\*\*09-23-21\*\*

\*\*Hello Again!:) This is primarily a fix up Release, to account for some of the End User Feedback, since latest Release! Thanks EVERYONE who has given feedback on this Release! You all, ultimately, are what help make these Releases so great!\*\*

- What to Watch?

- What is New!?

- What is Next!?

- Final Notes!

\*\*What to Watch?\*\*

Times have truly changed since the advent of the earlier Internet. Back then, if one wanted to see an old obscure movie, they would ONLY really be able to get it via a trade with another collector...VHS Rips for VHS Rips, sort of affair. When I first got into the modding scene, I was also into trying to reacquire many TV shows that had little or no chance of being on DVD (at that time) anytime soon! I was able to pick up shows like Manimal, AutoMan, Powers of Matthew Starr, Gilligan's Planet (Yeah, the Gilligan Cartoon where they go to Outer Space!), Misfits of Science, list goes on! I then backed up all of these to CD-ROMS. And, back then...CD-ROMS were terrible! Just touching the mouse at all, without the later buffer overrun protection incorporated into burning procedures, would insta ruin your CD burn! And, CDs were very expensive! Same with DVDs...One "coaster" easily cost you 2-3 USD! That adds up, fast, when you have 20 DVDs burn bad!

In any case, 20 Plus Years later, access to many of these obscure shows is much easier...Many of them are on Streaming Services! So, it is quite convenient to be able to "legally" watch, say...Punky Brewster on Peacock (free, by the way), if that is your cup of tea. I mainly watched that show, as well as the cartoon, since my sister was really into both at the time. But, they both grew on me, too! Henry (George Gaynes), her adoptive dad, also a very fun actor in the Police Academy Films! You SHOULD be able to still watch all the Police Academy Movies on Netflix (hopefully, in your region of the world...VPN is a workaround, otherwise:). Police Academy Films, especially 1-4, were all highly enjoyable for me. 5 was fun. But, it was sorely missing Steve Guttenburg! There was also a Police Academy TV Series and Cartoon! Hell, there was probably even a Comic Book! Always love when you can experience something in many different formats! Anyways, those of you who are into silly over the top comedies, by all means, check out Police Academy Part 1. You will even see more recognizable stars, NOWADAYS, in those films...such as Ron Perlman! And, even David Spade, quite young then, pops into one of the movies as a "trouble making skateboarder" whom is stunt doubled by Tony Hawk!

I have slowly, but surely, been acquiring the good Streaming Services, when deals pop up. I got HBO Max (Oz and The Wire, Six Feet Under, amongst other amazing shows) for an entire year for 100 USD, Showtime (Dexter, Ray Donovan!)/Paramount+ Combo for roughly the same, Disney Plus/Hulu (Palm Springs, Boss Level!)/ESPN Combo. I also acquired Starz, which has the entire Sanford and Son show. Redd Foxx was always a fun comedian to watch...truly no holds barred as far as what he would say or do! It is beautiful seeing 3 generations of comedians, who were inspired by the previous generation...all in the movie Harlem Nights! You may have also missed the Eddie Murphy joke in the movie Life, where he "easter egg references" the movie Harlem Nights..about a tough as hell chick named Della who could knock a dude out:)

Greatest American Hero is on Tubi. And, one of my favorite episodes is where a biker gang steals the suit, and the leader is tricked into improperly using it...That same actor (Dennis Henry Burkley) was in a follow-up Sanford and Son series, called Sanford (1980), and was excellent for comic relief, next to Redd! Actors like Burkley, are generally character actors, wherein you instantly recognize them, might not know their names...But, you've seen them in a lot of shows or movies! Phillip Seymour Hoffman AND Bryan Cranston are two examples of character actors that eventually got much greater recognition! Me being a Sanford and Son fan, I will likely try to track down and rewatch Sanford, as well as Sanford Arms, as well as Grady...the 3 spin-offs!

Gotta love spin-offs. Perfect Strangers had Family Matters as its spin-off, as an example! What OTHER spin-offs do you know of, offhand, without googling!

Lastly, with HBO Max, I started watching Head of the Class, again, with Howard Hesseman. That show holds up incredibly well, and is just as fun as when I first saw it as a kid! Give that a go, if you wanna see a show similar to Saved by the Bell, before Saved by the Bell even existed! And, even going further back, Square Pegs, on Crackle APP, is another show..with a much much younger Sarah Jessica Parker!

Oh, and why not...I randomly discovered another gem...And, if you are a fan of stuff like The Munsters, Addam's Family...this one will be right up your alley...On Crackle, Young Dracula. It feels almost like Hotel Transylvania ripped this entire show off! I enjoyed its oddball British Humor, in the vein of Dracula! It lasted 6 years, so definitely had a popularity factor! Me, personally, never even knew of the show til a few days ago! Shame how many fun and decent shows slip through the cracks!

Anyways, onto the real specifics of this Release...Thanks for reading! You can also grab the Updated Files (again, DATES are the same, 9-14-21!) from Google Drive Links! Next Update will have NEW Date, for that time:) Be sure to let me know if any other issues stand out, as always, so I can get those fixed up, too:)

\*\*What is New!?\*\*

As with each and every Update, I quickly get incredible feedback and amazing response, as far as what may or may not need fixed up, changed, and so on! This particular time, I personally thank EnzymeX1983 for patiently helping pinpoint a few bugs, and testing the fixes I added for them. I thank anyone else who has also reported any of these to me! You all make a tremendous difference in helping keep these Updates get better and better! The current fix ups and explanations include:

\*\*Note: Dates will STILL be 09-14-21, despite these ALL being Updated! Simply reinstall after grabbing Updated Files!\*\*

- RetroArch 1.9.8 Ozone Assets Missing Error (Mini MD-S-NES)

- Mednafen PCE-Fast & Stella Elf Log Errors (Mini MD-S-NES)

- NP2Kai Out of Memory Crash Bug (Mini MD-S-NES)

- SNES9x (non-Xtreme Version Elf Log Error (Mini MD-S-NES)

- FBAlpha (CPS1, CPS2, CPS3, Neo added back in; FBA 2018 Purged (Mini MD-S-NES-PSC)

- P-UAE (CHD Support added for CD-32/CD-TV (Mini MD-S-NES-PSC)

- Emux Chip-8 NOW Loads. But, no controls, currently (Mini MD-S-NES-PSC)

- Fceumm Legacy Added (Old Saves Incompatible with NEW Fceumm (Mini MD-S-NES-PSC)

- Goodboy Galaxy Demo Updated to Revision 1.0.5! (Mini MD-S-NES)

\*\*What is Next!?\*\*

- HD Audio for MD/SNES/NES/PSC, applicable to many things, such as NES, MAME (including CD Based Soundtracks with MAME 2003 Xtreme!), PS1, etc!

[https://www.youtube.com/watch?v=nfFA5lQ3Dpo](https://www.youtube.com/watch?v=nfFA5lQ3Dpo)

This addition, due to how limited the memory and specs are, especially on the MD/SNES/NES...has to be handled delicately, to ensure things don't screech to a halt when in execution! Upon the NEXT Update, be sure to test out Castlevania 3 USA/Japan. You will see that sound is considerably better on both, as an example. And, if you test them with Fceumm Xtreme, even more so better! I will be immediately touching up the HD Audio Portion, after THIS current fix up Update goes live! You will see a few more Videos, then THAT HD Audio Update, which will apply to MD/SNES/NES/PSC Mini Classics!

- Fixed up Mednafen PSX, to better handle games, such as Night Raid, per my demonstration...

[https://www.youtube.com/watch?v=r1eFhu4t144](https://www.youtube.com/watch?v=r1eFhu4t144)

Same as the HD Audio WIP Addition, this will require careful implementation, due to it pushing memory as far as it possibly can go with the MD/SNES/NES. Remember, you only have 256 MB Onboard RAM, which is quite an insignificant amount to work with for these two additions, under normal circumstances. But, Mod Magic will make them more optimal, as you will see! I will do a Video Tutorial on HOW to run it, as well as what NOT to do, and what to do...Night Raid was quite a fun game to play through. I was able to fully beat it. It WILL go to a black screen once you beat it, however. But, you can still exit and/or load another game, as it is only the game that black screens, due to the memory I mention. RetroArch, itself, will still remain active!

- Overhauled Genesis Xtreme Plus/GX/Wide Core

Demons of Asteborg should be able to handle Wide Screen with better Audio and Performance/Speed Optimizations, as well as games like Sonic Spinball, etc! I will try to get a demonstration up over the weekend, showing this stuff! You can STILL currently run many great games with the WIDE Perimeters of the Current Release, such as Streets of Rage! I will, again, do a showcase of this, since I will be making a few changes for the better...so that MSU-1 MD-CD (Full CD Soundtracks for MD games, just like with the SNES-MSU-1 Games! These are games that previously did not have CD Soundtracks, such as Michael Jackson's Moonwalker, Flintstones, and so on!

- Nintendo 64 Cheats! (Mini MD-S-NES-PSC)

Due to how certain Cores work, there are a few nuances bugs to contend with...notably because of how our platforms work. IE: In order to pull off m3u usage on Cores, such as Vice (Commodore 64), ability to run compressed games (not like floppy disks take up much space, anyways!) had to be compromised. So, rule of thumb, any floppy disk based systems, do NOT attempt to run compressed. These games ALSO load 10+ times faster than when they DID work compressed! Some C64 Games actually take 5-10 minutes to load, at least in the older Releases. They can currently load in mere seconds!

Now then, this oddity also applies to Cheats for N64, wherein, in order to maintain the updated graphics libraries (for now), Cheats get broken, despite the "legitimate coding" being in the Core to execute them! I will look further into this, so we can hopefully have the best of both mod worlds, so we can run Cheats, as well as enjoy the more LudicrousN64 Speed and Performance! For now, you can primarily and most successfully load and utilize N64 Cheats with the Updated GlupeN64 Core. But, this comes with two caveats...Performance and Speed will not be as good as LudicrousN64 Core. You won't be able to handle running the games in HD as optimally as LudicrousN64, either. Lastly, RetroArch Saves (Suspend States NEVER worked...so, don't bother!), if created with GlupeN64, will ONLY work with GlupeN64. Additionally, they are buggy, and will not reliably reload. In Game Saves, however, are generally fine.

