

SUPER WILDCARD SMS3201 INSTRUCTIONS

SECTION 1.HARDWARE INSTALLATION:

- 1) Insert Super Wildcard system into SNES cartridge slot *NOTE: make sure your SNES is OFF!
- 2) Turn on SNES, you should now see the SWC title screen. The icons from left to right are as follows; MAIN SYSTEM, 3.5"DISKETTE, !, &THE CARTRIDGE *NOTE: CARTRIDGE icon only shows up if a game cartridge is in the SWC slot.

SECTION 2.FORMATting A DISKETTE:

Before backing-up a game to a disk, you should format the blank disk. From the main menu go to the disk icon and press [B] to enter. If you are using DS/HD diskettes then format the disk to 1.6M. You will be able to fit a full 12 megabits on one disk.
*NOTE: If you use an IBM formatted disk, you will only be able to fit 11.5 megabits.

SECTION 3.BACKING-UP A CARTRIDGE TO A DISK:

From the main menu screen go to the cartridge icon and press [B]. On this screen you will see, among other things, the cartridge name, &the ROM size *NOTE: Any game over 12 megabits will require two diskettes. You may want to start by choosing BACK-UP TEST to make sure the cartridge will back-up. Choosing PLAY GAME will let you play the game directly off the cartridge.
3.2) To back up to a disk first choose DATA TRANSFER+CASSETTE TO DISK and then add a name to the file.

SECTION 4.PLAYING A GAME DIRECTLY OFF OF A DISK:

- 1) First insert a disk and go to the main system icon, press [B]. From this screen choose PLAY GAME, unless you would like to restore SRAM (battery)data, in which you should do first. Then choose the PLAY GAME option. *NOTE: For more information on SRAM go to section 6.
- 2) After choosing PLAY GAME option you must also choose the correct file to load. Once completely loaded, which takes roughly 25 seconds for an average 8MEG game, you will see another option for choosing either NORMAL MODE or MEMORY MODE. *NOTE: some games won't operate correctly in memory mode.

SECTION 5.USING THE MEMORY MODE:

Using MEMORY MODE allows you to "cheat" the game. During gameplay in MEMORY MODE, press [L]+[SELECT] for slow motion, press again to resume normal play.
2) You can also save your progress in a game (different from SRAM) by pressing [L]+[START], after doing so, the screen should flash once. To return to that point, during game play press [R]+[START]. If you want to save the break point on to a disk, press and hold [L]+[R]+[START]. You should now see a menu, now choose BACK-UP MEMORY and name your saved game point *NOTE: each game saved point uses 2 megabits.
3) To return to a saved point in a game, while in MEMORY MODE, hold [L]+[R]+[START] and choose RESTORE MEMORY. After loading your saved point choose RESTART MEMORY and press reset on SNES system. Now during game play press [R]+[START] to return to saved point. For a better chance of game save working correctly, try saving during an intermission/bonus screen. *NOTE: MEMORY MODE works with about 75% of all SNES games.

SECTION 6.USING BATTERY BACK-UP(SRAM):

Some games offer a battery back-up function(ex. ZELDA, MARIO WORLD, RPGs...) The SRAM data can be saved on the same disk as the game itself. To save SRAM, first play the game like you normally would, then turn the SNES system off. Now turn it back on and select the main system icon. Choose back-up SRAM and name the file. *NOTE: make sure when you are restoring SRAM, you do it before you select PLAY GAME.

SECTION 7.GAMES THAT DON'T BACK-UP:

Out of nearly 500 SNES games, only a few have trouble backing-up

- A) SFX CHIP GAMES:STAR FOX,STUNT RACE FX.&CITADEL
- B) DSP CHIP GAMES:MARIO KART,PILOT WINGS,LOCK-ON,SUPER BASES LOADED II.&DSP TENNIS
- C) COPY PROTECTED:MARIO ALL-STARS.CLAY FIGHTERS.MADDEN'94*CLAYMATES WORKS ON MEMORY MODE.