

# FM Towns Emulator : TSUGARU

## Startup guide / Tutorial

[Article]

Quick guide for TSUGARU emulator for FM Towns Computer and FM Towns Marty by Xale00



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==== 1 Introduction ====

=== 1.1 Author ===

**TSUGARU** is made by Soji Yamakawa, alias CaptainYS  
This guide is made by Benoit Adam alias Xale00 (find me on Youtube)

=== 1.2 Download & Code ===

Here :

<https://github.com/captainys/TOWNSEMU>

TSUGARU is Open-Source under BSD-3-Clause license

=== 1.3 Compatibility List & Other emulators ===

UNZ was the first FM Towns emulator to achieve high compatibility.

You can check a compatibility list here :

<https://wiki3.jp/fmtowns/page/10>

==== 2 FM Towns Machine ====



=== 2.1 FM Towns PC ===

FM town PC is a 1989 PC by Fujitsu aiming for Video games. It has a Floppy Disk, a CD-Rom drive and a keyboard + Mouse, Hard Drive and Gamepad.



=== 2.2 FM Towns Marty ===

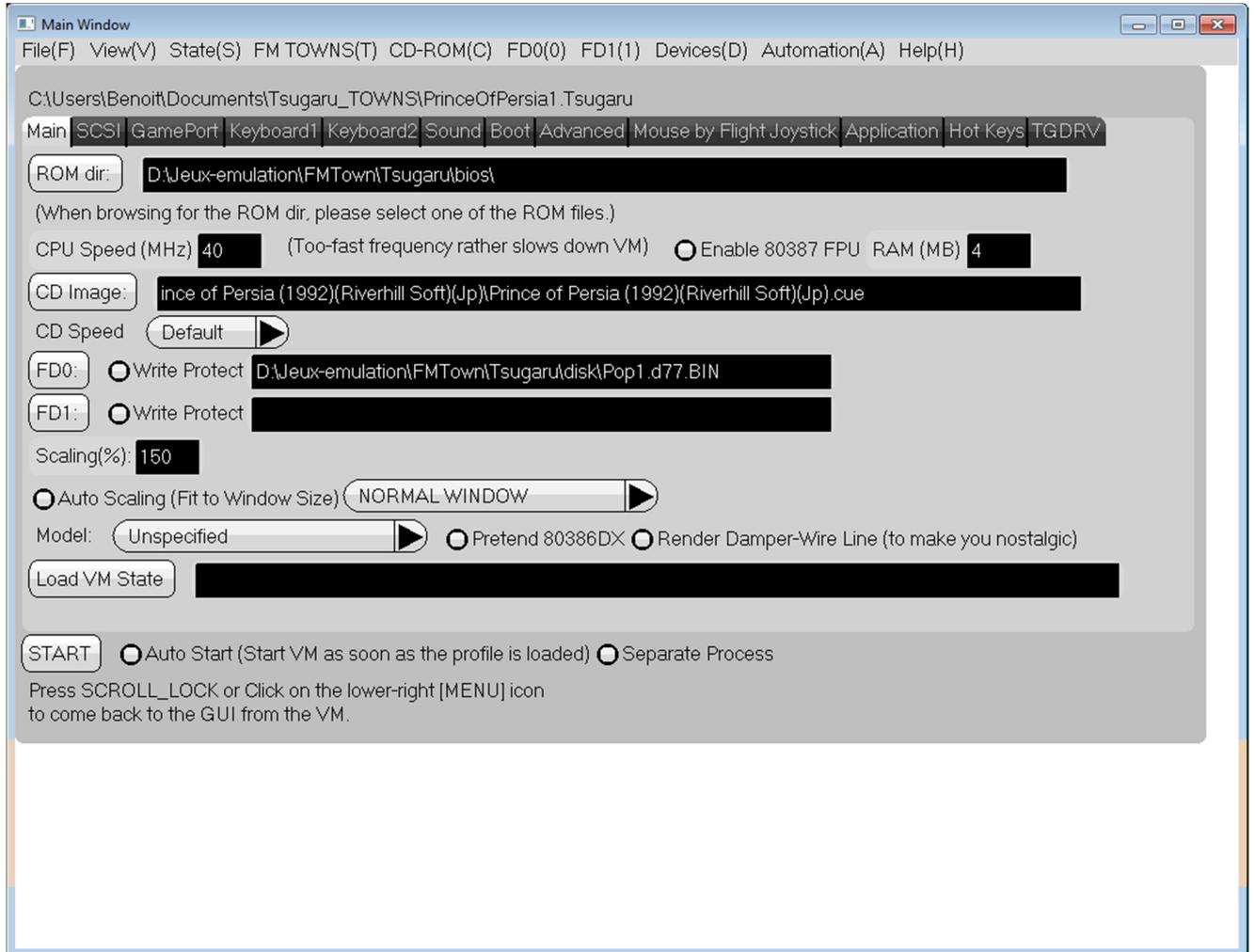
FM towns Marty is the console version of FM Towns PC. It released in 1993

