

# N64 SOFTWARE SPECIFICATION SHEET Version 1.3.1

(Revised: February 18, 2000)

|                        |  |  |  |
|------------------------|--|--|--|
| Game Title             |  |  |  |
| Product Code           | NUS-P- _____   |  |  |
| Language               | <input type="checkbox"/> English <input type="checkbox"/> French <input type="checkbox"/> German<br><input type="checkbox"/> Japanese <input type="checkbox"/> Other ( _____ )   |  |  |
| Accessories            | <input type="checkbox"/> None <input type="checkbox"/> Rumble Pak <input type="checkbox"/> N64 Transfer Pak<br><input type="checkbox"/> Voice Recognition <input type="checkbox"/> Other ( _____ )   |  |  |
| Audio Tools            | M.O.R.T. <input type="checkbox"/> Yes <input type="checkbox"/> No<br>MusyX <input type="checkbox"/> Yes <input type="checkbox"/> No  |  |  |
| Disk Support           | <input type="checkbox"/> No <input type="checkbox"/> Yes    Game Title: _____  |  |  |
| Expansion Pak          | <input type="checkbox"/> Essential <input type="checkbox"/> Supported <input type="checkbox"/> Not Supported   |  |  |
| Overseas Version       | <input type="checkbox"/> No <input type="checkbox"/> Yes    Game Title: _____<br>Country: _____    Release Date: _____<br>Product Code: NUS-P- _____<br>Difference from US Version: <input type="checkbox"/> None <input type="checkbox"/> Yes |  |  |
| Contact Name           |  |  |  |
| Company                |  |  |  |
| Department             |  |  |  |
| Address                |  |  |  |
|                        | Tel: _____    Fax No.: _____   |  |  |
| Submission Date        | M / D / Y<br>_____ / _____ / _____   | Method of Submission:<br><input type="checkbox"/> Mail <input type="checkbox"/> By Hand <input type="checkbox"/> FTP |  |
| Scheduled Release Date | M / D / Y<br>_____ / _____ / _____   |  |  |

## Game Title Registration

|                      |                       |    |    |    |                         |    |    |    |           |    |    |    |       |    |    |    |
|----------------------|-----------------------|----|----|----|-------------------------|----|----|----|-----------|----|----|----|-------|----|----|----|
|                      | +0                    | +1 | +2 | +3 | +4                      | +5 | +6 | +7 | +8        | +9 | +A | +B | +C    | +D | +E | +F |
| Data Name<br>Address | Game Title (20 Bytes) |    |    |    |                         |    |    |    |           |    |    |    |       |    |    |    |
| Name<br>0020 H       | -----                 |    |    |    |                         |    |    |    |           |    |    |    |       |    |    |    |
| Hex Code             | -----                 |    |    |    |                         |    |    |    |           |    |    |    |       |    |    |    |
| Data Name<br>Address | Game Title (Cont'd)   |    |    |    | Fixed Value             |    |    |    | Game Code |    |    |    | Ver.  |    |    |    |
| Name<br>0030 H       | -----                 |    |    |    | 00 00 00 00 00 00 00 00 |    |    |    | -----     |    |    |    | ----- |    |    |    |
| Hex Code             | -----                 |    |    |    | -----                   |    |    |    | -----     |    |    |    | ----- |    |    |    |

Mask ROM Version ↗

## Program Contents

|                              |                               |  |                  |                |                |
|------------------------------|-------------------------------|--|------------------|----------------|----------------|
| Controller Pak               | <input type="checkbox"/> No   | <input type="checkbox"/> Yes             | Size: _____      | Note(s): _____ | Page(s): _____ |
|                              |                               |  | Note Name: _____ |                |                |
|                              |                               | Game Code (listed in Game Note) _____    |                  |                |                |
|                              |                               | Company Code: _____                      |                  |                |                |
| Make Mask Version            | <input type="checkbox"/> 2.02 | <input type="checkbox"/> Other ( _____ ) |                  |                |                |
| N64 Software Library Version | _____ Patch _____             |  |                  |                |                |

## Memory Configuration

|                            |                             |                              |                  |
|----------------------------|-----------------------------|------------------------------|------------------|
| ROM                        | Size: _____ Mbits           |                              |                  |
| Back-up Memory in Game Pak | <input type="checkbox"/> No | <input type="checkbox"/> Yes | Device: _____    |
|                            |                             |                              | Size: _____ bits |

## Game Boy Software for use with N64 Transfer Pak

|   | Maker | Product Name | Product Code | Write to Transfer Pak                                      |
|---|-------|--------------|--------------|--|
| 1 |       |              |              | <input type="checkbox"/> No / <input type="checkbox"/> Yes |
| 2 |       |              |              | <input type="checkbox"/> No / <input type="checkbox"/> Yes |
| 3 |       |              |              | <input type="checkbox"/> No / <input type="checkbox"/> Yes |

## ROM Version

|                    |   |
|--------------------|---|
| Mask ROM           | <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> ____ <input type="checkbox"/> E (Interim)   |
| Submission Version | <input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> ____ |

## Disk File Name, CRC

|      |             |     |               |
|------|-------------|-----|---------------|
| File | _____ . NUS | CRC | __ __ __ __ H |
|------|-------------|-----|---------------|

\* The file must be in binary format with no compression.

## Remarks: