SUPER WILDCARD DX- USERS GUIDE

CREDITS

Code: JSI, Rock, TWK
Graphics: Chen, Noogman, PAN
Music: The doctor & his assistant
Game: JMK, PAN
Language: ADJ, Chen, Fairlight, Paradox, T. Tokimitsu
Beta Testing: Chen, Oh!Magicom
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Edited by Rock

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(page 1) INTRODUCTION

SUPER WILD CARD DX is the latest update to the WILD CARD family of
SUPER NES/FAMICOM cartridge to disk backup & development units. SUPER
WILD CARD means support, upgradability, and fun for your gaming or
programming. The latest version of your WILD CARD unit has deen developed
and tested over a long period of time by the WILD CARD development team
from various countries giving you the most powerful BIOS of any backup
system currently available on the market.

The current version of WILD CARD is based on graphical icon
system and it even offers you the configuration capabilities.

We at FRONT FAREAST thank you for purchasing this unit. For
any questions or comments about your unit, contact your FRONT
FAREAST distributor or FRONT FAREAST.

(page 2)   HARDWARE REQUIREMENTS

1- SUPER WILD CARD DX
2- SUPER NES/FAMICOM (NTSC or PAL)

       OPTIONAL

1- PC or any computer equipped with paralell port(1).

2- VGS (for PC user) or similar transfer program for the
   other computer.

3- TRANSFER CABLE(2) for link computer paralell port and
   PC1/0 port of the WILD CARD

4- POWER SUPPLY for SUPER WILD CARD (9v 800mA
   recommended).

(1) 8 data bus, busy, strobe signal required for PC to download
    4 additional input bus for PC to upload

(2) D-type (male-to-male) 25 pins round cable for PC user.

(page 3)   WILD CARD CONTROLS

You can find out all the available controls at any time by pressing
the A button in any menu.
When you are editing file names, memory, passwords, you have the
following special controls on your screen.

O   ACCEPT

| /|
|< | CLEAR THE ENTIRE LINE/CHARACTER
| \|

 /|
< | DELETE CURRENT CHARACTER
 \|

 /
<   ONE CHARACTER BACK
 \

 /
<   ONE CHARACTER FORWARD
 \

          JOY PAD CONTROL

B - Select option
Y - Abort selection (return to previous menu/selection)
X - Abort to main menu
A - List of available function keys

(page 4)   HOT KEYS

Hold down the following JOY PAD button while power on the system.

MENU SELECTION

R   -   Real-time mode on floppy disk stored program
R+A   -   Real-time mode on cassette stored program
Y   -   Jump to copy option menu
B   -   Backup cassette
A   -   Execute cassete program
X   -   Auto-loading disable
DOWN   -   Transfer cassette's RAM data to floppy disk
UP   -   Transfer floppy disk stored SRAM data to cassette

LANGUAGE SELECTION

L+A   -   English
L+B   -   Chinese (Taiwan, Hong-Kong)
L+Y   -   Chinese (China, Singapore)
L+X   -   Nihon'go (Japanese) (im typing this 40 mins before my japanese language course!)
L+UP   -   French
L+DOWN -   Deutsch
L+<   -   Italiano

L+>   -   Nederlands
L+SRT -   Espanol
L+SEL -   Svenska

(page 5)   WILD CARD OPTIONS

Selecting this icon (the one displaying a SWC unit)
offers you the following options.

RUN PROGRAM

This option allows to run/play your saved program/games.
(ex: saved games, self made programs)
The system will search & load SRAM-data, real-time data,
IPS (international patching standard) and .pas (password)
file automatically after the main program has been loaded.

PROGRAM TRANSFER

This menu/function is used for transferring/backing up
programs. Selecting this options brins you to a sub menu.

FROM DISK: Transfer a program from a disk
  TO DISK: Transfer a program to a disk
FROM CART: transfer/back up a program from a cartridge
        to WILD CARD.
  TO CART: Transfer a program to a cartridge.

