



Dr. Eggman's Guide to the Gamecube Mod

Image by: Dr. Eggman & Ayame

Introduction

I do not take responsibility for any problems this procedure may cause. This has been tested to work but you proceed at your own risk. All logos and trademarks go to their respected owners. I am in no way affiliated with Nintendo.

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Chapter 1

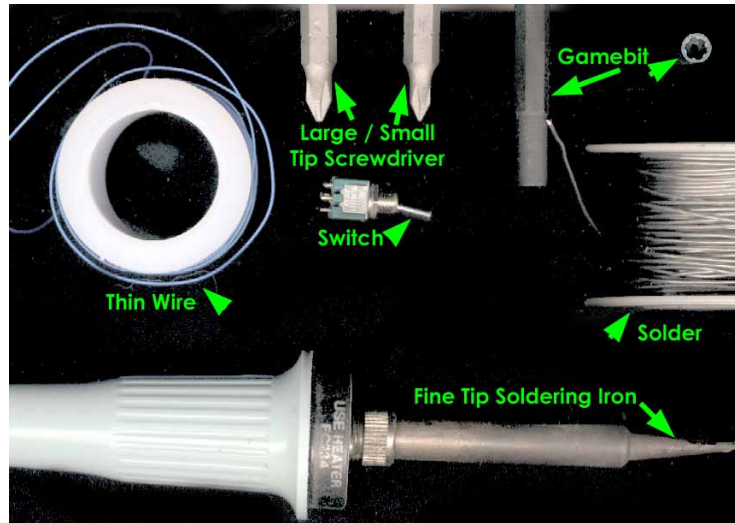
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Getting Started

This tutorial requires that you have a basic understanding of soldering. If you are unsure of your skills I suggest practicing or getting someone more experienced to do the mod for you. This mod will allow your Japanese Gamecube to be able to play United States games. We will use a switch to select which region we want to use.

You will need the following tools

- Small and Large Phillips Screwdriver
- Thin wire and solder
- Gamebit
- Soldering Gun
- □ Electric tape



Taking Your Gamecube Apart

Flip your gamecube upside down and remove the covers for the expansion slots. Using your Gamebit screwdriver, remove the four screw located in the corners. Carefully flip your gamecube back up and remove the top half of the case.



Figure 1.1
*The bottom of a
Japanese Gamecube*

With your small phillips screwdriver, remove the screw located on the two lid switches. Your gamecube should now look like the picture.



Notice that the front and back panels are simply snapped into place. After removing the top half of the case just unsnap them. Careful not to pull to hard on the front panel since a ribbon cable attaches the motherboard to your controllers. You will want to remove four screws on the controller ports. Next, remove the two screws located on each

