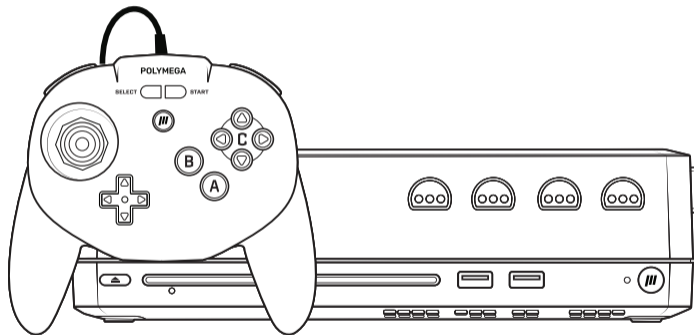


*for firmware version 1.1.30 and above*



## **IMPORTANT INFORMATION / SAFEGUARDS**

- THE INSTRUCTIONS ARE PART OF THIS PRODUCT. READ AND FOLLOW ALL INSTRUCTIONS TO AVOID POSSIBLE HARM AND DAMAGE. SAVE THESE INSTRUCTIONS AND PASS THEM ON TO ANY SUBSEQUENT OWNER.
- DO NOT ATTEMPT TO DISASSEMBLE, REFIT, OR REPAIR THE PRODUCT ON YOUR OWN. FOR SERVICE, CONTACT YOUR RETAILER OR [SUPPORT@PLAYMAJI.COM](mailto:SUPPORT@PLAYMAJI.COM)
- CHILDREN SHOULD BE UNDER ADULT SUPERVISION TO USE THIS PRODUCT.
- HEED ALL WARNING LABELS IN THE INSTRUCTIONS AND ON COMPATIBLE PRODUCTS AND GAME MEDIA.
- THE POLYMEGA LOGO IS COPYRIGHT PLAYMAJI. ALL OTHER COPYRIGHTS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.

### **Ultra Gaming Arrives on Polymega®**

Congratulations on your purchase of the **EM05 Ultra Element Module Set** for use exclusively with the POLYMEGA® System. This Quick Start Guide will act as an introduction to all the new and useful features for playing your classic N64 Games, Paks, and other accessories on Polymega. The original N64 console was prolific for its game library and graphics technology, but also for its extensible accessory ecosystem, of which Polymega is almost fully compatible with. To use N64 Paks such as the Controller Pak, Rumble Pak, and Transfer Pak on Polymega, please follow this Guide and look for further updates to this guide on our website, [www.polymega.com](http://www.polymega.com).

As an owner of the EM05 Ultra Element Module set, you'll have the security and peace of mind of knowing that your original N64 game library will be preserved far into the future, while also providing you with the highest quality cross-generational gaming experience possible. Thank you for your purchase.

## Polymega® EM05 Ultra Element Module Set Includes:

- EM05 Ultra Element Module
- RC05 Ultra Retro Controller

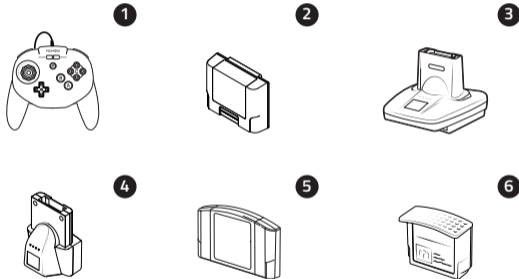
*Before Playing, Please Review the following Supported Devices and Accessories:*

*Supported:*

1. RC05 Ultra Retro Controller / Original N64 Compatible Controllers
2. Original N64 Controller Pak (memory card)
3. Original N64 Transfer Pak
4. Original N64 Rumble Pak
5. Original N64 Game Pak (see FAQ for details on game compatibility)
6. Virtual N64 Expansion Pak

*Unsupported: (as of document release)*

- Original N64 VRU
- Original N64 DD



***Note:** any unmentioned accessories from the provided list are not tested at this time.*

## General Concepts

While the EM05 Ultra Module is compatible with original N64 Pak accessories, the method by which you will use them on Polymega differs to an original N64 console. Detailed operation instructions are provided in this guide.

