

<http://www.emulation64.fr>

N64™ Passport Plus III - User Manual

#9801

1. Introduction

N64™ Passport Plus III is a converter cart for N64™, which allows PAL games to run on NTSC consoles or vice versa. Besides, it has Action Replay function with built-in cheat codes. It also enables transferring data between N64™ controller paks and built-in memory in game carts.

2. Installation

- 1) Make sure the N64™ console is turned off.
- 2) Connect a boot cart to the back slot of N64™ Passport Plus III. Please refer to **3. Boot Cart**.
- 3) Connect the game cart to the top slot of N64™ Passport Plus III.
- 4) Insert N64™ Passport Plus III to N64™ console. The III on the sticker should barely be visible.
- 5) Turn the N64™ console ON, and the main menu would appear. If not, it could be one of the following problems.
 - i) Bad contact
For this case, please reconnect everything and try again. Also, cleaning the ports with a rubber may help too.
 - ii) Boot cart doesn't work
For this case, please double check if the cart matches all the requirements listed in **3. Boot Cart**.
- 6) Select "Start Game" and then "Start Game without Codes". If the game doesn't start, you need a boot code. Please refer to **4. Boot Codes** for more info.

3. Boot Cart

Here are the requirements of the boot card.

- i) It's region must be same as the console. i.e. PAL cart for a PAL console, and vice versa.
- ii) The cart has no protection. Super Mario 64 would be a very good boot cart.

Note : Game cart with built-in memory could be used as boot cart, but please note that the built-in memory in the boot cart may be erased. Therefore, you may choose game carts without built-in memory as boot cart instead. If the game requires a controller pak or password to save, it doesn't has built-in memory. The following list is common N64™ games which has no built-in memory.

Bomberman 64	International Track and Field 2000	NFL Blitz
Castlevania 64	ISS 64	NFL Quarterback Club 98/99
Castlevania: Legacy of Darkness	ISS 98	Quake 2
Duke Nukem 64	ISS 2000	Rainbow 6
Duke Nukem: Zero Hour	Madden 64	SF Rush 2049
Excitebike 64	Madden NFL 99	Shadowman
Extreme G	Micro Machines 64 Turbo	South Park Rally
Extreme G 2	Mystical Ninja	



4. Boot Codes

Here is an alphabetical list of games that need boot codes. If the game needs one but it isn't built in the N64™ Passport Plus III, the code will be given next to the game name. This is not a comprehensive list but you should be able to get it to work with one of these codes.

Game	Code	Game	Code
1080 Snowboarding (US/JAP)	- 1080 Boot Code	Ogre Battle 64 (US)	- E93D0054 003F
Command and Conquer (US)	- Lamborghini Boot Code	Pokemon Snap (US)	- 1080 Boot Code
Diddy Kong Racing (US)	- 1080 Boot Code	Rugrats (US)	- Starfox 64 Jap Boot Code
Hey You, Pikachu (US)	- E93D0054 003F	Sin and Punishment (JAP)	- E93D0054 003F
Mario Party 2 (US)	- Lamborghini Boot Code	Super Smash Bros (US)	- 1080 Boot Code
Mario Tennis (US)	- Starfox 64 Jap Boot Code	WCW Backstage Assault (US)	- E93D0054 003F
Nascar 99 (US)	- Starfox 64 Jap Boot Code	WWF No Mercy (US)	- Lamborghini Boot Code
NBA Courtside (US)	- 1080 Boot Code	Yoshi's Story (US/JAP)	- Yoshi's Story Boot Code
NBA Courtside 2 (US)	- Lamborghini Boot Code		

The following codes may also helps. http://www.hkems.com/product/n64/n64-passport_code.htm

5. Entering / Selecting Codes

Procedures for selecting boot codes / cheat codes.

- 1) Select "Select Cheat Codes" from the main menu.
- 2) Scroll down to the name of the relevant game, press A to select it, select or deselect codes so that the only ones on (green) are the boot code and any cheat codes you want to use.
- 3) Press B twice, select "Start Game", select "Start Game with Selected Codes" and the game would start.

Procedures for entering new boot codes / cheat codes.

- 1) Select "Select Cheat Code" from the main menu.
- 2) Select "New Game". This will create a new game entry.
- 3) Enter the game name using the onscreen keyboard. When you've finished, press B and select "Save".
- 4) Select "New Code", enter the code description. If you are entering a boot code, please name it as "BOOT CODE".
- 5) Enter the boot code / cheat code. Press B and select "Save".

6. Memory Card Manager

Memory Card Manager allows you to transfer game saver between N64™ controller paks or built-in memory in game carts. The interface of Memory Card Manager is user friendly, you could control the pointer by analog stick or D-pad. The "game pak" shown in the interface means the built-in memory of the game cart.

7. Credit

Some idea and data in this user manual come from "N64™ Passport Plus III Mini-FAQ", by Olly Dean, nekoever@hotmail.com

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