I would advise you to ONLY use GlupeN64 if you wanna play around with Cheats. It is not at all stable enough for serious game play! And, you will lose important saves and progress if you try to get too serious with longterm play with it. LudicrousN64 Saves are much more stable, albeit Cheats had to be "temporarily" broken in order to stabilize other facets of that implementation! Also, a RetroArch Save made with GlupeN64, if you attempt to load that SAME game with another N64 Core, it may corrupt THAT save. This won't happen with Ludicrous to Parallel to Mupen (chances are very slim, and may only happen if you have system crash or prematurely shut down, prior to the save properly creating (snapshotting!) Strictly GlupeN64 has this bug. So, be warned! Consider GlupeN64 the "fun to mess with Cheats" Core. Leave it there, to be safe with other N64 Emulations!

- More Mod Hub Games

Of course, we continually try to get more and more legally able to be shared games into the Mod Hub! I will try to add quite a few more, especially of Requiem's hand selected tested suggestions! I will add some other ones, that are quite fun, and oft overlooked, as well!

\*\*Final Notes!\*\*

I have communication with hundreds of people before, during, after each and every Release. It isn't always easy to be able to credit each and every person who gives feedback. If you have given me feedback that applies to something that makes it into a Release, or fix up, and wish your name to be credited. And, you got lost in the mess of messages I tend to get daily, just ping remind me, on whichever format you are able to, be it YouTube Comment, Reddit, Discord, etc! I no longer use GBA Temp, however. So, I will not respond to any messages there! Your efforts to help with these Releases is always crucial and appreciated. So, it is not at all overstepping your boundaries to ask to be credited!

I also get SOOO many messages at times, that I sometimes won't get a proper chance to respond to them for a few days! Again, you are welcome to message me again, remind me again, etc, to ensure I do get your message! One of you that is hanging on a particular issue, that I CAN help with, I would rather be reminded of...than find out I somehow missed your cry for mod help, 2 months back! I typically get up to 300+ messages on a busy day, mod wise! I do my best to try to get back to each and every one of them in due time!

\*\*Enjoy This Updated Release, with a few NEW additions! Another One Coming Fairly Soon!\*\*

\*\*Sincerely, KM!\*\*

\*\*09-14-21\*\*

- Bullying...

- Games, Games, and More Games!

- 13 Reasons Why!

- DraStic Fixed Up!

- Reinventing the Mod Wheel!

- Let's Go SuperCharged!

- HD PS1!

- Consolidation/Phasing Out!

- Xtreme, Xtreme, Xtreme

- Sega Saturn Boosted!

- Compatibility Boost!

- MAME 2003 Plus/Xtreme Updated!

- Amiga Improvements!

- TurboBoost and Reverse OverClock!

- Massive PC-98 Boost!

- Wide NES/GB!

- MSU-1 NES on SNES!

- Other Stuff!

\*\*Bullying...\*\*

Many of you have encountered and witnessed some of the Bullying that had gone on in our scene, as well as in others...over the many decades that the internet has existed. Bullying is a thing in reality, as well as in the world of the internet. Nearly all of us were bullied at some point in life by someone who just needed to put themselves on pedestals to feel more grand about themselves. In any case, byuu AKA near, recently, sadly, and quite unfortunately, took his own life...due to excessive Online Bullying, that had gone on for quite a few years now. He is responsible for many things in our Cores, as well as amazing RPG Translations, etc. BSNES and Higan are Emulators he had directly worked on, which are highly accurate. He acquired literally the entire collection of SNES Cartridges, and personally dumped them, ensuring they were as accurate as possible in these Emulators. Neither of them are capable of running on the Mini Classics, unfortunately, due to how exceptionally accurate they are. So, they are best suited for PC or other capable platforms that can truly handle them.

Speedy Gonzales: Los Gatos Bandidos, is one SNES game that ONLY was fully playable via BSNES, for the longest time. Near the end game, you would need to step on a switch. On other emulators, the switch did NOTHING! So, you were in game limbo, til you turned it off!

He was also responsible for the amazing, custom MSU-1 Format, which gives additional memory, and ability to run Full CD Soundtracks, in conjunction with said SNES games! MSU-1 is also the reason USB-HOST came to being, initially...for the Mini Classics, to begin with! Madmonkey wanted to be able to run Rock n' Roll Racing SNES, along with the REAL songs, rather than the chiptune versions:) Although, both are incredibly fun ways to play.

Near will be certainly be missed. Always remember, words can be just as impactful as bullets. Suicide Prevention Phone Number, etc, information links are now above at top of Release Notes, for many Countries. If you ever get bullied, feel depressed, sad, TALK TO SOMEONE, immediately...be it a close family member, friend, loved one. And, if you still feel the depression pulling, call one of the numbers linked to. Life is precious, and not to ever be taken for granted. Enjoy every minute for what it is, a true gift and blessing.

As a final note, I have absolute zero tolerance for bullying, in any way, shape, or form. A majority of people have been incredibly amazing to me. But, every once in awhile, 1 or 2 people, here and there, will try to put themselves up on pedestals by telling me I shouldn't be making videos because of my Speech Impediment...Or, that I should commit suicide...Yes, they go there. I am usually polite, and only take a defensive stance if necessary. But, moving forward, anyone who "hides behind a keyboard" and feels they must belittle others online to make themselves feel better..and, directly harrass or target me or others within my Online Reach...rest assured, you will make it to a new section called "Modder's Hall of Shame". Be nice to others online, it isn't that complicated:)

\*\*Games, Games, and More Games!\*\*

Rik and Jeremy, two great developers, have worked incredibly hard...with utter devotion, to a great upcoming WIP game called Goodboy Galaxy. Think Metroidvania Actioner with a little bit of Cave Story, your protagonist being a dog! You can read more info about the game, as well as their kickstarter at: [https://goodboygalaxy.com/](https://goodboygalaxy.com/) The Demo for the game has also been added to the Mod Hub, in Games Tab. Make sure to have RetroArch and mGBA to check it out!

Demons of Asteborg [https://www.demonsofasteborg.com/](https://www.demonsofasteborg.com/) is an incredible action game that had been in development for awhile, and finally Released. Initially, the game did not properly work on the Cores. It would load on PicoDrive, but had sram save error. On Genesis Plus GX, it failed to load at all due to the size of the game. Madmonkey stepped in with a great fix up, which is now hard coded into GX Plus. So, you can now boot, as well as save the game! PicoDrive, unfortunately, it has a bug with 32X, currently, that needs resolved. So, Demons of Asteborg is best played, strictly on Plus GX, for the time being!

Oft requested game, Haunted Halloween '86, which had severe graphical glitches in the past, is now fixed up to work with the updated Fceumm and Fceumm Xtreme Cores! Thanks Fceumm Libretro Dev Team:) One very crucial point, if running these on MD/SNES/NES Classics, you MUST either directly load them via RetroArch...Or, when adding with hakchi, use the option under File, Add Additional Games, AS IS! As Is is a very crucial and important way of adding games, to ensure they are untouched for special case scenarios, where applicable. IE: Vs Castlevania MAME, MUST be added As Is, or it will not work! Same holds true for Haunted Halloween '86. Generally, auto detect is best meant for "retail" Console Games, such as Super Mario Bros, Zelda 1, F-Zero, games that use kachikachi, Canoe, you get the idea. Arcade Games, Homebrews, Fan Mades, should be added using AS IS, to avoid load, graphical issues:)

Requiem is a great mate, who has helped with updating of some of the Legal Homebrews and Compilations that we have posted on Mod Hub, etc. And, he has also been an invaluable asset, along with BlackSunshine, and MadFranko008 and bslenul, as far as truly helping with accurate testing of WIP Cores, etc, fix-ups, before posting in the Releases! He has also recently started posting demonstrations of many of these games on YouTube. You can view them at his channel at: [https://www.youtube.com/channel/UCvnKicgcSKoIBQQdXLZCM0g](https://www.youtube.com/channel/UCvnKicgcSKoIBQQdXLZCM0g)

2 NES Compilations make the cut, for this Release, to the Mod Hub, along with Goodboy Galaxy Demo! Action 53: Volume 4, as well as NESDev Compilation 2019! Requiem did videos on above link showcasing some of the games on these! You can download them from the Mod Hub, as well as read information about them at: [https://action53.itch.io/](https://action53.itch.io/)

MANY more games will make the Mod Hub, Next Release! Thanks, again, Requiem:)

\*\*13+ Reasons Why!\*\*

Why so long, 6 months, in fact...from last Update til this current one, you may ask? Well, there are 13+ reasons why!

- 1. Covid, in a chain reaction, has caused...

- 2. Deaths and Severe Sickness of/in friends and family and coworkers...:(

- 3. One of my jobs had to consolidate into a single location...which led to...

- 4. Relocation...over the course of an entire month! Making it so...

- 5. I have an additional hour, drive time, each day! Paid for, though!

- 6. "Ghost in the Machine" Malfunctions at my "other" job, have led to many Xtra hours.

- 7. Planned Obsolescence, the arguable "greatest" invention in history...has led to...

- 8. Needing Washing Machine, Dryer, Refrigerator, Car Repairs!

- 9. TIFU by taking down a tree in my yard, myself, leading to...

- 10. Poison Ivy of epic horror movie proportions!

- 11. Speaking of, catching up on some great TV, Movies, Music!

- 12. The Mod Wheel needed reinvented, as we were nearly at an impasse, as far as Updates!

- 13. Requiring extensive, careful testing, to ensure all is A OK for THIS Release! Enjoy:)

- 14. Computer Crash, which luckily, I was already prepared for...in advance! Back your data up, folks:)

- 15. Google Drive False Positive Virus Flags! Yeah, unfortunately, some safe files can be seen as Viruses!

\*\*DraStic Fixed Up!\*\*

Thanks bslenul for fixing the break in DraStic, so that /bin/drastic-mic now works properly again! And, thanks to all who reported this issue to me!

\*\*Reinventing the Mod Wheel!\*\*

When one is dealing with relatively low spec platforms, such as the Mini Classics, only so much can be done...without resorting to the inevitable "Reinventing of the Mod Wheel!" After all, you can't take a metaphorical "turd" and "polish" it. You are quite limited in just "how far" you can truly go! So, I did what I could to push, boost, things into new territory, so that we have overall better compatibility, performance, speed, at cost of latency, stability! Those of you who are more sensitive about latency, stick to using the Standard Ozone/RGUI RetroArchs for MD/SNES/NES Classics; RetroBoot W/AutoBleem for PSC! To take advantate of the more Xtreme Amped SuperCharged Stuff, use the "triggered" set-ups, of RetroArch Xtreme SC 184/198 for MD/SNES/NES; Xtreme Injector for PSC!

