

# **GB 64M USB Cartridge**

## **1. Function**

- Built in **64M** capacity (2 pages, 32M per page)
- Supports **GB / GBC / GBA / GBA sp...**etc
- Supports **GB / GBC ROMs** (include **LSDJ**)
- **Multiple game ROMs burning** is allowed.
- Connect to PC via **USB** cable.
- Supports **Windows XP (32bit) / Vista (32bit) / Windows 7 beta (32bit)**
- Easy **replaceable battery** (for SRAM). **No soldering** is needed.

\*\* Game saver is stored in SRAM. It could only store one game saver at the same time.

\*\* No game ROM is built in the card, nor included in the package.

\*\* 64bit windows are not supported.

\*\* Also compatible with GB Transferer I & II.



## **2. How to use ?**

### **Burning game ROMs or game savers**

2.1 Connect the GB USB Smart Card to PC USB port. (see figure 1)

2.2 For the first time to use this product, please install the driver.

(refer to the detailed guide **“3. Driver Installation” STEP #3.1 - STEP #3.5** below)

Figure 1

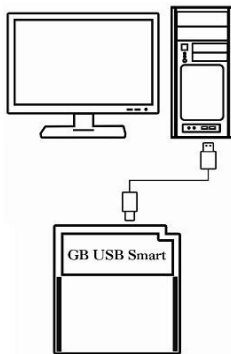



Figure 2



2.3 Run the program “GB\_USB.exe”. (see figure 2)

2.4 The GB USB Smart Card would be recognized. The USB logo  would be shown at the top right corner.

2.5 User could upload or download game ROMs or game savers via the program.

(refer to the detailed guide **“4. Program interface introduction”** below)

\*\* User could burn multiple game into the card. On the console, all the games would be listed in the game menu.

### **Play games**

2.6 Simply connect the card to GB / GBA / GBC...etc, user could play the games.

### **Change pages**

2.7 The card consist of two pages, with 32M memory per page. When it is connected to PC, user could change the page by changing the “page number” on the program interface. (refer to **“4. Program interface introduction”** below)

2.8 When it is connected to GB / GBA / GBC, user could switch the card to page 2 by turning the console OFF and ON instantly. (within a second)

\*\* The green LED (besides the mini USB port at the top of the card) indicates the page number.

LED OFF = Page 1, LED ON = Page 2.

### 3. Driver Installation

The following guide is base on windows XP (32bit). It would be very similar for windows Vista (32bit).

#### STEP #3.1

For the first time the GB USB Smart Card is connected to the PC, you'll notice the **"found new hardware"** box appear on your screen. (see figure 3)

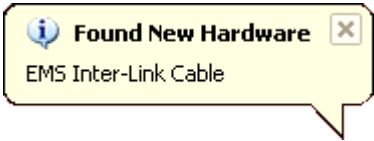
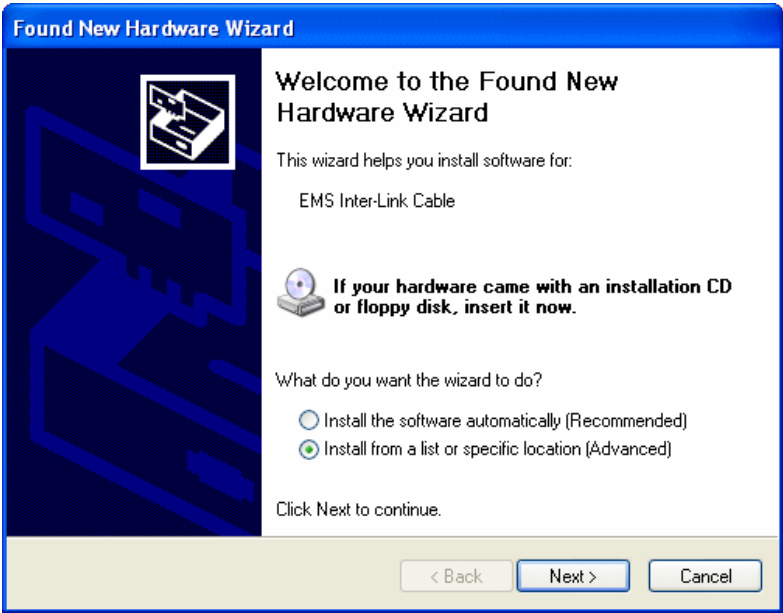


Figure 3

#### STEP #3.2

After the **"found new hardware"** box appears, the **"found new hardware wizard"** will start. You will be asked **"what do you want the wizard to do?"** Select **"install from a list or specific location (advanced)"**. (see figure 4)

