GAME MASTER

INSTRUCTION BOOK

Translated by Rob Budrick
V1.0

Contents

1. Installation Methods

A. Use Disk Drive Game This Way:

To install the GAME MASTER, connect it carefully between the disk drive connector and the Nintendo game system.
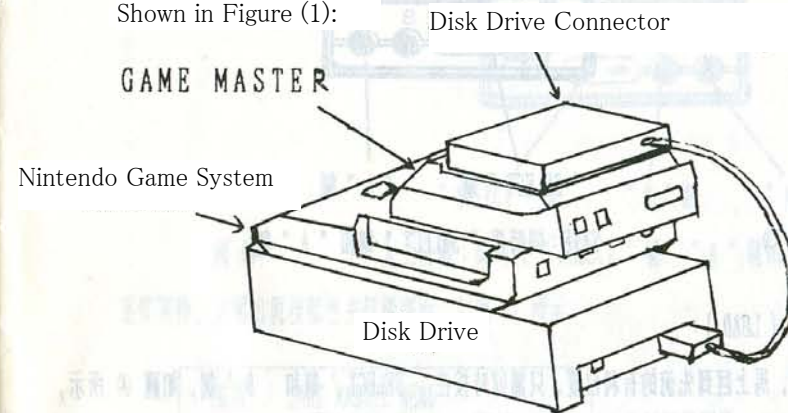
Shown in Figure (1):

Figure (1)

B. Use Cassette Game This Way:

Install the GAME MASTER, carefully between the disk drive connector and the Nintendo game system.
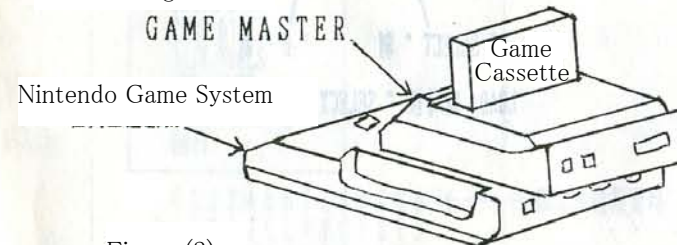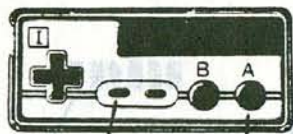
Shown in Figure 2:

Figure (2)

Caution: Before installing or uninstalling, shut off all power.

2. Record Game Contents (SAVE):

After the game starts, if you want to quickly save a favorable position, you need to simply press down the "SELECT" button and "A" button at the same time as shown in Figure (3). The screen briefly flashes, the save is completed, and the game continues progress.
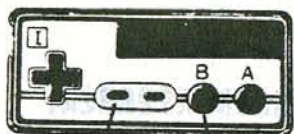
"SELECT" Button   "A" Button

Figure (3)   SAVE: Press at the same time the "SELECT" button and the "A" button

3. Load Game Record (LOAD):

If you suffer a defeat in the game, to quickly return to the previous favorable position, you need to simply press down the "SELECT" button and the "B" button at the same time as shown in Figure (4), then the screen briefly flashes, the previous favorable position appears, and the game continues progress.
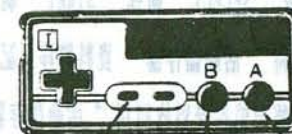
"SELECT" Button   "A" Button

Figure (4)   LOAD: Press at the same time the "SELECT" button and the "B" button

4. Enter Main Menu (MENU) Operating Summary:

A. How to Enter Main Menu Screen

At the same time press down the "SELECT" button, "A" button and, "B" button as shown if Figure (5).

"SELECT" Button "B" Button "A" Button

Figure (5)   Enter Main Menu: At the same time, press the "SELECT" button, "A" button and, "B" button.

