

FifthElement's SUPERCARD GUIDE

If you've just received your SuperCard flashcart and need to know what to do and how to do it then this is the guide for you. Just follow the easy steps and instructions and you'll be up and running in no time!

If you have downloaded this guide it means you probably have questions on how to get started with your new SuperCard product and need help setting it up and getting going. Well, today is your lucky day as this is your ultimate answer.

Guide Version: v1.1

Updated: December 18th, 2006

The Flashcart industry changes rapidly, thus this guide will be updated regularly with latest up-to-date information available. Please click the version number above to make sure you have the newest version of this guide. Mirror links for updating can be found [here](#) and [here](#).

Special thanks to the Nintendo DS homebrew community, including everyone on different DS homebrew and flashcart forums, that have helped and guided me along the way. Thanks also to Nintendo for creating the DS handheld system.

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Table of Contents:

<i>Table of Contents.....</i>	<i>2</i>
<i>SuperCard Information.....</i>	<i>3</i>
<i>Flashcart and Homebrew Information.....</i>	<i>3</i>
<i>Updating your Software and Firmware.....</i>	<i>4</i>
<i>Patching game ROMs for use on the SuperCard.....</i>	<i>5</i>
<i>SuperCard Patcher Client Options.....</i>	<i>7</i>
<i>SuperCard Patcher Options Tab selections.....</i>	<i>8</i>
<i>DS ROM Patching Options.....</i>	<i>9</i>
<i>GBA Rom Patching Options.....</i>	<i>11</i>
<i>Patching homebrew for use on the SuperCard.....</i>	<i>13</i>
<i>The SuperCard menu and Starting Games.....</i>	<i>13</i>
<i>Saving Options for all modes.....</i>	<i>14</i>
<i>How to use the built-in SuperCard Emulators.....</i>	<i>16</i>
<i>Backing up your original DS gamecart saves.....</i>	<i>17</i>
<i>Using FATSort to alphabetize the SuperCard menu list.....</i>	<i>17</i>
<i>Converting saves to SuperCard "SAV" format & using Action Replay saves.....</i>	<i>18</i>
<i>Playing media files on your SuperCard.....</i>	<i>19</i>
<i>Skin your SuperCard Menu.....</i>	<i>20</i>
<i>How to have multiple save files per ROM.....</i>	<i>21</i>
<i>FifthE1ement's Printable SuperCard Quick Guide.....</i>	<i>22</i>

SuperCard Information:



The SuperCard team is recognized for creating some of the best flashcarts available on the market today. Their products are known for having near perfect DS and homebrew support as well as having multiple models for each type of flash media. They also support GBA games but performance is not quite as good as other flashcart manufacturers. SuperCard products also save directly to the flash media unlike other solutions, such as M3, which store them temporarily in memory to be written the next time the DS is powered on. SuperCard products are also the most reasonably priced flashcart and almost all models have front loading memory for easy access. The SuperCard line of products are great for any new flashcart buyer who wants to get into homebrew and still get great performance and compatibility for much less. And now with the recently released Rumble Line of SuperCards users sacrifice GBA support for Rumble vibration on any game and an incredibly low price while maintaining the perfect DS performance and compatibility of the regular models!

<http://www.supercard.cn/>

Product Line:

SuperCard CF
SuperCard SD
SuperCard SD Rumble
SuperCard miniSD & Rumble
SuperCard Lite & Rumble

Flashcart and Homebrew Information:



"FifthElement's Complete Guide to Flashcarts and Homebrew" is a complete guide to the flashcart and homebrew scene on the Nintendo DS. This new version comes in Adobe Acrobat Reader "PDF" format and includes pictures, comparisons and information on every current and upcoming flashcart on the DS. The guide also contains information on how to get started with flashcarts and homebrew and how to go about buying, using, and getting the most out of your Nintendo DS. Find every Nintendo DS homebrew game and application and learn everything there is to know about flashcarts.

Links to download the newest version of the flashcart and homebrew PDF guide:

Guide Link
Guide Link Mirror

Updating your Software and Firmware:

Once you get your SuperCard you'll want to make sure you have the newest firmware and software. Turn on your DS with the SuperCard inserted and hold down the Left Trigger & Right Trigger buttons simultaneously to initiate the SuperCard self-test. Once the test starts the SuperCard will go through a few screens testing certain hardware functions and it will also display the current firmware version. Check to make sure all tests output an "ok" result and be sure to make a note of the firmware version and move on.



Use the links at the bottom of this section to find the newest software and firmware versions for the SuperCard model that you own. Be sure to pick the correct download as each model has its own software and firmware that is made especially for that device. The update files will be in either ZIP or RAR compressed format and can be uncompressed with almost any compression program such as WinRAR. Usually included in the compressed archive will be the newest software "patcher" for your SuperCard model, the Moonshell/homebrew patcher, and the newest firmware version for your model.



Now that you have everything you need it's time to put it to good use. You can first go ahead and install the software for your SuperCard model. This file will be an "exe" and will have "Setup" including the model, version and language information in the title. Once the software is installed you can now move onto upgrading your SuperCards' model firmware. When you did the SuperCard self-test, above, you should have noted your current firmware version and if the version number is lower than what you currently have on your SuperCard model then you need to update using the instructions below. If the firmware version is the same or newer you can move onto the next section.

```
find upgrade file:upgrade.scu

Old :V1.43
Now :V1.43
Are you sure upgrade?
A--YES B--NO
```

The firmware update for your SuperCard model will be in "SCU" or "BIN" format and will usually have the version number or text indicating, "upgrade" in the title. Load the update file onto your flash media, using your card reader, and place the memory into your SuperCard. Turn on your DS and a prompt will appear asking you if you

would like to upgrade the SuperCard firmware. The current firmware will be displayed along with the version you are updating with, so make sure that you are updating to a newer version before continuing. Check to see that your DS battery light is not red (meaning low) and be very careful not to turn off your DS during this last step or you run the risk of bricking your SuperCard. Once you are ready just follow the prompts through the upgrade process, which should only take a few seconds, and once complete turn off your DS. Finally, remove the upgrade file from your flash media or you will receive the firmware upgrade prompt each time you start your DS.

