Nintendo VS Red Tent | Dual Screen Multigame Kit

Installation Guide

https://highscoresave.com/

Steps for a successful install of your online or offline high score save kit -

- Ensure your gameboard is working 100% before installing kit
- Ensure power to game is off before removing your gameboard from
- cabinet
- Label any connectors that you will be disconnecting. This will make reinstalling easier once kit is on gameboard
- **Note which way your connectors/cables are on.** (We suggest taking pictures to help you remember!)
- Work in a well-lit area on your workbench

The Nintendo VS Red Tent | Dual Screen Multigame Kit contains -

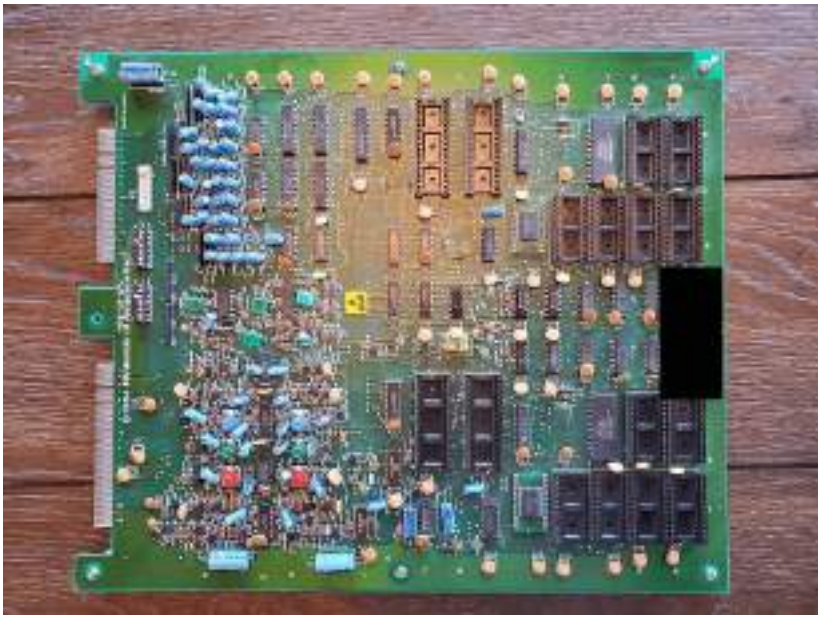
- 2 – PPU/CPU Daughter card
- 1 – Edge connector card
- 2 – ribbon cable

NOTE – If you want to use a gun for the gun games (Duck Hunt or Hogan's Alley) you will need to use/purchase a the proper adapter. You cannot use on Side 6/Main/Side B of your pcb.

Please note – you will need a PPU and CPU to install on this kit. You can use your existing ones from your PCB.

Overview –

This is what your pcb should look like. This kit will only work on a VS PCB.



1. Locate and remove SIDE B CPU, PPU and Program ROMs. [You will need to do the same for Side A]

Install the VS Multigame kit as shown

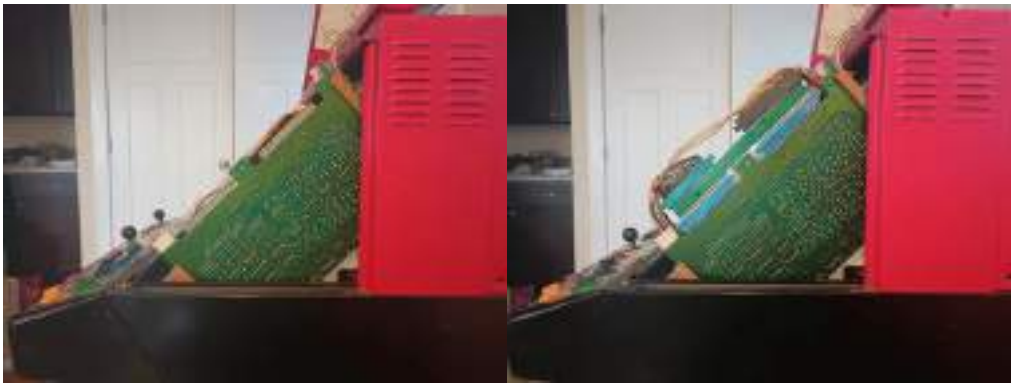
[Installed with the proper orientation]-

If using the Zapper Gun, please see the installation guide for this here - https://highscoresave.com/zapper-adapter-for-multigame-kit/

IMPORTANT!

Please note that some Nintendo cages/rails [inside your Red Tent] have a small wood block that may need to be removed for the edge connector attachment to be placed on your PCB and fit inside your cabinet. This will allow the red tent door to be shut. The original wiring harness will touch the door, but still shut, albeit very tightly.

Edge connector placement –



That's it!

- Double check your work
- Install back in cabinet using pictures you took and any marked connectors
- Power up the game and enjoy!

If the game does not start, turn power off immediately, double check your work.

Tips –

- Some games like Tetris require the dip switches to be set (on YOUR main PCB) to the correct color palette.

This how the original game works and they weren't changed in the coding.

Vs Tetris PPU dip settings –

Vs Tetris PPU dip settings

Dip	6	7	8
RP2C03	On	Off	Off
RP2C04-0001	Off	Off	Off
RP2C04-0002	Off	On	Off
RP2C04-0003	Off	Off	On
RP2C04-0004	Off	On	On

How to create your own ROMs –

Creating ROM Images -

- Consider the first half of a VS board. There are 6 EPROM Sockets.
- The 6 EPROM sockets can be divided into 2 groups. Group 1 = 1A,1B,1C, and 1D and Group 2 = 2A and 2B.
- All the game EPROMs from Group 1 for each game are combined into 1 larger EPROM in spot U2.
- All the Game EPROMs for Group 2 for each game are combined into 1 larger EPROM in spot U5.

A simple way to create each game group is to use the command line. Assuming your games are in the same directory, you would enter this from the command line to create game1's group into a file called game1group1.bin and game1group2.bin copy /b game1.1a + game1.1b + game1.1c + game1.1d game1group1.bin copy /b game1.2a + game1.2b game1group2.bin

If a game doesn't contain an eprom in all 6 spots then you must use another EPROM image in it's place when creating the group ERPOM.

For example, VS Mighty Bomb Jack doesn't have a 2a ERPOM so to create a combined group 2 eprom you would type: copy /b 2b.bin + 2b.bin vsmightybombjackgroup2.bin

After you've created groups for each game, you then can create the combined EPROM for U2 and U5. copy /b game1group1.bin+ game2group1.bin + game3group1.bin + game4group1.bin + game5group1.bin+ game6group1.bin + game7group1.bin + game8group1.bin U2.bin

The above creates an image for a 2Mb EPROM called “U2.bin”. copy /b game1group2.bin+ game2group2.bin + game3group2.bin + game4group2.bin + game5group2.bin+ game6group2.bin + game7group2.bin + game8group2.bin U5.bin

The above creates an image for a 1Mb EPROM called “U5.bin”.
If using a 2Mb EPROM then you will need to do the following.
Copy /b U5.bin + U5.bin U5_doubled.bin

This creates an image for a 2Mb EPROM called “U5_doubled.bin”.