After the buttons are pressed, the light blue colored main menu screen immediately appears, as shown in Figure (6).

```
邦谷   GAME MASTER MENU
       MASTER DOC. V2.0   768K  ←——— 6M RAM Meter

     → SET SPEED           SPEED = 1  ←——— Input Data
       SET MODE
       SET MAIN KEY
       COPY SYS TO BUF
       COPY BUF TO SYS
       SCAN BUFFER
       SET GAME TYPE
       WRITE DISK
       READ DISK
       DISK TOOLS
       COPY DISK
       CALL EXTERNAL
       QUIT

       0 1 2 3 4 5 6 7 8 9 A B C D  ←——— Data Selection Display
       E F G H I J K L M N O P Q R S
       T U V W X Y Z + - ÷ / ( ) & .

       SPEED = 1 ( FLASH2 )   KEY = SELECT  ←——— Data Input Results Display
       BUFFER = 000   GAME TYPE = 100000

       " START " = SET   " SELECT " = CANCEL
```

Ways to set functions (Choose from 10 functions from top to bottom)

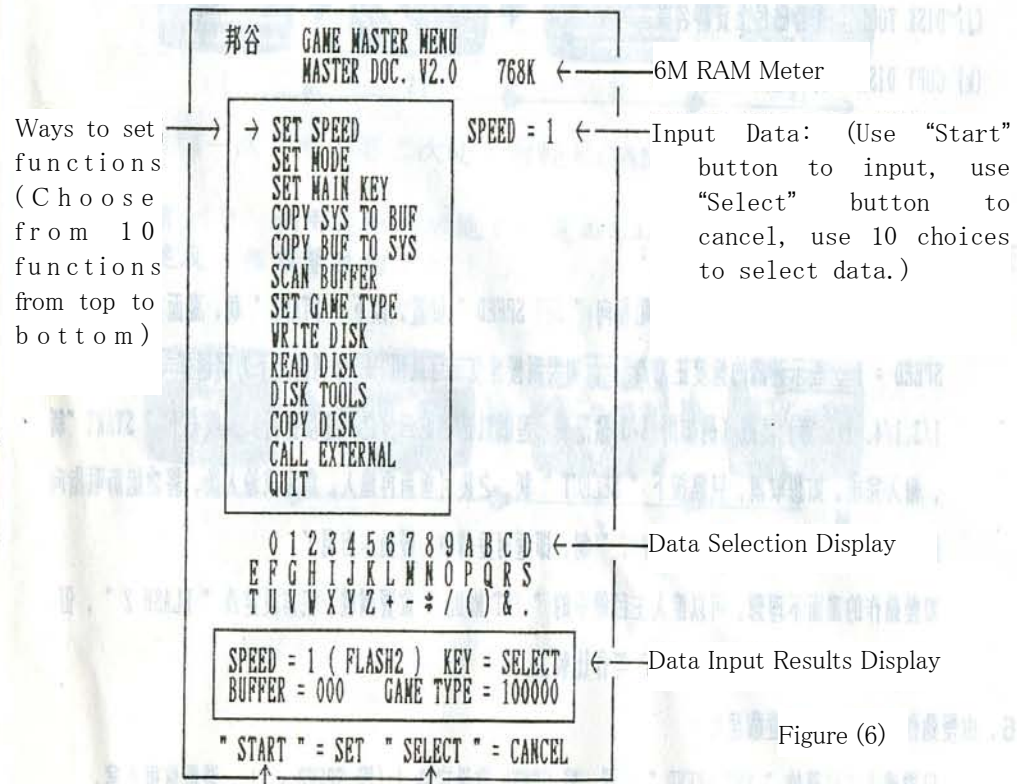Input Data: (Use "Start" button to input, use "Select" button to cancel, use 10 choices to select data.)

To input press "Start" Button   To Cancel Press "Select" button

Figure (6)

B. Main Menu Item Explanation:

(a) SET SPEED: Set slow motion speed level

(b) SET MODE: Adjust display of slow motion

(c) SET MAIN KEY: Choose "SELECT" button or "START" button to be the main button

(d) COPY SYS TO BUF: Transfer "active storage" data to buffer

(e) COPY BUF TO SYS: Replace buffer data to "active storage"