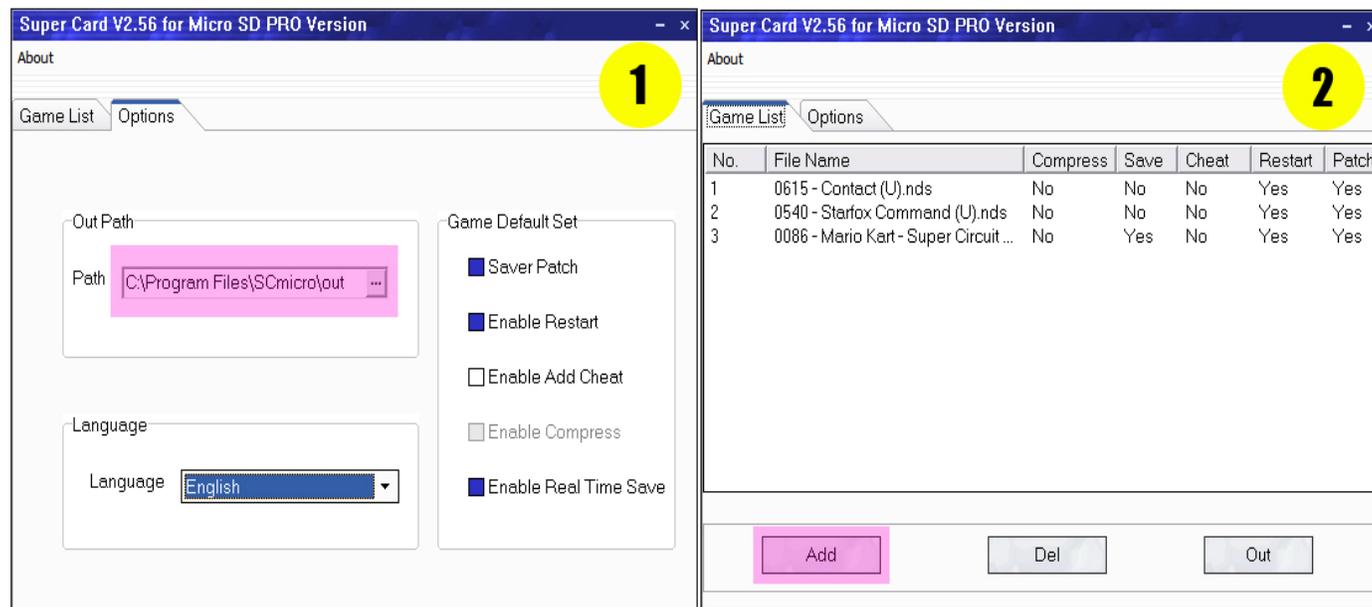
You have now updated your SuperCard software and firmware for your model. New software and firmware are released almost on a monthly basis by the SuperCard team as new games are released. You can use this information again for future product updates by following the same instructions as described above and just overwriting any old software and firmware versions.

Links to download the newest software and firmware updates for your SuperCard:

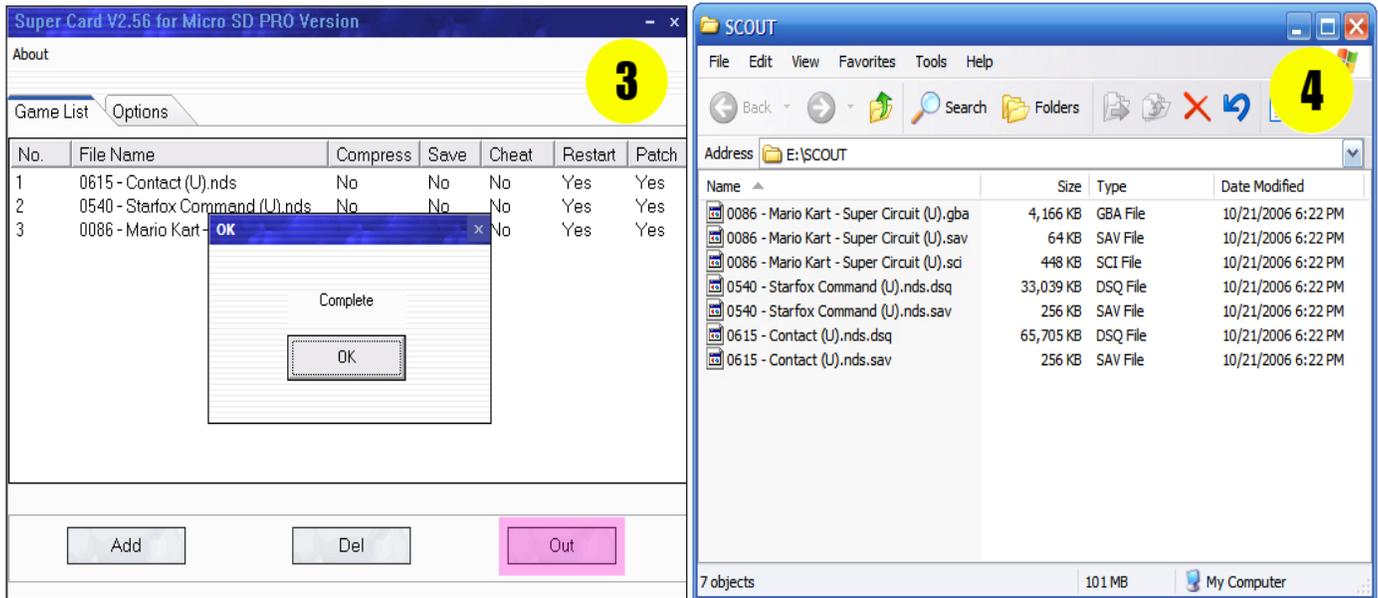
- SuperCard Website Download Link
- Mirror Link 1
- Mirror Link 2

Patching game ROMs for use on the SuperCard:

Patching ROMs for your SuperCard is very easy and takes very little time. First open the SuperCard software, that you installed earlier in the guide, and highlight the options tab. Choose the “Out Path” option and choose a default folder for the converted ROMs. (2) Next you’ll need to go back to the game list tab and press the “Add” button to browse your folders and add ROMs to the patching list. You can add as many ROMs as you want in any combination but be aware that the more files that are on the list the longer the patching process will take. You can change the patching options for each DS and GBA game by double clicking the ROM in the list or by right clicking the ROM and going to properties. In the properties list your notice different options for both GBA and DS ROMs and a mistake on any option can result in a nonworking ROM. A detailed description of each patching option can be found in the next section of this guide which will help you to correctly patch all of your ROMs. You can also check the “Compatibility & Patching Options Lists” links below as they have the correct patching options for each game listed and categorized.



(3) Once you’ve selected the correct patching options, press the “Out” button and the ROMs will be converted and placed in the default folder. For DS ROMs the one “NDS” file will be converted into two separate files with the extensions “DSQ” and “SAV”. The “DSQ” file is the actual game ROM while the “SAV” file is the save game. For GBA ROMs the one “GBA” file will be converted into three separate files with the extensions “GBA”, “SAV” and “SCI”. As with DS ROMs the “GBA” file is the actual game ROM, while the SAV” file is the regular save game and the “SCI” file is the Real Time Save.



(4) Finally, open the default folder and transfer all files to your flash media. Make sure to put all files for each ROM in the same directory or the ROMs will not work. Once the files are transferred place your flash media into your SuperCard, insert the flashcart into your DS and start playing. If you are having any problems loading or playing any of the ROMs please consult the troubleshooting section below.