Again, you have been warned, very sternly...Standard if concerned with latency/stability; Xtreme if you wanna go SuperCharged!

\*\*Let's Go SuperCharged!\*\*

You can completely ignore this section, if you are more concerned with latency/stability! For the niche End Users who want to push their systems to a more Xtreme Edge of Reasoning, proceed:)

MD/SNES/NES wise, install RetroArch Xtreme SC 184 or 198. More optimal, if you also run OTG USB-HOST. And, if your system is capable of running OverClock (not all chipsets are quality assured to handle it, unfortunately) and Virtual Ram. PSC wise, simply install from the Release, PSC/AB Folder, the AutoBleem Modification to your SONY named Flash/Hard Drive, then the Xtreme Injector!

Now then, I can't stress this enough...SuperCharged is essentially the equivalent of you watching a tire spin so fast, it seemingly moves backwards in motion! The same trickery of illusion, along with some clever math, timing differential changes, and whatnot...applied in a special way, makes the lower spec Mini Classics, such as MD/SNES/NES/PSC, more capable of the aforementioned, coined Xtreme SuperCharged Boost! Games, such as Virtua Fighter Arcade will now be reasonably playable on MAME 2003 Xtreme, as an example.

If you test this out, and decide you would prefer to have favored latency/stability, it is best recommended you do a kernel reset with hakchi, then reinstall the Standard RetroArch, whichever Themed Version, RGUI/Ozone, that you most prefer...along with the other chosen Cores/BIOS (use Master BIOS Module or FTP or supplied legal BIOS in BIOS Tab the KMFD Mod Hub in Hakchi2 CE (MD/SNES/NES Users). PSC Users may copy BIOS directly into etc/libretro/system.

You can also peruse my YouTube Channel for quite a few videos showcasing SuperCharged Mode Activate:) A few other games that benefit are Ultimate Ghosts n' Goblins (PSP), Biometal (SNES), Zeroigar (PC-FX), and list goes on and on:)

\*\*HD PS1!\*\*

With SuperCharged, you can now run MANY more games in Upscaled HD Graphics, on your MD/SNES/NES/PSC Minis! Games that previously had issues, such as Die Hard Trilogy, Dragon Valor, Parappa the Rapper, even Jumping Flash, R-Type Delta, and so on...run considerably better. No need to ever run them at Standard Definition again! I will continue to Update this Core with more fix-ups, in future Releases! For now, enjoy PCSX HD Xtreme! Be sure to check out Die Hard Trilogy!

\*\*Consolidation/Phasing Out!\*\*

Sometimes, it is more about quality than quantity. Several Cores have been phased out due to being fairly useless for the Mini Classics, such as BSNES, Mesen, and so on. Others have been consolidated, much like how I had a few MAME 2003 Xtreme Cores a couple years back. So, there is no longer an SNES9x 2016 or 2016 Bright or 2018, as they are no longer needed. 2005/2010/9x have all been updated and fixed up to fully handle everything that the other specialized builds were previously capable of.

Same holds true for the FBA Cores. Removed are FBA2012 CPS1, CPS2, CPS3, NEO, 2016, 2018. Only 2012/FBA are truly needed, as far as things are concerned, Mini Wise! FBNEO handles the continuation of the FBA coding, into more accurate points. While viewing ANY of the Cores in hakchi, look at the ReadMes, which will specify Command Lines. IE: Genesis Plus GX has 3 Command Lines, one for Plus GX, another for Plus GX Wide, and...finally, the last for Xtreme GX! You can also right click, within hakchi, any game...after downloading the Core from Mod Hub. Then, Select Emulation Core, apply, synch or export to take effect on the Mini in question!

4DO and Reicast have now forked off into Opera and Flycast, respectively. GBA Cores are most optimal as mGBA/gpSP. Otherwise, you will notice select other Cores that have been removed, due to performance/compatibility issues for us on the Minis. Anything necessary, code wise, can be ported to the remaining Cores we DO use, moving forward!

\*\*Xtreme, Xtreme, Xtreme\*\*

You will also notice, in Mod Hub, a majority of the Cores that were titled Xtreme (while viewed in Mod Hub), now follow a more simplified naming structure. These Cores still contain the Xtreme Tweaks you have grown accustomed to using. But, didn't want it to be too overused, as in "Marcia, Marcia, Marcia":) You get the idea!

\*\*Sega Saturn Boosted!\*\*

You cannot use Dynamic Recompiler for Sega Saturn on MD/SNES/NES, unfortunately. But, I was able to do a minimal boost, so that you can command line change to X Factors of 1-5, to help you better run games, such as Shinobi Legions, Elevator Action, Golden Axe: The Duel, Guardian Heroes, etc! For PSC, Core is Boosted, so many games run better. There is an Accuracy Variant of the Core, although it doesn't run nearly as well as the Xtreme Build! But, since a few have persistently asked, here it is!

\*\*Compatibility Boost!\*\*

While I may start using the word Xtreme, just a tad bit less:) I probably won't stop with the alliteration and exclamation points, as they drive the point home...that modding is exciting and fun stuff:) In any case, I have taken into account MANY of your End User comments, about such and such game, here and there, not working...or, not working well enough! I have gotten a couple hundred game requests fulfilled. And, this is where the Compatibility Boost comes into play. Whether you go SuperCharged or not, you will have many more games, compatibility wise! But, you will most certainly have more on the SuperCharged front! Remember, Virtual Ram and OverClock are optional! Mainly the "triggered" set-up of the RetroArch 184/198 Xtreme SuperCharged, will activate the appropriate, needed "sleeper" perimeters in any given Core. IE: If you run Cruis'n World Arcade with SuperCharged, it will be more decently playable than ever before. You will still need to calibrate it, however. So, I would recommend opting for the N64 Version on LudicrousN64 Core, as the better alternative! Cruis'n World Arcade was, more or less, meant to be a technical demonstration of what SuperCharging CAN do! PSC Users, I have "decent, yet slightly loose" precalibrated values for Cruis'n Arcade. I will touch things up, and also set these controls up for MD/SNES/NES Users, probably by next Update!

Also, Primal Rage, another request...SuperCharged benefits that game, too. I have hardcoded SuperCharged Coding Perimeters directly into several of the Cores, especially ones like MAME 2003 Xtreme...which, now, is insanely overpowered, in contrast to earlier Releases! You will see exactly what I mean once you test it out! Speaking of which!

\*\*MAME 2003 Plus/Xtreme Updated!\*\*

In discussions with other MAME Developers, such as grant2258, Arcadez2003, markwkidd, mahoneyt944, my idea to have more direct control of the CPU for MAME panned out into direct Core Option Control. And, this parlays into a truly massive amount of gaming possibilities that you truly never had capability of before, due to bugs existing with CPU in the past! Both MAME 2003 Xtreme/Plus have more precise manipulation factored in, for CPU control, as do several other Cores I fixed up! I will clarify those, in additional notes, after this subsection! In any case, Plus is the more stable Core; Xtreme is out of bounds crazy now:) SO, you get the best of both mod worlds, regarding your MAME Arcade Games! Fast and Furious, or Slower and more Stabilized! If you run Virtua Fighter Arcade on Plus, then on Xtreme, you will see exactly what I refer to!

An Unreleased Arcade Game, in the vein of a 3d mash up of Contra, Pit Fighter, Guardians of the Hood, called Danger Express Prototype...is now playable on both Plus/Xtreme! And, a great 2 player Ms Pac Man Hack is now supported on Plus! I may add it to Xtreme in the future!

\*\*Amiga Improvements!\*\*

You can now run a majority of Amiga 1200 (AGA) (Aladdin, Chaos Engine, list goes on!) games at or near full speed, with the updated P-UAE Xtreme Amped and UAE4ARM Xtreme Cores. Personal thanks to Madfranko008 for testing and feedback. And, thanks Chips-fr and sonninnos and rsn8887. Note, if you use custom WHDLoad files that you create yourself, rather than the "shell" provided ones in Mod Hub/Xtreme Injector, be sure to back them up, in case you want to or need to replace them upon using the updated Amiga Cores. And, not to forget to mention, CD-TV and CD-32 Games also fare considerably better, now!

\*\*TurboBoost and Reverse OverClock!\*\*

This section is strictly meant for more advanced users, who will be using the Xtreme Additions. Everyone else, ignore:) With MAME 2003 Xtreme, and several other Cores, just like with the previous Release of LudicrousN64...you now have ability to utilize TurboBoost, as well as a special variant of OverClock, that works in reverse (smart underclock). IE: Cruis'n World, Killer Instinct, Primal Rage Arcade with MAME 2003 Xtreme! Best to leave TurboBoost at its default value in Core Options. But, you can change the Reverse OverClock to be higher or lower, depending on whichever game. Simply tap "start" on the Core Option to revert it back to default, when done!

For Killer Instinct, as an example, you can do "most indoor" stages with the new default values I set up. But, outdoor stages, you may want to "reverse overclock" further. It is BEST to load games with default value, as if you have it "reverse overclocked" too far, some games will fail to boot. So, try to refrain from changing the clock, until actually in game! Nearly every game you can imagine, is now much more playable.

Other Cores now take advantage of this, as well, such as SNES9x 2010 Xtreme, which you can run FX Chip Games blazingly fast or slow, now...depending on your preference in FX OverClock in Core Options! Stunt Race FX has never run better, whether or not you use Hardware OverClock! Speaking of which:)

\*\*Massive PC-98 Boost!\*\*

Personal thanks, PC-98 Core/Emulator Devs, period! And, thanks BlackSunshine and Requiem for helping test! I did what I could to overhaul things with PC-98 NP2Kai Core, so that you can run many more games, with better performance, speed! Games like EVO, the predecessor to the amazing Square Enix SNES game, is now actually playable! Best with SuperCharged/Xtreme Injector! Other games, such as Night Slave, an amazing SHMUP in the vein of Target Earth AKA Assault Suit Leynos series, are also playable. You can go between 4.5 and 7.5 Clock Speed in Core Options to vary on harder to run or easier to run games! Night Slave requires 7.5, and works best if you are able to run on PSC or on MD/SNES/NES with Xtreme Virtual Ram AND OverClock!

\*\*Wide NES/GB!\*\*

Strictly for PC Usage ONLY, for now! In Xtras, WIDE-NES-GB, are all the Tools you need to get up and running with these on your PC!

