

RetroZone

POWERPAK

INSTRUCTION BOOKLET 

Vers 1.34

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 NES PowerPak. This game requires a compact flash card and a Nintendo NES system.

OBJECT OF THE CART

Play your NES games with just one cart! Just copy your games onto one compact flash card, insert into the 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) PowerPak contacts can be cleaned with rubbing alcohol and cotton balls. Be careful cleaning the case as some solvents or rubbing alcohol can destroy it.
- 4) Read the instruction booklet thoroughly.

2. Formatting your Compact Flash (CF) card

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

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

3. Setting up the POWERPAK directory

Download the latest POWERPAK directory file from the websitewww.retrousb.com

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.

Check the website for updates occasionally. All updates have version numbers.

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

4. Copying your games and saves

You can put .nes 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.

When a game is picked, the SAVES directory in the POWERPAK directory is checked for a .SAV file with the same name. If found it will automatically be loaded. Typically an emulator will create correctly sized and named .SAV files for you to put into the SAVES folder. You do not have to use the SAVES folder but it will make game loading easier

The PowerPak will NOT create new save files. You will want to put some empty save files onto the CF card.

These are available from the website: www.retrousb.com

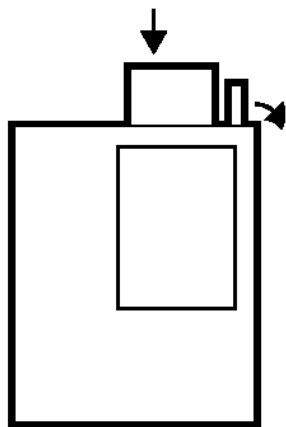
5. Optimizing the CF card

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.

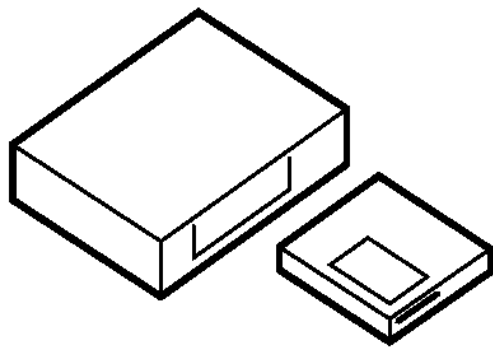
A high speed card will slightly increase loading speeds.

5. Connecting the PowerPak to the Nintendo Entertainment System

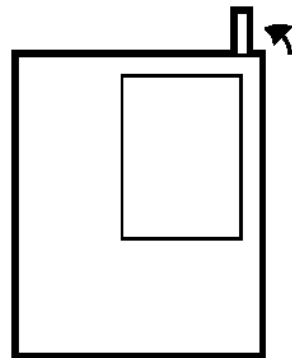


Insert the CF card. It will only fit one way, do not force it.

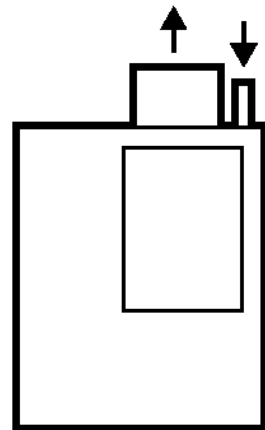
Flip down the ejector.



Insert PowerPak into the NES. Do not insert or remove CF card when the NES is turned on.

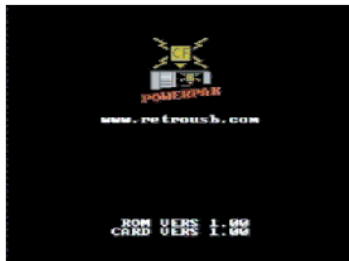


To remove the card, flip the ejector straight up.



Press down on ejector, the CF card pops up.

6. Starting the PowerPak



Plug in the PowerPak and turn on the NES. If there are no errors with your card the first screen will show the PowerPak ROM and card software versions. The card version number can be used to look for updates on the website: www.retrousb.com

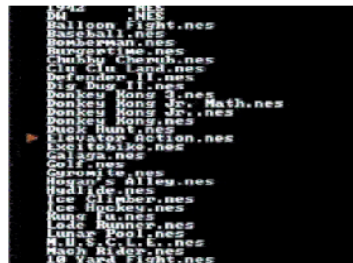
Press the start button to auto load the previous game options.