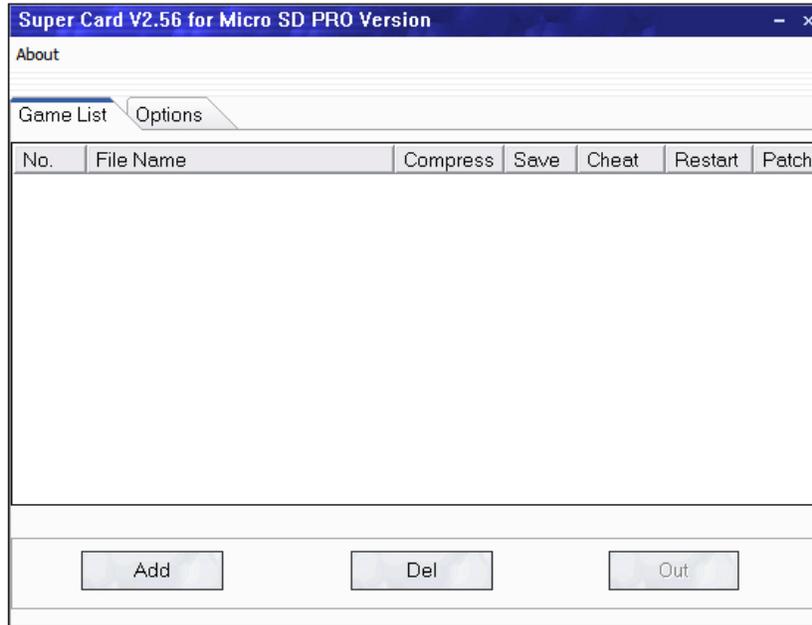


Troubleshooting the Patching Process:

Troubleshooting the patching process is very easy as many patching errors result in “white screens of death” and are usually the result of patching error. The main solution for the WSOD problem is just to enable the “Enable Patch Cartridge Access” option before patching, as almost all new games require this option be checked for the ROM to function. Another cause may be the “Enable Restart” or “Faster Play Game” patching options as they are sometimes known to cause the WSOD error. If you are having a problem with a particular ROM its best that you uncheck all unnecessary patching options, one by one, to determine which option is causing the problem. Before selecting your patching options there are a few sites you can check for DS and GBA compatibility and patching options so that your ROMs will work correctly. Use the links below to check for patching options and game compatibility lists.

Compatibility & Patching Options Lists:

- DS ROMs
- GBA ROMs
- Mirror DS ROMs Italian



SuperCard Patcher Client Options:

About:

Pressing this button gives you the software patcher version information as well as the website for the SuperCard team and their email.

Options:

Pressing this tab takes you to another set of options for the patcher software.

Add:

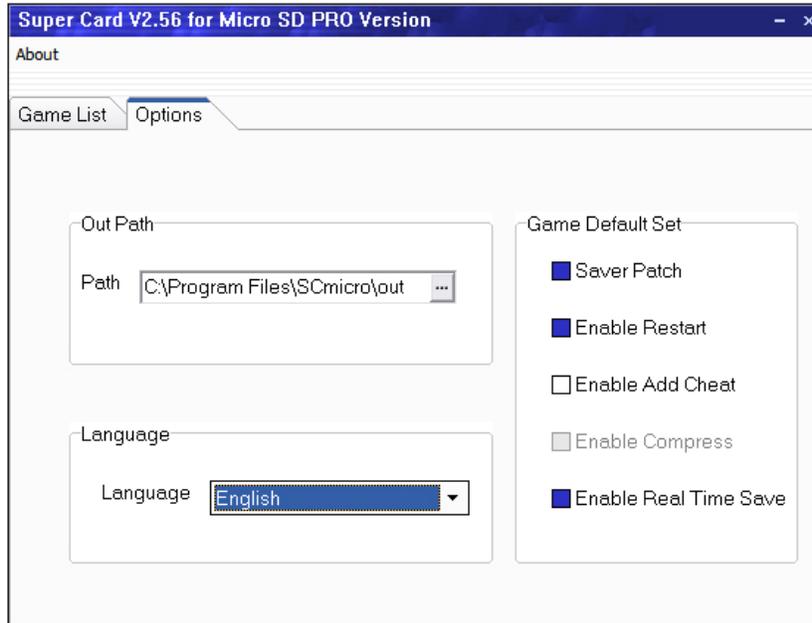
Pressing this button brings up the file browser which allows you to select the ROMs you would like to add to the patcher list.

Del:

By highlighting a ROM and pressing this button you can delete ROMs from the patching list.

Out:

Pressing this button converts all of the ROMs in the patcher list and places them in the Out Path folder.



SuperCard Options Tab selections:

Out Path:

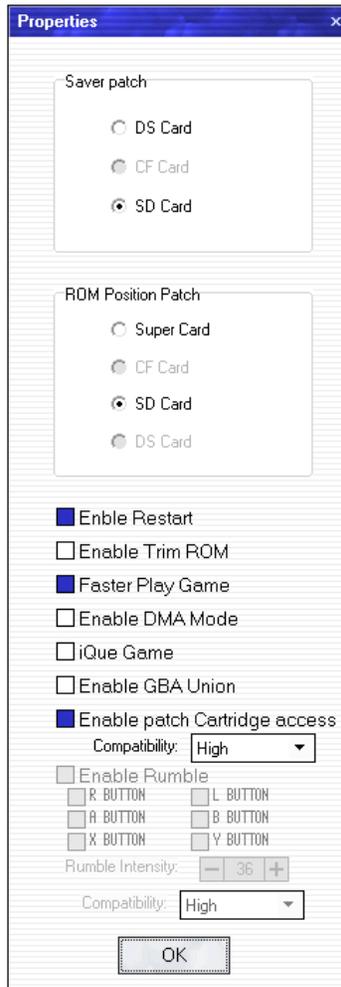
This option allows you to select an "Output" folder on your drive in which all ROMs will be placed in after conversion.

Language:

This option allows you to change the language between English and Chinese.

Game Default Set:

This set of options controls the global default GBA patching settings. Checking or unchecking any options in this group will modify the default GBA patcher settings. These global default options include: Saver Patcher, Enable Restart, Enable Add Cheat, Enable Compress and Enable Real Time Save.



DS ROM Patching Options:

Saver Patch:

- If set to "DS Card" the ROM will save to a real DS gamecart. To use this option you'll need a flashed DS along with a real DS gamecart with the exact same size of EEPROM memory as the ROM you are trying to save to. This option should only be selected if the "SD/CF Card" option is not working.
- If set to "SD/CF Card" the ROM will save directly to the "SAV" file on your flash media. This is the default setting and should not be changed unless you are having a problem with a particular ROM.

ROM Position Patch:

This option effects how the ROM is loaded via the SuperCard;

- If set to "SuperCard" the ROM will load into the SuperCards' memory before starting. This option adds quite a bit of time to the ROM load time as the game must to be loaded into the SuperCards' memory before starting. This option should be enabled if you are experiencing lag or slowdown in your games.
- If set to "SD/CF" the ROM will be played directly from the SD/CF memory. This is the default setting and usually provides the best performance and game load speed.

