

# Instruction Manual for



**v1.2**

**For use with the Nintendo® GameCube™**

UK/US Manual

# **ACTION REPLAY™ FOR GAMECUBE™**

## **INSTRUCTION MANUAL V1.2**

### **1. INTRODUCTION**

Action Replay is the ultimate game enhancer for the Nintendo GameCube™ console and what's more you can even use it with GameCube games on your Nintendo Wii™!

Unleash the power of Action Replay to master even the toughest games, quickly and easily. Access all areas and skip difficult levels, unlock secret characters and vehicles, and gain unlimited lives, health, bullets, all weapons and items. These are just a small sample of the many powerful codes that are now available to you, all thanks to Action Replay.

Your Action Replay comes packed with thousands of pre-loaded codes for almost every GameCube game.

Action Replay incorporates a powerful import game enabler ("FreeLoader"). We recommend you always buy a game designed for your own region wherever possible due to language differences, extra features, etc. However there will be occasions when you simply can't obtain a game, or are not prepared to wait many months for a foreign title to be released in your region. In these cases, FreeLoader is your passport to playing games from any region on your GameCube. No modifications to your console are needed.

If you're one of the many gamers that bought an imported GameCube console and you now want to play games from your own country, then FreeLoader is also ideal for this task.

Now read on to find out how to take your gaming to the next level with Action Replay!

### **2. GETTING STARTED**

Follow the simple instructions below to load Action Replay:

1. Make sure that a game controller is inserted into Controller Port 1 of your GameCube console.
2. Open the lid of your console and insert the Action Replay disc.
3. Close the lid and power up/reset your GameCube.

**Important:** When playing a Japanese game your memory card will be re-formatted to Japanese settings, overwriting any existing U.S. or European settings and any game saves stored on the card. We advise keeping a separate card especially for use with Japanese games only. GameCube memory cards are available from all good game retailers, or you can buy direct from us by purchasing online at our 24 hour online store, [www.codejunkies.com](http://www.codejunkies.com).

### **3. CONTROLS**

Action Replay is easy to use. The controls are as follows:

Left Joystick or Directional Pad (D pad) Up / Down	Highlight a game or code
A button	Select / Toggle Code / Forward
B button	Cancel / Back
X button or Y button	Select games from other regions
Start	Start game with codes (from Code Select screen)

### **4. GAME SELECT SCREEN**

Use the left joystick or D pad on your game controller to highlight the required game. If your game has been imported from another region, then use the X or Y buttons to select from one of the three available regions (American, European or Japanese) to see if it's listed there.

Once you have chosen your game, press the A button to choose which codes you want to use.

Press the A button on the first Game in the list if you want to use the FreeLoader option (see section 5).

**Top Tip:** If you want to play any game with Action Replay codes activated, you **MUST** select the appropriate region, or the codes will **NOT** work (eg if you have the Japanese version of "Legend of Zelda" then you must select the Japanese code list).

### **5. CODE SELECT SCREEN**

Use the left joystick or D pad on your game controller to highlight the required code. Press the A button to toggle the code on or off, if the code is shown in blue then it is a comment and can not be selected.

Some codes have extra information describing how they should be used – these codes have an information icon (i) shown at the end, leave the selection bar on the code for a second and the extra information will be shown at the bottom of the screen.

Some of the codes have been grouped together into folders, Press the A button on the folder name to open the folder and allow access to the rest of the codes. Press the A button again to close the folder when you are done.

When you have chosen the codes you want to use, press the Start / Select button to continue to the Start Game screen (see section 6), alternatively press the B button to go back and choose a different game.

As you activate codes, you will notice the code meter at the bottom of the screen fill up. This represents the maximum number of codes that you can have active for this game at any time. Action Replay will not let you select any more codes when the code meter is full.

**Top Tip:** Different codes will take up a different amount of space in the code meter. If you can't select the codes you want try turning off some of the other codes to make room.

## **6. FREELoader**

FreeLoader uses unique proprietary technology that enables your GameCube to play import games from any other region. Straight out of the box, your GameCube will refuse to recognize game discs from any region other than your own. However, using Action Replay's FreeLoader function you can now, for example, play Japanese games on a U.S. GameCube console. Now you don't have to wait ages for the best new games!

To play an import game **WITHOUT** Action Replay codes activated, select the FreeLoader option from the top of the Game Select Screen. You will be prompted to open the lid of your GameCube console, then insert your game disc. Close the lid, and prepare to play any GameCube game from any region!

If you want to play a GameCube import game **WITH** Action Replay codes enabled, please refer to the previous section.

**Top Tip:** A very small minority of import games may not load in the usual way, but don't fret – there is another way to load your game. Follow these instructions instead:

### **Alternative Boot Method**

1. Switch on your GameCube without any disc loaded. You will see the GameCube's main options screen.
2. Now insert your Action Replay disc and close the lid – your Action Replay disc will begin to load, but it will not run.
3. Wait until the Action Replay icon appears on screen - you can then remove the Action Replay disc and replace it with your game disc.
4. Close the lid of your GameCube, and the game will load automatically.

**Important:** When playing a Japanese game your memory card will be re-formatted to Japanese settings, overwriting any existing U.S. or European settings and any game saves stored on the card. We advise keeping a separate card especially for use with Japanese games only. GameCube memory cards are available from all good game retailers, or you can buy direct from us by purchasing online at our 24 hour online store, [www.codejunkies.com](http://www.codejunkies.com).

**Note:** The FreeLoader feature has been tested extensively and we have experienced a 100% success rate with every import title we tried out. However, there may be some import titles in the future that do not work with FreeLoader.

## **7. STARTING A GAME WITH CODES**

Once you have chosen your codes and pressed the Start / Select Button, you will be prompted to open the lid of your GameCube, swap your Action Replay disc for the correct game, close the lid and then wait momentarily whilst the game is automatically run.

**Top Tip:** Make sure you choose the codes for the correct game from the correct region. Codes for different games (or from different regions) will not work correctly and can have unexpected results.

## **8. FREQUENTLY ASKED QUESTIONS**

**Q: Why does my game not load/crash?**

**A:** You may have too many codes activated - cut down on the amount you are trying to use.

**Q: Will these codes cause my GameCube to malfunction or stop working?**

**A:** Absolutely not. Action Replay does not affect the GameCube itself; it merely changes addresses and values temporarily in a game's memory while the game is running. If a code causes an undesirable effect in a game, simply press the reset button and try a different combination of codes.

## **9. TECHNICAL SUPPORT & CUSTOMER SERVICES**

Action Replay is extremely easy to use, but if you have thoroughly read the appropriate section in this manual and also checked our Frequently Asked Questions section above and you still have a problem please contact us for help.

When you contact Datel customer services or technical support department, please have ready the version number of the software you are using (normally found on the inner ring on the underside of the software disc) along with when and where you purchased the product.

### **DATEL CUSTOMER SERVICES EUROPE:**

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