GAME DOCTOR® SF 7

全球唯一可令你玩卡帶遊戲或磁碟
遊戲時享有「無限復活」及慢動作
等功能的產品。
(美國專利號：5238250,
台灣專利號：79063,
英國專利號：2239810,
星加坡專利號：1409/1994)
尚有在其它國家及地區專利申請
中，仿冒必究。

邦谷企業有限公司出品

The world's only product equipped
with "Unlimited Revival" and slow
motion features in cartridge or
diskette game playing
(US patent No. : 5238250,
Taiwan patent No. : 79063,
UK patent No. : 2239810,
Singapore patent No. : 1409/1994.
Patent pending in other countries.
Imitation is strictly prohibited.)

GAME DOCTOR® SF 7

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使用手冊
Operation Manual

1. INSTALLATION AND "EASY" MODE OPERATION

Connect as shown the two separate parts found in GAME DOCTOR SF 7(GD7 hereafter) package (Note that a proper connection between the male and female ports is essential for the operation). Then insert the male port of GD7 on to the SNES game machine. Connect GD7 with a power adaptor(Not included: DC10V,1.5A, centre point negative). Then insert an original SNES game cartridge on the top slot of GD7 (game cartridge facing the right side of GD7). Installation is then completed.

*** If you have purchased the special CD System for use with GD7, please remember : (1) connect CD Drive with a printer cable (packed with the CD Drive) from the port of CD Drive (marked "To PC" just for two port of CD Drive only) to the related port on the back side of GD7. (2) Apply the power to the CD Drive and put it "ON" first, then apply the power to GD7. In this sequence for ensure GD7 to control the CD System well.

A "Chinese"(or other language) mode is set at default. When "R" button is pressed while turning on SNES, a "Menu" mode will be called up instead. GD7 will return back to its "Chinese" mode next time. To change language mode, simply go into the "Menu" mode and select "Set System" in the "Utility" column, To change default to "English".

In "Easy" mode, refer to the following for the selection of actions:

(1) When there is no diskette inserted when switching on SNES, refer to (2) below. If a diskette is already inserted, GD7 will automatically search for a Game File, which filename starts with "SF" and ends with "A" or " "(space), to LOAD it in GD7'S memory. The game will then be played in "normal" mode. To change diskette for multi-disk game, simply insert a desired diskette with an identical file (eg:SFXXXXXB, SFXXXXXC...etc). GD7 will prompt you to "Please change disk...". The game can be played once the reading is completed.

*** If "Select" button is pressed during changing or inserting of diskette, then refer to (2) below (Pressed

For Super NES used only
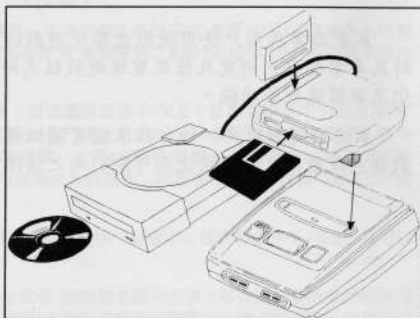
"Select" + "Start" button during reading of data to stop the process).

(2) GD7 will automatically search for and execute any stored Game File (filename that ends with either "A" or " ") in a queuing manner. If there is none, refer to (3) below.
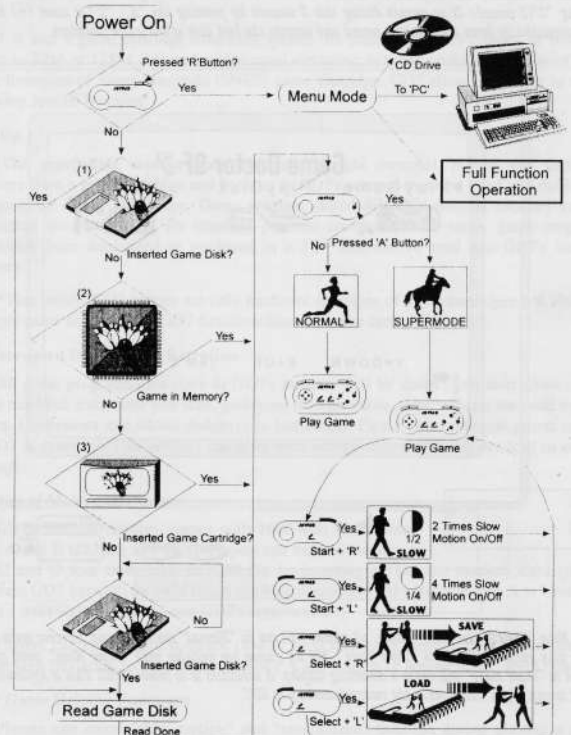
(3) GD7 will start the game found in external game cartridge in "Normal" mode. If there is no game found in cartridge, the monitor will display "Insert Disk Please" and back to (1).