Enble Restart:

This option enables you to return to either the SuperCard menu or the current games title screen by pressing a certain button combination while in-game. You can return to the current games title menu by pressing Left Trigger, Right Trigger, Select, and Start buttons simultaneously. You can return to the SuperCard menu by pressing Left Trigger, Right Trigger, A, B, X, Y buttons simultaneously. This option is checked by default and only needs to be disabled if you are having a problem with a particular ROM.

Enable Trim ROM:

This option enables the patcher software to trim off the unused portion of the ROM making the size smaller. DS gamecart sizes are all even exact amounts (256Mbits) even though all the data on that size isn't being utilized as games cannot be the exact size as the memory on the cart. eg: It's like putting 3 songs on a regular 600MB CD while the rest of the space on the CD goes unused and can be removed to save space. However, this option needs to be used with care as it can cause problems with some games, mainly Wifi enabled, as it may accidentally cut off a section of the ROM which is required to play the game thus corrupting the ROM.

Faster Play Game:

This option enables DS ROMs to load much faster than normal from the SuperCard menu. This option is checked by default and only needs to be disabled if you are having a problem with a particular ROM.

Enable DMA Mode:

This option enables DMA fast write which speeds up data transfers to and from the memory card. This option is checked by default and only needs to be disabled if you are having a problem with a particular ROM.

iQue Game:

This option is for only for special Chinese iQue DS systems & games and will almost never be used. This option needs to be enabled if you own and iQue DS and are patching and iQue game for play with your SuperCard.

Enable GBA Union:

This option enables the DS/GBA Linkage function feature on the SuperCard. This feature allows the DS game ROM you are playing to access the GBA ROM that is also on your flash media which will unlock or enhance the DS game in the way of an extra level or item. Not every game has this feature. eg: If you are playing Sims 2 on the DS and have the Sims 2 GBA game in the GBA slot it unlocks a special monkey game in the Casino of the DS game.

To use this feature you first need to patch the DS ROM with this option enabled and transfer it to your flash media. Next you then need to take the clean ROM of the GBA game you will be using for the link and rename it to match the DS ROM selected being sure not to change the "GBA" file extension or this process will not work. You then need to transfer the clean GBA ROM over to your flash media and place it in the same directory as the DS ROM. Now once you start your DS ROM the game should recognize that you have a correctly matched GBA game in the GBA slot.

Enable patch Cartridge Access:

Originally this option was created to fix ROMs that outputted with a with a 0KB file size. Once enabled this option changes the way the ROM is patched so that your DS ROM will output correctly. This option is usually required for newer DS ROMs as these newer games have different save parameters and file encryption.

Enable patch Cartridge Access Compatibility:

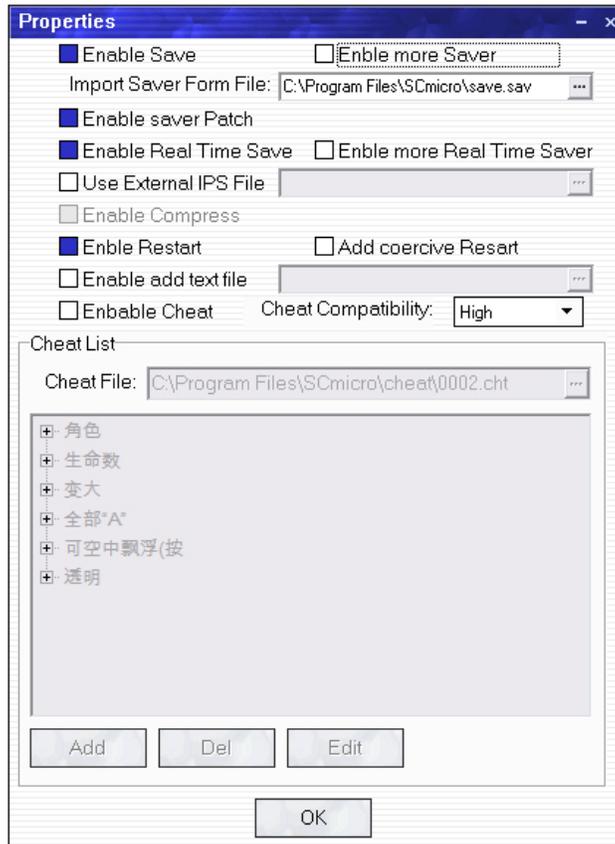
This option changes the way the "Enable patch Cartridge Access" option functions and can improve compatibility if certain games are having difficulties.

Enable Rumble:

This option enables the Rumble vibration option function feature on the SuperCard. Once enabled you must select any combination of the six DS gamepad buttons to activate the "Rumble" feature. Once you patch a ROM with this option the gamepad buttons you choose during patching will activate the rumble feature and will cause the SuperCard Rumble to vibrate when pressed. This feature is only available on the "Rumble" line of SuperCards' and enables all games to include the Rumble vibration option of the original Nintendo "Rumble Pack" for the DS.

Rumble Intensity & Compatibility:

This option allows you to adjust the intensity of "Rumble" vibration by raising or lowering the value and also allows you to change the way the "Enable Rumble" option functions as it can improve compatibility with certain problem games.



GBA Rom Patching Options:

Enable Save:

This option creates a 64KB "SAV" file. If this option is not checked you will be unable to save your game. This option is for use with GBA ROMs with only one save game slot. This option is checked by default and only needs to be disabled if you are having a problem with a particular ROM.

Enable more Saver:

This option is an alternative to the "Enable Save" option and creates a 256KB "SAV" file for use with games that utilize a larger flash memory chip. This option is for use with GBA ROMs with more than one save game slot and "Enable Save" must also be enabled when using this option.

Import Saver Form File:

This option allows you to import a "SAV" file (either from another flash cart or from an emulator) for the ROM you're patching. "Enable Save" must also be enabled when using this option.

Enable saver Patch:

This option allows you to save the GBA battery file to the SuperCard by pressing Left Trigger, Right Trigger, Select, and A buttons simultaneously. "Enable Save" and "Enable Restart" must also be enabled when using this option. This is the normal save option for GBA games and is checked by default.

Enable Real Time Save:

This option creates a "SCI" file and allows you to save your game in the exact state it is in at anytime by pressing the Left Trigger, Right Trigger, Select, and B buttons simultaneously. "Enable Save" and "Enable Restart" must also be enabled when using this option. This is the Real Time Save option for GBA games and is checked by default.

Enable more Real Time Saver:

This option is very similar to the "Enable more Saver" option and when enabled creates a "SCI" file that is larger in size. "Enable Real Time Save" must also be enabled when using this option.

Use External IPS file:

This option allows you to use an "IPS" patch file, which is used to modify the contents of the GBA ROM. When this option is checked it's the equivalent of using a separate IPS Patcher to modify the ROM for whatever changes the patch will make. This is sometimes used to patch ROMs for game trainers and translations.

