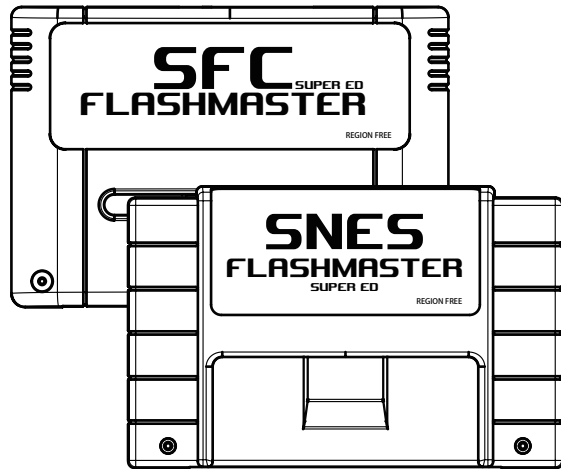


SNES/SFC FlashMaster

Quick Start Guide



OS Version: 12

Firmware Version: 1

File System: Fat16/FAT32

01-Quick Start Instructions

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02-Flashmaster Menu

Note: This product comes with an 8GB SD memory card, which can be used right out of the box.

Start Game

Runs last flashed game.

Select Game

Copies new game to flash memory.

Options

Reset Return

This feature allows returning to the menu after a reset. If this option is disabled, the operating system will return to the menu after the reset; if enabled, it will reset the game.

Auto Save

Automatically save data to the SD card before changing games and load the saved data from the SD card before starting a game.

Rom Settings

Display the information of the flashed ROM.

Toolbox

Save /load Sram

Write the saved data from SRAM to the existing SRAM data file on the SD card/Loads save data from SD card to SRAM.

Device Info

Information about the SNES FlashMaster.

Update Os

Do not update the operating system; this is currently the most stable version, Do not reset or turn off the system while the game is flashing!

About

Information about creator.

03-How To Start A Game

1. Plug In And Power On

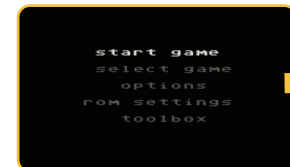
Firmly plug your **SNES flash** cart into the cartridge slot and power on your console.

2. Select A New Game Rom

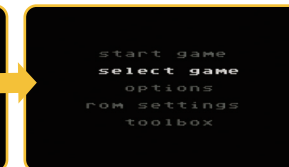
When you power on your console, The menu system will load automatically.

- Use [DIRECTIONAL BUTTONS] to select [select game], Press the [B] button to enter the game list.
- Use the [DIRECTIONAL BUTTONS] to scroll through the list of game roms (The selected ROM file will be highlighted).
- Press the [Start] button to boot the selected game rom.(The game is in flash! Please be patient!)

Note: [start game] can run the last flashed game directly



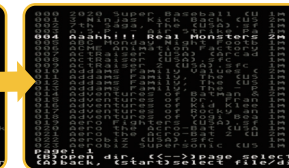
(Step 1)



(Step 2)



(Step 3)



(Step 4)



(Step 5)

(Step 6)

04-How To Make A TF Game Card

Note:

- If you want to use your own TF card to make your own game memory card, please follow the steps below.
- It is recommended to use a standard Class 10 TF memory card for better compatibility.

- **Note:** This tutorial is only for the windows 10 platform.

1. Download the latest version of **[Rufus]** from:
<https://github.com/pbatard/rufus/releases>

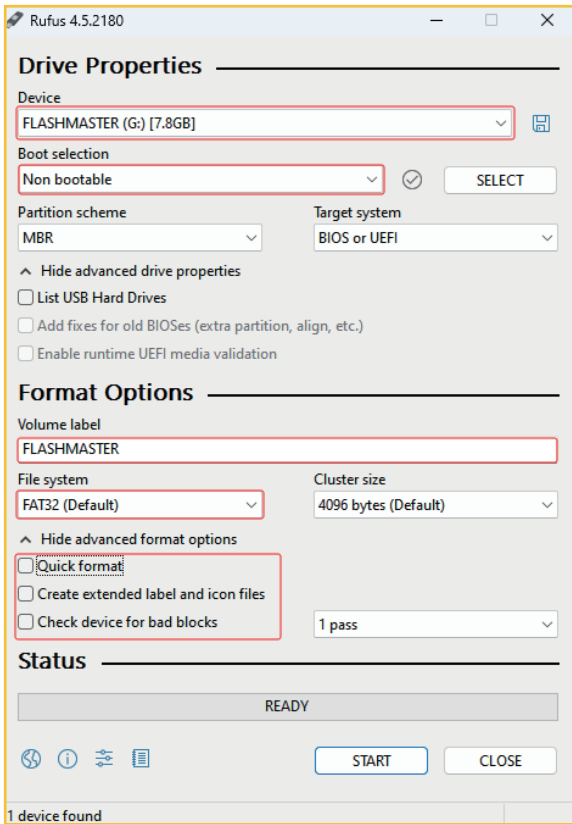
2. Insert your SD card.