(f) SCAN BUFFER: Show timed sequence of buffer data

(g) SET GAME TYPE: Set game parameters

(h) WRITE DISK: Write game data to disk

(i) READ DISK: Read data from disk

(j) DISK TOOL: Inspect disk data name list

(k) COPY DISK: Copy disk data

(l) CALL EXTERNAL: Expand external function

(m) QUIT: Return to mid-game

5. Setting Game Slow Motion (Set Speed):

First, enter the main menu screen, then set the function arrow to point to the choice "SET SPEED," press down the "START" button, and on the right side of the screen, SPEED=1 appears. A displayed game speed level of 1 acts as normal. If you want to adjust the degree of slow motion speed, use the cross pad to choose the speed level from top to bottom, 3/2, 1/2, 1/3, 1/4, 1/5, etc. (for example, using 1/3 will cause game progress to be displayed 1/3 of the regular speed level). Press the "START" button once to complete the input. If you want to cancel, you need to press down the "SELECT" button after the update has been input. After completion of input, point the function arrow to the bottommost command choice "QUIT," press down the "START" button, and you will promptly return to midgame, which happens in slow motion. If the picture is not satisfactory in slow motion, you may enter the mid-main menu position "SET MODE" and set it to the setting "FLASH 2," however, you may choose "FLASH 1," or for comparison you may choose "NORMAL."
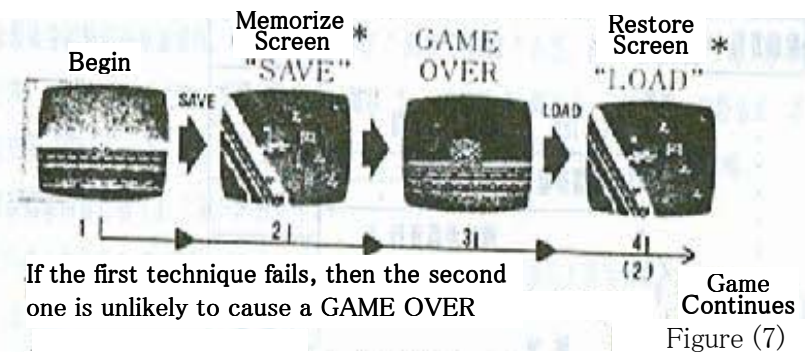
6. Resuming Normal Game Speed From Slow Motion:

You need to enter the main menu position "SET SPEED" and set the speed count setting to 1 (namely, SPEED=1), game then returns to normal.

7. Making "Start" Become the Main Button:

For some games, the "SELECT" button has a special use. So, it is necessary to change the SAVE/LOAD main control button from the "SELECT" button to the "START" button by entering the main menu position "SET MAIN KEY." Press down the "START" button on the right side of the screen appears "MAIN KEY=SELECT." Press the cross pad to choose "MAIN KEY=START," and push the "START" button to complete the input.

8. Examples of How Techniques Should Be Used:

Example 1   Use the SAVE/LOAD function to easily accomplish a task.

If the first technique fails, then the second one is unlikely to cause a GAME OVER

Game Continues

Figure (7)

Example 2   Use the slow motion function (You may choose 2/3, 1/2, 1/3, 1/4, 1/5) to easily defeat an opponent.
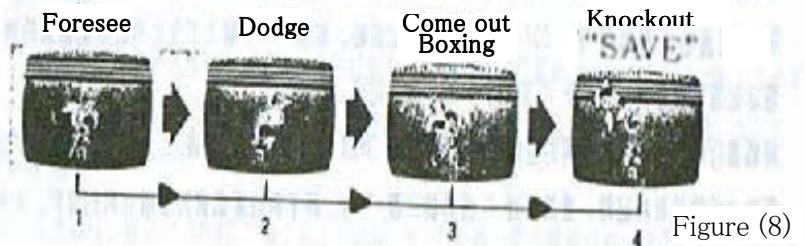
Figure (8)

9. Saving and Preserving Multiple Game Data:

With each save instance (SAVE), the previous record is replaced, and 1 record is kept in "active storage."