Enable Compress:

This option compresses the GBA ROM and outputs the ROM as a "SCZ" file. A compressed ROM can sometimes save you approximately up to 50% of the normal ROM size on your flash media. Newer versions of the SuperCard patcher program have this option disabled as earlier versions were causing issues with some ROMs. The SuperCard team hopes to reincorporate it back into the options once the bugs have been worked out.

Enable Restart:

This option enables you to return to either the SuperCard menu or the current games title screen by pressing a certain button combination while in-game. You can return to the current games title menu by pressing Left Trigger, Right Trigger, Select, and Start buttons simultaneously. You can return to the SuperCard menu by pressing Left Trigger, Right Trigger, A, B, X, Y buttons simultaneously. This option is checked by default and only needs to be disabled if you are having a problem with a particular ROM.

Add coercive Resart:

This option allows you to use the "Enable Restart", "Enable Save", "Enable saver Patch", and "Enable Real Time Save" features with GBA applications. This option does not work with all GBA applications and "Enable Restart" must also be enabled when using this option.

Enable add text file:

This option allows you to add a FAQ, Walk-Through, or Game Guide to the ROM by pressing the Left Trigger, Right Trigger, Start, and B buttons simultaneously while in-game. The only requirement is that the text file cannot exceed 100KB in size.

Enable Cheat:

This option allows the use of cheats from the built-in list or from a "CHT" or "TXT" file. You can find these files around the web but most of the time the options are in Chinese only and are impossible to read.

Cheat Compatibility:

This option changes the way the "Enable Cheat" option functions and can improve cheat compatibility if certain games are having difficulties.

Cheat List:

This option is only available when the "Enable Cheat" option is checked and allows you to choose the directory and file of the "CHT" or "TXT" cheat list that you would like to use. This option also allows you to turn on and off specific cheats as well as edit, add and remove them from the file. This option requires that the "Enable Cheat" option is checked. Some games have preloaded cheat files built-in to the patcher program so you will not have to add your own.

Patching Homebrew for use on the SuperCard:

Patching Homebrew for your SuperCard is much different than patching game ROMs. When patching homebrew you cannot use the SuperCard patching software but rather another program called the "SuperCard Magic Homebrew Patcher". The SuperCard Magic Homebrew Patcher allows you to easily create useable ".SC.NDS" files from any ".NDS/.DS.GBA" homebrew application or game. There are two specific types of homebrew files, GBA (.DS.GBA) & DS (.NDS) homebrew. Many homebrew programs have SuperCard versions already created and these programs do not have to be patched as they are version specific.

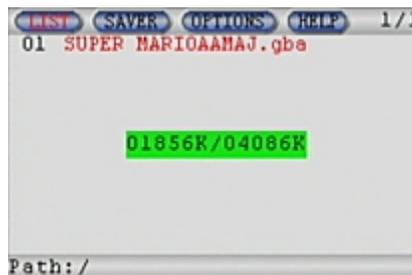
To get started with homebrew patching you'll first need to download the "SuperCard Magic Homebrew Patcher" from the links below. Next you'll need to extract the archived files onto your hard drive. To begin patching drag and drop the ".NDS/DS.GBA" homebrew files onto the SuperCard Magic Homebrew Patcher executable (scmhbp.exe) and a ".SC.NDS" file will be produced in the directory of the original homebrew file. If this filename already exists you will be prompted to delete it. You can now copy the outputted ".SC.NDS" homebrew files onto your flash media for play on your SuperCard.

SuperCard Magic Homebrew Patcher Download Links:

SuperCard Magic Homebrew Patcher v0.2
SuperCard Magic Homebrew Patcher v0.2 Mirror
SuperCard Magic Homebrew Website

The SuperCard Menu and Starting Games:

Once you have all of your files transferred to your flash media, place the memory in your SuperCard and turn on your DS. Once the SuperCard has booted it will display a list of files from the main directory of your memory card on the top screen of your DS. I suggest taking a minute to get acquainted with the menu so that you can better navigate it following my instructions. Pressing the A button will advance you a folder while the B button will bring you back to the previous folder. Pressing right and left on the digital pad will scroll you through the four tabs at the top of the menu. The path of the folder you are currently in will always be displayed on the bottom of the menu for easy reference and the DS touch screen is never used and will just display the SuperCard logo.



The four tabs at the top of the menu each have a different function. The default tab is the "List" and is used for navigating the menu and selecting your files for play. Other tabs include, "Saver", "Options" and "Help". The "Saver" tab will allow you to keep track of your save files and is also used for "hard" saving but you'll need to be careful not to mess around in this tab as you can lose your save games if your not careful. The "Options" tab has two options which can be enabled or disabled: "Auto load saver" and "Enable set emu options". The "Auto load saver" option should be checked by default and when enabled the SuperCard automatically loads the "SAV" of the same name when you load a ROM file. The "Enable set emu options" option enables the emulator options for the SuperCards' built-in emulator functions.



Once you are familiar with the menu navigate your files for the game or application you want to play. I suggest sorting your DS, GBA and homebrew games and applications into separate folders for easier access. Once you find the game you wish to play just press the A button and the SuperCard will begin to load this file. You should see a counter that will count up until the KB amount on the right matches the number on the left. This whole process should not take more than a few seconds for DS games and just a tad longer for GBA games. Once the game has started you can begin to play as if you were playing on a real gamecart!

Saving Options for All Modes:

DS ROMs:

If you patched the ROM with the "Saver patch" option set to "SD/CF Card":

To use this option you'll need to do nothing other than follow the save options for the DS game you are playing as the SuperCard will save directly to the "SAV" file on your flash media.

If you patched the ROM with the "Saver patch" option set to "DS Card":

To use this option you'll need a flashed DS along with a real DS gamecart with the exact same size of EEPROM memory as the ROM you are trying to save to. Once you find the correct DS gamecart place it in the DS game slot and start the ROM like normal. Be aware that the SuperCard will save your game to the EEPROM memory on the DS gamecart that you've selected and it will not be recoverable unless you've previously used REIN to make a backup.

GBA ROMs:

Normal GBA Save:

If you would like to make a normal GBA game save as if you were using a real GBA gamecart you'll need to follow these instructions: Play your GBA game until you come upon a checkpoint or save spot. Once you reach the save spot you'll need to manually save the game unless it automatically does so. Once you are sure the game has been saved internally, to the SuperCard SRAM, you'll need to press Left Trigger, Right Trigger, Select, and A buttons simultaneously to finalize the save. Once you use the button combination above another small menu will appear and you'll need to select "Save" and press the A button and then select "Yes" while pressing the A button once more. This will now bring up a counter which will show your save progress as the save is transferred to your flash media.

Normal GBA Save Method:

Left Trigger + Right Trigger + Select + A button

You'll need to use this save method each time for saving or else your games will not be saved into memory. On a positive note, when using this option you do not have to load your game again when you restart your DS as your last save game will be preloaded into the save game slot of the GBA game you are playing just as a normal GBA gamecart does.