In "Easy" mode, a regulation of "Waiting for 3 Second" should be observed to let GD7 loading different games to a suitable memory unit, when you choose to play the game from the disk or even from different memory unit, you can easily use the "X" or "Y" button to choose the unit which placed your favourite games, wait for about 3 seconds to play the game directly.The operation is: during this 3 seconds, if you press "X" or "Y" button to choose the memory unit or press the cross (+) button to choose different game in the disk, screen will keep showing "3"(3 second). If no operate during this 3 seconds by pressing the "X", "Y" or cross (+) button, GD7 will automatically down count to zero second and execute the load disk or run game procedure.

```
        Game Doctor SF 7    V7.0
      ▶Play Game    Play Disk      Utility


         Y=DOWN,   X=UP     (8M X 04 UNIT)
      A ←
      B :
      C :
      D :


                PUSH              POWER  ON
                                         OFF
                    CONT  BRIGHT
```

Note: While in the "Easy" mode, all games will run in "Normal" mode. You can however press "A" button before play game to change to "Super Mode". Not all games are suitable with "Super Mode", some games when applied in "super mode" will cause a distorting display. A resolution is to reboot SNES. This is applicable to games stored in cartridges, diskettes or the reserved memory in GD7.

2. MAIN FUNCTION AND USAGE

GD7 is primarily a game-enhancing device. When your game is played with GD7, you will be equipped with slow-motion(with speed selection) and unlimited-lives (termed as "Save") features.

GD7 is also a game cartridge emulating system. Its internal memory (comes in 16M Bit, extendible to 32M or 128M Bit) and complicated electronic network enable emulation of most hardware functions of Super Nintendo (SNES) game cartridge. GD7 allow the player to enjoy the following special function:

● Back Up

With appropriate consent from relevant copyright owner(s), players can duplicate software from a game cartridge and back up in GD7's internal memory - just like dubbing a TV program into a video tape. Game program stored in GD7's internal memory can be duplicated into 3.5" disks for standard personal computer. Vice versa, game programs previously been duplicated or produced in a 3.5" disk can be read into GD7's internal memory.

*That means GD7 carries not only hardware functions of game cartridges but also one or more game softwares, so GD7 functions like any game cartridge.

● Uninterrupted DRAM-data Retention

All game programs/data store in GD7's memory will be saved upon shut down of the game machine. Each time you start, pick your own favourite game without the need to load games. Convenient and allows diskdrive to last longer. Please note continual power supply to GD7 is essential. This product complies with energy saving and will not lead to energy wastage.

● Function of Multi-game in one

GD7's internal memory comes with 16M with two memory units A and B (8M Bit as 1 unit). Players can expand memory to A,B,C and D four units total in 32M Bit by inserting a 16M Bit memory card (if you purchase GD7 basically in 64M Bit, it can be enlarged to 128M Bit with unit A to Unit P by insert a 64M Extension Card into GD7's bottom slot).

```
  A :                16M
  B :
  C :                32M
  D :
```

Players can enter game software (8M or less) into each memory unit. UDR function allows high flexibility to choose game among A and B units or among A,B,C and D units.

● Super Game Helping Functions

Players can enjoy "slow motion" and "save screen" function during playing a game. You can go back to the saved screen for a re-challenge afterwards. These functions help you to explore new challenges and break endless records.

Software game program from game cartridges can be duplicated into GD7's memory and can be altered freely. Just enter alteration codes provided by magazines to alter game programs to get super features such as unlimited lives, unlimited weapons, indestructible capability and unlimited challenges.