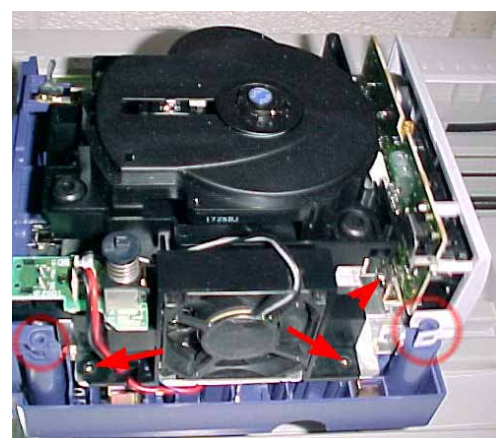
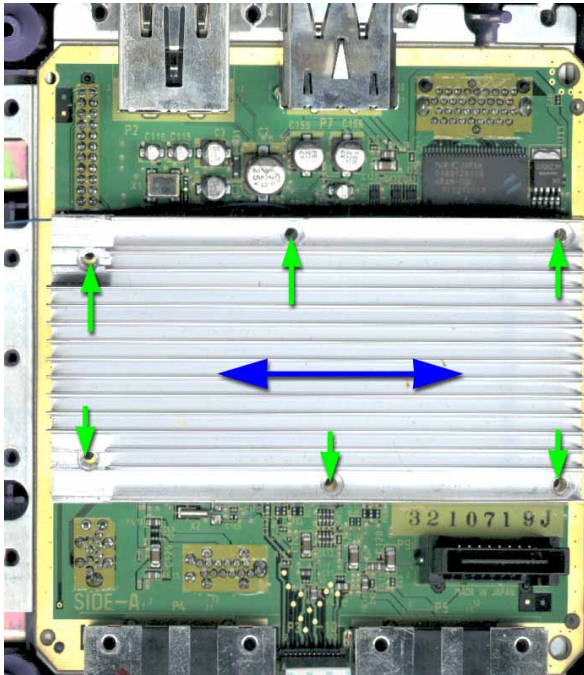
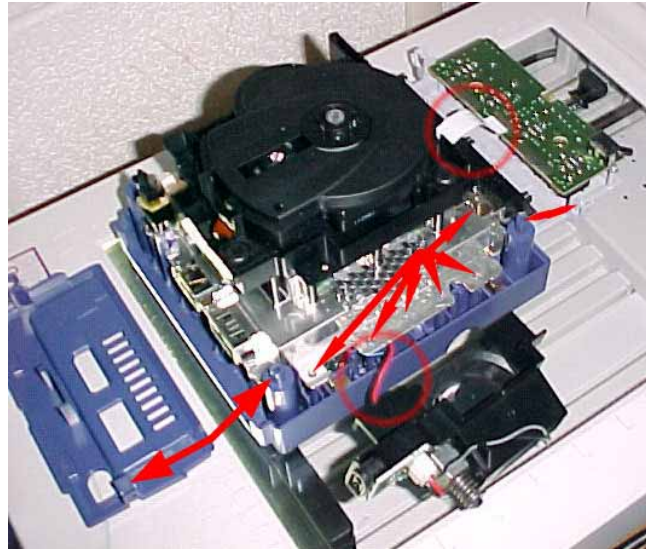


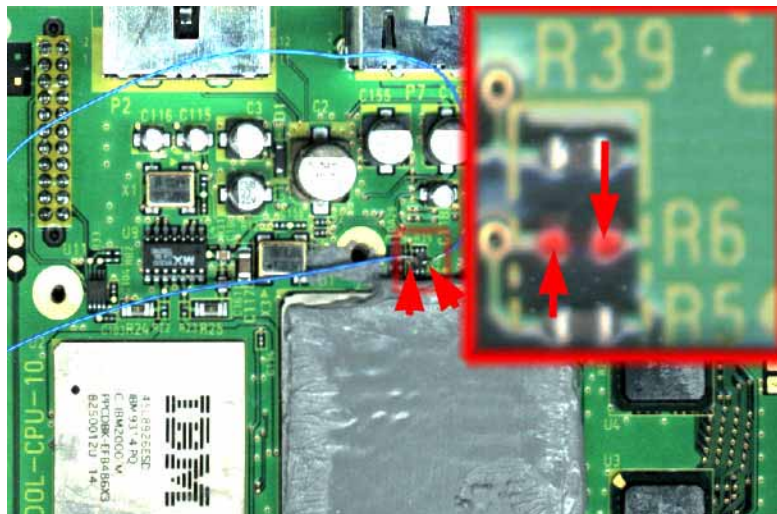
Figure 1.2
Screw locations

Place the fan to the side of the gamecube making sure not to pull too hard since a couple of cables are still attached. After removing the front and back panels (careful not to damage the controller ribbon cable) continue to unscrew each screw along side of the DVD unit until they are all removed. Carefully pull on the DVD unit to expose the motherboard and heatsink.



Using extreme caution, unscrew the six screws that hold the heatsink onto the motherboard. The heatsink has a grey goo that holds to the main components of the motherboard. Very slowly, move the heatsink back and forth twisting as you go and pulling **gently**. This takes a while but will eventually come off. If you pull too hard, you may damage the solder joints to your CPU. You should now see the motherboard. Some of the components will still have the grey goo attached to them. You must leave it on or you may damage your system. Don't worry if it gets on any other part of your system. It won't harm anything.