Press any other button to continue.

7. Using the Ciclone

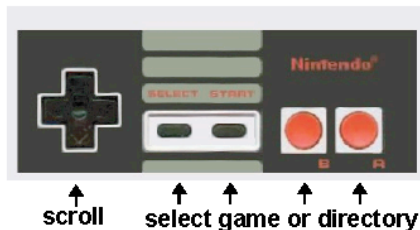
Plug in the PowerPak and turn on the NES. The PowerPak includes the Ciclone multi region lock out chip. If your system is blinking but shows video try pressing the reset button. This will tell the Ciclone to try the next region. When the correct region is found it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that will damage the cart.

8. Choosing a game

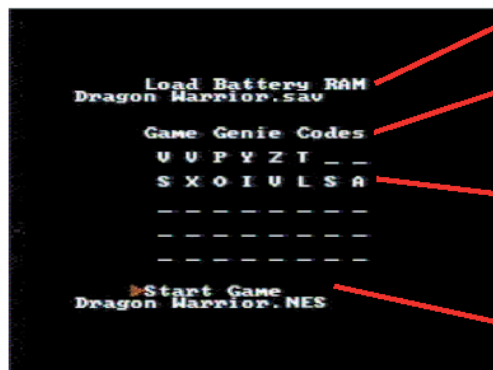


Next you get to choose your game. Only .nes files are displayed. This may change with future updates.

scroll faster →



9. Setting game options



Choose a battery file to load. A listing of .sav 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. Codes will fill from the first available line.

Set Game Genie codes. Use A and B button to cycle back and forth through the letters. Start all codes on the left side. If a code is short, leave the last characters as underscores "_".

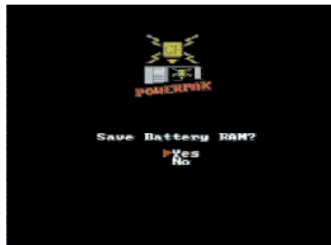
Start game will begin the game loading process.

Future updates may add more game options.

10. Game loading

When you start the game it has to be loaded from the CF card into the PowerPak memory. When the program code is loading the screen will say "Loading Game..." This should take 1-7 seconds depending on game size. If there is graphics data it will be loaded next, also taking 1-7 seconds. The screen will be blank during this time. The game will start once all loading is done. If the game does not start within 30 seconds check the website for the compatibility and bug listwww.retrousb.com

11. Saving Battery RAM



To save games stored in Battery RAM, hold the reset button on the console for 2-3 seconds to go back to the PowerPak menus. The PowerPak will not create new .sav files, only **overwrite** existing ones. You can get empty save files from the website.

"Auto Save" will overwrite the previously used battery RAM file. The file name is shown on the next line.

"Choose File..." will pick a different .SAV file you want to overwrite with new data.

12. Troubleshooting

1) *Unsupported Games*

Check the website for the current compatibility and known bugs list: www.retrousb.com

2) *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. Try holding down the A button on controller 1 and hitting reset. Let go of the A button and the card should load. Otherwise something may be wrong with your card, contact support.

Card Read or Write Error - Your card may be locked or something is wrong with the card, contact support.

13. NSF music files

Starting with Mappers version 1.2, NSF playing is now supported. The .NSF files will be listed in the game select screen. Choose one and it will be loaded and the first track will start playing.

Left/Right - select a track

Up/Down - hold for fast forward and slow motion

Start - restart the current track

Select - reset the PowerPak to select another NSF or game

These controls may change with future versions of the NSF player.

14. FDS Games

Starting with Mappers version 1.2, Famicom Disk System game playing is now supported. The .FDS files will be listed in the game select screen. Choose one and it will be loaded along with the FDS BIOS included with the mappers.

Your FDS games must have the FDS header, also called the FWNES header. Raw FDS files will not work. Files with incorrect headers such as disk sides or incorrect file sizes (not 65500 bytes per side) may not load correctly. Only games that use the BIOS will run. Some 3rd party games had their own disk reading and writing routines which will not work. Games with multiple disks are not yet supported.

Hold and release the reset button on the console to save the FDS disk back to the CF card. If the game has not tried to save to the FDS disk then this option will not appear. Choosing the .FDS file you originally loaded will make sure the correct disk size is saved.