In most cases when game programs are backed up or duplicated into GD7's memory, GD7 will be capable of sourcing and displaying the original game names. This feature enables you to choose conveniently your own favourite game while using the function of multi-games in one.

3. OPERATING INSTRUCTIONS OF MENU MODE

All operations are controlled by the joypad (I) of SNES

- Left and right touch button of the Cross (+) direction pad can control the left and right movement of the cursor.

- Up and down touch buttons of the Cross (+) pad allows: Controlling the up and down movement of the cursor. Changing of alteration codes, numbers and English letters.

- Press "A" button once for confirmation of "YES" or entering completed instructions.

- Press "Select" button once when you want to skip a selection to the next during operation.

- When you want to halt or cancel during the process of loading; writing or formatting, press both buttons "Select" and "Start" simultaneously until the operation ceased and the disk drive's light off (this halting and cancellation procedure is safe and will not destroy the disk).

- Use the "X" and "Y" button to adjust pointer for selecting among memory units at the bottom screen. Each time the button is pressed, pointer will move to the upper or lower row.
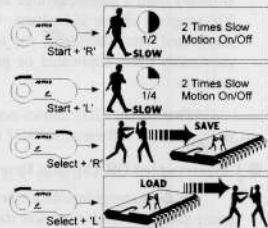
4. THREE MAIN FUNCTIONS AT MENU'S UPPER SCREEN

A) PLAY GAME (Press "A" button while triangular cursor points at this function)

● **Normal Mode:** Indicates normal game play. Pointer at bottom screen among memory units determine the game being entered. Game exceeding 8M must be stored consecutively into 2 or more memory units. Pointer points at any memory unit can run the game.

● **Super Mode:** Indicates allowance to play games with helping functions - slow motion, save screen and restoring saved screen functions. For 4M games, the spare 4M in the 8M memory unit can store the saved data to be restored. The same applies to spare memory spaces for 10M or 12M games. But for games without any spare memory(like

8M or 16M game occupies entirely 1 or 2 memory units), when "select" and "R" buttons are pressed simultaneously to do "save", the next memory unit will be automatically occupied and termed as "--SAVER DATA AREA--". Hence, only 16M game will be prohibited for save screen and restoring functions with a 16M RAM of GD7, just slow motion function can be chosen.

OPERATION METHOD UNDER SUPER MODE

- **SAVE SCREEN** Press "Select" button and "R" button simultaneously. Screen will be darkened for approx. 1/2 sec and then turn back to normal for confirmation of game playing.

- **RESTORING A SAVED SCREEN** Press "Select" button and "L" button simultaneously. Screen will be darkened for approx. 1/2 sec and then go back to saved screen for re-challenges.

- **Four TIMES SLOW MOTION** Press "Start" button and "L" button simultaneously. Repeat step for back to normal speed. Screen will garble in some games - then use FLASH SLOW MOTION.

- **Two TIMES FLASH SLOW MOTION** Press "Start" button and "R" button simultaneously. Repeat step for back to normal speed.

Note: Some games when applied "Super Mode" will cause a distorting display. Slow-motion feature is also not applicable to some other games. It is suggested that "Normal Mode" should be applied when playing such games.

● **Modify Game:** To enter alteration codes provided by magazines to alter game programs in order to gain unlimited lives, unlimited weapons, indestructible capability and unlimited challenges. Using the left and right button of the cross (+) direction pad to control the movement of the cursor and using the up and down touch buttons to change the codes (or pressing "X" button to enter "X" code). Press "A" button to complete the operation. Then the screen will display three original codes for reference.

● **Revival Code:** Some games will be stopped(screen don't move or black) after you do the "Load" operation in Super Mode; or the music/special sound effective disappear, or stop at the next screen after challenge. To solve this problem, you can enter the five characters "Revival Code" republishing in game magazine or you can enquiry the game agents. Operate similar to "Modify Game" (For example: "Street Fighter II Turbo", the
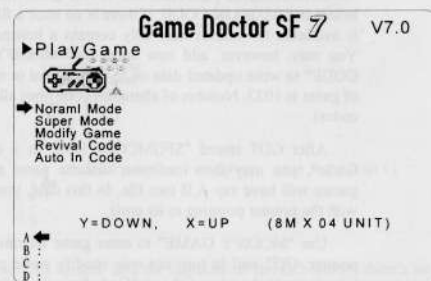
code is 01CAD).