Shown in figure (9):

Figure (9)

However, the Game Master's RAM capacity is extremely large, as it can hold very many more records by transferring from "active storage" to the buffer for preservation, as seen in figure (10).
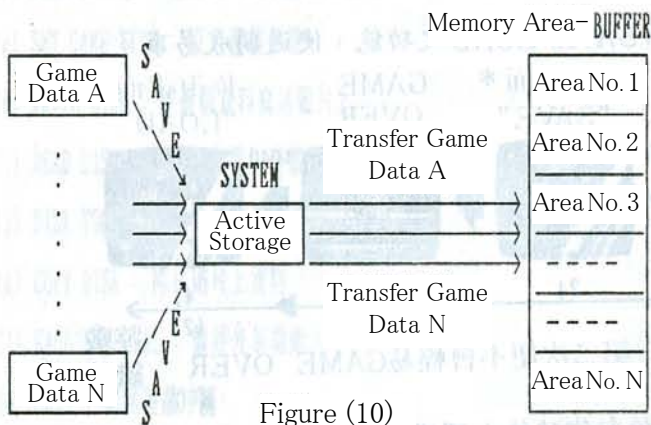

Figure (10)

The method used whenever you want to copy a recorded (SAVE) instance is to enter the main menu position "COPY SYS TO BUF," push down the start button and on the right side of the screen appears "No. = 001," and if you push down the cross pad up, down, left, or right you can change the buffer number. After you choose a buffer number, press down the "START" button to complete the entry decision.

If you make a mistake while the game is in progress that causes unfavorable game data (as in GAME OVER, etc.) to be recorded (SAVE), you can choose from the buffer a prior advantageous record. By refreshing the "active storage" you can change unfavorable data back into advantageous data, as shown in figure (11):
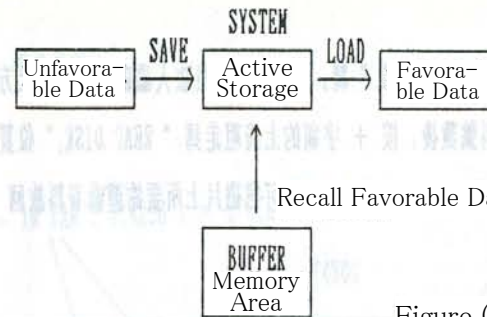

Figure (11)

The way to do this is to enter the main menu position "COPY BUF TO SYS," press down the start button and on the right side of the screen appears "No. = XXX." Use the cross pad to select a buffer number. Press down the "START" button again to return the buffer data back to "active storage." If want to look among all the buffer datam you can enter the main menu position "SCAN BUFFER," then press down the "START" button to input a scan time duration. Press down the "START" button once again and the screen displays screens from Buffer 1 to Buffer N, continuously repeating. If you want to finish, simultaneously push down the "SELECT" button, the "A" button, the "B" button, the right side cross arrow, and the "RESET" button to complete.

10. Recording Game Data to Disk (WRITE DISK)

First, enter the main menu position "WRITE DISK," press down the "START" button and on the right side of the screen what appears is as follows:

FILE NAME

=SAVEGM01

FORMAT = OFF

Use the cross pad to input a game name (FILE NAME). For the disk to be in the proper order to write data to, it is necessary to set FORMAT to ON. After game name input is completed, press down the right arrow of the cross button, then to change this label, go to the FORMAT position, press down the down arrow and immediately OFF is changed to ON.

In order to use an empty disk, press down the "START" button, and after this, on the right side of the screen appears IN DISK. Insert a disk into the disk drive and data can at once be written from active storage to the disk

