

Kaico Genesis / Megadrive ED Flashmaster Pro V3

Quick Features

- Auto ROM Region Detection with manual override option
- MegaKey Feature disables region protection for cross-region play
- Hardware or Software MegaKey Modes depending on setup (hardware preferred)
- Auto SRAM Backup to SD card per ROM
- Supports SD/MMC cards up to 32GB
- Supports Game Genie and RAW codes - cheat editor uses colour indicators (Yellow = Enabled, Gray = Disabled)

Controls to use

- **Left / Right** - Used to Switch pages
- **Up / Down** - Select File
- **Start** - Load Game
- **A** - Select
- **B** - Back
- **C** - Main Menu

Game region

The value corresponds to the ROM region (not the console region) and is automatically set when switching games. It is used by the MegaKey feature to bypass region protection. If the operating system incorrectly detects the ROM region, users can manually adjust this setting.

MegaKey

Enables the disabling of region protection. (Note: Some games are incompatible across regions, so it's recommended to use ROMs that match your console's region.)

SRAM Backup

This feature automatically saves SRAM data to the SD card. Each time a game is changed, the operating system creates a file in the EDMD/SAVE/ folder—named after the ROM—and stores the SRAM data in that file.

Reset To Game

Determines the behaviour after a reset. When enabled, the system resets the game directly. When disabled, it returns to the menu instead.

Cheats

- **Left / Right** - Select between Game Genie and RAW codes.
- **A** - Edit the code.
- **B** - Back to menu.

- **C** - On/Off selected code.

Code Display

- Disabled codes appear in Gray.
- Enabled codes appear in Yellow.

Code Edit

- **D-Pad** – Select a symbol from the table
- **A** – Confirm symbol and move to the next
- **C** – Skip to the next symbol
- **START** – Complete the code entry

Editing ends either when the final symbol is entered or when the START button is pressed.

Apply Codes

- **Apply** – Activates the selected codes by modifying the ROM image directly.
Note: These changes are permanent until the game is reloaded. Applied codes will not appear in the cheat editor.
- **Cancel** – Returns to the main menu without applying any codes.
- **Modify** – Returns to the code editor to make changes.

Important: Only codes targeting the ROM area are supported. RAM-based codes will not function. Unsupported or disabled codes are shown in grey.

Cheats: Edit and Apply Sequence

1. Select a game (using Load Only).
2. Open the Cheats menu.
3. Enter the desired codes.
4. When exiting the cheat editor, choose Apply to activate the codes.

You can return to the cheat editor later to add more codes. However, all codes will be cleared when a new game is loaded (via Load Only or Load and Start).

Loading Cheat Codes from Text Files

Instead of entering codes manually, you can load them from a compatible text file.

Steps:

1. Browse and select a .txt file.
2. Press A, then choose Load Cheats from the file menu.
3. Proceed to step 4 in the sequence above: select Apply to activate the loaded codes.

File Format Requirements:

- File must be in 8-bit ANSI format
- Cheat codes should be written in plain text, for example:

ATBT-AA32, ATBT-AA32, ATBT-AA32

Device Info

CPLD Version – Firmware version of the Altera MAX II chip.

BIOS Version – Version of the cartridge BIOS.

OS Version – Version of the operating system.

MegaKey Mode – Indicates whether MegaKey is operating in hardware or software mode. Hardware mode is more reliable for disabling region protection; software mode may be used when the system is connected through a 32X or another configuration.

System Type – The console's region.

CD-ROM – The Mega-CD region or displays "XXXX" if no Mega-CD is detected.

Assembly Date – The date the cartridge was manufactured.

Assembly Time – The time the cartridge was manufactured

How To Start a Game

Plug In and Power On - Firmly insert your Kaico Genesis / Megadrive ED Flashmaster Pro V3 into the Mega Drive® cartridge slot, then power on your console. (See the diagram below for reference.)

Select a New Game ROM

- When you power on your Mega Drive®, the menu system will load automatically.
- Use the DPAD BUTTONS to select a game folder, then press A to open the game list.
- Navigate through the list of game ROMs using the DIRECTIONAL BUTTONS (the selected ROM will be highlighted).
- Press A to open the file menu for the selected ROM.
- Select **Load and Start** to boot the chosen game ROM.

(The game is loading from flash memory—please be patient!)