BATTERY RAM TRANSFER

This menu/function is used to save your battery back-up
for future use. (This is mainly ffor role-playing games
which saves data into the battery back-up RAM. You can use
this to save your game position in a game and give it
to your friends). Selecting this brings you to another sub menu.

FROM DISK   :   Transfer battery RAM from a disk.
FROM CART/B-RAM: Transfer/backup battery-RAM from a cartridge.
TO CART/B-RAM :   Transfer battery backup data to a cartridge.

(page 6)   MEMORY EDIT

This option allows you to edit the memory. Some use for this
function might be to edit hi-scores in a game or changing your
character data, giving you unlimited lives etc. This function
has the following options in its sub-menu:

PROGRAM MEMORY   :   Edit the program currently in memory.
BATTERY BACKUP MEMORY: Edit the battery backup data.

PROGRAM INFORMATION

Information about the program currently in memory. You will
get some brief information such as PROGRAM, NAME, SIZE, MODE,
SPEED, usage of SRAM, usage of DSP and model #.

(page 7)   DISK TOOL OPTIONS

Selecting this DISK ICON (showing a 3,5" disc) gives you the
disk operation menu.

FORMAT DISK

Disk format allows you to format disks. The following options
appear upon selection of this option.

1.6 MB (HD) - For High Density disks, gives you 12Mbits.
1.44 MB (HD) - For high Density disks, gives you 11Mbits.
800 KB (DD) - For Double Density disks, gives you 6.5Mbits.
720 KB (DD) - For Double Density disks, gives you 5.8Mbits.

RENAME FILE

This option is to rename currently stored files on the disks.
Selecting this option gives you a file listing from the disk.
Select the file you wish to rename when you are given the list.

DELETE FILE

This option is for deleting files which you may have on disks.
Select the file to be deleted when you are given the file listing.

EDIT FILE

This option allows you to EDIT files which you currently have
on the disk. Select the file you wish to edit when you are
given the list.

COPY

This option allows you to copy files from one disk to another.
Select the file to copy from the file list and follow the on-
screen procedure.

(page 8)   REAL TIME SAVE OPTIONS

This feature allows you to FREEZE and SAVE your game ANYTIME
during gameplay. It works on the majority of current games.
Real-time enchanting menu has the following options.

RUN PROGRAM (With real-time save mode)

This option allows you to continue from your saved position
when you restore your real-time data from disk or memory, if
there is no program in memory then it will search for program
file from disk.

RESTORE REAL-TIME DATA

Use this option to load your REAL-TIME saved data from disk.

BACKUP REAL-TIME DATA

Use this function to save your REAL-TIME freeze-data to disk.

(page 9)   PASSWORD OPTIONS

PASSWORD menu offers the following functions.

EDIT PASSWORD

Allows you to edit/input passwords for game enchanting
features, (live forever, etc).
Accept 4 kinds of popular code format that you can find in
most game magazines:
1 FRONT FAREAST private format (Magic Finger)
2 Gnnnnnnnnnnnnnn: 14 characters set format (be sure to add
  a 'G'before each code using codes from PFX/MGH)
3 nnnn-nnnn Two strins of 4 characters (Game Genie)
4 7Ennnnnn or 7Fnnnnnn : cheat code finder format

RESTORE PASSWORD

Allows you to restore previously saved password file from
a disk

BACKUP PASSWORD

Allows the saving of current passwords onto a disk for
future restoration.

CHEAT CODE FINDER

Hunt for those codes to find options such as INFINITE lives,
powerful weapons etc.
This function works under real-time mode.
Be sure to move the code to the password buffer for the code to work.

(page 10) CARTRIDGE OPTIONS

Cartridge options. Similar to WILD CARD options.

RUN CARTRIDGE PROGRAM

Run the program on the inserted cartridge.