Take note: if you want to use a game cassette with the above method you must connect a MASTER LINK and disk drive to make use of reading and writing disk drive data.
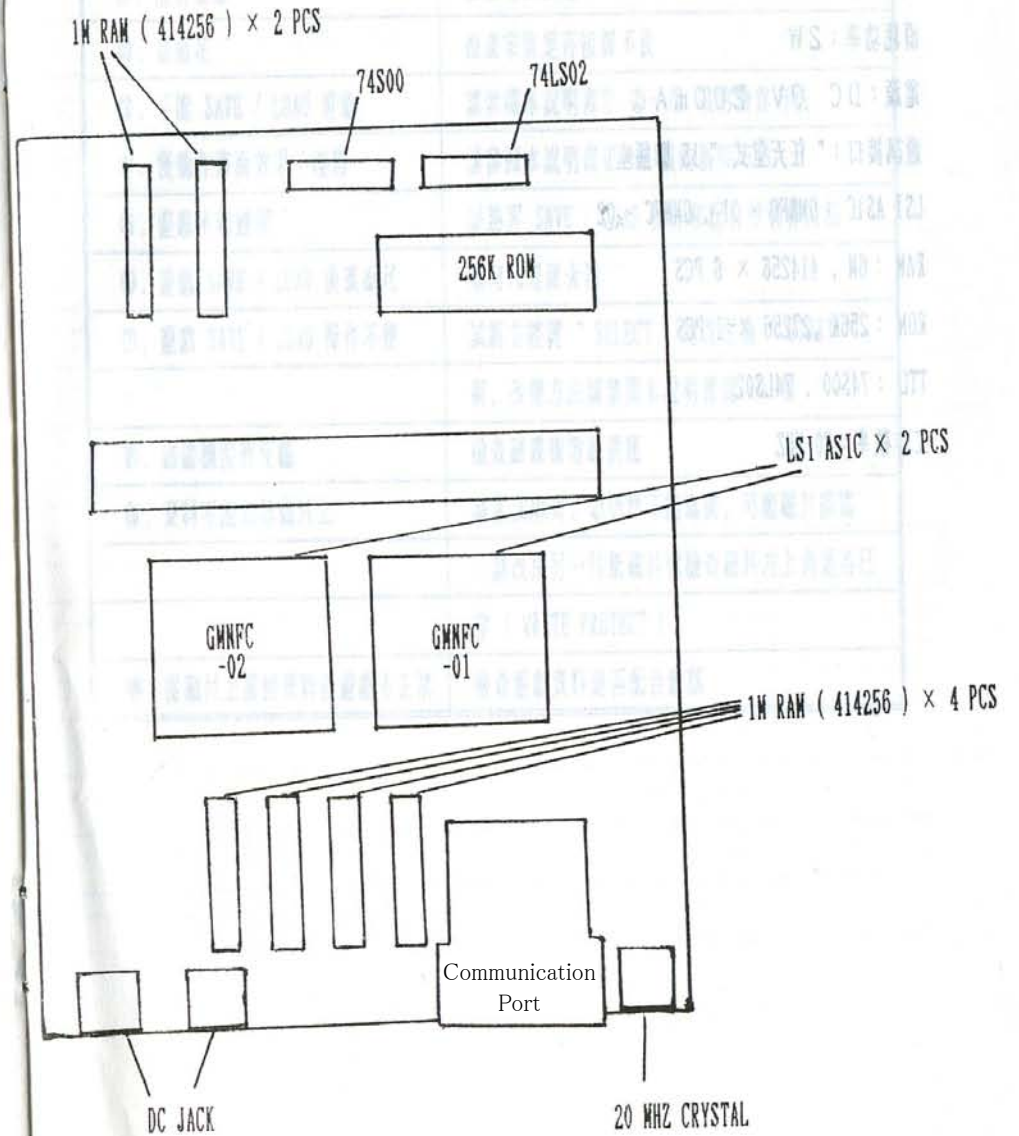
11. Saving and Preserving Multiple Game Data:

First, enter the main menu position "DISK TOOLS," press down the "START" button, then insert a data disk into the disk drive, and on the right side appears the name of the game data disk. Next, it will ask for a data name, so press down the up arrow and the cross pad until you read the position "READ DISK." Then, press down the "START" button and input the data name. Push the "START" button and input the data name. Push the "STAR" button once again to immediately set the disk game data back to active storage.

12. Copying Disk Data (COPY DISK)

Enter the main menu position "COPY DISK," press down the "START" button and insert a data disk into the disk drive. After disk data finishes being read, eject the data disk and insert an empty disk. Quickly, the data is copied down onto the blank disk.