It still got the Floppy/User disk drive (basically it's like a memory card for Playstation 1)

### ==== 3 Basic Configuration ====

**TSUGARU** offers 2 way to configure : text or GUI.

Here we will explain with the GUI interface, so launch **Tsugaru\_GUI.exe**



### === 3.1 Configuration profile ===

You can save a configuration for each game, this will be saved as .Tsugaru files

If you don't have a Default file, it will be created as "Tsugaru\_Default.Tsugaru"

"Tsugaru\_Default.Tsugaru" will ALWAYS be in this folder :

"C:\Users\UserName\Documents\Tsugaru\_TOWNS\"

I highly recommend doing a shortcut from your main folder to this folder

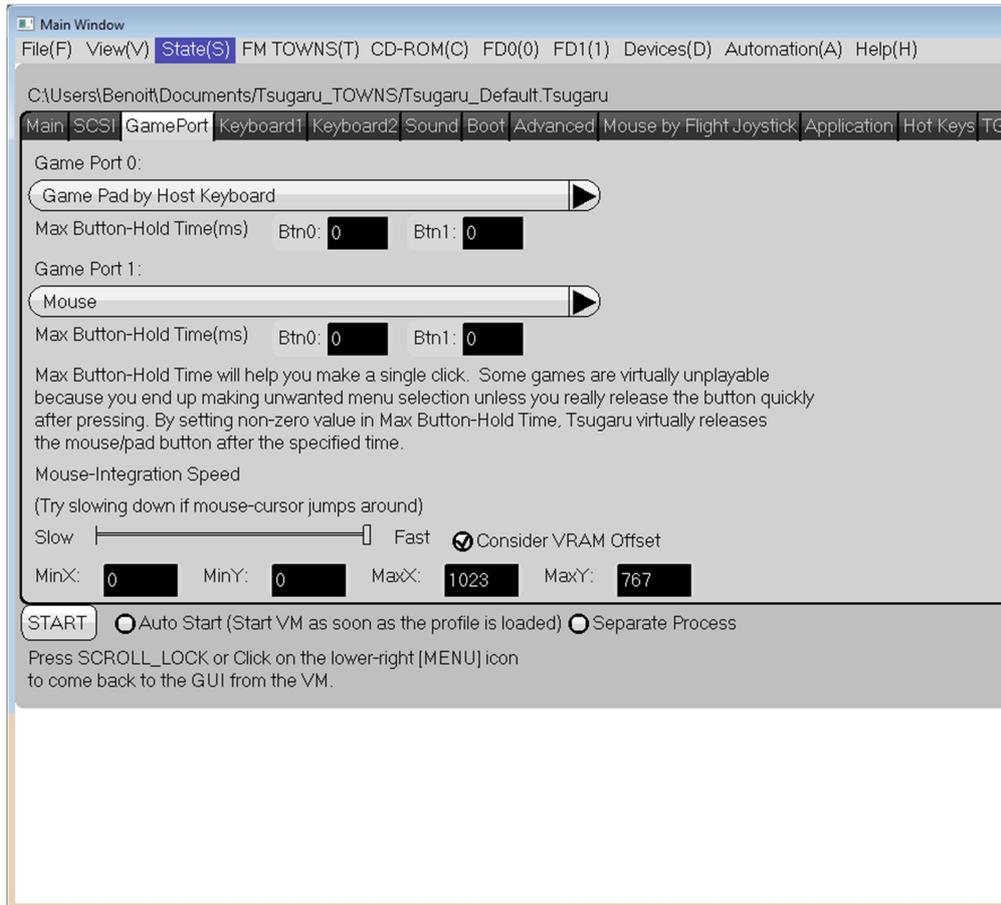
Don't overwrite config for this default, except the BIOS location.

