

Quick Start User Guide



Use a MicroSD card in FAT32 or exFAT file format. You can use MicroSD cards up to 256GB.



Copy the ROM file to the MicroSD card and plug it in to your Super SD System 3.



Carefully plug the Super SD System 3 into the expansion port of your console.



Connect a MiniDIN 9 male connector to the AV port of the Super SD System 3. Turn on and enjoy!

Technical Data

- **Total memory size:** 4MB
- **MicroSD Card support:** SDHC & SDXC up to 256GB. Supports FAT32 and exFAT.
- **RGB Video Output:** 1.6Vpp output without AC coupling or impedance matching. A 330uF (or 220uF) capacitor and 75 ohm resistor is needed to properly connect the output to a 75 ohm impedance RGB input like SCART (they are contained inside the Megadrive 2 / Genesis 2 compliant cables).
- **Composite Video Output:** 0.7 Vpp with AC coupling and 75 ohm impedance. It can be used directly on 75 ohm video inputs, and also as sync for SCART.
- **Sync output:** Composite Sync with negative H and V sync regenerated from the internal V & H sync signals. TTL level (0-5V) output. It will need a 470 ohm resistor to connect to a 75 ohm impedance input (like SCART) to adapt the levels.
- **Audio output:** Line out level audio can be directly fed to audio equipment and SCART.

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SUPER SD SYSTEM 3

Quick user guide and instruction manual

Getting Started

First, make sure the console is turned off. For further safety, please disconnect the power supply from the unit. Remove any devices connected to the expansion port of your console. If you have a TurboGrafx 16, remove the cover of the expansion port, allowing access for the Super SD System 3.

Carefully plug the Super SD System 3 into the expansion port of your console. Make sure there is a firm connection between the console and the Super SD System 3.

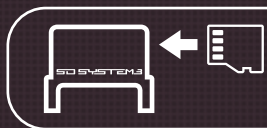
Connect a MiniDIN 9 male connector to the AV port of the Super SD System 3. This is the same cable used by Sega MegaDrive 2 / Genesis 2, so the cables are compatible. You can also use the AV port from the base console (PCEngine, CoreGrafx, TG16, etc), but you will not get CD audio output. The CD audio hardware is integrated on the Super SD System 3 and can't be mixed back to the base unit. To get CD audio you must use the AV port on the Super SD System 3.

To enable the use of the Super SD System 3, make sure there is nothing in the HuCard slot. A HuCard in the slot will take priority over the Super SD System 3, just like with a normal CD-ROM unit.

Super SD System 3 comes with a built-in System Card 3.0 and Arcade Card, so you do not need to purchase additional system cards.

While the unit is powered off, insert a MicroSD card with the game images (Card and CD-ROM) of your choice. Power the unit on. If it is the first time you have powered it on, it will show the game selection menu. If you want to enter the menu, hold the RUN button while booting.

You can use your original power supply with Super SD System 3.



Always power off your PC Engine to insert or remove your SD card from Super SD System 3

Placing Files On The MicroSD

Ensure your MicroSD is formatted to FAT32 or exFAT file system format. These are the only two formats that are supported. You can use MicroSD cards up to 256GB. The Super SD System 3 can navigate directories, so you can use them to group your games.

Adding HuCard games:

Copy the ROM file ending in .pce to the MicroSD card; you can then put them on the root of the MicroSD card or into a folder.

Adding CD-ROM games:

Copy the folder containing the .cue and .bin/iso/wav files as-is to the SD card, so they are all grouped in a folder. The Super SD System 3 menu will identify that folder as a CD and will show it as a game to launch, instead of a folder to navigate into. CD-ROM games require a BIOS image to work.

To add Super CD-ROM System / GameExpress... BIOS images:

Create a folder at the root level of the SD card (if it doesn't exist) named BIOS and place the BIOS dumps (ending in .pce) there. The Super SD System 3 menu can show up to 10 different BIOS files to choose from, so ensure that you don't have more than 10 files there or you won't be able to choose from all of them.

For HuCard / CD-ROM games, the maximum number of games that the Super SD System 3 can show in the game list is 1000, so if you have more than 1000 files & folders in a given folder, you'll need to split them in several folders. The game list will warn you about that by adding an entry at the end of the list that the limit has been exceeded.



Using Original HuCards

You can use your original HuCards while the Super SD System 3 is connected. When it detects an original system card, it will disable all the HuCard emulation, but will keep the CD-ROM block enabled as if an IFU unit was present, so games can use the backup RAM. Because the Super SD System 3 can't detect which kind of HuCard you are using in this way, the extra Super CD-ROM RAM, and the Arcade Card emulation will be disabled.

You can also use your own Super CD-ROM system cards to boot the CDs.

When using original HuCards the per-game backup RAM mode will be disabled because the Super SD System 3 can't know which game name to use, and will use the BACKUPBUP file for all.

Menu Usage

Game List

- Use up and down to move the selection a game at a time.
- Use left and right to move the selection a page at a time.
- Press the SELECT button to switch between HuCards and CD-ROMs.
- Press the RUN button to launch the selected game or enter the selected directory.
- Press the II button to open the Options menu.

When you highlight a game, if the name is longer than the display area, it will start scrolling so it can be read entirely. Also, if you have created a screenshot database, the screenshot and other game info will appear below the game list. Screenshot databases are created with the GameDBManager from the download area. Game list entries that begin with a folder icon are folders that can be navigated into, and the game list will show the list of games inside them.

When inside a folder, an entry named "UP" will appear at the top of the game list to return to the previous folder. When in the root folder, an entry named "LOAD LAST GAME" will appear at the top of the game list if a game was previously selected, allowing to launch that last game.

Options Menu

- Use up and down to navigate the menu.
- Use the I button to toggle enabling/disabling the option, or entering the CD-ROM System Card selection.
- Use the II button or select the "Back" option to exit the menu and return to the game list.

Boot from last game:

With this option enabled, the next time you power on the console, the last loaded game will boot instead of Super SD System 3 menu. You can delete the LASTPCE.CFG file at the root of the MicroSD to force the system to boot into the menu.

Enable in-game trigger:

This option enables the launch of the Super SD System 3 menu while playing a game. Just press and hold RUN + SELECT for a few seconds while playing a game to launch the menu. This option may cause issues in some games, so if you experience any game issues, try disabling it before reporting an issue.

Skip CD-ROM 'Press Run' :

When this option is enabled, you don't need to press RUN on the Super CD-ROM system BIOS screen to boot a CD-ROM game; Super SD System 3 will load it automatically. Disable this option to enter into the CD-ROM save management screen (pressing SELECT when you see the "Press RUN Button" screen to access the manager). If this option is enabled, you can hold the SELECT button while the console starts to temporarily disable it during that game.

Per game backup RAM:

Enabling this option causes each game to save its own backup RAM into the MicroSD card, avoiding the backup RAM limit CD-ROM systems have. Backup RAM is stored in the BUP folder on the root of the MicroSD card. When not using the per game backup RAM mode, a single file named BACKUPBUP will be used for all games.

Enable Arcade Card:

Disabling this option disables the extra RAM arcade card emulation. This is intended for games that behave differently when playing with an arcade card and without it.

Select CD-ROM System Card:

Allows the user to choose the desired system card to use with CD-ROM games.

Version:

Shows the serial number and actual software versions of the Super SD System 3.



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