MASTER ™
EVERDRIVE
X SERIES

User Manual

Manual Version:
Apr. 9, 2018
OS v1.00

STONEAGE
GAMER ®

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ROM Files and System Hardware

1. ROMs cannot be compressed into archives such as *.zip, *.rar, *.7z, ect. The normal file extension for Sega Master System ROMs and Sega Mark III ROMs is *.sms. The normal file extension for Sega SG-1000 games is *.sg.

2. Although modified or hacked game ROMs may sometimes work, they are not officially supported and are not guaranteed to work.

3. Modified / over clocked systems or clone Master System Consoles may or may not work. There is no guarantee the user's Master EverDrive cart will work on a modified, over clocked, or clone Master System Console.

Basic Controls

1 Select Item

2 Main Menu / Back

Up / Down Navigate up or down the menus

Left / Right Go up or Down a page at a time

Up + 1 +2 (During Game Play) Open In-game Menu.

Main Menu

To access the Main Menu, after booting the cartridge up use the 2 button on the controller. If you are already inside another menu or a folder, you can continue to press 2 until you arrive back at the Main Menu.

Start Last Game

Press 1 to Launch the last game that was loaded

Options

In-Game menu: off/on

Press 1 to toggle this option off or on

The in-game menu is used for the Instant Save and Load States, as well as going back to the menu without the need to power the console off / on

Hot Key: U+1+2

Press 1 to bring up the Hot Key selection
Press any combination of 3 buttons to set a hot key combination
The hot key combination is used to bring up the In-Game menu

Recently Played

Press 1 to bring up the Recently Played Menu
Use up and down to select the most recently played game you would like to play
Press 1 to launch the selected game

Random Game
Press 1 to launch a game that is chosen randomly

Device Info
Press 1 to see Information about the Master EverDrive cart
- **Cart:** Shows Cartridge Version Information
- **OS Version:** Shows the Operating System Version currently loaded
- **FPGA ver:** Shows the FPGA's version
- **SysType:** Shows the region of the Master System Console
- **Asm Date:** Cart's day and year of assembly.
- **Asm Time:** Cart's time of assembly.

Diagnostics
Press 1 to run diagnostics
The hardware will be tested with reading and writing from ROM / RAM / SD Card

About
Extra information about the cart.

File Menu

To access the File Menu the user must be in the File Browser. Highlight the file and hit the (1) button. The File Menu allows the user to select a game file or view information about game file.

Select and Start
Set highlighted game file as current game and start play.

Select Only
Set highlighted game file as current game, but do not start the game. To start this game later you can hit "Start Last Game" from the Main Menu to launch whatever game is selected.

Rom Info
This shows some info about the rom, such as Rom size, Rom System type, and Mapper

In-game Menu

To access the In-game Menu the user must have the In-game Menu function enabled. While playing a game hold in all 3 buttons set up as the hot keys at the same time.

Save State
Save Snapshot of current state.

Load State
Load last Snapshot Save.

Back to Main Menu

Takes the user back to cart's Main Menu.

Additional Information

Operating System

The Master EverDrive loads its operating system directly from the microSD card.

The Master EverDrive OS (Operating System) file is "SMSOS.BIN" and should be located in /SMSSYS/ folder that must be located in root folder (it must be a main folder and not be located inside any other folder) of the microSD card.

To download the latest OS please visit the website in the FAQ's section below To update the OS all that is needed to be done is copying the new OS file (SMSOS.BIN) to /SMSSYS/ folder on the microSD card and overwrite old OS file.

Supported game file types: *.sms, *.sg

Game Saves

For games that utilize battery-backed saves, a file will be created during the normal saving process. This file will be the same name as the rom, with the extension changed to .srm, and will be placed inside the /SMSSYS/SAVE/ folder. For Instant Save States, a file will also be created with the game rom name, and instead with the extension .sav. These are placed in /SMSSYS/SNAP/ folder. When the user runs this game again the save data and/or Instant Save State data will be loaded from the microSD card to SDRAM automatically so that the saves will be available when the game is loaded. You can back these files up to another folder or device if you want to keep older copies of the save files / save states, and can replace the current file any time you want to go back to an old one. Only one save file and one save state can be used at a time.

In-game Menu

Some games may not work or may be operate erratically if In-game Menu option is enabled.

Snapshot Saves (Instant Save States)

Snapshot Saves may not work perfect for all games. Some games may lose sound, hang, and other possible glitches may happen. This function will most likely be improved in future OS updates, but will most likely never work perfect on every single game.

Snapshot Saves may or may not work with Sega SG-1000 and Sega Mark III games.

Currently only one save state per game is possible, although you can back-up any save-state file to use again in the future.

Sega Game Gear / Master Gear Converter

The Master Everdrive will work with the Master Gear Converter through a Sega Game Gear Console. The In-Game Menu may not work however. .

<u>Master EverDrive FAQs</u>

Q: Can I use the Master EverDrive without a microSD card after the game is loaded into memory?

A: No.

Q: Can I play Master System games with a Sega Game Gear?
Yes, with the use of a Sega Master Gear Converter.

Q: Where can I get support on my Master EverDrive?

A: Please visit https://stoneagegamer.com/master-everdrive-resources.html

Q: Where can I get the latest OS updates for my Master EverDrive?

A: Please visit https://stoneagegamer.com/master-everdrive-resources.html