

## **PSxMemCard Gen 1 User Guide**

PSxMemCard not only fully replaces the original memory card but also offers significantly more storage by using a MicroSD card—solving the issue of permanently saving game progress.



### **Features**

1. Massive permanent storage capacity
2. Fully compatible with all original PlayStation and PS One consoles
3. Completely replaces the original memory card
4. Supports MicroSD cards up to 512GB — each gigabyte equals the space of 8,000 original memory cards
5. Easily switch between multiple save files using a gamepad button combination
6. Transfer save data to and from any standard PS1 memory card
7. Supports Freeboot and works seamlessly with PS1 ODEs

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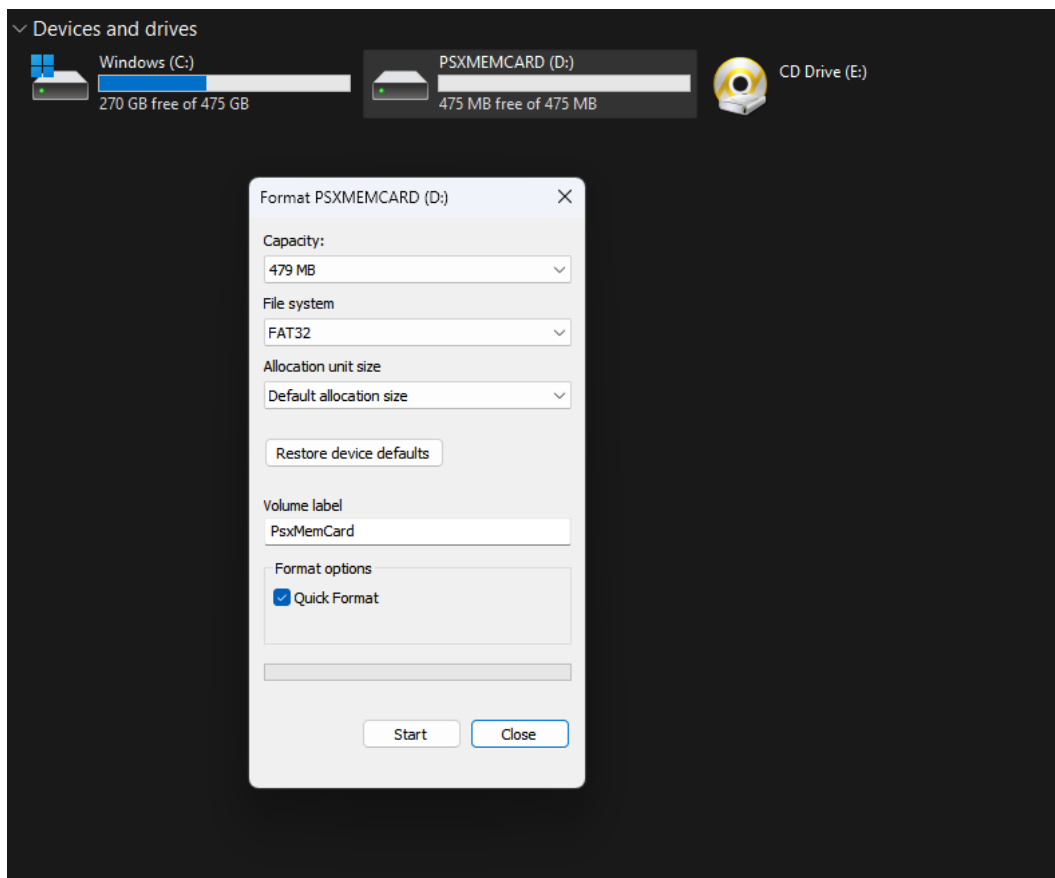
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## **How to Prep PsxMemCard?**

- 1 – You will need to start by formatting the memory card you wish to use
- 2 – Plug this into a windows PC and the go to “This PC”
- 3 – Right click the MicroSD you wish to use and select “Format”