### === 3.2 Joypad / Gamepad / Controller ===

For me, I can't make my Xbox 360 controller to work  
I use "AntiMicro" software to map the buttons to the keyboard :

<https://github.com/AntiMicro/antimicro>

For this method I choose "Game Pad by Host Keyboard" for Game Port 0 :



=== 3.3 In Game Menu ===

During game you'll be able to use most of the option of In-Game menu

Scroll Lock = Bring up Menu (can be accessed with mouse through the icon on bottom-right also)

#### ==== 4.0 Main Configuration ====

##### === 4.1 BIOS ===

Bios is needed for that emulator (mandatory)

Use the "ROM Dir:" button

It will ask for FMT\_SYS.ROM

##### === 4.2 CPU Speed ===

TSUGARU offer clock change and RAM change

Default is 40mhz and 2MB of RAM

You can also Enable 80387 FPU (Floating Point Unit) (Probably needed for some games)

##### === 4.3 CD Rom ===

Here you can select your Image CD.

Mostly \*.cue or \*.mds file

You can also change CD Speed

##### === 4.4 Floppy/User Disk ===

**Floppy disk is kinda like Playstation 1 memory card**

Here you can setup a Floppy/User Disk

**!/! To create a floppy disk, use File => New => Floppy disk**

1232kb will usually do

As usual, the default folder is this one :

"C:\Users\UserName\Documents\Tsugaru\_TOWNS\"

##### === 4.5 Scaling ===

Here you can scale the resolution.