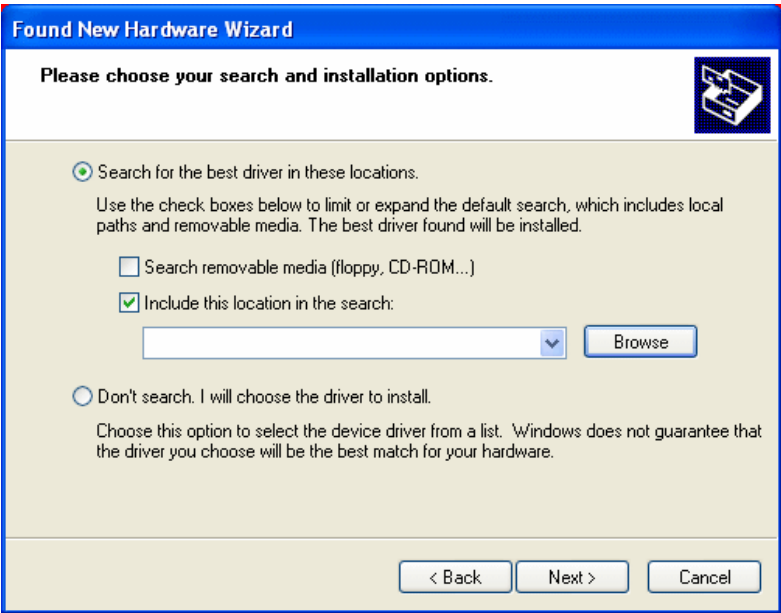
Figure 4



#### STEP #3.3

Select **"search for the best driver in these locations"** and click **"include this location in the search"**. Click **"Browse"** and direct it to the location of **"EM3Link.inf"** and **"EM3Link.sys"**. (see figure 5)

Figure 5



### STEP #3.4

After you click the next button you should see a hardware installation window appear saying the drivers may not be compatible with Windows XP. The drivers do work so ignore this box and click “[continue anyway](#)”. (see figure 6)

Figure 6



### STEP #3.5


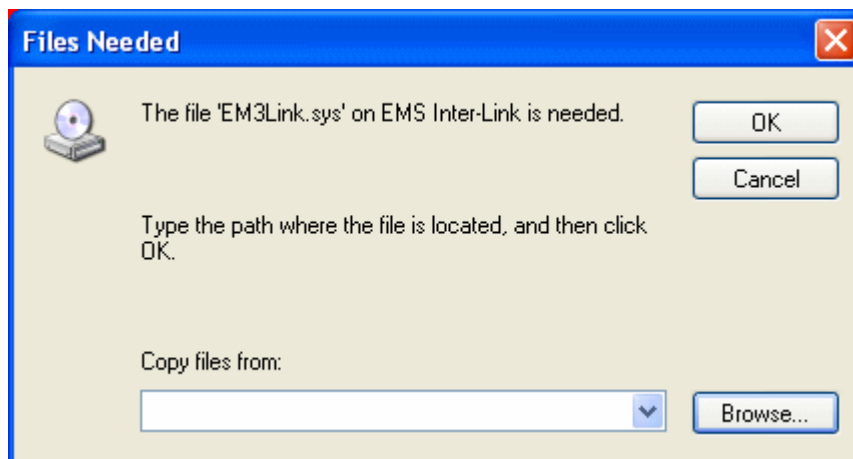
Windows XP may install the drivers on its own. If not, a “[files needed](#)” window will appear asking to find the file “[EM3Link.sys](#)”. Please click “[Browse](#)” and direct it to the location of “[EM3Link.sys](#)” and click “[OK](#)”, windows XP will install the driver successfully. You could find the a USB device called  EMS Inter-Link Cable in the “[device manager](#)”. Please remember to reboot the computer after that. (see figure 7)

