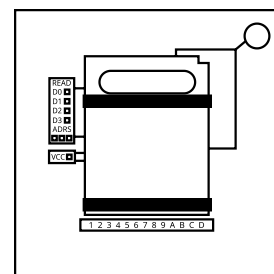


On the Subject of Gameboy Cartridge

*CE ED 66 66 CC OD 00 0B 03 73 00 83 00 0C 00 OD
00 08 11 1F 88 89 00 0E DC CC 6E E6 DD DD D9 99
BB BB 67 63 6E 0E EC CC DD DC 99 9F BB B9 33 3E*

The module holds a gameboy cart strapped to the back plate with a READ and VCC panel wired into it. There's also a label at the bottom marking each pin on the cart. All 13 pins can be interacted with.



Using the cartridge pins, set each address' data to the requested values and submit.

The cartridge's label will have the following code:

-	2	3
DMG - AYYY - ZZZ		

Ignore the first part. The second part is the base code for the addresses, each stored in a single hex value (ignore the leading "A"). Convert these to binary. **Each bit refers to the data bits; left to right, 0 to 3.**

The last part is unconventional hex using letters instead of letters/numbers. Use the "G Hex" table on page 2 to get proper hex. These are your "modifier codes". You'll need to Convert these to binary as well.

In addition, The cartridge sticker will determine the order the addresses are stored in the cartridge code:

Keep Talking	1-2-3
Dr. Eggman's Empire Sim	3-2-1
Blan's Bananas 2	2-1-3
Hentai / Censored	3-1-2
Bamboo Defender	1-3-2
Pocket Dwarf	2-3-1

--Remember--

the base code is shuffled around based on the cartridge sticker, but the modifier codes aren't (Always 1-2-3)

Make sure you XOR the right base code with the right modifier code

Once you have your codes, XOR them together to get 3 final codes, then use the Technician's Guide on page 2 to enter the data.

DMG Cartridge Technician's Guide

Always power the VCC pin first

To WRITE the values of an address:

- 1 - /WR
- 2 - The address to change
- 3 - Any of the data pins

To READ an address:

- 1 - /RD
- 2 - The address to read

To RESET an address:

- 1 - /RESET
- 2 - The address to reset

To HARD RESET all addresses back to 0, discharge the GND pin while powered to power off the cart

To submit the data, power the /CS pin

--PINOUT--

01	VCC
02	/RESET
03	/WR
04	A0
05	A1
06	A2
07	/CS
08	D0
09	D1
0A	D2
0B	D3
0C	/RD
0D	GND

The WRITE, READ, and RESET modes will stay in affect after switching, so you can select as many address/data pins as you want. /CS will also reset the mode.

G-HEX to HEX

G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F

XOR

1/1 or 0/0 == 0	1/0 or 0/1 == 1
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Address Setup

A0	A1	A2
D0	D0	D0
D1	D1	D1
D2	D2	D2
D3	D3	D3