13. Hardware Summary

- 1M RAM (414256) × 2 PCS
- 74S00
- 74LS02
- 256K ROM
- LSI ASIC × 2 PCS
- GWNFC-02
- GWNFC-01
- 1M RAM (414256) × 4 PCS
- Communication Port
- DC JACK
- 20 MHZ CRYSTAL

14. Technology Specifications

Model Number: GMNT-001

Machine's Body Dimensions: 155mm X 122mm X 85mm

Power Consumption: 2W

Power Source: DC 9V 200mA

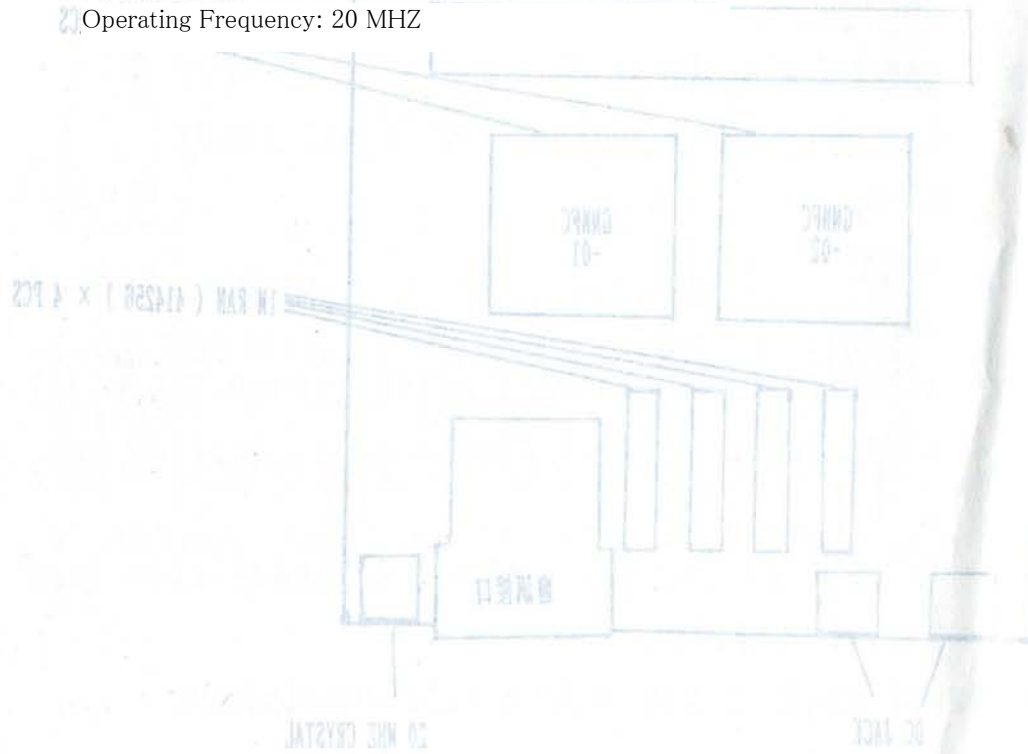Communications Port: "Nintendo type" 15-pin plug

LSI ASIC : GMNFC - 01 , GMNFC - 02

RAM : 6M , 414256 × 6 PCS

ROM : 256K ,27256 × 1 PCS

TTL : 74S00 , 74LS02

Operating Frequency: 20 MHZ

15. 10 Possible Problems

Problem Status	Resolution Method
①. No Picture	Check power supply
②. Multicolored screen	Check whether contact was bad on installation
③. Unable to SAVE/LOAD game	Please review instructions for sections ② ～③ for operating methods
④. Slow motion makes screen flawed	Please review instructions for section ⑤ for adjustment methods
⑤. Cannot pass an obstacle in game	Please know well how to use SAVE/LOAD and how to use them with slow motion methods
⑥. Game screen multicolored after SAVE/LOAD	Please consult your retailer
⑦. Game SAVE/LOAD is operating inappropriately	Change the main control key from the "SELECT" button to the "START" button. For the technique on how to change this, please review section ⑦
⑧. Disk Drive is not responsive	Check if disk drive power supply is responding
⑨. Data is not able to be written down to disk	Please try a second time, and if you are still not able to write to the disk, it possible that the disk is damaged. Please use a separate new disk, or check the left side corner of the disk to see whether WRITE PROTECT is on.
⑩. After data is read from disk, game is abnormal	Check game data to see whether game is compatible.