PROGRAM TRANSFER

Transfer the program

- FROM DISK to cartridge (requires special RAM-cart)
- FROM CART to WILD CARD

BATTERY RAM TRANSFER

Transfer the battery back-up data.
- FROM DISK to cartridges B-RAM.
- FROM WILD CARD B-RAM to cartridge B-RAM
- FROM CARTRIDGE B-RAM to WILD CARD B-RAM

(page 11) GAME & UTILITY OPTIONS

WILD CARD bonus game and extra functions.

PICTURE VIEWER

View .PCX format pictures (16/256 colors, 256x224 pixels recommended)

- View a single .PCX picture
- View .PCX slide show from disk or main memory

GAME

A built-in game called SHINGLES

DEMO/INTRO

A small demo and intro to show the potential of WILD CARD system.

(page 12)   SETUP OPTIONS

Customize your WILD CARD to the way you want it to appear upon bootup.

SCREEN SETUP

Customize your WILD CARD screen with the following options:
- logo & logo color (8 choice cycling)
- window & window color (10 choice cycling)
- background picture (32 picture set)
- icon set (8 sets available)
- audio options (sound effects, music on/off)
- menu language (cycle through 10 different languages)

USER MESSAGE

Customize the user message on the WILD CARD screen to whatever
you want it to say.

DEFAULT SETUP

Restore the original setup which was shipped with the WILD CARD.

SAVE SETUP

Save the setup of yuor WILD CARD to
- WILD CARD's battery backup RAM
- CARTRIDGE's battery backup RAM

(page 13) DIAGNOSTIC OPTIONS

WILD CARD self diagnostics & information offers the following
options.

SELF TEST

Test the chips behind your WILD CARD.
- DRAM read/write tests all 32 Mbits of it, or more if you
  have more
- SRAM read/write tests your battery backup RAM
- FLOPPY DRIVE tests the DISK DRIVE
  This requires a 2HD disk to be inserted in the disk drive.
  DO NOT insert a disk which contains any important data
  because all data will be erased. Insert a BLANK or unused disk.

WILD CARD INFORMATION

Displays the following information.
- MAIN MEMORY size of the WILD CARD

- SUB MEMORY size (extra memory for real-time mode)
- BACKUP MEMORY size is 256 K standard.
- BIOS DATE, the release date of the WILD CARD ROM.

SYSTEM INFORMATION

Information about your game console.
- CPU version, version number of the CPU chip inside your console.
- PPU 1 version, version of the graphic chip inside your console.
- PPU 2 version, the second graphic chip version
- DISPLAY type, the TV system of your console (PAL or NTSC)

CREDIT

The name s off the people in the team which create your WILD CARD.

(page 14) EXAMPLES

SAVING A CARTRIDGE

First insert a formatted disk in the floppy drive.
1. Select WILD CARD OPTIONS or CARTRIDGE OPTIONS by pressing B.
2. Select PROGRAM TRANSFER OPTION.
3. Select TO DISK option.
4. Select New File.
5. Select AS NEW FILE.
   Now, you are prompted with a file name which is obtained from
   the CARTRIDGE INFORMATION. If you wish to use the same name,
   press B to accept or use the direction keys to change the name.
   If the game is larger than 1 disk, you can choose to split the
   file in increments of your choice or use the built-in auto-split
   functions and follow the on-screen instructions.

PLAYING A SAVED CARTRIDGE
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1. Insert a disk (or first disk if the game is larger than
   one disk) in the disk drive.
2. Turn on your game console and the file will AUTO-LOAD or
   select WILD CARD OPTIONS and then select program options.

SAVING BATTERY BACKED UP DATA
----
1. Once you have saved your game data and finished playing
   the game, turn your game console off and then turn it on again.
2. Select WILD CARD OPTIONS or CARTRIDGE OPTIONS
3. Select BATTERY RAM transfer option
4. Use TO DISK option and follow the instructions on the screen.

LOADING BATTERY BACKED UP DATA

If you wish to load your previous data, you must use this function
before loading the program.
1. Select WILD CARD OPTIONS or CARTRIDGE OPTIONS
2. Select BATTERY RAM transfer
3. Use FROM DISK option and select the proper file.
   Now, load the program into the WILD CARD

(page 15)   REAL-TIME FUNCTIONS

All of the following options require use of REAL-TIME SAVE OPTIONS
for loading the programs.