Real Time Save:

If you would like to save your game anywhere while playing and be able to restart right where you left off you'll need to follow these instructions:



Play your GBA game until you want to stop playing and save the game. Once you are ready to save you'll need to press Left Trigger, Right Trigger, Select, and B buttons simultaneously to finalize the save. Once you use the button combination above another small menu will appear and you'll need to select "Save" and press the A button and then select "Yes" while pressing the A button once more. This will now bring up a counter which will show your save progress as the save is transferred to your flash media.

Real Time Save Method:

Left Trigger + Right Trigger + Select + B button

To load a Real Time Save you'll need to use the same button combination as above but select the "Load" option instead of "Save". Follow the menu instructions and your save will be loaded back to the exact point that you left off from. This method will have to be used each time you save and load a game and if you fail to do so you will lose the data up your last save progress.

Saving normally in GBA games in which the Normal & Real Time Save functions are not available:

You may find some games which will refuse to work when "Enable Restart", "Enable saver Patch" and "Enable Real Time Save" are checked so you'll need to save the game manually by following these instructions:

Play your GBA game until you come upon a checkpoint or save spot. Once you reach the save spot you'll need to manually save the game unless it automatically does so. Once you are sure the game has been saved internally, to the SuperCard SRAM, you'll need to quickly turn your DS off then on again (power-cycle it). If the GBA ROM is able to be patched with the "Enable Restart" but not the other two save options return to the SuperCard menu by pressing Left Trigger, Right Trigger, Select, and Start buttons simultaneously. Now once back in the SuperCard menu press right on the digital-pad so that you are under the "Saver" menu tab. Next find the "SAV" file associated with your ROM and select it by pressing the A button and finally press it again when prompted to save. Your GBA save game will now be manually saved to your flash media and should load automatically, just as a normal GBA save, next time you restart your DS.

Saving with the SuperCard's built-in Emulators:

To save with one of the SuperCard's built-in emulators you'll first need to create a save file for the ROM you will be playing. Emulated games, like DS/GBA games, require a "SAV" file in order to save to the flash media. The ROM and its save file must be in the same directory, and share the same name, just as a DS/GBA game. I suggest taking a regular GBA 64KB "SAV" file and renaming it to the ROM you are going to play.

eg: "Tetris.nes" may be the name of a NES ROM, so "Tetris.sav" would need to be the name of the save file. To create a save file for emulated games, you can copy either the "save.sav" or "NesFileName.sav" save file in the SuperCard software's folder, and rename it as previously described.

Once you've started playing the emulated ROM of your choice, continue to play until you are ready to save. Once ready to save you'll need to open the emulator's menu; In PocketNES, PCEAdvance and Goomba, pressing Left Trigger + Right Trigger simultaneously opens the menu. In DrSMS, pressing the Select button opens the menu. Once you have the menu open select "Save State", "Save Menu", or something similar from the menu. Then select "NEW" to save to a new slot, or a previous save to overwrite it. Once you are sure the game has been saved internally, to the SuperCard SRAM, you'll need to press Left Trigger, Right Trigger, Select, and A buttons simultaneously to finalize the save. Once you use the button combination above another small menu will appear and you'll need to select "Save" and press the A button and then select "Yes" while pressing the A button once more. This will now bring up a counter which will show your save progress as the save is transferred to your flash media.

How to use the built-in SuperCard Emulators:

The SuperCard software supports a number of built-in game emulators, which are built into the BIOS, so that you can enjoy many other game platforms without any hassles. The SuperCard supports the following game platforms and ROM extensions: NES "NES", GameBoy "GB", GameBoy Color "GBC", PC Engine/Turbo Grafx-16 "PCE", Sega Master System "SMS" and Game Gear "GG" emulators without the use of any extra homebrew applications. The emulators being utilized are Goomba (GameBoy/GameBoy Color), PocketNES (NES), PCEAdvance (PC-Engine/Turbo Grafx-16) and DrSMS (Sega Master System/Game Gear). The built-in emulators are usually not up-to-date so you might want to consider using a homebrew emulator for the best compatibility and performance.



If you would like to use this feature all you'll need a supported ROM to get started. If you would like to use the save functions while playing you'll need to follow the instructions listed above in "Saving with the SuperCard's built-in Emulators" to create a save file. You do not need to run these ROMs through the SuperCard patching software as they have to be "clean" to play. Once you are ready you'll need to transfer all files for each game over to your flash media for play on your SuperCard. Make sure to put all files for each ROM in the same directory or the ROMs will not work. Once the files are transferred you can place your flash media into your SuperCard. As long as the ROM files are a supported format they will show up in the SuperCard menu and be available for play.

Backing up your original DS gamecart saves:

If you have just bought your SuperCard and are now thinking that you are stuck with having to complete all those beaten levels on your favorite games well think again! There is a homebrew application called REIN, which allows you to copy a save file form an original DS gamecart as well as write to one. You'll first need to download the SuperCard version of this application from the links below.



To use REIN you'll need to transfer the "NDS" file to your flash media just as you would a game. Boot up your DS with your nopass device and SuperCard in place and once in the SuperCard boot menu remove your nopass device from the DS gamecart slot. You'll then have to put in the real DS gamecart that you will be backing up the save from into the DS gamecart slot. If you have a flashed DS you can just place the game for backup in the DS gamecart slot and leave it in instead of the nopass device.

Once you have the correct game in the DS gamecart slot you'll need to navigate to the REIN application file and press the A button to load it. Once loaded you will reach the REIN menu and you'll need to continue to press the A button, as you read the dialog boxes, until you eventually see a progress bar that will scroll across the screen and notify you that the transfer was successful. Once you are sure the file has transferred turn off your DS and put your flash media back into your card reader. You need to browse the files on your flash media for a long name "SAVE" file which will look out of place. This "SAV" file is the save from your Real DS gamecart so you'll now need to rename it to the ROM you will be using it with and place it in the same directory on the flash media. Follow this process for each game you wish to copy a save from.

REIN SuperCard Links:

REIN SuperCard Version R17

REIN SuperCard Version R15

REIN Website

Using FATSort to alphabetize the SuperCard menu list:

SuperCard uses the FAT file system which causes files on your flash media to be listed according to date modified rather than alphabetized. You can easily correct this issue by using a small utility called, "FATSort" each time you transfer files onto your flash media. FATSort is small free utility which will easily allow you to correct the sorting issue if it is a problem for you.



To use FATSort you'll first need to organize your ROM files and decide how you would like them to be sorted. Most ROMs come in a number/name format which can make it very difficult to find the game you want to play unless you know its numerical order. You'll want to go through your ROM files and remove the numbers at the beginnings so that the ROMs name is in the first character of the file. Next download and run FATSort from the link below. Once the utility has started select the drive upon which your flash media is connected, make sure all options are checked for "Alphabetical" and then press start. Once the utility has finished your flash media will now be sorted alphabetically. You'll need to run the utility each time you add files onto your flash media. This program can cause memory card corruption so use at your own risk! I suggest making backups of your save files every time you add or remove files from your flash media so that there is less of a chance for data loss if a problem arises.