Note: Not all games have a related Revival Code, the Game could be down by entering a wrong code.

● **AUTO IN CODE:** automatic modify game program with alteration codes. If you wish to use AUTO IN CODE (A.I.) to modify game program, you need to input "SFGMCODE.D00" file into the SNES game machine by "LOAD GAME" option before use AUTO IN CODE. If there is no such a file, "NO DATA" will show. This file is available for sale. It may only contain a limited number of game alteration codes. You may, however, add new codes by "MODIFY GAME" and using the "WRITE CODE" to write updated data on to the original or new diskette. The maximum number of game is 1023. Number of alteration code lines allowed is 3027 (each line contains 14 codes).

After GD7 stored "SFGMCODE.D00" in a designated memory area by "Load Game", you may then load your diskette game and use "MODIFY GAME" (some games will have say A,B two file. In this case, you should enter each individual code with the pointer pointing to its unit).

Use "MODIFY GAME" to enter game alteration codes accordingly with the unit pointer. GD7 will in turn not only modify game program but store the entered codes into designated area and shows "Code Stored". Before commencing of game or shutting down SNES, remember to use "WRITE CODE" to write back the data stored in the SNES memory into the diskette. Otherwise, the newly entered codes will not be updated in "SFGMCODE.D00" file.

The next time you want to load disk to play the same game again, you may first read in "SFGMCODE.D00" using "LOAD GAME". Then use "AUTO IN CODE" to operate. Doing that will allow GD7 to search for the alteration codes of the game as pointed by the pointer. If searched, it may automatically change the game's contents accordingly. The display will also show you how many lines of alteration codes are being executed. If no code is searched, "Code Not Found" will be displayed. (Note: For games with A and B section, you just apply the above procedure once for unit A).

If you are unable to purchase "SFGMCODE.D00", you may use the following passwords to allow GD7 to create an empty "SFGMCODE.D00":

90000444F43XX1	90003544F52XX1	90006205346XX1
90009204344XX1	9000C000000XX1	9000F40XXXXXX1

Finally, use "WRITE CODE" to write on to diskette to get "SFGMCODE.D00"

B) PLAY DISK

● **Load Game:** Read game file from disk into the memory unit pointed by the pointer. Upon completion, original English game name will be displayed in the memory unit row pointed by the pointer.

For game exceeding 8M which is separated into SFXXXXXA and SFXXXXXB

two disk files (or SFXXXX.1 and SFXXXX.2), both files must be read separately into 2 consecutive memory units. Otherwise, play game may become abnormal or machine may even be down. This may destroy GD7's internal memory data and it is then necessary to start the machine and load game again.

When "Load Game" in processing it will check if there is a disk in diskdrive. If the disk is inserted, it will read the game from the disk. Otherwise, it will check the communication port, whether it has been connected to a 'CD System' or to a 'PC'. If it has been connected to a 'CD System', it will show the Model of the 'CD System' and the capacity of the CD Disc(if there's no CD inserted, signal will show); you only need to enter the game number(it should be numberic, for example: 8001,4127,32002 etc...), games in the CD could be read two or three times faster than be read from a floppy disk. If GD7 hasn't been connected to a 'CD System' or the power of the 'CD System' is on "OFF" position, it will operate like GD7 is connect to a 'PC', and "Linking" will show, now you should use a special program "TSF3.EXE"(available for sale) and enter the game number.
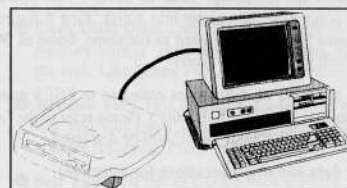
● **Load to BRAM:** Many game cartridges carry installed battery to keep data in it's RAM (Battery Backup RAM) - generally named as BBRAM or BRAM. With BRAM, game program can store data like passed challenges or enemies into BRAM upon continual or game over. Next time player can select "continue" to restore data for playing.