Default FM Towns resolution is mostly something like 640\*480

Default : 150%

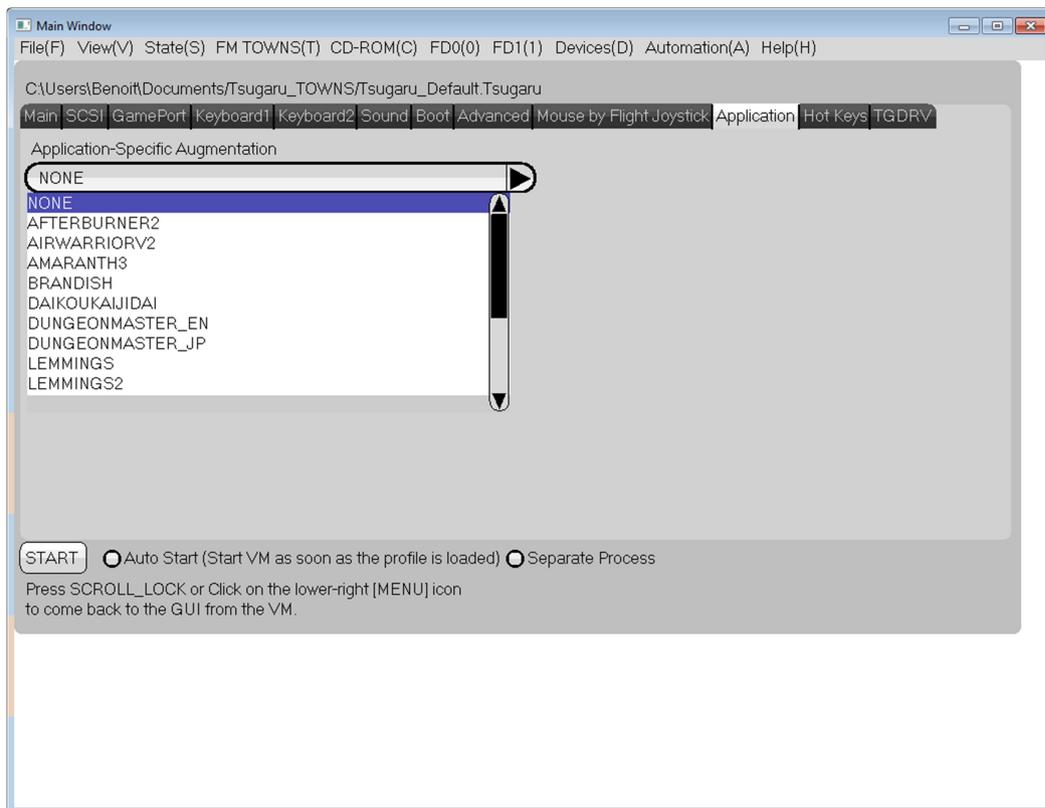
##### === 4.6 Load VM State ===

You can choose a save State to load as soon as you launch the emulator

##### === 4.7 Start ===

Start VM = Start the game

## === 4.8 Application-Specific Augmentation ===



This tab needs attention as it fix/tweak these games :

- AfterBurner 2
- AirwarriorV2
- AMARANTH3
- BRANDISH
- DAIKOUKAIJIDAI
- DUNGEONMASTER\_EN
- DUNGEONMASTER\_JP
- LEMMINGS 1
- LEMMINGS 2
- OPERATION WOLF
- RASHINBAN
- STRIKECOMMANDER
- SUPERDAISON
- ULTIMAUNDERWORLD
- WINGCOMMANDER1
- WINGCOMMANDER2

## === 4.9 Other Options ===

Feel free to navigate to see other options

==== 5 Tips for games ====

=== 5.1 Basic Commands ===

Scroll Lock = Bring up Menu (can be accessed with mouse through the icon on bottom-right also)

A = Start button

Z = Button 1

X = Button 2

Arrows = In most games

Space Bar = In some games

*NOTE : I use an AZERTY keyboard, so Maybe A = Q and Z = W*

=== 5.2 Save States ===

Bring the menu (SCROLL LOCK) and go to "States"

You can manually save states to files.

As usual, default folder will be :

"C:\Users\UserName\Documents\Tsugaru\_TOWNS\"

I highly suggest creating a /GameName/ folder for each game.

**== 4D Sports Driving (aka Stunts) ==**



May need to overclock the CPU for this game

You can Skip the Floppy/User Disk creation

A = Boost

Z = Accelerate

X = Brake

**== After Burner 2 ==**

Activate the tweak in the "Application" tab before launching the game

A = Start, Boost

Z = Shoot

X = Missile

**== Air Combat 2 ==**

doesn't run, disk error for me

**== Alone In The dark ==**



On Click on Alone in the dark (no need to install)

Floppy/User Disk Mandatory

Menu translation :

- New Game
- Load Game
- End (Return to OS)

Pause Menu Translation :

- Fight
- Open/Search
- Close
- Push

**== Dead Force ==**

Floppy/User Disk mandatory (See Configuration)

**== Lemmings ==**



**Activate the tweak in the "Application" tab before launching the game**

Can be played with mouse or Keyboard.

Arrow = Move Cursor

Z & X = Choose Action

A = Screen on the Left

S = Screen on the Right

Space = Action

**== Morita Shogi (Japanese Chess) ==**

Mouse Control

== Prince Of Persia 1 ==



Floppy/User Disk mandatory (See Configuration)

Intro menu translation :

- Start Game
- Load User Disc
- Save User Disc
- Name Register
- Read User Disk
- Return To Intro

To launch the game the first time, do this in order :

1. Register name
2. Enter your name (with keyboard)
3. Save User Disc
4. Click first option (hai = yes in Japanese)
5. Start Game

Prepare to use Save States ! Game is hard !

## == Prince Of Persia 2 ==



Floppy/User Disk mandatory (See Configuration)

Intro menu translation :

- Start Game
- Data Load
- User Disk Creation
- Name Registration
- Options Play
- Mode Back
- Return To Intro
- 

To launch the game the first time, do this in order :

1. User Disk Creation
2. Select first option (hai = yes in Japanese)
3. Start Game

Controls :