\*\*MSU-1 NES on SNES!\*\*

Xtras/Perm-Cheats-Patching, now includes tools, documents, etc, needed to run Zelda 1 with a full CD Soundtrack on the SNES9x or SNES9x Xtreme Core/s! Thanks Myself086, Conn, Byuu AKA Near, original Developers, Nintendo!

\*\*Other Stuff!\*\*

I didn't want you all to wait too much longer on the Update...So, some WIP stuff will go out within the next 2-3 Updates, such as HD Audio Enhancements, High End CD Soundtrack Capabilities, more Updates to PS1, etc Cores, such as with Unai, Peops (PSC Users), Doom, Castlevania, all kinds of fun stuff! And, stay tuned to my YouTube Channel for more drumming videos, WIP Updates, all that jazz!

There are also many other hidden or unmentioned parts of the Update, that you will discover on your own, or see me go over in near future Videos! I would be writing "beyond a novella" if I went too into depth with details! So, we are we are for now:) My next video/s will be tutorials on how to properly run Atari Jaguar better! on Mini Classics, and so on:) So, stay tuned to my YouTube for those!

And, as always, if you notice any bugs with the Updated Cores, be sure to let me know, so that I can check into things and get them fixed up, accordingly! You can't make an omelet without breaking at least a few eggs:)

\*\*Enjoy the Friggin' Update!\*\*

\*\*Sincerely, KM:)\*\*

\*\*04-27-21\*\*

\*\*For Starters!\*\*

Thanks to all of you who give me constant feedback, AntiFly, you rock:) This goes a long way in getting things fixed up! Amiga will get a Boost NEXT Update, amongst other such things:)

Getting the most important thing out of the way, be sure to check out my YouTube Channel, recent videos over last 2 months to see everything related to THIS Release, as well as WIP for Next Release, including a showcase of SuperCharged MAME in action, as depicted here:

https://www.youtube.com/watch?v=j7bImudvT3o

For the last couple of years, the Playstation Classic has pretty much gotten the best of the majority of the Updates...generally leaving the MD/SNES/NES Minis in the dust, so to speak. This will be changing, starting with THIS Update. Things will be more on equal grounds, and even "better" on MD/SNES/NES, in some respects! The Next Update, NOT this one, will take this to even more Xtreme SuperCharged Proportions:) In any case, as far as PSC is concerned, if you had already gotten the "LAST" Update, you won't need this one, since PSC really offers nothing new, this time around! But, the NEXT Update will have quite a bit for PSC, as well as MD/SNES/NES Minis! I am shooting to get that SuperCharged Update done sometime in May-Early June! For you MD/SNES/NES Mini Classic Users, however, this will be quite a fun Update for you all!

\*\*Has it already been two months?:)\*\*

Time really does fly. I am almost always busy with one project, work, etc. It would be pretty damned cool to be in an endless time loop, reliving the same day, over and over and over, so you could genuinely master and get what you need done:) Then, once done, "move" to the next day, and perfect it as well! This concept can also backfire, djinn style, kind of like the hellish tortures in Hellraiser Movies/Lucifer TV Show:) We all know about the Wishmaster, the Leprechaun, the Monkey's Paw, and how they never work out! And, don't get me started on Q:) Speaking of which, John de Lancie, who portrayed Q in the various Star Trek shows, will be in season 2 of Picard! He is easily of of my favorite characters to watch! And, for those of you who watch or have watched Supernatural...minor spoiler alert...There is a pretty fun to watch, Q like character! Anyways!

\*\*Mortal Kombat 2021!\*\*

What can I say, I enjoyed it, as well as the recent Animated Scorpion's Revenge! They play the latest MK for laughs, to a degree. And, if you pay very close attention, there is a fairly obvious reference to one of the funniest and most famous scenes in Seinfeld, the "Close Talker!" It was absolutely impossible for me not to think of Seinfeld, when said Scene occurred!

Who woulda thought, that a game that could have easily been a flop or failure, may have possibly garnered its reputation and overall success on the word of mouth of people trying to stop it from being part of our existence! Reverse Video Game Psychology, anyone? "Don't play that game, it's bad for you!" \*Plays said Game!\* :) Hook, line, and sink her! You tell someone they can't watch something, you best bet they WILL be watching it! You get the idea:) Anyways, I will be checking out Mortal Kombat, latest movie. And, I hope to have as much fun as I did watching the original in the theater! The original was quite a bit like Enter the Dragon in concept:) And, so was Kickboxer 4, which starred Sasha Mitchell from Step by Step! Be sure to look for a clip of him on YouTube, showing off his martial arts in a "bully" episode of Step by Step! He also was a fun character as a over the top, robot teacher in Class of 1999 II: The Substitute. I have to say, I actually enjoyed the latter movie:) It was most certainly a fun watch for the time. I must revisit it! Anyways, off to the mod races!

\*\*Let's start with those Bullet Points!\*\*

\*\*And, a quick note, regardless of what date appears for the Updated Items, they ARE Updated! On the Next Release, I will Update ALL Dates, to keep things in check for Purists!\*\*

- Huge Thanks:)

- Movie and TV Recommends!

- Where the Hell is that Turbo Mini and Neo Geo Mini Hack?!

- Several Amazing Games Added to Mod Hub for MD/SNES/NES Classics!

- Game Controller Mapper!

- GPSP GBA Core Saves Fixed!

- MAME Arcade Compatibility Tab Charts!

- CHDMAN Updated!

- NEW Faster SNES Core!

- MESS Support Added for FM Towns Marty (Slow!)

- Watara Supervision Game Boy Clone Support Added!

- WIP For Next Update!

\*\*Huge Thanks:)\*\*

An amazing benefactor donated a computer to the KMFD Mod Cause, so that I can better utilize tools at my disposal to much more capably and more optimally pull off THIS and Future Release, as well as have a little down time to have fun playing games I could NEVER play before, such as Model 3, GameCube, Wii, and so on! As a small example, it usually took roughly 20+ minutes to 7z compress my Releases, which are approximately 2 GB in size! They now compress in approximately 3 Minutes. Going from 4 GB to 48 GB of Ram makes all the difference! I can also MultiTask, and work on Core Coding, while keeping up on Discord, Reddit, YouTube, etc. Before, I had to kind of do ONE thing at a time, to avoid instabilities or freeze ups on my computer! Thanks, mysterious Benefactor. Your Gift will be put to good, practical use, so that thousands of Mini Classic Users can continue to enjoy these Updates! Note: My "typical" working computer, motherboard went bad on it, literally the day I finally got together the parts to get the special gift fully up and running and operational. Oddly impeccable timing. Luckily, I had backed up ALL important files a month or two prior, so migrating everything over only took a matter of a couple solid days of careful planning. Thanks again!

\*\*Movie and TV Recommends!\*\*

I am a huge fan of Time Travel Movies/TV Shows. So many fantastic ones over the years. I loved Palm Springs on Hulu. And, I just recently watched Boss Level, which takes John Wick, and crosses it over with Groundhog Day! It was a true gem, in my book. And, it is most certainly a movie I would watch again:) What is your favorite Time Travel Movie or TV Show? My personal Classic Time Travel movie would easily be The Final Countdown, starring Kirk Douglas. I saw that as a kid, and loved it instantly! Briefly, a ship capable of "stopping" the Pearl Harbor Attack goes through a time rift/worm hole, and has to make the moral decision of whether or not to let history stay the course, or to alter the time events and stop Pearl Harbor attack from happening! One of my favorite parts of the movie is how they handle "the dog". Watch for what I mean:)

\*\*Where the Hell is that Turbo Mini and Neo Geo Mini Hack?!\*\*

As far as I am aware, there is absolutely zero current active work being done on either, as far as hakchi and other such modifications. Being that a year+ has already passed, the window of opportunity is slipping further and further. In combination with the absolutely insane price gouging going on with the Turbo Mini, and overall Motherboard Defects with controller potentially being able to be fried, I don't have a whole lot of faith in this. But, who knows, a mod miracle may happen. And, someone not even involved in our Scene might magically drop a modification for Turbo Mini one random day! Just don't get your hopes up. This is a more involved and complicated process than the MD/SNES/NES Minis were! As far as Neo Geo Mini, there ARE ways to mod that. But, they involve a FULL ON Kernel Replacement Flash. That can potentially lead to a bricked system, if not done correctly! Still, if you don't mind the "fairly minimal" risk, and want to get the most out of your Neo Geo Minis, then the option exists! We have people asking every few days about a Turbo Mini Hack. It just isn't really in the works, sorry to say! The OTHER Team, aside from the Hakchi one, we are not in contact with on a regular basis as far as pertinent information on current development on their side...So, anything regarding Turbo Mini they may or may not be working on, I can't really have an opinion of. But, as far as what is known to me, nothing is truly in the works as far as a viable Release, so to speak!

\*\*Several Amazing Games Added to Mod Hub for MD/SNES/NES Classics!\*\*

These include Updated and NEW Versions of:

- Aleph One (Marathon Trilogy!)

- CannonBall (OutRun Engine)

- OpenLara (Tomb Raider)

- SDLPoP (Prince of Persia)

- Sonic CD Deconstructed

- Sonic the Hedgehog 1 Deconstructed (Faster Bonus Stages)

- Sonic the Hedgehog 2 Deconstructed (Faster Bonus Stages)

- VVVVVV

Hakchi, Modules, KMFD Mod Hub, Games Tab. You can view pertinent developer and other such informations, while viewed within the context of Hakchi! Personal thanks to all original developers who worked on these, as well as DanTheMan827, who devoted dozens upon dozens of hours getting these up and running for the Mini MD/SNES/NES Classics. And, of course, the amazing Testers, bslenul, BlackSunshine, AluCarD! With the NEXT Update, if I have time, I may branch out in further directions with More and More Games for the Tab! But, these should keep you busy for quite some time!

I also thank genderbent for his role in getting Marathon Trilogy going on PSC! We adapted the controls for MD/SNES/NES/PSC to be entirely able to played with JUST an SNES Equivalent Controller! Controls for MD/SNES/NES are optimally configured and set up, as follows (PSC Controls can be seen when game "loads")!