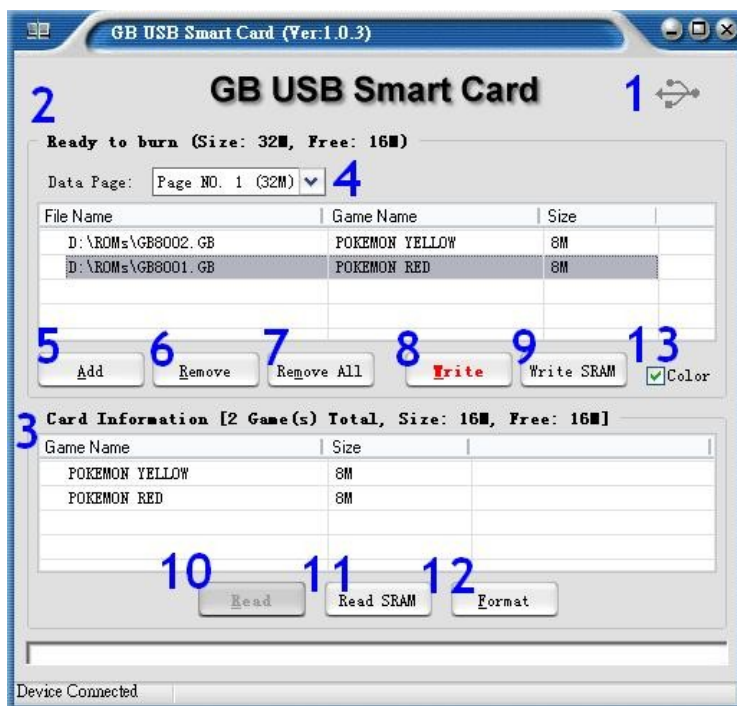
Figure 7




## 4. Program interface introduction

The program interface is as follows (see figure 8). Please see the detailed description below.

Figure 8



1.  - This logo appears only if the GB USB Smart Card is connected.
2. **Ready to burn** - This frame shows the game ROMs you are going to burn into the card.
3. **Card Information** - This frame shows the game ROMs in the card currently.
4. **Page Number** - The card consist of 2 pages, with 32M memory per page. This is the option to change page.  
The green LED (besides the mini USB port at the top of the card) indicates the page number.  
LED OFF = Page 1, LED ON = Page 2.
5. **Add** - To add game ROMs into the above “Ready to burn” table. Multiple game ROMs could be added into the “Ready to burn” table in one time. (simply select multiple files before hitting the “open” button.)
6. **Remove** - To remove selected game ROMs from the above “Ready to burn” table. User could select multi items and click “Remove” to remove them at the same time.
7. **Remove All** - To remove all game ROMs from the above “Ready to burn” table.
8. **Write** - To start burning. All the game ROMs in the “Ready to burn” table would be burnt into the card.
9. **Write SRAM** - To download game saver from PC to the card.
10. **Read** - To upload game ROMs from the card to PC.
11. **Read SRAM** - To upload game saver from card to the PC.
12. **Format** - To format the current page. (not both page)
13. **Color** - This option should be enabled when burning multiple GBC ROMs, and should be disabled when burning multiple GB ROMs. This option is meaningless for burning single game ROM.

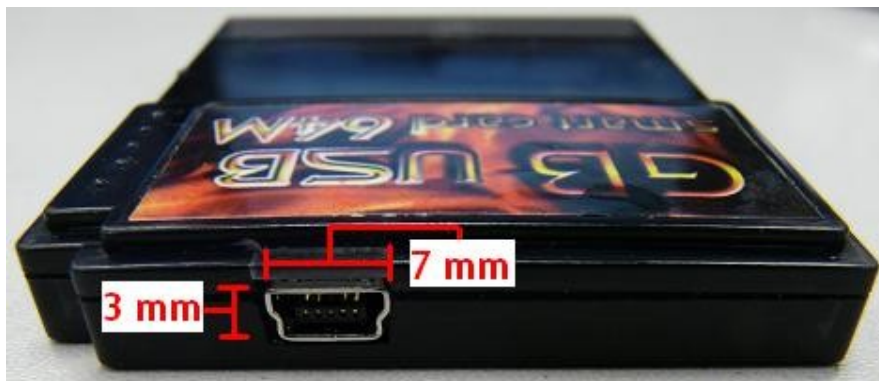
\*\* The whole interface would be disabled if the GB USB Smart Card is not connected.

\*\* Burning game ROMs into the card will overwrite all the old game ROMs in that page.

## 5. Note

- 5.1 Game saver is stored in SRAM. Only one game saver could be stored in the SRAM. Both pages share the same SRAM. Only one game saver could be stored in the SRAM at the same time. New game saver would overwrite the old one.
- 5.2 This product is also compatible with GB Transferer I & II. When it is connected to the GB Transferer I & II, user could switch the card to page 2 by disconnect the card and reconnect the card to GB Transferer I & II instantly (within a second).
- 5.3 The mini USB port at the top of the card is 3mm x 7mm. Please refer to figure 9.

Figure 9



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