- 1 N64 Controller Pak Usage**

On an original N64 console, when a game prompts you to insert a Controller Pak, you would simply insert a physical N64 Controller Pak into your controller. On Polymega, you will select a Virtual Controller Pak via the in-game menu which will then be used to save your game data using in-game functions.
- 2 N64 Transfer Pak Usage**

On an original N64 console, when a game prompts you to insert a N64 Transfer Pak, you would insert it with a compatible GB / GBC Game Pak. On Polymega, prior to launching the N64 Transfer Pak compatible game, you would pre-install GB / GBC games to your Polymega through **Transfer Pak Management** screen using the original, physical Transfer Pak device.
- 3 N64 Rumble Pak Usage**

On an original N64 console, when a game prompts you to insert an original N64 Rumble Pak, you would insert a N64 Rumble Pak with charged batteries into the N64 compatible controller's pak slot. On Polymega, you will need to go into the in-game menu and enable the N64 Rumble Pak before rumble effect can be felt.
- 4 N64 Expansion Pak Usage**

On an original N64 console, the N64 Expansion Pak unlocked enhanced features for select titles. While supported on Polymega, this virtual accessory defaults to OFF, but can be enabled using the in-game menu on a per game basis. A game restart will be required, and compatibility may increase or degrade based on the game.



**Important:** It is recommended that your Polymega system stays connected to the internet while playing N64 games, so that you can receive performance and compatibility improving game updates dynamically.

## Using the N64 Controller Pak

- **Configuring N64 Controller Paks for use with Polymega:**
  - Before you start playing games, you may want to import the data from your physical N64 Controller Paks so that you can use your prior N64 Save Data with your N64 Game Collection on Polymega. To begin, navigate to **Settings > Game Console Settings > N64 Settings > Controller Pak Management**
- **Controller Pak Management Screen**
  - In this screen you can create and manage unlimited Virtual Controller Paks, and also share data to and from physical N64 Controller Paks.
  - To create a Virtual Controller Pak, simply press the **START button**. A new Virtual Controller Pak will appear in the list of available Virtual Controller Paks.
  - Each Controller Pak has the following options:
    - **SELECT** (only appears when accessing the Controller Pak screen from within an N64 game using the in-game menu)
    - **MANAGE** (View Contents, Duplicate, Rename, Format, Delete , Copy From Controller Pak, or Copy To Controller Pak)
  - Managing a Virtual Controller Pak:
    - **View Contents:** View contents of the selected Virtual Controller Pak.
    - **Duplicate Pak:** Create an exact copy of the selected Virtual Controller Pak.
    - **Rename Pak:** Rename the currently-selected Virtual Controller Pak.
    - **Format Pak / Delete Pak:** In some instances you may need to format or delete your Virtual Controller Pak. If so, please select these options.
    - **Copy From / To Controller Pak:** Transfer Game Save data to or from a physical N64 Controller Pak inserted into the N64 Controller Pak Slot.



***Note:** The first time you play any N64 game, a Virtual Controller Pak will be automatically created by default if no other Virtual Controller Paks exists.*

## Using the N64 Controller Pak continued

- Working with physical N64 Compatible Controller Paks

- Polymega is capable of transferring data between Virtual Controller Paks created within the Controller Pak Management screen, and original physical N64 Controller Paks, which can be inserted into the Pak Slot of most N64 compatible controllers for use with both Polymega and an original N64 Console.



*Important: please take caution when following the steps within the next section as **failure to do so can result in unintended data loss.***

- Copy From Physical Controller Pak

- To backup data from an original N64 Controller Pak to a Virtual Controller Pak on Polymega, select a previously created Virtual Controller Pak, or create a new Virtual Controller Pak in the Controller Pak Management Screen. Then, select **Manage > Copy From Controller Pak**. Follow the on screen prompts until data transfer is completed. Use the View Contents option to confirm the content was successfully copied. Please note that all of the data on the selected Virtual Controller Pak will be replaced with the contents of the currently-inserted Physical Controller Pak.

- Copy To Physical Controller Pak

- To backup data from a Virtual Controller Pak to a physical N64 Controller Pak, insert the physical N64 Controller Pak you would like to into the N64 Controller Pak Slot then select the Virtual Controller Pak you want to backup by selecting **Manage > Copy To Controller Pak**. Please note this option will overwrite **ALL** existing data on the currently-inserted physical N64 Controller Pak. After following the on screen prompts, a short process will complete and your Virtual Controller Pak data will be copied to the physical Controller Pak. This data will then be usable with an original N64 console.

## Using the N64 Rumble Pak

- **Configuring N64 Rumble Paks for use with Polymega:**

- To activate an attached Rumble Pak accessory on Polymega you will first need to enter to the in-game menu by pressing the Polymega Home Button.
  - Once at the in-game menu, navigate to **Console > Rumble Pak** and press the **Confirm** button. The icon within the Rumble Pak option will change from gray to white, indicating an “activated” state.



