



**SNES PowerPak**

**RetroZone**

INSTRUCTION BOOKLET



Vers 1.05

*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 WnXP 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](http://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, .gd3, and .spc 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.

When a game is picked, the SAVES directory in the POWERPAK directory is checked for a .SRM file with the same name. If found it will automatically be loaded. Typically an emulator will create correctly sized and named .SRM 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 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](http://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.

## 6. Lockout Chips

The SNES PowerPak now includes the SNES Ciclon lockout chip. This chip will handle both NTSC and PAL regions. By default it is set to NTSC. If you start up your SNES PowerPak on a PAL system you will have to hit the reset button the first time. That will tell the SNES Ciclon to switch regions. It will also save the region so you do not need to hit reset again.

There is an LED on the back of the cart that will blink if the lockout failed. Just hit reset when it is blinking to change regions.

## 7. Starting the SNES PowerPak

After copying the POWERPAK directory, insert your CF card into the SNES PowerPak. It will only fit one direction. Plug the cart into your SNES system and turn it on. If there are no errors with your card the first screen will show the SNES PowerPak ROM and card software versions. These numbers can be used to check for updates on the [www.retrousb.com](http://www.retrousb.com) website.



The intro screen also shows if you have the DSP1 chip installed. Hold the select button when you turn on your console to see a list of the versions of each chip inside.

Press the select button for a quick SDRAM memory check, and to show CPU/PPU1/PPU2 versions. This also shows if DMA is on or off, set in the CONFIG.TXT file.

Press the start button to auto load the options from the last time you played.

Press any other button to continue.

## 8. Choosing a game or SPC

Next you get to choose your game. The SNES file types displayed are .swc, .smc, .sfc, and .gd3. These types can be used with or without file headers. If your game is not in one of these formats then you can use a program like ucon64 to convert it.



Use the up and down buttons for scrolling.

Use the left and right for faster scrolling.

Use the left and right shoulder buttons for fastest scrolling.

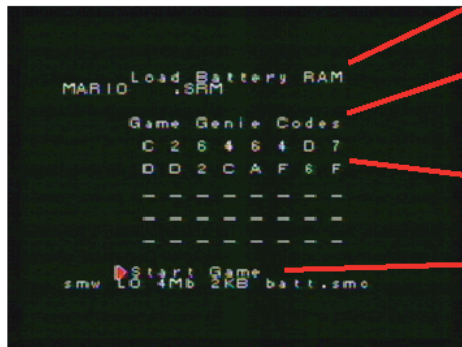
The select button will verify the file against the current memory contents.

The start button will return to the intro screen.

All other buttons choose the game and continue.

You can also choose a .spc music file to hear it on your SNES. The SPC will start loading and then automatically play when loaded. At any time you can hit the start button to return to the intro screen.

## 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.

When a game is picked, the SAVES directory in the POWERPAK directory is checked for a .SRM file with the same name. If found it will automatically be loaded. Typically an emulator will create correctly sized and named .SRM files for you to put into the SAVES folder.

## 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](http://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](http://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 expansion chip. Your SNES PowerPak includes one in the cart, so games that require it are supported.

### SA1

Daisenryaku Expert WMI: War in Europe  
Derby Jockey 2  
Dragon Ball Z: Hyper Dimension  
Itoi Shigesato no Bass Tsuru No. 1  
J. League '96 Dream Stadium  
Jikkyou 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 Let'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 Kaiju 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