- X= Left Weapon

- Y= Right Weapon

- B= Action Button

- A= Switch Weapon

- L= Center Camera

- R= Aim with Camera

- Select= Overlay Map

- Start = Menu

Have fun with all of these amazing games. Note, a some of them require assets to be manually added, such as CannonBall, OpenLara, VVVVVV, Sonic the Hedgehog Ports; Whereas, SDLPoP and Marathon Trilogy do not! There is also a Custom Marathon Game, where you can do Mods. But, you will have to manually alter configuration via Game Settings! This Custom Game is meant more for Advanced Users!

Be sure to pay attention to future and more fun and amazing Mod Hub Game Updates! Thanks again, all involved!

\*\*Game Controller Mapper!\*\*

Thanks DanTheMan827! for this beautiful tool, which greatly helps with remapping controllers, especially some typically unsupported ones, for use with games, such as Sonic the Hedgehog 1 and 2 Remastered!

\*\*GPSP GBA Core Saves Fixed!\*\*

Games would typically auto load back to beginning of game, and saves would be broken! Personal thanks to those who work on the GPSP Core, as well as bslenul for testing!

\*\*MAME Arcade Compatibility Tab Charts!\*\*

Special thanks to all who have worked on MAME Teams, EVER, particularly those I work closest with, including Mahoneyt944, Arcadez2003, Grant2258, Markwkidd, Gpstar81, and so on! Thanks so much!

Aside from the learning curve of running MAME Arcade Games, how do you even know what should or should not work, given you ARE using the appropriate Roms!? Well, that is no longer a huge concern, as you can go into the Release, into Xtras/Arcade/Compatibility, and have a set of nifty Arcade Charts detailing Compatibility and exact expected Rom Set Names to utilize! Simply open these with your internet browser, and you can even print them out. Note, the these may take dozens upon dozens of pages to print out! So, be warned, in advance! I will also do a Video MAME Tutorial regarding these, and best way to proceed when working with Arcade Games for MAME, FBA, FBNEO, etc, soon enough:)

\*\*CHDMAN Updated!\*\*

Xtras/Tools/CHDMAN; Personal thanks to bslenul and Narkoa for helping test updated CHDMAN. Dreamcast Games should be more viable with LATEST CHDMAN, particularly games that previously had "freeze" issues, such as Ikaruga! Also, thanks original team who worked on CHDMAN, as well as ALL MAME DEVS Ever:)

\*\*NEW Faster SNES Core!\*\*

Just a little Teaser of things to come, as far as SuperCharged Update. The new Mednan SNES Faust Xtreme Core is a little beast of a Power House Core, capable of playing nearly any game quite nicely! This will be even further improved with the SuperCharged Update. But, for now, try it with a few games, that currently don't run all too well or fast for you, and see the difference! Then, try again, with the SuperCharged Update, for up to 45+ Percent, even better, Performance/Speed!

\*\*MESS Support Added for FM Towns Marty (Slow!)\*\*

Personal thanks to our Newest Hakchi Team Member, Narkoa, who has shown amazing strength regarding testing things for this Release, and helping with specialized configuration and setup, where applicable! Also thanks to the suggestion of phoenix for me to look into FM Towns! And, the original Developers who worked on it! We can now run FM Towns Marty, the great Japanese Computer, with fantastical CD based soundtracks! The Custom Street Fighter II OST that runs with MAME 2003 Xtreme, in fact, uses some tracks from the FM Towns Marty Version, as well as 3DO! Note, both CD-i and FM Towns Marty will run even better with the SuperCharged Update! You can go into Xtras/MESS, for infos and writeup ReadMes regarding these. Also, in my latest Video, get a gist of the overall setup! I will, of course, get a nice Tutorial up to coincide with the SuperCharged Update, which will better handle MESS, in general!

\*\*Watara Supervision Game Boy Clone Support Added!\*\*

I personally find this to be a pretty fun and entertaining handheld, with a fun set of "clone", "knock-off", etc games! There's even a great Trials HD style game for it! Be sure to watch my recent video where I showcase it in action! You can run the games with the NEW Potator Core!

\*\*WIP For Next Update!\*\*

I optimized memory usage in such a way that we will be able to run many Cores up to 45+ percent faster and better than currently! These will include LudicrousN64 Xtreme, Flycast Xtreme, PPSSPP, and so on! Sega Saturn will get a nominal boost, and run "decently" enough, without obviously being able to use Dynamic Recompiler (required to give it a more normal speed!), for games such as Guardian Heroes and Shinobi Legions! All of the SuperCharged Stuff will generally not be stable for the average End User. They will have their own set of rules that must be abided by, to avoid potential conflicts! They will also make it into their own SuperCharged Tab! IE: PPSSPP SuperCharged, the memory will be pushed to its maximum benefit. So, given that, you can only run ONE PSP game at a time. Then, you MUST, absolutely, exit RetroArch, before loading another game! Failure to do so will instantly freeze your Mini! This is because I have things set up where it pulls just that "extra" enough memory, so that you can now run games, such as Ultimate Ghosts n' Goblins at way more insane speeds than ever before!

You will have an option of using Standard Stuff from normal Tab, Xtreme Tab, as well as SuperCharged Tab. ONLY use the SuperCharged Stuff, if you are ready to deal with potential bugs and issues, which will ALL be covered in the Release Notes, as well as Video Demonstrations! But, for those who can handle the nuances of SuperCharged, you will be in a great place, Gaming and Core Wise, once that Release Rolls out! You will also have better support for HD Audio, amongst other such things:) High Definition MAME Custom Audio Samples FTW!

The SuperCharged Release has to be a very very very meticulously careful one, as it will really push the small limits of the MD/SNES/NES 256 MB RAM to their maximum potential! And, no, you can't really go beyond SuperCharged! That is actually going to be about as far as we can truly push things, from a Mod Perspective, in relation to what I consider SuperCharged, versus Standard! If you want more, you will have to switch over to Android, PC, a higher Pi Platform! It is what it is! But, I will do what I can to best optimize and make the necessary coding changes to make SuperCharged Update as bad-ass as possible!!!

And, we may look into adding some fun DOOM stuff, for a Next or Next Next Release, too!

Enjoy the Update! Next Update has content for MD/SNES/NES, as well as PSC!

\*\*02-28-21\*\*

\*\*Hot Fix Update! Both Google Drive AND Mod Hub Updated!:)\*\*

\*\*MAME High Definition Stereo Audio Custom OSTs - Street Fighter II, Final Fight, etc! Mini Classics! WIP!\*\*

https://www.youtube.com/watch?v=1oTii\_i0ad0&t=335s

Hello Everyone, this is a minor Update to Hot Fix a few things that were brought to my attention by some of you, regarding latest Release! As always, I greatly appreciate any and all feedback, especially when it helps get things fixed up faster!

Latest WandaVision, quite interesting. I sorta peeked a little into the "Comic Arc" that the series is based on. And, hot damned, it is gonna be potentially a crazy trip! Otherwise, I am a fan of Walton Goggins of Shield, Justified fame. I decided to give his "sitcom" show, Unicorn, a go. And, despite some bad IMDB reviews, he still carries the show! I have always enjoyed goofy sitcoms, in general. Going way back to the earliest days of Simpsons, I liked shows like Herman's Head and Get a Life! Get a Life, particularly, had some insanely oddball plotlines, such as the main character, a 30ish year old paperboy, who still lives at home with his parents...finding an Alien. And, he tries to "relive" the awesomeness of ET with said Alien. But, things get a tad bit out of hand! Try looking up a clip of Get a Life to see just what I mean! Also, huge fan of Sledge Hammer (parody of Clint Eastwood Dirty Harry movies!). In any case, a few bullet points relative to this Hot Fix Update!!!

- Decompression Fix for some Cores on MD/SNES/NES!

- DraStic Fixed Up further for MD Mini!

- Sonic Deconstructed 1, 2, CD Information Updated!

- WIP!

\*\*Decompression Fix for some Cores on MD/SNES/NES!\*\*

Some of you who have been with us since the earlier NES Classic days, pre USB-HOST, would remember how annoying it was to contend with limited space on NAND internal flash memory! Madmonkey made it possible for us to compress Cores down to 75 percent smaller in size. These currently decompress upon active usage, leaving you with way more NAND space! I got a little feedback that some Cores were "failing to be opened", not loading content. So, I did some fix ups, and am reposting these, such as Gambatte, CPS1, CPS2, Stella. So, if you ran into any issues, please redownload the problem Cores from Hakchi, Modules, KMFD Mod Hub, and then reinstall via Modules Tab! Note: I have retained the dates for ALL Cores as 02-24-21, to keep things aligned and uniform. You will see the MOTD say 02-28-21 in Mod Hub, to signify things are Updated, though!

Thanks DrGreenThumbNZL, ROMEO, NESminiling0618, anyone else, for the heads up! Things operate a little differently between MD/SNES/NES/PSC, as far as the actual execution, loading of content, decompression of Cores. If any of you still have difficulty with any specific Core, be sure to let me know. And, I will see what I can do! Sometimes, I have to build things differently, so they function properly on any given Mini Classic. IE: PPSSPP Legacy works on SNES/NES Classics Only. BUT, not MD/PSC! But, Xtreme and Xtreme Amped work on ALL 4:) There are "exploit" workarounds for this, such as Switching to ALT firmwares, such as running SNES on NES! I will do a Video Tutorial on HOW to do this when I get a chance! Unfortunately, due to the logistics of things, a few select Cores may simply not function on 1 or more of whichever Minis. But, I will do what I can to make them as cross compatible as possible! Think of it like this, some Minis come with metaphorical training wheels, so you don't crash on certain Cores! Others, don't, so crashing is more likely! Not a whole lot different than the OverClock scenario not working for all Minis! No matter the case, I will get a video up about the firmware switching, soon:) And, I will cover a few of the peskier Cores, which might best benefit from swapping out!

\*\*DraStic Fixed Up further for MD Mini!\*\*

DraStic Build for MD/SNES/NES is fixed up to appropriately switch between MD AND SNES/NES, now. Thanks for being patient. And thanks, bslenul for helping make this possible, so I didn't have to do two friggin' builds! Scroll down to the "DraStic Controls Fixed Up For MD Mini!" section from Yesterday's Notes to read more about this Addition!

\*\*Sonic Deconstructed 1, 2, CD Information Updated!\*\*

Sonic 1, 2, CD were originally done by Sega, and then remade and fixed up by Christan Whitehead! He did a fantastical job with all 3, and truly showed his love letter to the Sonic Legacy! In more recent times, RubberDuckyCooly decompiled these games, so that we COULD run them on other Platforms, such as the Mini Classics. And, RMGRich did a huge job with this endeavor, too! And, thanks DanTheMan827 for helping with the tricky porting of these TO the Mini Classics, MD/SNES/NES, for now!