FATSort Links:

FATSort v1.0.5 Beta
FATSort Website

Converting saves to SuperCard "SAV" format & Using Action Replay Saves:

SuperCard use the widely used and supported "SAV" format for its save files. This format is not commonly used by competing flashcart makers and is also not the format used for Action Replay saves. This converter can also be used to convert Action Replay saves if you wish to use the special saves from the Action Replay program to enable special game features such as infinite money, lives, etc. There are currently two utilities you can use to convert saves to the SuperCard "SAV" format.

Be sure to use these programs at your own risk and always be sure to have a backup of the save you are working with so that there is no chance for data loss.

Converting Action Replay Saves for use on SuperCard:

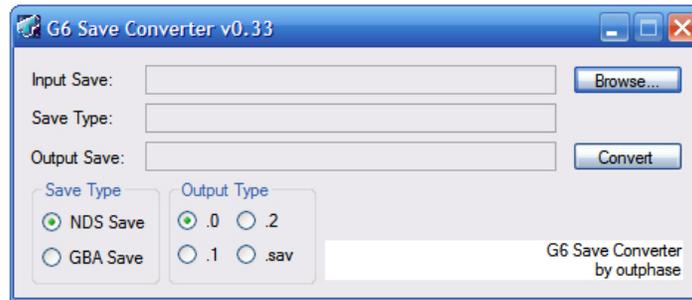
The Action Replay MAX DS/GBA PC Application allows you to download over 5000 save games from the Action Replay save game library which can enable unlimited lives, money and more! You'll first need to install the Action Replay MAX DS/GBA PC client via the link below. You'll also need both of the save converter applications below to convert the saves to the SuperCard format. Once the Action Replay PC client is installed open the application and choose the DS saves section. You should be able to browse a huge list of DS titles along with their save files. Once you find a title with a save you would like to use just drag and drop the save onto your desktop from within the Action Replay client. Once you move the save onto your desktop you can use the conversion utilities and instructions below to convert them to the SuperCard "SAV" format.

Converting Saves from a previous brand of flashcart to the SuperCard:

You may have had a G6, M3 or EZ brand flashcart before your SuperCard and you'll probably not want to lose your entire save progress up until this point. This is not a problem as you can easily convert your old saves from your previous model flashcarts to the SuperCard "SAV" format using the conversion utilities and instructions below.

Using the Conversion Utilities:

When converting saves from a previous model flashcart to the SuperCard "SAV" format you'll need to use "Outphase's Save Converter". When converting saves from the Action Replay program you can use either the "Max 2 SuperCard Save Converter" or "Outphase's Save Converter". I suggest using the Max 2 SuperCard Save Converter for all Action Replay saves unless you are experiencing problems converting or playing a particular save.



“Outphase’s Save Converter” is very straightforward and easy to use. You first browse your hard drive for the input save to be converted and then choose the format to convert the save to, in our case “SAV”. Once you have the save file you want to convert in the “Input Save Box” and have checked what save type to convert to you simply press the “Convert” button to complete the process. The corresponding save will be outputted to the same directory as the save file your converted from. To finish the process you just need to rename the “SAV” file to ROM of the same name and copy the files onto your flash media for play. This utility also allows you to convert GBA game saves.

The “Max 2 SuperCard Save Converter” works a bit different than the previous converter. To convert saves you’ll need to drag and drop the Action Replay save file for conversion onto the “Max2SC” executable file. Once the file is dropped onto the “EXE” the program will output a new “SAV” file, in the same folder, with the same name as the save file to be converted. This process is much faster and easier than most conversion utilities and to finalize the process you’ll just need to rename the “SAV” file to ROM of the same name and copy the files onto your flash media for play. If you experience any problems converting or playing any saves converted with the Max 2 SuperCard Save Converter you can also try using Outphase’s Save Converter as noted above. Just follow the same instructions for Outphase’s Save Converter to convert the Action Replay save.

Conversion Utility Links:

- Outphase’s Save Converter v0.33
- Max 2 SuperCard Save Converter
- Action Replay MAX DS/GBA PC Application v1.04

Playing Media files on your SuperCard:

To play media files such as audio, video, pictures and text on your SuperCard you’ll need a third party homebrew application such as Moonshell. Moonshell is the best media player for the DS and is also the most widely used. Moonshell is a free homebrew application which allows you to play many different types of media files on your DS. There are a few other homebrew media applications for the DS but none are as functional and polished.



To play video files on Moonshell you'll first need to convert them using either DPGTools or BatchDPG. DPGTools is the default converter and is now included in the Moonshell download while BatchDPG is a separate program created by a homebrew developer. Many users find BatchDPG to be the superior converter as it offers better video quality output as well as a larger set of conversion options. BatchDPG requires you install AviSynth and the MS .NET Framework in order for the program to properly work but the advantages of using this converter outweigh the extra downloads.

Since Moonshell is such an advanced program with many features it requires a guide in itself for usage and instructions. I have included many links below including the top three Moonshell guides and all of the software links you will need.

Moonshell Links:

Moonshell Guide 1
Moonshell Guide 2
Moonshell Guide 3
Moonshell Website
BatchDPG Website

Moonshell Software Links:

Moonshell v1.51 including DPGTools v1.21
Moonshell v1.51 Mirror
BatchDPG v1.0
AviSynth v2.56
MS .NET Framework 1.1

Skin your SuperCard Menu:

The SuperCard interface is known for being very fast and quick to get you to your games but it isn't known for being pretty or creative. Well this can now be fixed thanks to a method created by Dr Katts and refined by arcc of the SuperCard community. The method works on almost all SuperCard models except for the SuperCard Lite and Rumble series so DO NOT attempt modification on these specified versions.



Original

Skinned Modded Versions

The SuperCard skinning guide allows you to edit the original GUI images and replace them with your own. The process seems easy enough but if you are not familiar with photo editing programs or modifications for that matter I recommend that you do not try to learn as you can brick your SuperCard. Use the links below to view the guide and download the required files necessary for the mod. You can also download others creations from the guide link and try them on your own SuperCard.

Skinning Links:

Skinning Guide
Original Skinning Guide
Required Skinning Files
Required Skinning Files Mirror

How to have multiple save files per ROM:

The SuperCard software only allows for only one save per ROM. This can be rather annoying if you share your DS and play a lot of games with only one save file. There are currently two methods for managing multiple saves on the SuperCard.