Right above the larger square component (flipper chip) You should see a group of three resistors. The middle one should be missing. It will be labeled “R6”. This determines what region the gamecube is in. If you wanted to simply convert your Japanese gamecube to a US model, simply bridge the two points with solder. But in this tutorial, we want to be able to choose which region we want at any given time.

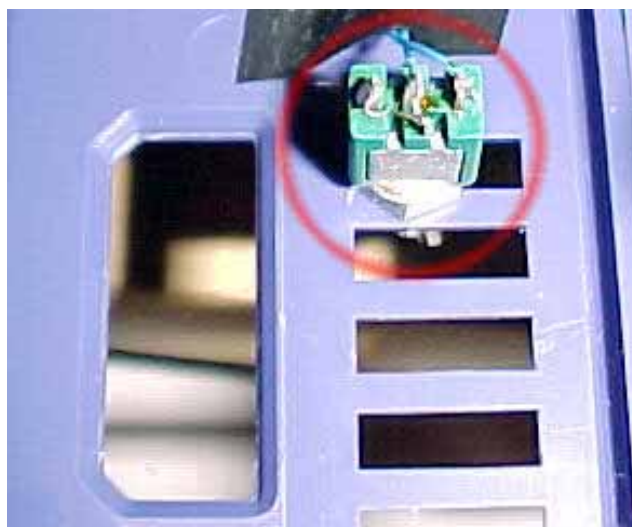


Soldering

Take your wire and cut a strip at about a foot long. Now cut that in half producing two wires. Now strip the tips of the wire exposing the metal and melt some solder onto the tips of the wires. This is called “tinning”. Make sure you tin both ends of both wires. Now for the tricky part. Carefully solder on wire to the left point on R6. Make sure not to get any solder on the right point. Next, solder the other wire onto the right point of R6. Do this quickly, leaving your soldering iron on your gamecube too long will damage your system. After you are finished, I suggest using a small dab of hot glue to hold the wires in place. You can also use electrical tape.

The Switch

I suggest finding the smallest switch you can find at Radio Shack to use for your gamecube. You need a 2 or 3 pin switch. I used an old 3 pin switch that was previously a battery switch for my Dreamcast. If small enough, you can place it in the back, far left vent. Make sure you place it as close as you can to the “Digital AV Out” port as you can since inside parts prevent you from going any lower. Once finished, solder your wires to your switch.



Your gamecube should look like the following at this point. If you have followed the directions carefully, the hardest is behind you. Now to test your results. Place your heatsink back onto the motherboard and screw it into place. Next, put your DVD drive back on top of the motherboard and press on it gently to snug it into place. Make sure your power button is in the "OFF" position and carefully hook up your video and power to your system. Do not insert a game or controller.



Turn on your system. Shortly after, you should see the systems menu options appear. If you see Japanese, simply turn off your system, flip the switch, turn it back on. If you see english text, then your gamecube is in US mode. Turn off your system and flip the switch to make sure you have the two regions available. If you only get Japanese, then one of your connections is loose. If you only get english, then chances are that solder is bridging the R6 connection. Clean it carefully and quickly. If your system is able to switch between regions just fine, congratulations. **Note: Make sure you turn off your system before flipping the switch. It might be harmful to your system if you change regions while your system is ON.**

Figure 1.3
English Menu



Unplug your system. Now its time to put your system back together. Screw the four points on the controller ports. Next, screw the perimeter of the DVD drive skipping the two screws that hold the cooling fan. Place your fan back into position and screw the left and right sides into place. Now screw the dual lid switches into place. Now, snap the front and rear panels back into place making sure that your switch doesn't get in the way of anything. If it does, simply move it until it works. **Important, when putting the top half of your case into place, make sure the lid is "OPEN" or the dual lid switches will prevent you from ejecting your lid once screwed together.**

After your gamecube is fitted together I usually like to do a last minute check. If everything passes, I proceed to screw in the security screws with my Gamebit screwdriver. If everything works, you have successfully completed your gamecube modification. Enjoy!

