

First, I am not selling the copying systems. I am fronting a friend who imports these systems (because he is not a mac user). He is very reliable and has sold many copiers. He does very well because he is very supportive of his customers. I have personally used these copiers and find them awesome! Of all the dealers of these copiers I've seen, his copiers are the lowest prices and most backed up by the dealer. Get one of these, you won't regret it.

For those of you interested in the SNES/Genesis game copiers, this is for you.

First, I'll explain the concept. Cartridges are game code saved on ROM chips. The games are just code just like any mac game. So, if you have a eeprom reader, you can read the code. Then you can save that code to disk. The copiers do this. You then have a game stored on a regular High Density Floppy Disk (1.44MB). You can also use 800K disks too. When you want to play the game, have the copier load the game from disk to the copier's own RAM. Then the SNES/Genesis just uses the copier's RAM as the cartridge RAM. The game system can't tell that it's not a cartridge...all it cares about is the pins and what code is in the RAM/ROM.

Right now, the most popular copying systems (price/performance) are the Super Magicom (SNES) and the Super Magic Drive (Genesis). Both of these use regular disks that a dos computer (or a mac with a FDHD and Access PC or some like program) can read. Similarly, you can store your games on syquests too, if you want. If you have an IBM, you can connect the machine to your HD and load games and run games directly from your computer (maybe someone can write a mac hack for this).

I can't mail any pictures or anything, but if you want to see a picture, check out the May 1992 (issue 34) issue of Electronic Gaming Monthly. In the letters to the editor section, there is a picture of a Super Magicom.

If you want to buy one of these, email me. I will handle the purchasing (I am NOT charging for being a middle man...you get the same prices with no markup). If you want more info, I can try to help, but probably can't give you much more information than this. Just consider the price of 6 \$60 new cartridge games costs you \$360. The copier costs you \$350. Nuff said.

### **The Sanitizer**

Note: about the 16Mbit expansion kits. So far, only Street Fighter II breaks the 8Mbit barrier on the SNES (meaning all the rest of the SNES games will be copyable/playable on a super magicom without a RAM upgrade). On the genesis, only a couple games break the 8Mbit barrier (only Star Control comes to mind). So, depending on what you want to play, the extra RAM may or may not be what you want. You can always buy the extra RAM later...it's easy to install.

Now, the following is from my dealer friend:

#### **I. What is a CONSOLE BACKUP SYSTEM?:**

It is a device which plugs on top of SNES or GENESIS console just like a normal cartridge, and it allows you to Back-up your cartridges to a disk, and later play them off that disk, without the need for the original cartridge! The Back-up unit comes with onboard RAM to hold the game data, as well as a external High Density disk drive for storage and retrieval of games.

Why waste your original cartridge when you can play the game off a

disk! protect your investment and order one of the back-up systems!

P.S. Everyone has the right to protect their investment in software by making back-up copies of original that they OWN. Therefore it is legal to own one of the back-up system just like it is legal to own a disk drive with your computer!

## II. Prices and Policy

SUPER MAGICOM BACK-UP SYSTEM FOR SNES - \$350  
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Σ 8 MBITS RAM [YOU CAN PURCHASE THE 16mbit ram board later if needed]

Σ 1.44/1.6MB HIGH DENSITY DISK DRIVE

Σ 256K BATTERY BACK-UP

Σ POWER SUPPLY (NO NEEDED TO BUY ONE)

Σ IBM PC LINK INTERFACE [NOT AN EXTRA! IT IS STANDARD WITH ALL SYSTEMS!]

Σ DOCUMENTATION IN ENGLISH

Σ 90 DAY LIMITED WARRANTY

Σ ALL SYSTEMS ARE COMPLETELY TESTED BEFORE BEING SHIPPED!!

SUPER MAGIC DRIVE BACK-UP SYSTEM FOR GENESIS/MEGA DRIVE - \$350  
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Σ 8 MBITS RAM [YOU CAN PURCHASE THE 16mbit ram board later if needed]

Σ 1.44/1.6MB HIGH DENSITY DISK DRIVE

Σ 256K BATTERY BACK-UP

Σ POWER SUPPLY (NO NEEDED TO BUY ONE)

Σ IBM PC LINK INTERFACE [NOT AN EXTRA! IT IS STANDARD WITH ALL SYSTEMS!]

Σ DOCUMENTATION IN ENGLISH

Σ 90 DAY LIMITED WARRANTY

Σ ALL SYSTEMS ARE COMPLETELY TESTED BEFORE BEING SHIPPED!!

- N O T I C E -  
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NEW PRICES ON MEMORY EXPANSIONS  
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\$55 - With a return of your old 8mbit RAM!

\$100 - 16MBit RAM Board for SUPER MAGICOM

Σ If you send your old memory expansion upfront you will only have to

pay \$55 COD.

Σ If you do not send in your old ram board in, you will be charged \$100 COD from which \$50 is refundable upon receiving of your old ram board.