When you need BRAM in a game, you can use this operation to read BRAM data back into BRAM (if you had written the BRAM data for the game into disk beforehand by "Write BRAM" - will be explained in later section). If you want to copy the BRAM DATA from external game card to GD7'S BRAM, you just input the code "10005XXXXXXXX1" by MODIFY GAME).

● **Load to Saver:** Foregoing instructions mentioned of "Save Screen" and Restoring" data under Super Mode. These data can be written into the disk by "Write Saver"(to be
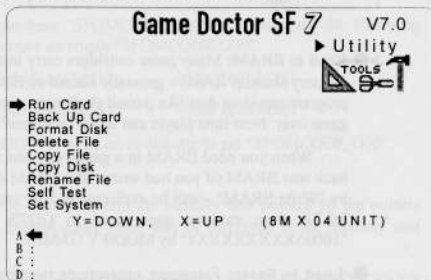
explained in later section). You can use of "Load to Saver" operation to bring back these data next time you want to play the game. So you will be able to restore the saved screen under Super Mode and play game without having to start from the beginning of the game.

As mentioned already, saver data are stored in spare memory space of the memory unit storing a game (like 4M,10M or 12M game). If no spare memory space is available(like 8M or 16M game), Super mode will automatically occupy the next memory unit for storing saver data. Before operating "Load to Saver", press "X" or "Y" button to move pointer to the game unit or "SAVER DATA AREA".

● **Write Game:** Duplicate game program in memory unit pointed by the pointer into a disk(the current assigned number will be used as film name).

● **Write BRAM:** Write GD7's internal BRAM data into a disk. During the operation, the memory unit pointed by the pointer must be saved with a game program(should not be blank or in a saver data area). While writing into the disk by 'WRITE BRAM' operation, the first 7 figures of the assigned number of the game plus "BXX" will be used as file name. "XX" are "00" to "99" which you can select freely by using the Cross (+) pad(if pointer is pointing to an empty area, then use "SF.BXX" as filename).

(If you want to copy the BRAM DATA from GD7'S BRAM to external game card, you just input the code "10006XXXXXXXX1" by MODIFY GAME).

● **Write Saver:** Opposite operation of the foregoing "Load to Saver". This operation writes saver data in memory unit pointed by the pointer into a disk. First 7 figures of the assigned number of the game plus "SXX" will be used as file name. Same as 'Write BRAM', "XX" are "00" to "99" which you can select freely.

● **Write Code:** Write the alteraton codes for modify games collected in SNES memory into a disk (64K byte length, filename is "SFGMCODE.D00"). Please refer to the "Auto In Code" section. If the memory is blank, "No Code Data!" will be displayed.

C) UTILITY (Provides duplicated game data and disk operations for selection)

● **Run Card:** Play) game in game cartridge inserted in top of GD7. User may select NORMAL, SUPER MODE(Slow-motion; save etc...) or TRY MODE(During game time, a press of the "RESET" button will bring user back to MENU operation).

● **Back Up Card:** First of all, volume of game.

```
      Game Doctor SF 7    V7.0
                       ▶ Utility
                        △TOOLS⌐T
    ➡ Run Card
      Back Up Card
      Format Disk
      Delete File
      Copy File
      Copy Disk
      Rename File
      Self Test
      Set System
          Y=DOWN,   X=UP   (8M X 04 UNIT)
    A ◀
    B :
    C :
    D :
```

cartridge memory size in terms of "M" (Mega Bit) will be displayed on screen. Then data from the game cartridge will be duplicated into memory unit pointed by the pointer and a SFXXXXXX number will automatically be assigned. For instance, a 4M game as SF4XXX and an 8M game as SF8XXX(the last 3 numbers adjustable and are different each time.) If game exceed 8M, the first 8M will automatically be saved in the memory unit pointed by the pointer. Then pointer will move to the next row where balance data will be saved. Number for such cases will be assigned as SF10XXXXA or SF10XXXXB for 10M game and SF12XXXXA or SF12XXXXB for 12M game.

● **Format Disk:** Format new disk or problem disk. 2DD disk can be formatted to 720K byte (approx. 5.5M bit). 2HD disk can be formatted to 1440K byte (approx. 11.5M bit) or 1600K byte (approx. 12.8M bit).