To run these, simply download from Mod Hub, Games Tab, whichever game, then navigate to the CLV they are in. With whichever Steam/Android version you have, you will need to either "file browse" for Steam/open apk with 7zip on Android. Extract the Data.rsdk and videos folder, if applicable. Then, simply copy and paste into said CLV, rinse and repeat for each game! Synch/Export, enjoy some Sonic Mania awesomeness! I still need to get that game for PS4!

\*\*HOME Button Mapping on Controllers for RetroArch!\*\*

Some of you may find your home button doesn't get you home to main menu, on your Mini Classics. You can easily program a Quit Button, by opening up RetroArch, then input, hot key binds, quit retroarch, choose what you'd like for home, apply! Personal thanks to DR1001 for helping test MD Mini Home Button manipulation. As of the Next Release, may put a few "Home Button" defaults to help account for some 8BITDO controllers, and such, so things are automatic! For now, however, doing it this manual way works quite nicely!

\*\*WIP!\*\*

I will be fixing up several more Cores, and also having a High Definition Audio Geared Setup, which still handles performance/speed, considerably well. This will benefit the usage of the Amazing Full on Custom CD Soundtracks for MAME, complete with mindblowing Stereo Audiophile Awesomeness! Thanks again gpstar81, bigbluefrontend, grant2258, arcadez2003, for all of your help and efforts with anything MAME related!

I will be doing more Xtreme Stuff with SNES, MD, PSX, and so on! Another HD PCSX Core will make the cut, Next Release, and another Genesis Xtreme GX, and of course, an SNES Xtreme of some proportions or another! I will try to get a handle on updating Saturn/Dreamcast, some more, too, if feasible and safe enough to, without causing issues for the Minis. There are still a few bugs to work out with both, as far as their updated execution on the Mini Classics!

In any case, thanks so much, everyone...Enjoy the Hot Fixes, the overall Update, and tune into my YouTube to catch up more on what will go into the Next Release, and what is already in THIS one:) Talk soon, on Reddit, Discord, YouTube, and so on!

KM!

\*\*02-24-21\*\*

\*\*Hakchi2 CE HAS been updated to 3.9.0!\*\*

You can read about the Updated Changes, including -30 MB install error, run out of space, bug fix, access denied fix, hyphens no longer renamed to underscores (breaks MSU-1 Games!), and the best addition of all...Import your Game Library FROM the Mini or USB! DanTheMan827 did a fantastic job going Beast Mode Activate with this incredible Update! You can see me use it in the DOSBox Pure Tutorial I just posted! Thanks again, Dan!

[https://github.com/TeamShinkansen/hakchi2/releases/](https://github.com/TeamShinkansen/hakchi2/releases/)

\*\*Now Then!\*\*

Well, we are finally here for the Next Release, with many fun things to go out! Previous Release Notes from 2017-2020 have been moved into Xtras/Releases in Txt/Doc format, for those of you would like to peruse them! In any case, let's get moving forward with the Notes for THIS particular Release! And, thank you all so incredibly much for being so utterly patient! And, thanks all of you that I talk to on a daily basis, via Reddit, Discord, YouTube! You make my days much better! I will do what I can to respond to each and every message that escaped me:) And, be sure to check out my YouTube Videos, and comment, etc, so I can better establish an accord to get more and more things accounted for and fixed up, NEXT Update:) Note: there are simply TOO many things updated and added to go into specific detail about each and every one of them. You will find a few surprises, along the way, as you test the New Release out! And, I will throw up more videos, showcasing some of the Bullet Points that I didn't add to these Notes! And, even more fun stuff, already WIP for NEXT Update!

- Special Thanks Are In Order!

- TV & Movie Recommends!

- This is the Big One Elizabeth!

- Mo Mods! Mo Problems!

- Fan Updated Sonic the Hedgehog Games Ported to MD/SNES/NES!

- Sega Genesis WIDESCREEN Support!

- DOSBox Pure! DOS has never been better!

- Nintendo 64 Goes To Ludicrous Proportions!

- Entire Suite of N64 Cores Fixed Up!

- Nintendo 64 Non-Analog Mappers For Use With D-Pad!

- MAME 2003 Xtreme/Plus Updated!

- MAME 2003 Xtreme Amped!

- FBNEO System 32!

- DraStic Controls Fixed Up For MD Mini!

- Entire Suite of N64 Cores Fixed Up For MD/SNES/NES!

- Entire Suite of N64 Cores Fixed Up For PSC! No More SRGB Toggle!

- Fantastic Gem of a Rogue Lite Dungeon Crawler, Magic Castle!

- NES/PCE Cheats Fix Up!

- NES Mappers Fleshed Out!

- SNES Slowdown Patch Fixes!

- ECWOLF Art Fixed!

- Closing Notes and WIP!

\*\*Special Thanks Are In Order!\*\*

For THIS Release, huge thanks go out to madmonkey (as always!), DanTheMan827 (keeping Hakchi going strong, "cues in some Stan Bush music":), bslenul (amazing support efforts in our Discord/Reddit, fix ups to help with Releases!), Arcadez2003 (MAME), Grant2258 (MAME), dinkc64 (FBNEO), ReyVGM (nearly 24 hour tech support in our Discord/Reddit! Truly upstanding and devoted and awesome guy!), BlackSunshine (has helped test the latest additions I have been adding, for close to 200+ hours, through the course of the last several months! Helped out with mapping of entire N64 Collection for use on D-Pad!), MadFranko008 (one of the most attentive to detail individuals I could ever hope for, and doesn't ever hold back from critique, which truly helps make each Release even more Bad-Ass! Helped on the mappers, along with BlackSunshine!) And, of course, thanks, as always Genderbent! I will help get things in order, so you can put out a kick-ass RetroBoot Release with my latest additions, soon! And, finally, thanks EVERYONE else who chats it up with me via Reddit, Discord, YouTube, on a near daily basis! Thanks so much for being there! You make the Scene a much better place! Enjoy The Release! Moving On:)

\*\*TV & Movie Recommends!\*\*

Since I have generally maintained a Blog like presence when doing The Releases, might as well recommend some fun movies and/or TV shows I have had the pleasure of watching in recent times, since the Last Update!

Right off the bat, one particular movie, I had been looking forward to for awhile...PG Psycho Goreman, is a very fun flick! Without spoiling too much, it is essentially like Wishmaster crossed with Mighty Morphin Power Rangers. A Thanos like warlord, who has decimated entire civilizations, is inexplicably under the control of a very precocious teenage girl and her brother! It truly feels like something you'd see in the late 1980's, early 1990's. And, some of the practical and animated effects are downright cool and funny at the same time! Just watch the trailer, for yourself, to get a little gist of the style of movie it is!

Freaky, with Vince Vaughn, awesome "Freaky Friday" style film, with a Serial Killer swapping places with a teenage girl. Vince is always fun to watch in about everything he is in. I especially loved "Brawl in Cell Block 99". It is a rarity, as critics have raved about the movie quite a bit. And, absolutely violent as hell movies do not typically get the best of reviews! It starts out like your normal crime drama. But, within the first hour, you definitely see it is anything but! It almost verges on Mortal Kombat violence, by the time it is in full swing!

And, obviously, if you check out my YouTube videos, you will hear me chat about various movies and TV shows I have been watching, too! I would usually watch horror movies, first and foremost. Then, sci fi, comedy and action, drama, kids, cartoons. I just randomly decided to try out a Disney Channel show called Secrets of Sulphur Springs, and found it to be fairly interesting. It revolves around a man who moves his family back home to reopen a hotel that had closed many years back. A dark history surrounds this hotel, as a young girl inexplicably disappeared (possibly murdered or killed in some malicious fashion). Her ghost apparently now haunts said hotel. Minor Spoiler alert...I am a huge time travel fan...Anything dealing with time travel is always fascinating for me. I had no clue this would involve a time traveling scenario, which made it even more appealing to me.

Palm Springs was another super fun Time Travel movie I watched recently on Hulu. Well worth a watch, very very good! And, yet another one popped up on Amazon Prime, called The Map of Tiny Perfect Things. I still need to give this one a go! I usually give about any Time Travel Movie/Show/Game a shot!

Lastly, speaking of time travel movies, one of my favorites would easily be "The Final Countdown" with Kirk Douglas. A crew on a ship somehow time travels back to right before the Pearl Harbor attack. They have to decide upon the moral implications of preventing the disaster from ever occurring...And, what consequences might affect the "new" future, if they do so! And, final time travel reference...for now...Loved the show Continuum!!! Fun fun show!

I initially saw the trailer for Monster Hunter, and thought..."no way I am gonna care for this turd". But, I gave it a chance, and found it pretty fun. Didn't realize that Tony Jaa, one of my favorite martial artist actors from "The Protector" (Guy kicks a ton of ass when his elephant friend gets (kidnapped proper word!?:) Like Children of Men, it has a very awesome extended action scene, which looks like it was possibly done in one single take! 1917 and Birdman took this gimmick to the next level, with both movies seeming like one single scene! A few other movies utilized this, as well. But, the aforementioned ones, especially garnered my interest the most!

Lastly, WandaVision! I thought this would be goofy and silly, too! I tried to start watching it, like 3 times. I then stopped, thinking, lame! But, I tried again, and ended up appreciating what they were trying to do with it! Marvel Phase 3 was awesome. And, 4 should be quite good, especially with the newly added variables to the mix! Ironically, enough, in the 1970s, 1980s, 1990s, Marvel Movie properties simply did not do as well, which is why many of the characters were sold to other companies, such as Fox and Sony, etc! Just imagine how epic proportioned Phase 4 is gonna end up, once it truly gets rolling! In any case, here we go, off to the Mod Races!

\*\*This is the Big One Elizabeth!\*\*

Minor Spoiler Alert...Each episode of WandaVision kinda plays tribute to various sitcoms throughout the last several decades. One that I really enjoyed was Sanford and Son! And, the tagline of this section of the Release is a tribute to the amazing Red Foxx! Everything I have ever seen him in has been fun, including Harlem Nights!

In any case, The Big One refers, in this modus operandi, is to establish much better performance/speed for N64 Games, in general!