Be sure to use these methods at your own risk and always be sure to have a backup of the save you are working with so that there is no chance for data loss.

```
-----  
QDSMS v0.04 by Noda  
-----  
Saves in current dir : 7  
Place taken : 33k  
Current path:  
/  
-----  
Saves for this game : 1  
Current save : n°1  
<- -> : change save  
A : copy current save to new  
B : new empty save  
Select : erase current save  
Copy save to new:  
Are you sure? <X>: Yes <Y>: No  
  
<BUILD>  
<EMU>  
<SOURCE>  
Metroid  
Mario Kart  
SuperTest  
Bubba
```

The first method is a homebrew application, created by Noda, called the “SuperCard Save Manager”. The SuperCard Save Manager allows you to manage up to nine save files per ROM and functions just like any other homebrew application. The SuperCard Save Manager allows you to browse your files and folders, view your current saves and create and erase multiple saves all from within the simple to use homebrew application. This application works on almost all SuperCard models except for the SuperCard Lite. Use the links below to download and being using the application. The files in the archive do not require patching as they are made specifically for the SuperCard line of flashcards. You’ll need to copy the homebrew files to your flash media and then select the homebrew file in the SuperCard menu.

The other method is a strategic way of placing ROM files on your memory card. If you duplicate a ROM and rename it you can place it back on your flash media. eg: “Mario Kart DS.ds” can be changed to “Mario Kart Mike.ds”. Just be sure to also rename the save files so that the ROMs function. You can also duplicate a ROM and place it in another folder on your flash media. As long as the ROM files are not in the same directory or named the same they will function properly even though they are the same game and size. You’ll always want to name the ROM or directory so that it is easily distinguishable between the two versions and usually just adding your name will work fine. This does require twice the amount of space on your flash media but is worth it if you do not wish lose or share your game files.

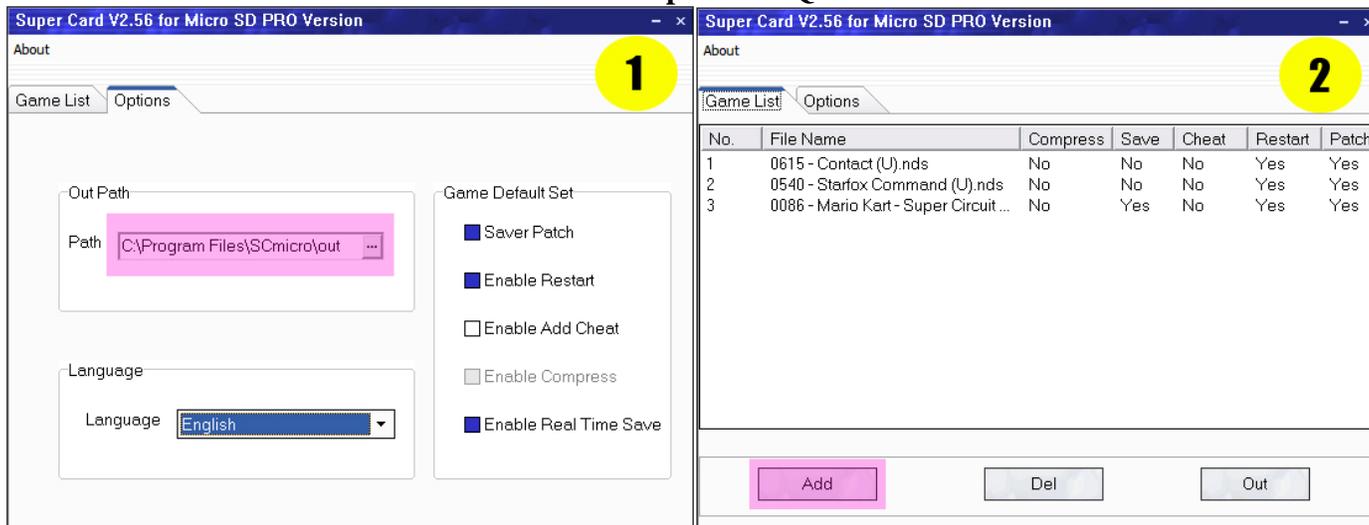
Saving Links:

- SuperCard Save Manager v0.05
- SuperCard Save Manager v0.05 Mirror
- SuperCard Save Manager Source

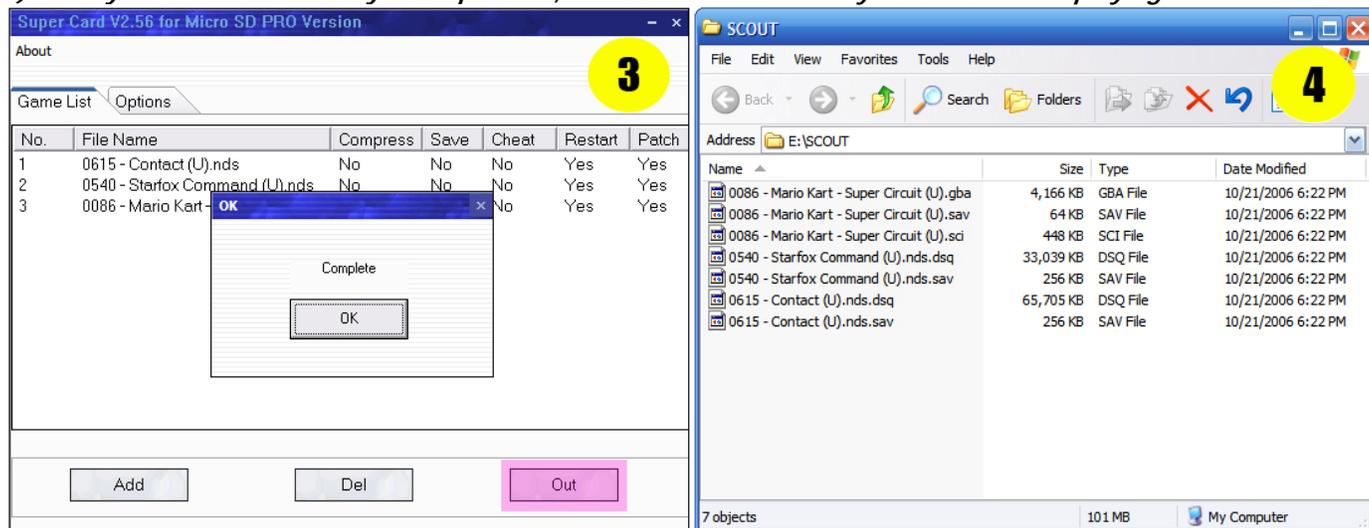
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FifthElement's SuperCard Quick Guide:



- 1) Open the SuperCard software, select the options tab, and select a default folder for the converted ROMs.
- 2) Go back to the game list tab and press "Add" to browse your folders and add ROMs to the patching list.
- 3) Choose your patching options and press "Out" to convert the ROMs.
- 4) Open the default folder and transfer all files to your flash media.
- 5) Place your flash media into your SuperCard, insert the flashcart into your DS and start playing.



DS Menu and Title Options:

Return to the SuperCard Menu: Left Trigger + Right Trigger + Select + A + B + X + Y buttons

Return to the Game Title Screen: Left Trigger + Right Trigger + Select + Start

GBA Save Options:

Normal GBA Save Method: Left Trigger + Right Trigger + Select + A button

Real Time Save Method: Left Trigger + Right Trigger + Select + B button