***Note:** Some, but not all N64 Game Paks support rumble, please be sure to verify game compatibility before use.*

***Note:** Some N64 Game Paks support swapping Controller and Rumble Pak accessories during gameplay. For these please only activate the Rumble Pak when prompted.*

***Note:** The Rumble Pak option will only appear when using an N64 Compatible Controller, or Rumble Compatible controller such as the WCO2 Universal Wireless Controller.*

- To switch to another Pak accessory while Rumble Pak is active, please open the in-game menu by pressing the Polymega **Home button**.
  - Once at the in-game menu, navigate to **Console > Rumble Pak** and press the **C-DOWN button** to eject the Virtual Controller Pak.
  - You can now swap to any of the other supported Paks, such as the Controller Pak or Transfer Pak.
    - After deactivating the Rumble Pak feature and changing to another Pak, you will still need to activate whichever new Virtual Pak accessory that was inserted before it will function properly in the game you are playing.



***Note:** if the game is already in progress, your changes may not always take effect. If possible, please restart the game before 'Rumble Pak' usage for best results.*

## Using the N64 Transfer Pak

- **Configuring N64 Transfer Pak for use with Polymega:**



***Note:** Before you can use the Transfer Pak to share game data with your compatible game on Polymega, you'll need to install your GB / GBC game library to the Transfer Pak Management Screen. Once installed to the Transfer Pak Management Screen, you will be able to load your installed GB / GBC games virtually into your game via the in-game menu at **Console > Transfer Pak**.*

- To use the Transfer Pak accessory on Polymega, navigate to **Game Console Settings > N64 Settings > Transfer Pak Management**
  - Installed GB/GBC games will be stored on this screen, and each game can be deleted individually if desired after installation.
    - To create a backup of your GB / GBC Game, press the **START button**. A process will begin that identifies and then creates a personal backup of the physical GB / GBC game inserted into the attached Transfer Pak. As the connection to the GB game is run at the original port speed, please note that some backups can take an extended amount of time to install.
- Using installed GB / GBC games with your Transfer Pak-compatible N64 Games (installed only)
  - While playing an installed N64 game, open the in-game menu and navigate to **Console > Transfer Pak** and press the **Confirm** button.
    - The **Transfer Pak Management** screen will appear, and from here you can view a list of your installed GB / GBC games. Select the compatible game that you wish to use. Your Transfer Pak game save data should appear on screen. If you do not see your game data, please manually restart your game.



***Note:** On an original N64 console, the Transfer Pak accessory and GB / GBC game needed to be attached inside the controller at the time of launching any game to be properly recognized. This is also the case with Polymega.*

***Note:** If you have successfully installed your GB / GBC game but your game save data does not appear, please ensure that your original Game Pak battery is not depleted.*



## F.A.Q.

Here you can find a number of common issues or questions that may arise while using the EM05 Ultra Element Module:

- 1 My N64 or GB / GBC Game Pak wont install or is not recognized by the EM05 Ultra Module or N64 Transfer Pak.**

Please make sure to clean each Game Pak's metal edge contacts before use with EM05 Ultra Module and Transfer Pak accessories. Common cleaning techniques include using isopropyl alcohol on a cotton swab, or using a folded piece of paper to scrub the metal contacts - removing oxidation to increase electrical connectivity.
- 2 My Rumble Pak is inserted but I am not feeling any force feedback in my games.**

There are several causes to why your Rumble Pak may not be working correctly. First, please check your Rumble Pak's batteries and ensure they are charged. Next, make sure the Rumble Pak setting is turned ON within the in-game menu. If rumble is not still working in your game, restart the game while the Rumble Pak option is activated. If issues still persist, please double check to make sure the Game Pak and game release version fully supports the Rumble Pak accessory.
- 3 I am experiencing performance issues in my N64 game.**

If you are experiencing performance issues while playing your game, please make sure you are using the latest firmware release, which you can access in **Settings > System > System Update**. Additionally, ensure your Polymega is connected to the internet while playing, so that game support files can be dynamically downloaded when a game is launched. Restarting a game which is experiencing performance issues may also fix issues that you may encounter while playing. Please also ensure sure you have a minimum of 500 MB of internal storage space available within your Polymega before playing.
- 4 My other Pak accessories (Controller Pak, Transfer Pak, Rumble Pak, etc.) are not working.**

It is best practice on Polymega as well as with an original N64 console to have your intended Pak slotted into the controller at the time of launching your games. On Polymega this may mean you need to restart the game after enabling supported Pak accessories using the in-game menu options provided. Messages will appear in the top right corner of the screen when Pak devices are inserted or removed. It is advised you wait for these messages to disappear before use.

✉ Customer Service: [support@playmaji.com](mailto:support@playmaji.com)

🗨 For full experience guide please visit [polymega.com/support](https://polymega.com/support)