\*\*Mo Mods! Mo Problems!\*\*

As the Releases progress, so do the sheer amount of Cores and Modifications that go out, as well! Some of these will be moved to different tabs, to try to keep things a little easier to handle for the average end user. Moving forward, the more experimental, less stable stuff will mostly be in the KMFD Xtreme Tab, including stuff like RetroArch Xtreme Amped, Xtreme Virtual Ram, etc! And, this time, due to how effectively different Xtreme Virtual Ram can be, depending on whomever's particular designated setup, at any given time...There will be an ALT version, for those who have difficulty with the Main one! If Main one doesn't work properly for you (kind of like how overclocking doesn't work for all systems!), uninstall, and use the ALT one. The ALT one uses combination of Swap File on USB to allow more memory usage, as well as direct kernel implementation, furthermore optimized for better grace, speed, performance, with N64, Dreamcast, SNES, etc!

\*\*Fan Updated Sonic the Hedgehog Games Ported to MD/SNES/NES!\*\*

Thanks DanTheMan827, Christian Whitehead, and ALL else involved in this process! We can now run Android/Steam versions of Sonic the Hedgehog 1, 2, and CD on our MD/SNES/NES Classics! These are pretty insanely awesome. Imagine, being able to spin dash in Sonic 1, and also play as Knuckles! You can traverse levels in ways you never imagined before! So many many differences between the originals! You WILL need to drop the assets into the CLV Folder, once downloaded. Then, Synch/Export, to enjoy them:) Needed Assets also in ReadMe, while displayed in hakchi! You can see me doing video demonstrations of all 3 of these, recently, on my YouTube Channel!

\*\*Sega Genesis WIDESCREEN Support!\*\*

Many of you are purists, and absolutely despise any deviation from the original 4:3 aspect ratio these games were in! But, those of you who can look past that, can enjoy one of the most amazing gimmicks to ever enter our Mini Classics...MD Games with awesome, mind blowingly awesome, in fact...Widescreen Support! I did a video showcasing several of these. You truly cannot go wrong, playing stuff like Streets of Rage 1, in widescreen! Even Arcade Game wise, there are quite a limited amount of them that offer such great widescreen shenanigans! Rastan III, Ninja Warriors, Darius, a select other number of others! They truly stand out, when you DO run into them! Not ALL games will function properly with the Widescreen Core. Several games will have glitches, like in the video I did! But, it is incredibly fun testing them out to see which benefit from this addition! And, things will be updated to support even more, in future Updates! There are more nuances to adjust to, when utilizing THIS implementation, of which...I will showcase further in videos!

Thanks to all involved with Libretro, heyjoeway, ekeeke, ds22x, and anyone else I have had the pleasure of dealing with for this and any other Release:)

\*\*DOSBox Pure! DOS has never been better!\*\*

Going back to the earlier NES Classic days, one of the very first problems we had was inability to play PC oriented Cores, due to having no keyboard! So, I pushed hard for keyboard to controller mapping. I did a "mock up" video, showing how useful and practical such an addition would be. I got the video to the right people in Libretro. And, it ended up becoming a reality, soon after. And, now, a few years later, nearly EVERY PC related Core on the Mini Classics has the keyboard to mapping function, including the newest one, DOSBox Pure! It just has to be experienced to see how friggin' fantastic it is! It sure as hell beats the old days of pulling up a virtual onscreen keyboard, to tap the space bar, JUST so I can do the special attack in Turrican for Commodore 64! Geeze, that literally sucked!

DOS, alone, already has enough of a learning curve. But, now, with the combination of keyboard to controller mapping, and practicality to cover nearly every instance one can imagine running into DOSBox wise, we are in very very good hands, moving forward, with this Core! And, thanks so much to all who have worked on DOS, EVER! And, thank you, schellingb and the rest of the Team!

I did a Tutorial Video on this. Any games that you have trouble running, be sure to let me know! Been there, done that:) Years ago!

\*\*Nintendo 64 Goes To Ludicrous Proportions!\*\*

There was this running joke, where a certain someone posted a picture of a game that could not POSSIBLY EVER run on any of the Mini Classics. And, this is indirectly what helped inspire me to improve N64 Emulation a bit more for us. Again, I strive for Performance/Speed versus Stability/Latency. So, if you are allergic to a little bit of latency, you may wanna stick to the more stable N64 Cores, such as Parallel! This is all about trying to go to more epic proportions, and better capably handle N64 games, in ways never quite seen before:)

In the case of the game that won't ever work, Mario Sunshine, Game Cube! It will NEVER EVER work on the MD/SNES/NES:) After poking about, discovered that a Mario Sunshine hack, made by Kaze, using original game engine...in a beautiful way, to literally be a whole new game experience...existed! But, it ran really awful on the Minis! So, this was a base point for me. If I could improve THIS CPU intensive game, then the sky was the limit for other games!

I also noticed that MANY were stuck using mediocre, plain controllers, without analog support. So, when they go to play N64 Games, they obviously cannot run them well:) So, myself, MadFranko008, and BlackSunshine have dumped dozens of hours into making the near entirely of the N64 Core Game Set run with strictly D Pad Support, with minimal of at least SNES controller! More on this in the next section!

\*\*Entire Suite of N64 Cores Fixed Up For MD/SNES/NES!\*\*

Command Lines HAVE changed for the N64 Cores! So, pay attention! You can right click, select emulation Core, and designate the NEWER command lines via hakchi, then resynch/reexport!

Not only do we have the LudicrousN64 Xtreme Core. This specific Core is optimized to run games in higher definition (640x480) than the standard (320x240) we have been accustomed to being stuck at for these lower spec Minis! In fact, it is really the only N64 Core, for the time being (MD/SNES/NES, wise), to be able to even handle being HD. I also fixed up GlupeN64 to have more reliable Saves and Performance and Speed. Mupen64 Xtreme is exceptionally great for running games that do not run at all, or not as well on GlupeN64 Xtreme, LudicrousN64 Xtreme, and Parallel Xtreme. Some of these include the recently "leaked", long lost "Dinosaur Planet: Star Fox (Adventures)" Game, as well as:

- 007: The World is Not Enough

- Animal Forest

- Chameleon Twist 2

- Conker's Bad Fur Day

- Gauntlet Dark Legacy

- Harvest Moon

- Jet Force Gemini

- Last Legion

- Mickey Speedway

- Pokemon Stadium 1 and 2

- Star Wars: Rogue Squadron

- Stunt Racer 64

- World Driver Championship

- Etc!

Obviously, loading a game that is not supported, will either crash back to main menu, or lock up your system! So, stay away from games that are known to not work or are far too slow, such as Indiana Jones and NBA Hangtime.

\*\*Entire Suite of N64 Cores Fixed Up For PSC! No More SRGB Toggle!\*\*

Nintendo 64 has undergone a pretty massive overhaul for the Playstation Classic! Most of the Cores are now optimized to run at higher definition (640x480). The primary exceptions are the Mupen Xtreme Amped and OC Builds. These must stay, for now, at 320x240 to avoid severe and horrendous conflicts! But, GlupeN64, LudicrousN64, Parallel, Mupen Xtreme, are all at 640x480, and run quite nicely! Some of the notes for the MD/SNES/NES description above this section, also apply here! But, PSC gets an added bonus, the ability to run many games without worry or need of utilizing the pesky and troublesome and annoying SRGB Toggle Fix! Typically, when playing a game, such as Killer Instinct...after a minute or so, the game would inexplicably become slow and freeze or crash! You would have a small window of time to get into RetroArch Settings, Video, and Toggle the SRGB Option On or Off, let the screen refresh, then resume game to fix the game speed! This can break up the immersion of about any game! No More! Now, you can run Killer Instinct and other such games, that previously had slowdown issues, with Mupen Xtreme Amped or Mupen Xtreme Amped OC. And, SRGB Toggling will essentially be automatic. When your game "should" slow down, it will auto clear that memory for ya, and be back in shape in a split moment or so:) Dark Rift is another notorious example of a game that slows down awful!

The suite of Mupen Xtreme Cores are aligned in such a way to cover as many bases as possible, due to the limitations of the PSC! A game, such as World Driver Championship, would run best with Mupen Xtreme...But, if attempting to run it on Mupen Xtreme Amped or OC, it would slow down to a crawl...and, have severe graphical glitches! Same with Star Fox: Dinosaur Planet Beta Leak. It will run best with Mupen Xtreme. In fact, I would strongly suggest you run MOST of the games you are going to run, via Mupen Xtreme, with mainly ones like Killer Instinct, Dark Rift, and so on...with Amped or OC! OC, itself, is a more pronounced OverClock Build. It can Super OverClock to 50! I will showcase this execution more in videos! The drawback is that it takes up to 10+ seconds to load games with the OC build! So, the tier of order here would be Xtreme, Amped, then OC, as far as which to try with whichever games!

If you try to load a game that does NOT work with one of these Cores, it can instantly freeze your system! So, avoid loading games like Indiana Jones or Resident Evil 2, as they are quite likely to freeze your system! Resident Evil 2 DOES work on Parallel. But, it is too slow to truly be playable! Yet another thing to look into fixing up, in the future!

\*\*Nintendo 64 Non-Analog Mappers For Use With D-Pad!\*\*

For MD/SNES/NES, you can grab the Mappers HMOD from KMFD Xtreme Tab! For PSC, it will be in the PSC/AB/Folder! With this installed, you will be able to go into RetroArch Settings, Quick Menu, Controls, and actively select a D-Pad (SNES Controller Schemed) setup, to run a vast majority of known, working N64 Titles! Obviously, SOME games, such as the Wrestling Ones, MK Mythologies, etc, have no way to run on JUST an SNES controller. You NEED L2+R2 for some of these! But, the least used functions have been thrown onto L2+R2 for these instances! You can also amend the mappers, and "resave" them! Upon saving them, they will auto load on Next Game Load:) And, feedback on improvements, can go into future Updates! Note, because we dealt with 400+ of these, some may be imperfect or may need fixed up a little more! But, feedback and your input will be most paramount into quickly whipping these mappers into better shape, as Updates progress! ANALOGs are left intact. So, if you still have Analog controllers, You will be able to use them!

\*\*MAME 2003 Xtreme/Plus Updated!\*\*

Arcade Games are my lifeblood. And, I have been in collaboration with many, over the last 20+ years, MAME, FBA/FBNEO wise! Literally, the main reason I even got a computer to begin with, was for MAME! Stuff like NES followed suit! As did other emulators:) Very early on, I took an interest in trying to get these games to run better on my lower spec Windows 98 computer! And, that is where making changes to the coding, made a difference!

