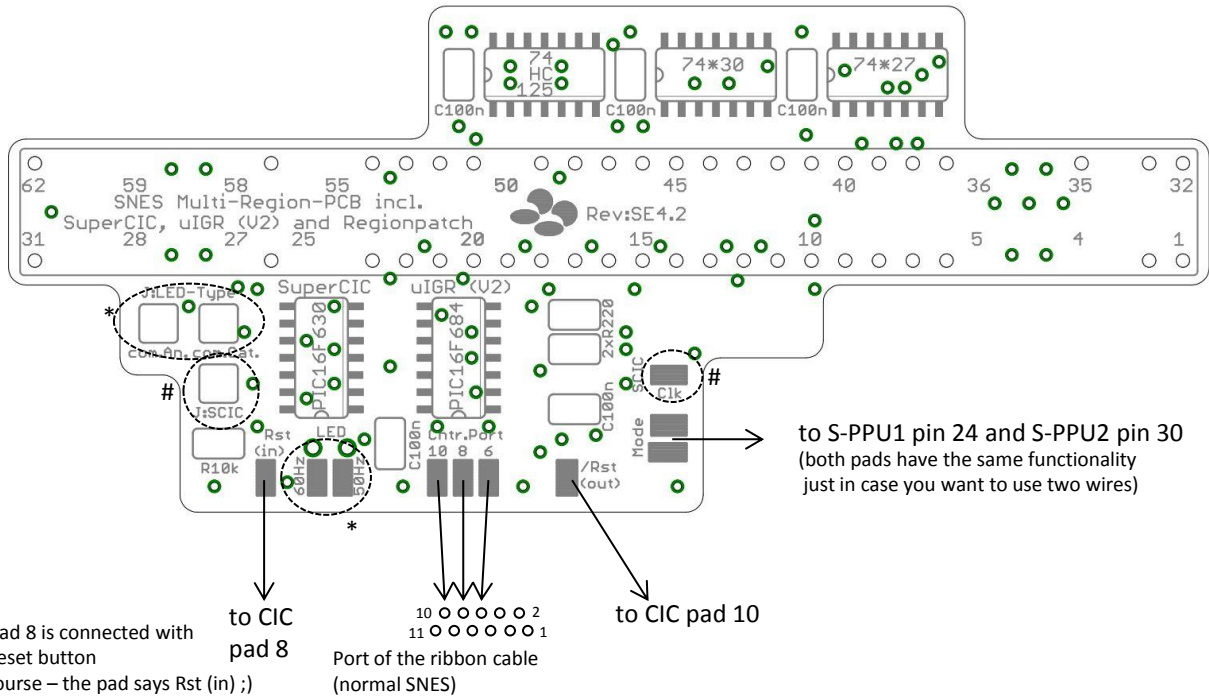


### Preparation of the SNES:

- Remove CIC (or lift at least pin 1, 2, 10 and 11)
- Lift pin 24 at the S-PPU1
- Lift pin 30 at the S-PPU2
- Remove LED from the controller panel (normal SNES only)

### Installation:

- Solder the PCB directly to the bottom side of the cartridge port (be aware of the orientation)
- Place wires as depicted here (pad-design is optimized for the normal SNES):



Tip:  
CIC pad 8 is connected with the reset button (of course – the pad says Rst (in) ; ) from bottom side with controller port facing you it is the lower right)

### Installation (continue):

\* LED \*

- Close jumper EITHER on left for using a LED with common anode (e.g. typical for RGB-LEDs) **OR** on right for using a LED with common cathode (e.g. typical for RG-LEDs)
- **NEVER** close both together!!!
- Solder the common base to the controller port where the old LED took place (normal SNES only)
- Short the old pre-resistor if you use a common anode LED type
- Connect the red pin with the LED-60Hz pad and the green one with LED-50Hz pad (or use another color combination)

### # J:SCIC and Pad SCIC Clk #

- Close **EITHER** the jumper **OR** wire the pad to CIC pad 7 (tip for PAL systems: there is a capacitor place on bottom marked with C4, where you can get the connection to CIC pad 7 (right solder joint next to the via))
- **NEVER** close the jumper and wire the pad!!!
- If you close the jumper, the SuperCIC uses the clock source for the CIC-key
- If you wire the pad to CIC pad 7, the SuperCIC uses the clock source for the CIC-lock (use this option if you observe problems with closing the jumper; e.g. SA-1 game doesn't boot or SuperCICs cannot go into pairmode)