REAL-TIME SAVE

NOTE this function works for most games, but is NOT GUARANTEED
to work on EVERY game, due to the way some games are programmed.

SLOW MOTION
----
1. Select REAL TIME SAVE OPTIONS
2. Use RUN PROGRAM option and select the file you wish to load.
3. Once the file is loaded, you are given the key combinations
   before the game starts.
SELECT & TOP LEFT = Slow motion. There are 15 levels of slow
                motion. Each time you press the buttons,
                you slow down the game 1 level.
SELECT & TOP L+R = REDUCE the slow motion and increase game speed.
SELECT & TOP RIGHT= NORMAL speed.

MEMORY SNAPSHOT
----
1. Load the game using the same prosedure as SLOW MOTION option.
START & TOP LEFT = Memorize current position
START & TOP RIGHT = Restore memorized position.

LOADING AND SAVING MEMORY SNAPSHOTS
----
1. Press START & TOP RIGHT + LEFT
2. Use BACKUP REAL-TIME DATA to save the snapshot or
   RESTORE REAL-TIME DATA for loading a previously saved snapshot.

(page 16) CHEAT CODE MAKER
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1. Start your game and during the game, count the number of lives
   your character has.
2. Use SELECT & TOP LEFT + RIGHT combination to go to the
   WILD CARD MENU.
3. Goto PASSWORD OPTIONS and select CHEAT CODE FINDER option
   and use first search option.
   - enter the number of the lives and the WILD CARD will now
   search for possible codes and inform you of possibilities.
4. Return to REAL-TIME SAVE OPTIONS and select RUN PROGRAM
   to continue with the game.
5. Now, lose a life and go back to the WILD CARD menu and then
   the CHEAT CODE FINDER function.
   - this time, use CONTINUE SEARCH function
   - Now, the possibilities are reduced from the previous possi-
   bilities. IF you have only 1 or 2 possibilities, then you have
   found the code, if you still gave more possibilities, then
   you will have to repeat this proceddure until only 1 or 2
   possibilities remain.
6. Now go back to the CHEAT CODE FINDER and use LIST CODE function
   to list possible codes. You can press SELECT to save this code
   in the password function and press B to continue listing.

All your cheat codes can then be saved to a disk using the BACKUP
PASSWORD function for future play. Some games do not use the same
number that you have on the screen. For example, SUPER MARIO WORLD
the number of lives that you see on the screen is 5 but you have
to use 4 when searching for this. In some games, you might have to
add 1 to the nuber you see on the screen. It takes some practice
and once you become familiar with this, you can finish all the
games before your friends and easily master any game you want to

try your luck with.

(page 17)   TECHNICAL INFORMATION

FILE FORMAT OF THE WILD CARD PROGRAM

The WILD CARD consists of a 512 byte header and program blocks,
one block is 8Kbytes, the program block is loaded into main
memory from low address to high address sequentally. The recommended
file name is .SMC or .SWC.

CONTENT OF FILE HEADER
----

byte 0   -   numbers of block (low byte)
byte 1   -   numbers of block (high byte)

total numbers of blocks = (byte 1 + 256) + byte 0

byte 2   -   program execution mode

bit: 7 6 5 4 3 2 1 0
    X   :0, reversed
     X   :0=no more split files, last split file
                    :1=search for next split ffile
       X   :0:SRAM memory mapping,
                    0= Mode 20, 1 = Mode 21
        X   :program memory mapping;
                    0=Mode 20, 1=Mode 21
         X X   :SRAM Mode (size);
                00=256K,01=64K,10=16K,11=off
            X X:00, reserved

byte 3-7   -   reserved
byte 8   -   aa, file id
byte 9   -   bb, file id
byte 10   -   file type:
               04=program;
               05=battery backup data;
               08=real-time save data
byte 11-511 -   00, reserved

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