

MT card Ver2.0 Menu Instructions

1. MT Mode



2. Classic Mode



3. Save Editor



4. Backup NAND



5. Format Emu NAND



1. MT Mode(Go MT Card Mode)

- a. Check User Manual of English for reference, mainly check step 1 and step 2.
- b. Power on 3DS console, then select icon "System Settings"->"Other Settings"->"Profile"->"Nintendo DS Profile"(Press "L" key of 3DS console while you are clicking "Nintendo DS Profile"), here we enter MT menu on 3DS console as the below picture shows



- c. Select the first icon, it shows " Go MT Card Mode". Press "A" button to enter MT mode, and the console will restart and return 3DS interface.
- d. The screen will flicker or black when the console returns 3DS interface, it takes about 3-5 seconds. If you wait longer time but the screen is still black, you need to restart the console and go MT mode again. It will solve the problem. It is safe.
- e. Return 3DS interface, press "SELECT" button and it shows you the below picture. Press UP/ DOWN button to select ROM. If there are too much ROMs, you can press "L" /"R" button to turn page, and find your favorite ROMs.

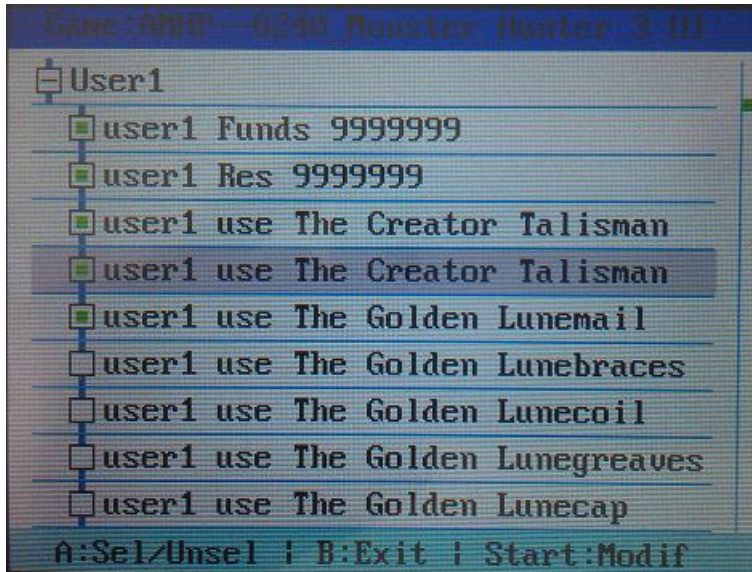



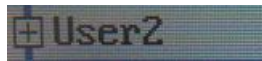
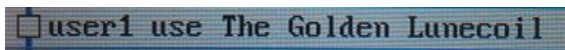

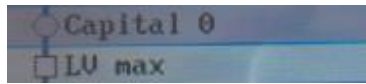


2. Classic Mode

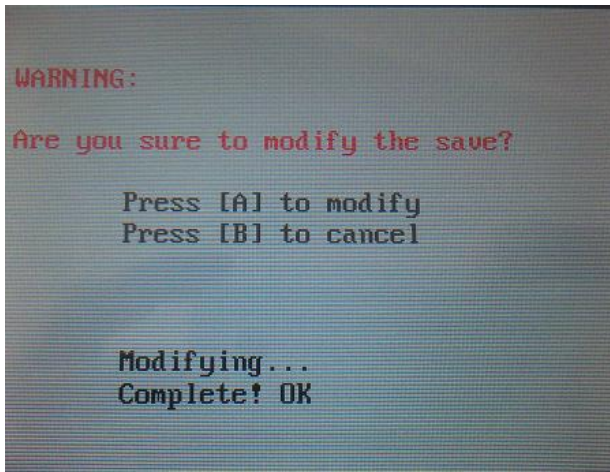
- a. This is official game card mode. Select the second icon, and press "A" button to enter Classic Mode, then the console will restart and return 3DS interface.
- b. You need to insert official game card to enter the games in Classic Mode.
- c. It is region off in Classic Mode

3. Save Editor

- Put game ROMs (*.3ds/*.3dz) and save files (*.sav/*.zav) into TF card, then insert MT card to 3DS slot. Select the third icon, press "A" button to enter the menu.
- Press UP/ DOWN button to select game. Press "Left"/ "Right" button to turn page.
- To modify the data of the ROM, just select the ROM name and press "A" button to confirm and enter the menu items that can be modified. Each game's menu varies according to the game.
- Select the ROM name, press "A" button and you will see the picture below. Top row shows the name of the game, the corresponding number, and full name of the game. This information is from <http://www.3ds.essh.co/>.



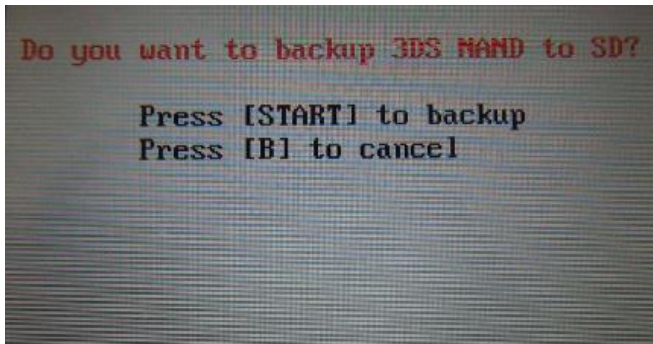
- In the above picture,  is the first save of the game,  is the second one.
- In the above picture,  is the item that can be modified. Move to this line by pressing UP/DOWN button, and press "A" button to select it. Once it is selected, a green dot will appear in the checkbox, just like this 
- In the picture  ,  is radio button,  is checkbox.
- Press "START" button to confirm the selection, then a prompt will appear. Press "A"---begin to modify the data, or press "B"---return to reselect. "OK" prompt appears after modifications are completed.