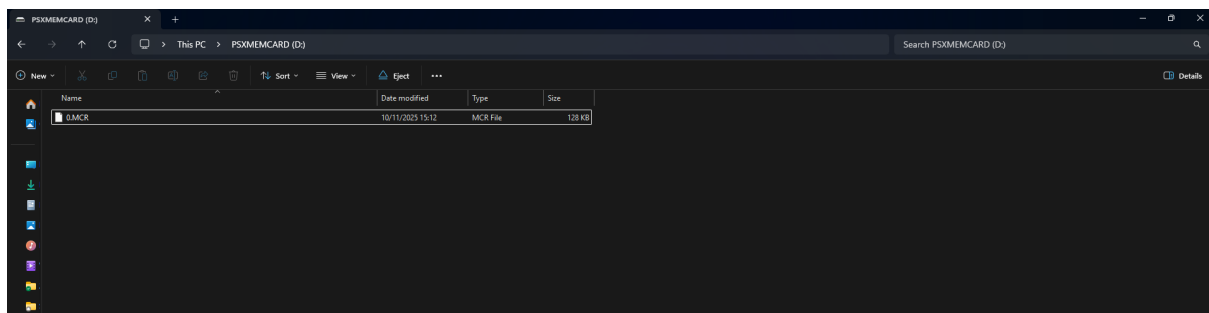
4 – Select FAT32 under File System and Allocation Unit Size to Default, name your MicroSD and click start.

5 – This should only take 30 seconds and will now be formatted correctly.

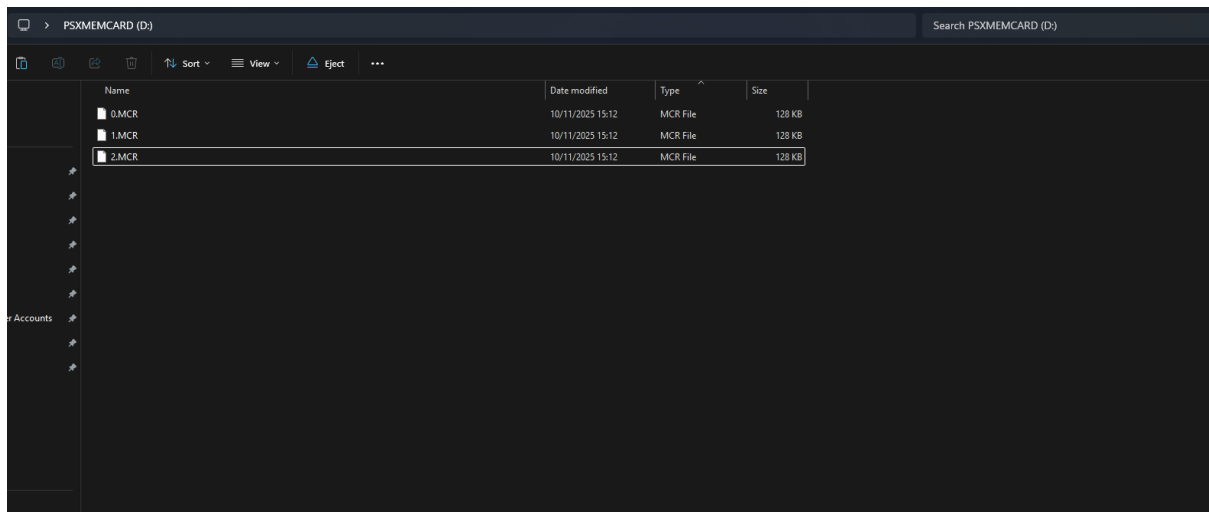
6 – Next, we must add the image file which is called MEMCARD.MCR to the root directory of your Micro SD, below is the link to download it:

<https://kaicolabs.com/wp-content/uploads/2025/11/PSx-Mem-Card-File.zip>

It should then look like this:



\*To create multiple cards to save to simply copy and rename the 0.MCR file e.g. 1.MCR 2.MCR ect



7 – You can now insert the Micro SD memory card into the PsxMemCard and place it in your console.

8 – Insert the PsxMemCard into slot 1 or 2 of the PSone Console. Turn on the console. If PsxMemCard initialized correctly the red LED of the PsxMemCard should be on constantly.

NOTE: If the LED is Blinking on and off it means an error has occurred.

