



SNES PowerPak

RetroZone

INSTRUCTION BOOKLET



Vers 1.03

This official seal is your assurance that Nintendo has not reviewed this product. They might even be unhappy about it being made. Always look for this seal when buying games, even though anyone with a scanner or paint program could easily reproduce it.



Introduction

Thank you for selecting the SNES PowerPak. This game requires a compact flash card and a Nintendo SNES system or compatible clone.

OBJECT OF THE CART

Play your SNES games with just one cart! Just copy your games onto one compact flash card, insert into the SNES PowerPak, and play! Use Game Genie codes, load and save battery RAM, and transfer everything between your computer.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference and eBay sales.

1. Precautions

- 1) This is a high precision cart. It should not be stored in places that are very hot or cold. Never hit or drop it. Never get it wet. Unless you know exactly what you are doing, never take apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may stop the cart from working correctly.
- 3) SNES PowerPak contacts can be cleaned with rubbing alcohol and cotton balls. Be careful cleaning the case as some solvents can damage it.
- 4) Read the instruction booklet thoroughly.

2. Formatting your Compact Flash (CF) card

Format the CF cart with either FAT16 or FAT32 formats only. No other formats are supported.

MacOS sometimes has problems formatting FAT32 cards. The CF card should be formatted with a system like WinXP the first time if you get errors.

If you get a card error 72, there is a hidden partition on your CF card that must be removed.

3. Setting up the POWERPAK directory

Download the latest POWERPAK directory file from the www.retrousb.com website

Decompress then copy the whole directory intact to the root directory of the CF card. Do not modify or move any files in the POWERPAK directory. If you already have a POWERPAK directory on the card, just copy all the individual files into the existing POWERPAK dir.

One card can be used for both the NES and SNES PowerPaks.

Check the website for updates occasionally. All updates have version numbers which are also shown on the boot screen of your SNES PowerPak.

To update just remove the previous POWERPAK directory and replace with the new one.

4. Copying your games and saves

You can put .smw, .sfc, .smc, and .gd3 SNES files anywhere on the CF card. The root directory should be kept more empty for faster loading. You may want to set up directories for each letter or by game type so you can locate them faster.

You may also want to create one directory to hold .srm files so they are all in one place for easier transfer to your computer.

The SNES PowerPak will not create new save files. You will want to put some empty save files onto the CF card. An empty save file you can duplicate and use is available from the www.retrousb.com website.

The SNES PowerPak will not sort file names in directories. Files are displayed in the logical order they appear on the CF card, which may not be alphabetical. There are drive sorting programs you can use, or usually when you copy all files at once they will be copied in alphabetical order.

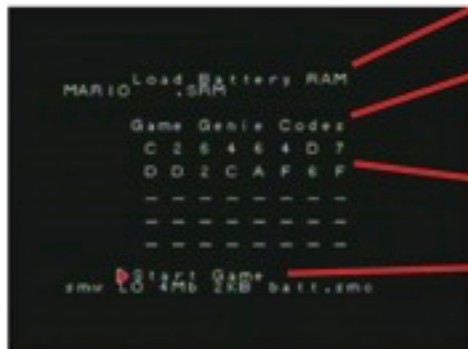
5. Optimizing the CF card

Keep the root directory more empty. Do not put hundreds of games there, use directories for sorting.

Remove the invisible files created by systems like MacOS X.

A high speed card will slightly increase loading speeds, but the SNES processor is the main bottleneck.

9. Game Options



Choose a battery file to load. A listing of .srm files will be shown to choose from.

Put the cursor on the Game Genie Codes line and press A to preload codes from a .TXT file. Put one code per line in the file, up to 5 codes. Anything after a space in the line is ignored so you can include code information.

Set Game Genie codes. Use the A/B and X/Y buttons to cycle back and forth through the letters.

Begin the game loading process.

Press start to return to the intro screen.

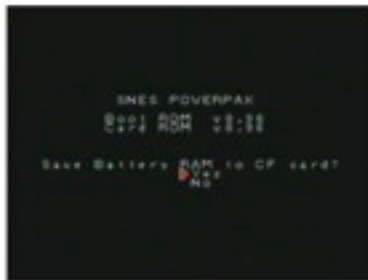
Hold select to display decoded Game Genie codes.