How to Make a TF Game Card

If you want to use your own TF card to create a custom game memory card, please follow the steps below, for best compatibility, it is recommended to use a standard Class 10 TF memory card.

***This tutorial is only for the windows 10/11.**

1. Download the latest version of rufus from:
<https://github.com/pbatard/rufus/releases>
2. Insert your SD card.
3. Once installation is complete open the rufus .exe file
4. Select your TF card from the Device
 - a) Use the following settings:
 - b) Boot Selection – Non-Bootable
 - c) Volume Label – Kaico Flash Master MD/G or whatever you want it to be named
 - d) File System – FAT32 (Default)
5. Click Start and then confirm by selecting OK

****Formatting may take some time. Please do not remove the SD card until the process is fully complete.***

Once completed do the following:

1. Create a folder named EDMD on your TF card.
2. Copy the MDOS.BIN system file into the EDMD folder.
3. Inside the EDMD folder, create a subfolder named SAVE.
4. Copy your ROM files directly to the root directory of the TF card.

Download the MDOS.BIN system file from:

<https://kaicolabs.com/wp-content/uploads/2025/10/Kaico-Megadrive-Genesis-Flash-Cart-Firmware-1.zip>

***We don't supply games as this would be illegal, and we recommend only backing up games you own. We do not recommend downloading games from google as we do not support game piracy or intellectual theft.**

When you're done, insert the TF card into Kaico Genesis / Megadrive ED Flashmaster Pro V3 and open the console to start the game.

Troubleshooting Guide

If you encounter issues while using the Kaico Genesis / Megadrive ED Flashmaster Pro V3, please try the following steps **before contacting Kaico customer support:**

Issue: Black or Red Screen After Powering On

1. **Console Compatibility**

Make sure you are using an **original Sega Mega Drive® or Genesis®** console. The Flashmaster is **not compatible** with emulator-based systems (e.g., RetroN 5, Retro Freak) or clone consoles.

2. **Cartridge Connection**

Ensure the Kaico Genesis / Megadrive ED Flashmaster Pro V3 is **properly inserted**. If needed, remove and firmly reinsert it into the cartridge slot.

3. **Controller Compatibility**

Some third-party controllers may cause issues. Use the **original Sega controller** whenever possible.

4. **Power Supply Issues**

If using a third-party power adapter, try switching to the **original power supply**, as some aftermarket units may not be fully compatible.

Issue: Blurry Text or Freezing During Flash Games

- Clean the cartridge and console connector using Isopropyl alcohol, glass cleaner, or contact cleaner.
- Ensure all contacts are dry before reinserting the cartridge.

Issue: Error Code Displayed on Screen

- **Error 50–59:** SD initialization error
- **Error 62–63:** SD read error — file system may be corrupted
- **Error 64–68:** SD write error — file system may be corrupted

Reformat the SD card to FAT32 (as seen above in the instructions), then reload the required files.

FAQS

Is it compatible with a modified or clone Genesis/Mega-drive system?

- There is no guarantee your Kaico Genesis / Megadrive ED Flashmaster Pro V3 hardware will work on a modified or clone Genesis/Mega-drive system.

Can I update my operating system (OS)?

- It is not recommended to update the operating system. The product has been pre-installed with the latest and most stable operating system.

Can I update the firmware?

- Do not update the firmware, this may damage your flash cart.

Can I play games across regions?

- Yes, the Region Free function is enabled by default, so you can play games in any region.

Can I run 32x games on consoles?

- NO, 32X games require 32X add-on to be attached.

Can I play Master System games with the 32X add-on connected?

- NO

What is the function of the small button on the top of the Kaico Genesis / Megadrive ED Flashmaster Pro V3?

- This button used for pausing in Master System games.

Can I play Master system games directly on consoles?

- Yes.

Can I use the Kaico Genesis / Megadrive ED Flashmaster Pro V3 without a SD card after the game is flashed into memory?

- Yes.

Which games are not supported by Kaico Genesis / Megadrive ED Flashmaster Pro V3?

- Virtua Racing, Mega Man, and some EA sports game titles.

I copied EDMD folder to the SD card, but the cartridge still shows a grey screen with an error message. What is going on?

- Try using a different SD card. Some cards may not be compatible with the cartridge, especially cheaper ones purchased online.