Arrow = movement

DOWN Key = put away the sword

CTRL = get sword

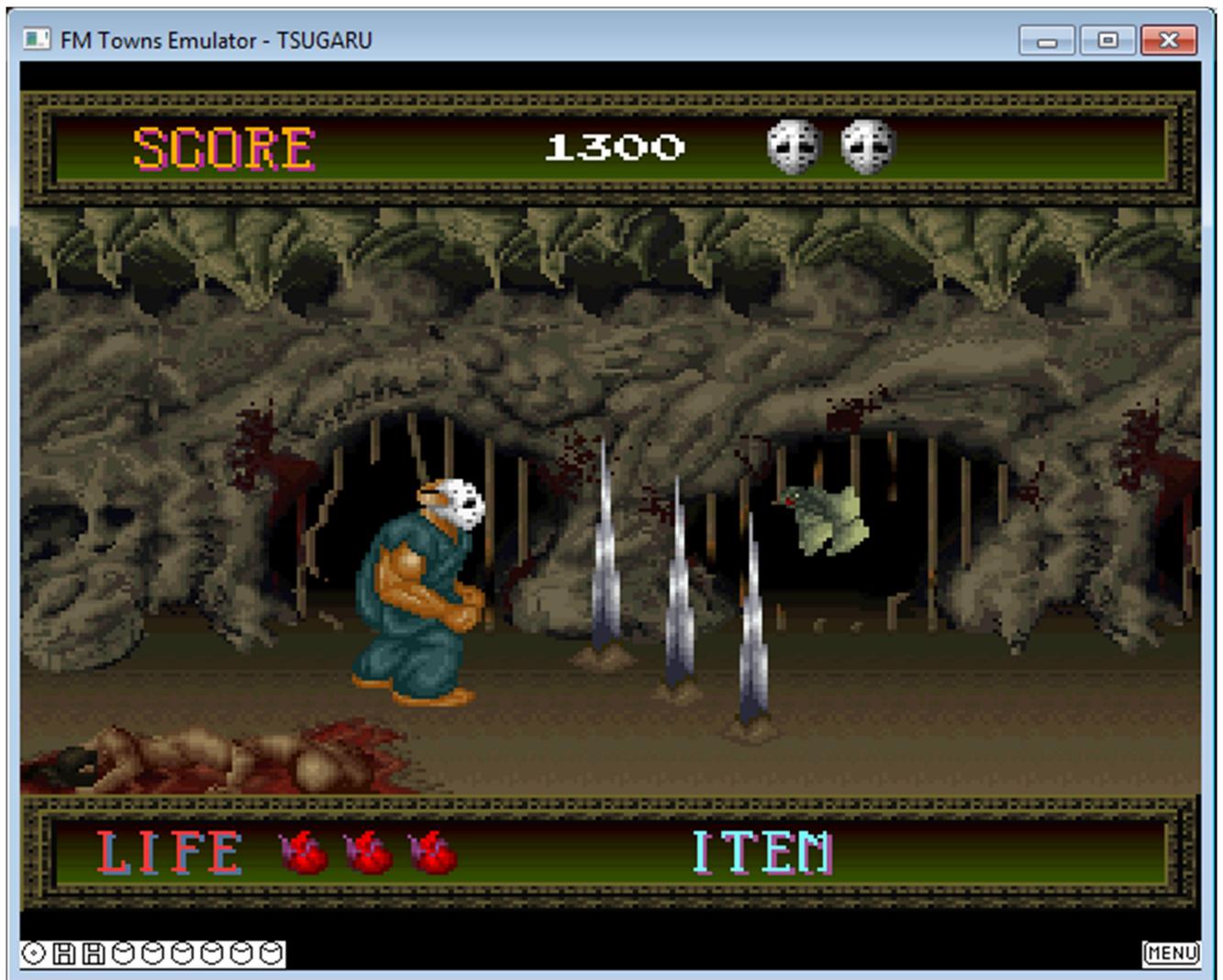
SHIFT = Slow walk, hang on corners

KEYPAD\_0 (not sure) = This will be used in last level

## == RAC Rally ==

Game uses Mouse (Weird !)