10. Game Loading

When you start the game it has to be loaded from the CF card into the SNES PowerPak memory. When the program code is loading the screen will say "Loading Game..." This should take a few seconds depending on the game size. The game will start once all loading is done. If the game does not start within 2 minutes, or the screen fills with text, check the www.retrousb.com website for the compatibility and bug list.

To see game loading information, hold the select button starting before the game loading finishes. Once the screen fills with text you can stop holding the select button. Press select again to start the game when you are ready. The game information will also be saved to the LOG.TXT file in the POWERPAK directory.

11. Saving Battery RAM



To save games stored in Battery RAM, hold the reset on the console for 5 seconds to go back to the SNES PowerPak menus. The SNES PowerPak will not create new save files, only OVERWRITE existing ones. You can get empty save files from the www.retrousb.com website. These are not the same as save states for emulators.

"Save to:" will save to the previously used .SRM file if there was one.

"Choose file..." will pick a different .SRM file to overwrite.

Pick "Don't save" to not save the battery RAM.

12. Unsupported Games

Games that need special expansion chips are not supported. These games are listed below.

The exception is the DSP1 chip, if you have that optional chip installed in your SNES PowerPak. This is shown on the intro screen. The SNES PowerPak requires all the pins on the cart slot, so it cannot be used with any T-slots currently being sold. The DSP1 chip must be soldered inside the cart.

SA1

Daisenryaku Expert WWI: War in Europe
Derby Jockey 2
Dragon Ball Z: Hyper Dimension
Itoi Shigesato no Bass Tsuru No. 1
J. League '96 Dream Stadium
Jikkou Oshaberi Parodius
Jumpin' Derby
Kakinoki Shogi
Kirby Super Star
Kirby's Dream Land 3
Marvelous: Mouhitotsu no Takarajima
Masters New: Haruka Naru Augusta 3
Mini 4WD Shining Scorpion Left's & Go!!
Pebble Beach no Hotou: New Tournament Edition
PGA European Tour
PGA Tour '96
Power Rangers Zeo: Battle Racers
SD F-1 Grand Prix
SD Gundam G NEXT
Shin Shogi Club
Shogi Saikyou
Shogi Saikyou 2
Super Bomberman Panic Bomber World
Super Mario RPG: Legend of the Seven Stars
Super Robot Taisen Gaiden: Masō Kishin

CX4

Mega Man X2
Mega Man X3

DSP2

Dungeon Master

DSP3

SD Gundam GX

DSP4

Top Gear 3000

OBC1

Metal Combat: Falcon's Revenge

SDD1

Star Ocean (compressed)
Street Fighter Alpha 2

SRTC

Dai Kaju Monogatari 2

SPC7110

Far East of Eden Zero
Momotaro Dentetsu Happy
Super Power League 4

ST010

F1 ROC II: Race of Champions

ST011

Hayazashi Nidan Morita Shogi

ST018

Hayazashi Nidan Morita Shogi 2

SuperFX

Dirt Racer
Dirt Trax FX
Doom
Star Fox / Starwing
Stunt Race FX
Super Mario World 2: Yoshi's Island
Vortex
Winter Gold / FX Skiing

13. Error Messages

No Card Found - no CF card is plugged in. If your card is inserted try testing inside a computer.

Bad Format - The CF card must be in FAT16 or FAT32 only.

Card Busy - The card is busy doing something.

Card Read or Write Error - Your card may be locked or something is wrong with the card, try testing inside a computer.

No Internal Header Found - Valid booting information could not be found in the game file. Check the compatibility list.

Sectors Left - The card does not believe the PowerPak has read data from it. You can try turning DMA off, shown below, or it is just a compatibility problem with that brand of CF card. This happens most with SanDisk brand cards.

14. Troubleshooting

If you are having problems with games crashing or 0's appearing in the Game Genie codes, there may be problems reading your CF card. Open the CONFIG.TXT file in the POWERPAK directory and change to DMA=0