3. Once installation is complete open **[Rufus-xx.exe]**.

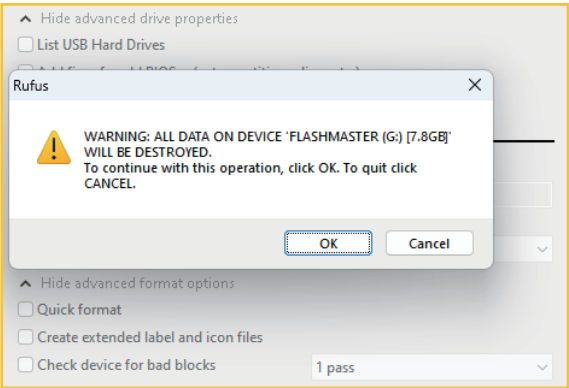
4. Select your TF card from the **[Device]**.

5. Using the following settings:

- **Boot selection:** **[Non bootable]**.
- **[Quick format]** / **[Create extended label and icon files]** / **[Check device for bad blocks]** should be left unchecked.
 - Other options can be left to default.
- **[Volume Label]** can be whatever you want.



6. Click the **START** button.

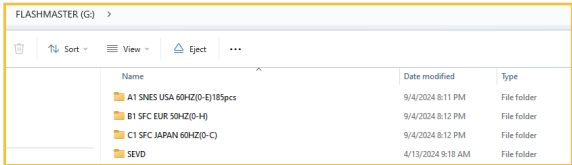


7. You will then receive a confirmation warning you that all data on your SD card will be erased. Click **OK**.

8. It may take quite awhile for the format to complete. Please do not remove the SD card until it has completed its formatting.

9. Create a folder named **SEVD** on the TF card and create a **SAVE** folder in the folder. Then, copy the rom file to the root directory of the TF card.

- Download game roms from <https://romsfun.com/roms/super-nintendo>.



10. When you're done, insert the TF card into FlashMater and open the console to enjoy the game.

05-Basic Troubleshooting

If you encounter issues while using the flashmaster, please try the following steps before contacting customer service.

- The screen displays a black or red screen after the console is powered on.

1. Make sure you are using the original console, the flashmaster can not work on emulator-based systems(RetroN5 or Retro Freak) or clone consoles.
2. Flashmaster is not installed correctly, pull out the flashmaster and insert it again.
3. The flashmaster may not be compatible with some third-party controllers, please use the original controller.
4. The third-party power supply has compatibility issues with the flashmaster. If you encounter issues while using the flashcard, please switch to the original power supply.

- The text on the console screen is unclear, or the console freezes in flash games.

Try using alcohol, glass cleaner, or contact cleaner to clean the the flashmaster and the console's gold fingers.

- The console freezes on the disk init screen after powering on

SD initialization error or the FAT system of the SD card may be damaged, please reformat the SD card (refer to page 3).

06-Frequently Asked Questions

Q: Whether it is compatible with a modified or clone Super Nintendo system?

A: There is no guarantee your **flashmaster** hardware will work on a modified or clone Super Nintendo system.

Q: Can I update my operating system (OS)?

A: It is not recommended to update the operating system. The product has been pre-installed with the latest and most stable operating system.

Q: Can I update the firmware?

A: Do not update the firmware, this may damage your flashmaster.

Q: Can I play games across regions?

A: Yes, the Region Free function is enabled by default, so you can play games in any region.

Q: What language is the Flashmaster operating system menu in?

A: English.

Q: Can I use the flashmaster without a SD card after the game is flashed into memory?

A: Yes.

Q: Does Flashmaster contain a DSP chip?

A: NO, it cannot support games with advanced graphical features (such as Super Mario Kart).

Q: Where can I download games roms?

A: Download game ROMs from <https://romsfun.com/roms/>.