== Splatterhouse ==



Arrow = Move

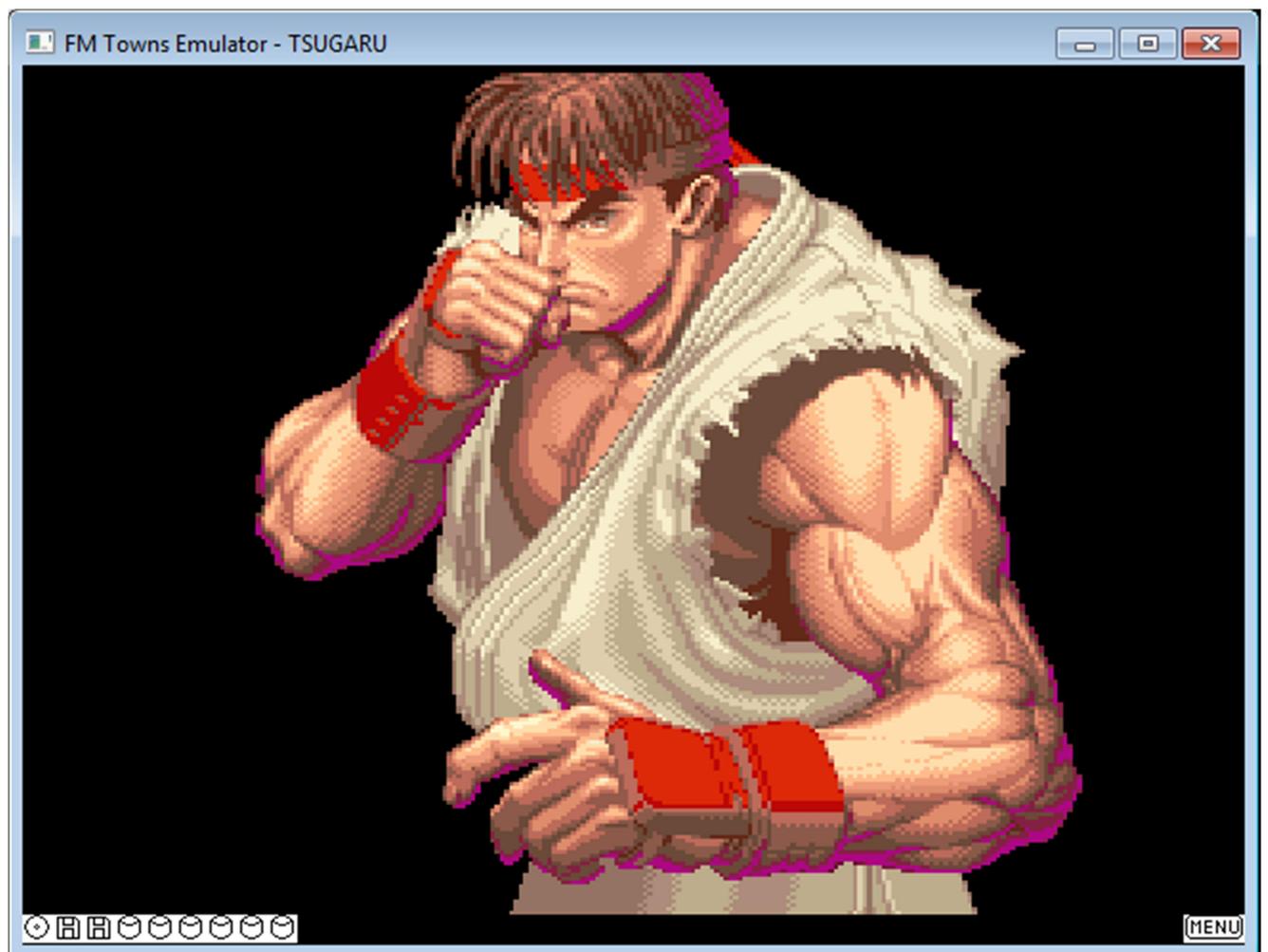
Down = Get object

A = Pause

Z = Jump

X = Punch

**== Super Street Fighter II ==**

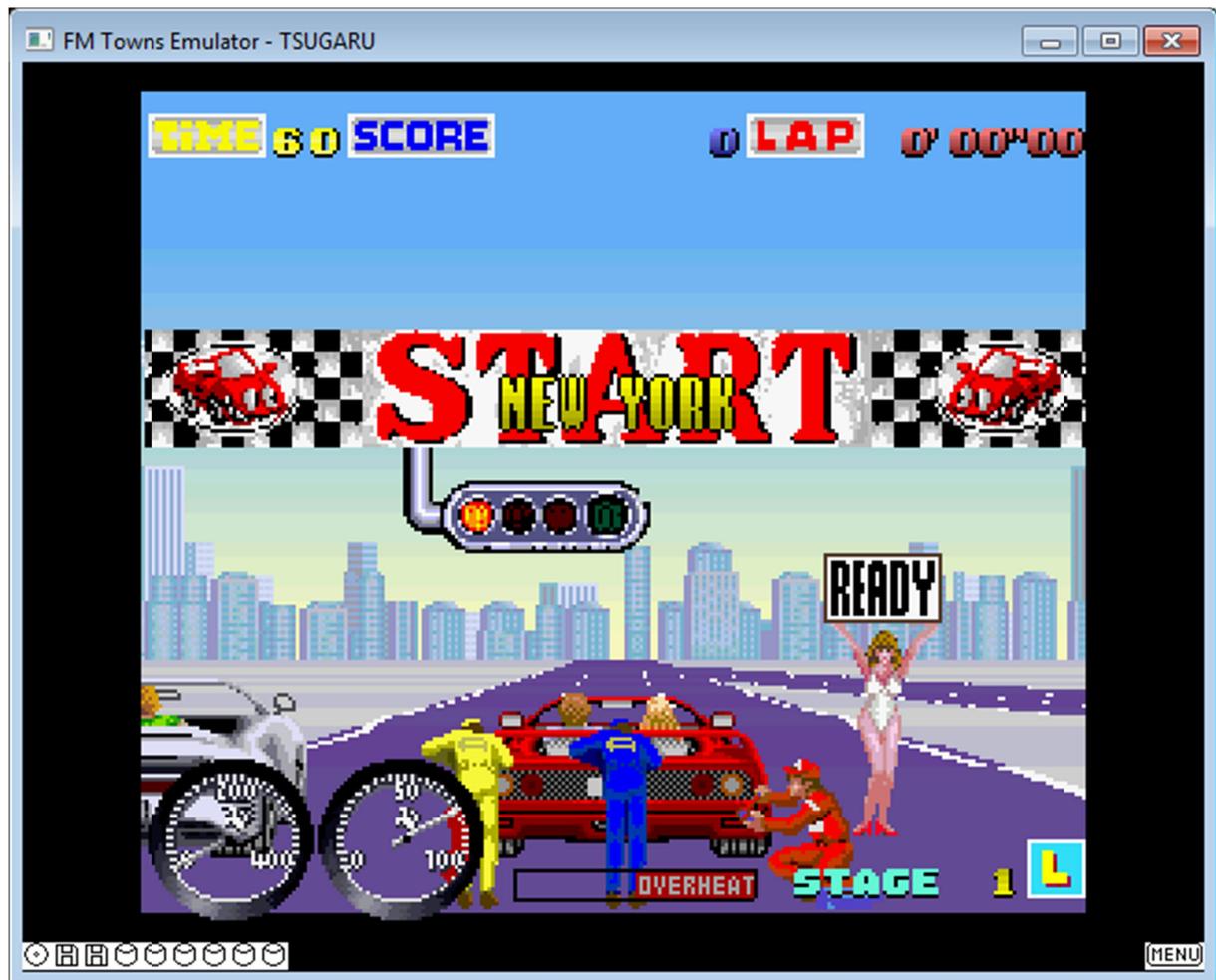


- Arrow = Move
- A = Pause
- Z = Foot
- X = Punch

**== Syndicate ==**

- May need an overclock
- Uses mostly mouse
- Game in Japanese so good luck

== Turbo Outrun ==



Arrow = Left-Right

A = Boost

Z = Accelerate

X = Brake

=====  
HAVE FUN GUYS !

**Remember to report any bugs to the developer :**  
<https://github.com/captainys/TOWNSEMU/issues>

You can ask me question on my Youtube also : (@Xale00)

[https://www.youtube.com/channel/UC6J9fsIdacEzHwkE\\_OPMfmA](https://www.youtube.com/channel/UC6J9fsIdacEzHwkE_OPMfmA)