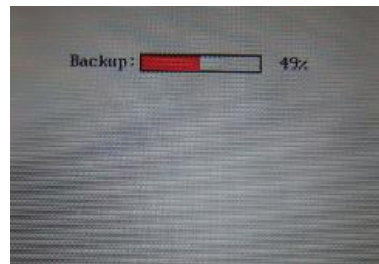
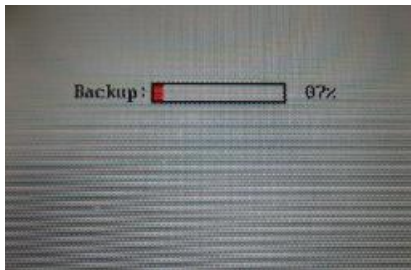
- i. For the games that can be modified, they must be in the supported game database we released, and must be the same save file name as the ROM's. For the save file, you need to enter the game to confirm all OK, or it will show "Save is Null".
- j. For the games in the supported game database, all save files (like *.ZAV, *.SAV) and ROM files (like *.3DZ, *.3DS) can be modified.
- k. After modifications, select the first icon to enter MT Mode, and return 3DS interface to enter the game, then check the modified results.
- l. For different games, the distribution methods of modified results are different. Part of the game props are given directly, some are given in the task burden or in the warehouse.
- m. For example, MH3G game props are in the warehouse, page 6. Thus you can avoid covering the existing props.

4. Backup NAND

- a. Select this option, press “A” to backup



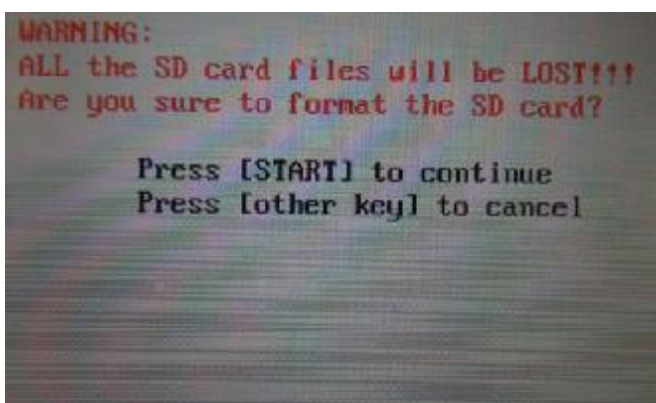
- b. Press “B” to cancel, press “START” to backup.



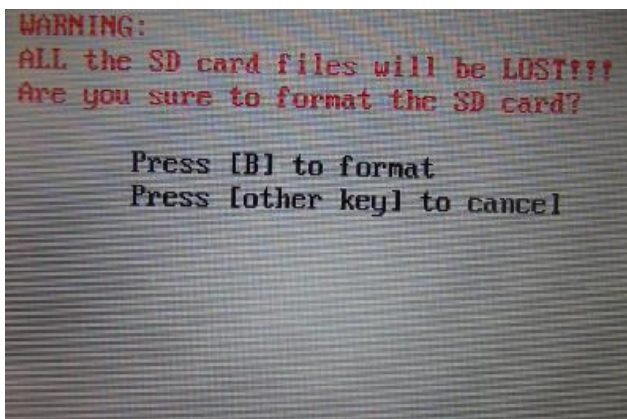
- c. When the progress bar is up to 100%, pop-up green letters” finished” , then press “A” or “B” to exit.

5. Format Emu NAND

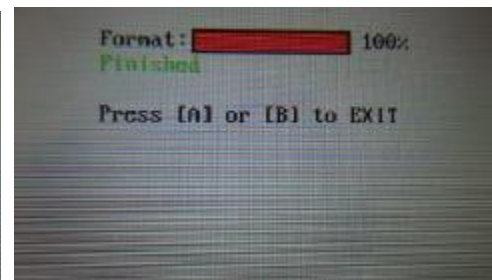
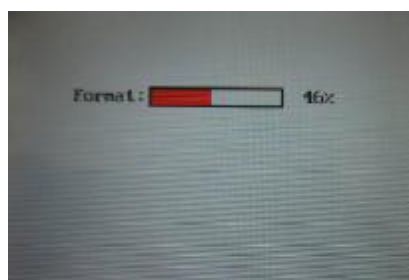
- a) select this option, press “A’ to format Nand



d. Press START to continue , press other key to exit.



e. Press B to format the SD card, and all files on SD card will be lost.



f. When the progress bar is up to 100%, pop-up green letters” finished” , then press “A” or “B” to exit.

g. Regarding to the NAND-emulate system updatable function: Follow step 1 to step 4, as above mentioned, then go MT card menu, press A to exit, and back to “System Settings” to check the system Version.



- h. For system version "MT3D X.X.X-XX" , system is updatable, but it must be finished under "system setting" interface, select " system update" , turn on Wifi to update the system according to the instruction. You can just update the virtual system under "system setting" interface. If to update the NAND-emulate system under "Eshop" interface, the console system will be with update version over 4.5, MT card could not work on that.
- i. About Eshop: When NAND-emulate system update finished, follow step 1 to step 4, as above mentioned, then go MT card menu, press A to exit, then go Eshop, it works with no problem, if system reminds you new system update available when you are on Eshop, just ignore it and follow instruction of step 10 for system update installation.