### **LED Status Description**

Normal LED status	Description
Led fully on	Working normally
Blinks twice quickly	Memory Card save image switched success
blinking quickly	New Memory Card saves image being created

Error LED status	Description
keeps blinking slowly	Failed to read microSD card (MicroSD format error or file corruption)

**Attention: When saving the game, please make sure to wait for the LED to go off before shutting down the console, otherwise you may lose the latest progress!**

## **What is a PS1 Save Image?**

A PS1 Save Image (also known as an .MCR file) is a digital version of a PlayStation memory card. It's commonly used by emulators such as ePSXe or other PlayStation emulation software to store saved game data.

Each .MCR file functions exactly like a real PlayStation memory card. When you load an MCR file into the PSxMemCard (Gen 1) and connect it to your PSone console, the console automatically recognizes it as a genuine memory card.

You can store multiple save images (.MCR files) on a microSD card, effectively giving you access to multiple virtual memory cards. This allows you to freely switch between different save images using the PSxMemCard, just as if you were swapping out multiple physical memory cards.

In short, the PSxMemCard Gen 1 for PSone lets you combine the convenience of digital storage with the authentic functionality of original PlayStation memory cards.

## **Create New Saves Image in MicroSD Card**

The PsxMemCard comes with a 512MB Micro SD memory Card installed. If you need a larger capacity Micro SD, you just need to prep the new memory card using the steps in **How to Prep PsxMemCard?**

Once done insert the microSD card into the PsxMemCard and connect this to your console. Make sure its on a PS1 console and the controller and memory card must be in

the same slot. Eg. Memory Card Port one and Controller Port one. Then power on the console.

### **To Automatically create new virtual memory cards**

Hold and press START+SELECT+TRIANGLE can create a new virtual memory card to save to.

*\*Please note that the LED keeps blinking quickly when a new virtual memory card is being created, once done the LED will stop blinking and stay on.*

### **To Switch between multiple, save images in PSxMemCard**

Hold and press START+SELECT+ UP or DOWN on the DPAD to switch between the virtual memory cards.

*\*Please note that the LED keeps blinking when switching to the new virtual memory card, once done the LED will stop blinking and stay on.*

### **How To Back Up Your Saves to a PC**

Connect the MicroSD memory card from the PsxMemCard to a PC using a MicroSD card reader

Drag and drop the save files from the MicroSD memory card to a folder on your PC.

### **How To Restore Saves**

If you have saved files on your PC that you wish to use on your PS One console simply connect the MicroSD memory card from the PsxMemCard to a PC using a MicroSD card reader.

Copy the .MCR file from the PC to the root directory of the MicroSD card.

Rename the save file to 0.MCR or which ever number is currently not in use e.g. if 0.MCR already exists name is 1.MCR or 2.MCR etc..

You can now disconnect this from the PC and place it back into the PsxMemCard.

This product is fully compatible with the original memory card so you can transfer the saves from original memory cards to this Kaico PsxMemCard.

## **PSxMemCard Gen 1 (for PSone) – Frequently Asked Questions**

*(If you encounter a problem not mentioned here, please send an email to [info@kaicolabs.com](mailto:info@kaicolabs.com))*

1. What is a PS1 save image (.MCR file)?

A PS1 save image, or .MCR file, is a digital version of a PlayStation memory card. Each file stores game save data just like an original PS1 memory card would.

2. Can I use .MCR files from emulators like ePSXe or DuckStation?

Yes. The PSxMemCard Gen 1 fully supports .MCR files created by popular emulators such as ePSXe, DuckStation, and PCSX-Reloaded. You can easily transfer your emulator saves to your PSone console using the PSxMemCard.

3. How many memory cards can I store on a microSD card?

You can store dozens or even hundreds of .MCR files on a single microSD card, depending on its capacity. Each .MCR file represents one virtual PS1 memory card.

4. Can I create a new save image on the PSxMemCard?

Yes. You can create new .MCR files directly from your PSone by formatting an empty slot, or by generating them on your computer and transferring them to the microSD card.

5. Can I back up my existing saves from a real memory card?

Yes — if you have a method to dump your physical memory card data (using a card reader or compatible adapter), you can convert those saves into .MCR format and load them onto the PSxMemCard.

6. What file format should my saves use?

The PSxMemCard supports standard .MCR files. Make sure your save images are named with the “.mcr” extension (e.g., Card1.mcr).

7. Will my PSone recognize the PSxMemCard automatically?

Yes. Once an .MCR file is selected, the PSone will detect the PSxMemCard as a standard official memory card—no modifications or special setup required.