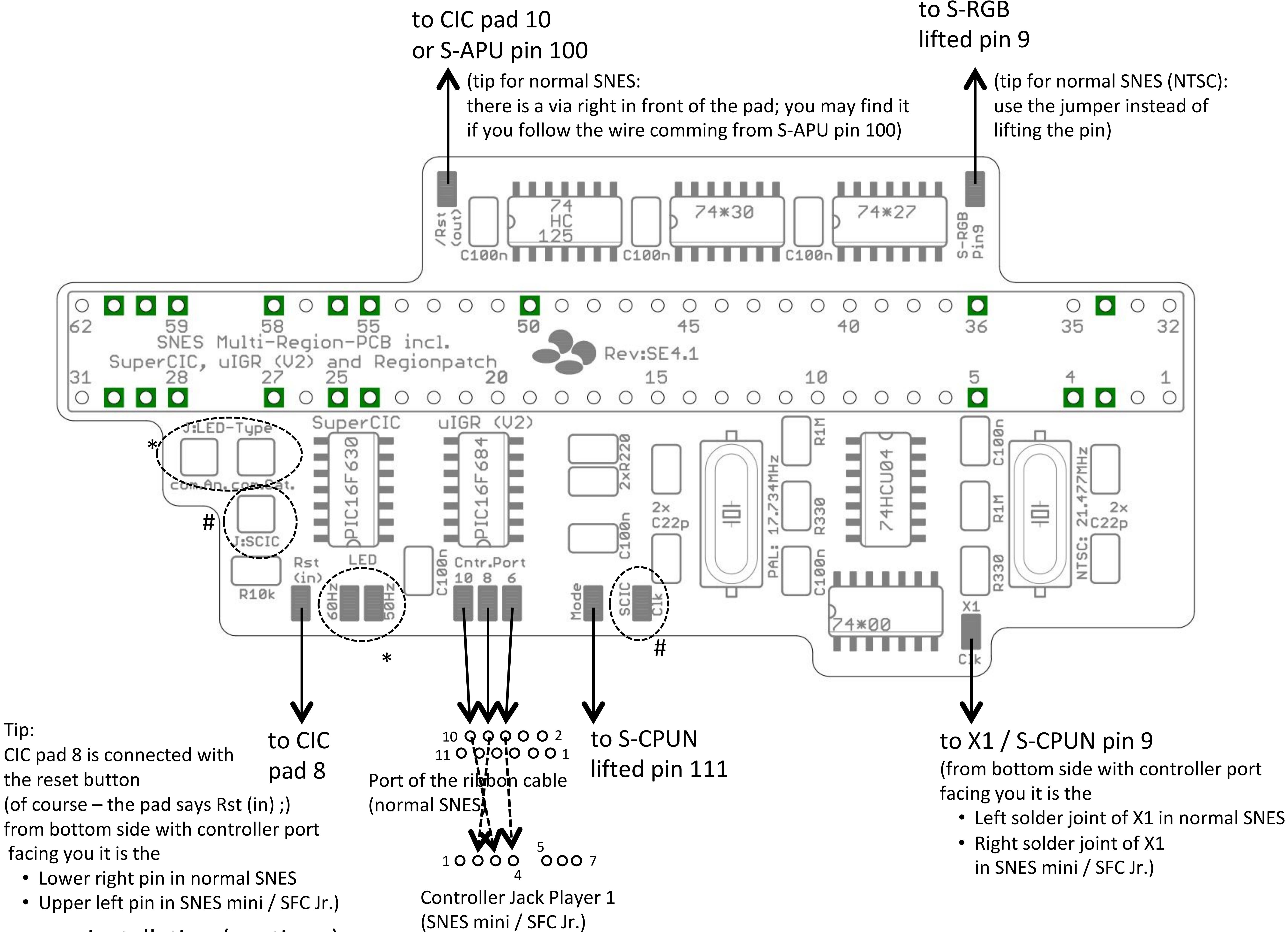
Preparation of the SNES:

- Remove X1
- Remove CIC (or lift at least pin 1, 2, 10 and 11)
- Lift pin 111 at the S-CPUN
- Remove LED from the controller panel (normal SNES only)
- Optional: lift pin 9 at the S-RGB (in NTSC-systems, there is a jumper on bottom side of the mainboard, which can be cutted)

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):



Installation (continue):

* LED *

Tip:

- Close jumper EITHERon 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 normal SNES: there is a capacitor place on bottom marked with C72 (NTSC system) or C74 (PAL system), where you can get the connection to CIC pad 7 (left solder joint))
- 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)