● **Delete File:** This operation displays file names(50 names at most) first in the disk. Press "A" button after file name to be deleted has been chosen. Press "Select" button can release from this operation before pressing "A" button.

● **Copy File:** Upon inserting a disk, files in the disk will be displayed on screen. Press "A" button after a file is selected. The selected file will be read into the appropriate memory unit (if this file is more than 8M Bit, next memory unit will also be occupied). After you have inserted another disk with enough memory spaced, this file will duplicated into the disk. Display of "OK! NEXT(Y)?" means completion of duplication. You can duplicate once more by press "A". Press "Select" button to release from this selection.

● **Copy Disk:** Upon insert of a disk, data from the disk track will be read in sequence into memory unit(s). Then insert another disk and data will completely be duplicated into the disk. Like "Copy File", you can duplicate several copies continuously.

● **Rename File:** This operation displays file names(50 names at most) first in a disk so that you will know what kind of data are stored in a disk. Pressing "A" button will activate renaming. Press "select" for quit from this operation.

● **Self Test:** Self test of GD7. Check if ROM, RAM and disk drive are working properly. If there is "ERR"(or all "00M" RAM), contact the agent for enquiry and maintenance. Please note that the disk will be used for formatting, writing or reading during this operation. Hence, a blank disk instead of a disk with stored data should be used for this operation. Should "ERROR" shows up, try another disk to confirm.(Ensure that no diskette is inserted before doing self test. Wait for display indication before inserting).

● **Set System:** This operation enable you to set mode to "Chinese" or "English" for remark message.

5. NOTES

Since Super Nintendo (SNES) is a highly sophisticated and complication system, when you restore a saved screen under Super Mode, background music may not come as the same music when screen was saved(there may even be no music at all). It is better to continue game for a while when music starts playing before restoring a saved screen.

Hence, for some games, only the saved screen without music may be restored. This may lead to instant stop of game or stop of game at pass of a challenge. Machine will not be down and this will not lead to game program destroyed because you can still "restore" back to normal by pressing "Select" button and "L" button simultaneously, part of it can be "restore" back to normal by the Revival Code pre-enter, otherwise, only slow motions can be used.

For some games, it is not suitable use the "Slow Motion", otherwise, the game program will be abnormal and down the machine.

Not all games compatible with "Slow Motion". When you use "Four Times Slow Motion"(by press: "Start" button and "L" button simultaneously) to some games, screen would be abnormal, you can change to use "Two Times Flash Slow Motion"(by press: "Start" button and "R" button simultaneously) instead. For PAL-Version SNES users, it might be still flash too much, suggestion is stop to use the "Slow Motion" for these games.

<NOTICE>

This product is designed for the purpose of giving customers special functions while playing games with game cartridges. Moreover, it also for the purposes of the design, development and modification of T.V. games and can be used for performing various other functions such as disk formatting and data processing.

Our company would like to remind customers that they should not, without first obtaining appropriate consent from relevant copyright owner(s), duplicate the disks, programme or data of others. Our comapny accepts no responsibility should users choose to employ GD7 wrongfully.

SNES is the trademark of Nintendo.

保用咭 GUARANTEE CARD

機身編號 Serial No.:
聯絡電話 Tel No.:
購買日期 Date of Purchase:
發票號碼或購買店蓋章 Invoice No.:

用戶姓名 Name of Client:
用戶地址 Address:
購買店名 Dealer:
商店地址 Address:

註：如需購買店蓋章必須附同發票，否則保用無效。維修時請出示此保用咭。
Note: Warranty does not apply for purchase without store stamp on this card or on invoice. Please bring along the warranty card for services.

用戶存底 SERVICE CARD

機身編號 Serial No.:
聯絡電話 Tel No.:
購買日期 Date of Purchase:
發票號碼或購買店蓋章 Invoice No.:

用戶姓名 Name of Client:
用戶地址 Address:
購買店名 Dealer:
商店地址 Address:

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Note: Products of Bung Enterprises Ltd. provides a one-year service warranty (parts excluded) for a true-copy of GD7 (Serial number starts with "B"). This does not apply for those GD7-conpatibles upgraded from other disk device systems (Serial number starts with "U").Check with the store of purchase in these cases.