SlotMaster

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We have compiled a short Q&A, regarding the topic requested and have some information for you. **We have been receiving a very high volume of similar requests**, and hope this email/response finds you well. **We really appreciate all of your emails, and requests.**

-> When are we getting the new Gerbers/PCB Files, and New STL File?

- The new STL file is on our GitHub right now, on the MerlinShaw SlotMaster Page. (Provided to us, many thanks to Laser Bear!)
- The Gerbers will be released publicly when they are fully tested.**(v1.8)**

-> I made a v1.7 SlotMaster, will it still work?

- The v1.7 Slotmaster is still valid, it's just not 100% compatible with every single NES Game on the market. It will be compatible with the majority of them but if they want full 100% compatibility, they will need to follow the 2 wire instruction guide that we will be providing soon. We are testing the fix!

-> Why is there now a v1.8 SlotMaster?

- The SlotMaster v1.8 PCB connects a few more pins, these were not used in v1.7 and are not used by the majority of NES Games. With v1.8, now all NTSC NES Games will work with 100% compatibility.

-> When should I get updates, and when will you make changes to GitHub?

- [This Github](#) will be the main source of notifications for updates and changes. Github will send out emails when our page is updated if you click on the **"Watch Project"** button.

From the Project Guardian Team~!