

Nordic Replay short instructions

Note: This sheet only covers basic information on how to get started. Follow it step by step, as a mistake in the order of saving files may cause additional work. However, nothing can be damaged, you only may have to get files from <http://wiki.icomp.de> to rectify any mistake you made.

How to install

The cartridge is simply plugged into the 44-pin connector of your C64 or compatible computer. Mind the correct orientation! On any C64 desktop computer, the label side must face up.

On C64GS (game system) computers, the label side must face to the front.

On the SX64 portable computer, the label side must face to the front.

On any version of the C128, the label side must face up.

Jumpers

Nordic Replay has two jumpers inside the cartridge case. To get to them, you need to remove the screw from the bottom and remove the board from the case. One of the jumpers selects the rom bank, the other selects the „flashmode“ of your cartridge. For the first start, leave both jumpers open (factory setting). If you want to use the cartridge with an NTSC computer, open the case and select the second bank by closing the bank jumper.

First start

C128 computers will automatically start in C64 mode (no need to enter „go64“ or hold down the C= key). The computer will start with a menu. Press F7 („install fastload“) to leave this menu. Your computer will start with a slightly changed startup screen.

To bypass the powerup menu you may also hold down the Run/Stop key.

Now you need an empty disk that will be your tooldisk. You need at least 37 free blocks on that disk.

Type the command „TOOL“ at the basic prompt and hit return, then follow the instructions on screen. To play it safe, make another tooldisk using the same procedure.

Nordic Replay is a product of the 21st century. You MUST have access to the internet to get the full support: All information you would have expected in a printed manual can be found on <http://wiki.icomp.de> or in the files that have been stored to the disk you made on the „first start“. If there is anything you cannot find, please send an email to: shop@icomp.de

Connecting the networking card RR-Net MK3

RR-Net MK3 is a network interface that can be connected to the Nordic Replay accessory connector (22-pin pinheader). To access this connector, you need to open the case by removing the screw from the bottom of the case. There is only one way to connect it properly, it does not fit the other way round! Make sure that the card is properly aligned, mistakes can cause a short which is not covered by warranty. Having enough light when working on hardware always helps. Take your time and double-check all connections! A very common mistake is to only hit one of the two pin rows, and this will damage both parts!

First aid

Some C64 models need up to 1 minute warmup time until the timing is correct. If the computer is cold, Nordic Replay may not start properly, but only show the standard start-screen of the C64 with a reduced amount of „bytes free“. **This is expected behaviour, and not considered a fault.** Let the C64 warm up for a few seconds and press the black reset button to see if the computer has reached the right temperature yet. In most cases, it's enough to let the computer warm up for 5-10 seconds, but it may also require up to one minute.

Further use, other ROMs

Nordic Replay can use Retro Replay, Action Replay and Nordic Power ROMs. These are specific to PAL or NTSC machines. For details on how to flash these ROMs, please consult <http://wiki.icomp.de>