With THIS Update, I added a few new things, such as more nuanced frame skipping ability (MAME 2003 Xtreme, ONLY, for now). No longer choppy, like before! So, putting it to 2, etc, will be far less pronounced, than in earlier Releases! Also, the long lost classic Midway Arcade Power Up Baseball has been implemented! This game is fantastic, and the NBA Jam of Baseball! A few other fun additions added, as well. You can pay attention to my recent MAME videos, to see how these play out.

Thanks so much Arcadez2003, Grant2258, Wilstorm, Mahoneyt944, dinkc64, for your insight and support, as I have ported and coded in some these updates, as well as your own amazing efforts with MAME/FBNEO!

One thing, especially, that will become more prominent with future Updates, will be auto calibrations (Next section, for more on these!), for games such as Carnevil, etc, wherein you can simply load a game up, and be locked and loaded, Contra Hard Corps style. Simply play the game, no need to calibrate whatsoever. With THIS Update, Cruisn USA is an example. It will still run slow, of course. But, you can at least see it auto calibrates! Frame Skip with Xtreme helps run it a little better! You can also use the LudicrousN64 Xtreme Core to run the N64 version, and change OverClock+TurboBoost values to your preference, for that and other such troublesome games! Cruisn World works fine, Exotica, which never worked before, works awesome!

\*\*MAME 2003 Xtreme Amped!\*\*

One thing that has always been irritating, for those of you who have ever run "certain" Arcade Games...That would be having to worry about calibrating or initializing stubborn games! Some games, such as Run 'n Gun, great Konami Basketball Game...would absolutely lock up and be unplayable, generating errors on the check sequence boot up! BUT, in recent times, MAME 2003 Plus/Xtreme/Amped have all undergone some very nice overhauls regarding this annoyance. MANY games will auto calibrate or initialize, making things far more optimal on the Mini Classics end, execution wise! I did a demonstration of several of these! But, a list of some you can now try include!:

- 2 on 2 Open Ice (Volume Fixes!

- Gaiapolis (Game properly initializes and no longer lags or freezes constantly!)

- Monster Maulers AND its Japan Version Kyukyoku Sentai Dadandarn (Same Fix Ups as Gaiapolis!)

- Mortal Kombat II (Loud Volume, finally!:)

- NBA Hang Time (Number of Players Increased, Other Fixes!)

- Night Slashers (Blood Mode Activate!)

- Rampage World Tour (Sound Fixes!)

- Revolution X (Controls auto calibrate, SOUND is loud!)

- Terminator 2 (Controls auto calibrate!)

- Violent Storm (Blood Mode Activate!)

- WWF Wrestlemania (Volume is Loud and finally able to be heard!)

- Many Others showcased in my MAME 2003 Xtreme Amped Video! Will show more, soon!

\*\*FBNEO System 32!\*\*

You can now run System 32 Games with FBNEO (only for PSC, for now!) Unfortunately, even the slightly better specs of PSC, over that of MD/SNES/NES, still aren't quite good enough to handle these games! But, check out Holosseum as ONE game that does work decently! Many others work, too, such as Spider-Man, Golden Axe 2: Death Adder, Jurassic Park, Alien 3, etc. But, unfortunately, a bit too slow! BUT, the good news is, these games already work fine, albeit with minor graphical glitches...in MAME 2003 Xtreme! So, if you do want to play them, 2003 Xtreme may be the best route for you, for the time being!

\*\*DraStic Controls Fixed Up For MD Mini!\*\*

Thanks darthtron64, for being the very first to bring this issue to my attention! Amazing how, after nearly a year, he was the one and only person to even "notice" DraStic wasn't working properly, at least enough to TELL ME SO:) Thanks, mate! Now, it is fixed:)

This has been a problem for quite some time, as MD Mini Inputs are generally off by a value of - or + 1, depending on the variables involved. This also affects RetroArch usage and default 3/6 button controllers, which are also fixed up for THIS Release, next section:) Anyways, only a select number of controllers actually have ability to engage DraStic, when MD Mini is involved. Robbalvey helped immensely in this process, to try to fix things up, so we can run MORE controllers, by default! Bslenul, also helped, incredibly, with the coding execution, so I don't have to separate DraStic into separate builds for MD/SNES/NES! PSC is its own thing, also fixed up for this Release! But, now, you can install updated DraStic, no matter if on MD/SNES/NES. And, if on MD, controls will automatically work for most controllers, so you can at least play games like New Super Mario, Tetris, TrackMania, and other D Pad Geared Games! You can tap Start button on controller 2, to access menu, and remap what you need to! I strongly recommend you do NOT save for ALL games, or even THIS game, unless absolutely certain you are good to go! This will save you an FTP Headache of needing to delete bad config files! I also set up the Face Buttons, such as A, B, X, Y, on controller 2, to be able to swap between vertical and horizontal orientation, full to one screen (helps greatly with New Super Mario, Castlevania, etc), and select button AND Reset on the Mini, itself, to exit games!

For those on SNES/NES, controls are geared more towards Xbox/Wii style controllers, and set up for use between 1, 2 schemes. You can view the readme, while in hakchi, to see exact controls, and nuances to using them. They can also be remapped!

AutoFrameSkip is set to 2. This will work, effectively, for MOST games. Games like Gauntlet DS, the unreleased game, you NEED to have it off completely! If wanting to run games in HD, you need to set it to 9! Once you get used to going into the menu, and navigating, you can easily adjust these on the fly, and get back into the fray of action!

You can also select CHEATS, and do moon jumps with Mario Kart, etc! Fun Fun Stuff:)

Remember, MIC driven games require the /bin/drastic-mic command line, and are not guaranteed to be fully playable! When you gotta use the MIC to blow candles out in Zelda, for example, you will NEED an appropriate patch, for said game. And, in the Release Notes of the patch, you can view the controls to do MIC functions! Princess Peach runs pretty dandy, however!

CHEATS also added to PSC install! Since DraStic is STILL closed source, there is a very limited amount of things we can do with it! But, once it becomes open source, hopefully, one day...we can really change things up in a more mod positive way! Enjoy Nintendo DS, FTW, finally, for MD Mini, too:)

\*\*Mini MD Default Controls Fixed Up!\*\*

As mentioned, controls were goofy and off by a variable of 1, depending on controller, and scenario involved. Thanks AxelStone, ReyVGM, robbalvey, for helping with testing and fixing up some of these issues! It is a WIP, so may eventually get a true SDL fix up! But, for now, most controllers should have a far better shot at controlling more admirably. Thanks, all of you!

\*\*Fantastic Gem of a Rogue Lite Dungeon Crawler, Magic Castle!\*\*

This game, made with the Net Yaroze, has surfaced, and is now on Mod Hub, as well as my Google Drive, Games Folder, for PS1! Thank you ALL who have made this possible! Nice Rogue Lite Dungeon Crawler! I also shrunk it down to a nifty 23 MB size, to help those of you still stuck on NAND, more effortlessly handle it!

\*\*NES/PCE Cheats Fix Up!\*\*

Fceumm, PCE Mednafen Fast, both have better Cheats Support, via the installed Cheats and RetroArch Settings, Quick Menu, Cheats, Select Cheats, Apply, Resume:) These used to have to be hard patched to some games, due to how THESE particular conflicting cheats executed. All good now:) Have fun! Thanks negativeExponent!

\*\*NES Mappers Fleshed Out!\*\*

Personal thanks to NRS-NewRisingSun and negativeExponent for helping make this incredible addition possible! We can now run the following games, with previously troublesome mappers, with the Updated fceumm Core! Run with the Non-Xtreme Variant, for now! Surprisingly, some of the Non-Mini Classics, such as Atari Flashback Mini 7800, Intellivision TV Play Power 25-in-1, etc, have been found out to be comprised of hardware/NES Roms! This is pretty big news, as these mappers NOW function with THIS Update:) Aside from the following, be sure to try out any others that previously did not work for you, as they may have a shot at working now. Many many new mappers added! Awesome stuff:)

- Gamezone 118-in-1

- GD-106 18-in-1

- kk3311 8-in-1

- kk3314 8-in-1

- 1998 4000000-in-1

- 2-in-1 Sudoku+Gobang

- 3000000-in-1

- 700000-in-1

- Atari Flashback Mini 7800

- Double Dragon 530-in-1

- Humen Jinyan

- Intellivision TV Play Power 25-in-1

- Liming Electronic 18-in-1 Educational Computer

- Power Joy Classic TV Game 84-in-1

\*\*SNES Slowdown Patch Fixes!\*\*

In Xtras/PERM-CHEATS-PATCHING/SNES, are a nice subset of Patches that you can apply to SNES games, notorious for slowdowns on even the real hardware! These include Contra III, Gradius III, Super Ghouls 'n Ghosts, Super Mario World, Super R-Type, for starters! Use floating, lips102, or multipatch, from main directory of PERM-CHEATS-PATCHING, to add these nifty fixes! Thanks to all who have spent countless hours working on these! And, thanks BlackSunshine for helping test them! They work great! Even the default MD Mini Classic, can better handle THESE above games with the above patches executed!

\*\*ECWOLF Art Fixed!\*\*

Art will now display fine for MD/SNES/NES, once downloaded from Mod Hub! Remember, you need RetroArch, ECWOLF Core AND Game installed!

\*\*Closing Notes and WIP\*\*

You all have been incredibly great over the last four years! Looking forward to seeing where things may lead in 2021! Now it is time to work and, in between, catch up on the hundreds of messages I have gotten over the last few days! Thank all of you wonderful Ladies and Gentlemen for your ongoing support, as always!

For NEXT Update, I will take into account End User Feedback, and do what I can to further Update these Cores! And, try to take a few other Cores to more Ludicrous Xtreme Proportions, including PS1! And, who knows, possibly Saturn, too! If I can get Saturn running as well as LudicrousN64, then even Sonic R and Burning Rangers should work a hell of a lot better!!! Feel free to make suggestions on a few Cores that may benefit from some Ludicrous'esque coding changes:)

Now, off to check out a few movies, Let Him Go (Kevin Costner), News of the World (Tom Hanks), Trial of the Chicago 7 (Borat, for those who don't know his real name! Awesome actor, period! Enjoy THIS Update. And, thanks again for being so patient! Tune into Discord, Reddit, my YouTube Channel for Updates regarding the NEXT Update:)

Sincerely, KMFDManic!

To see prior Release change logs for 2017-2020, go into Xtras/Releases!