

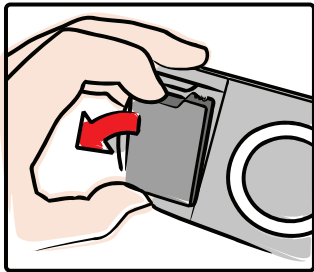


The *first time* you use Action Replay

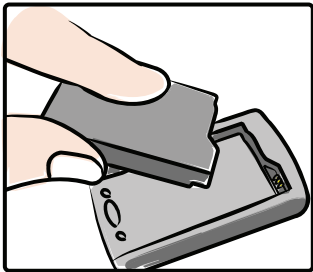
IMPORTANT

Before you use Action Replay for the first time, you need to use the Action Replay Battery Enabler on your PSP battery.

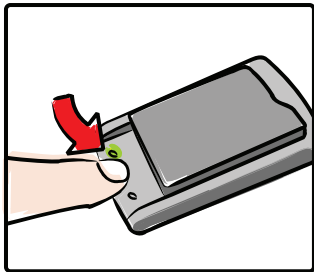
Follow these steps (you only need to do this once):



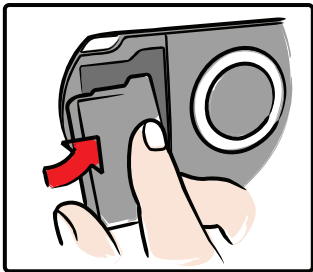
Remove the battery from your PSP.



Click your battery into the Action Replay Battery Enabler.



Press the button once so that the light on the left is lit.



Return the battery to your PSP and replace the cover.

Now turn to 'Action Replay Basics'

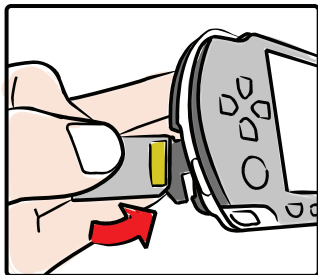


2

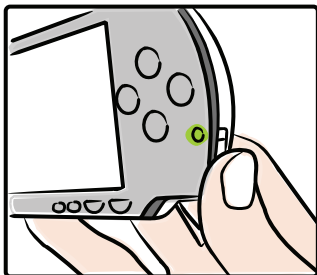
Quick Start Action Replay Basics

Never format your Action Replay memory card

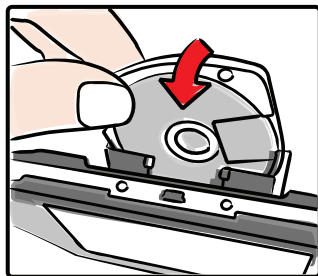
The Action Replay memory card contains special hidden files that it needs to run. If you access the memory card using your computer (to add codes, for example) **DO NOT FORMAT** the memory card or Action Replay will stop working.



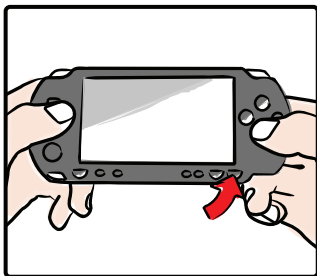
Insert the special Action Replay memory card into your PSP.



Switch on your PSP and wait for Action Replay to boot.



Insert the UMD with your game on and close the door.



Choose the right game, pick the codes you want then press 'Start'.



Using Action Replay™

Select a Game

When Action Replay loads, you're presented with a list of games for which Action Replay already has codes. Use 'up' and 'down' on your PSP's pad to scroll through the list of games. If the game you're after isn't in the list, see Section 6. Press the 'X' button on your PSP to select a game.

Select Codes

Scroll up and down the list of codes for your chosen game. Use your PSP's 'X' button to turn codes on and off. Where codes have been organised into folders, use 'X' to open and close these folders.

Some codes can only be enabled one at a time. If this is the case they're displayed with a radio button alongside them instead of a check box.

Some codes have comments associated with them. Always read the comments and pay attention to any advice they contain.

Hiding / Un-hiding Games and Codes

Because Action Replay supports an unlimited number of games and codes, it includes a feature to hide games and codes that are not of interest to you. Press 'right' on a game or code to open its sub-menu, and then 'right' again to highlight 'Hide'. Finally press 'X' to instantly hide the selected game or code.

To make a hidden game or code visible again, press your PSP's 'Triangle' button to show the Options menu and choose 'Show Hidden Codes'.

Hidden games or codes are shown, highlighted, in the list. You can now choose 'Show' from the sub menu to un-hide a game or code.

Starting your Game

When you have selected the code you would like to use in your game, ensure that you have your game's UMD in your PSP's drive and then press the 'Start' button on your console. Select 'Start with Codes Enabled' from the popup menu, and wait for your game to load.



Turning codes on and off *in-game*

A powerful feature of Action Replay for PSP is its ability to turn codes on and off in-game. This is done using a hidden sub-menu accessed by pressing and holding your PSP's right shoulder button 'R' when your game is running and then pressing the 'Home' button.

Occupying just a tiny amount of memory, the in-game Action Replay menu looks pretty old school but in fact provides a really useful means of enabling and disabling codes at different points during a game. Handy for all sorts of codes, this can be essential for some codes which should only be enabled at certain points during a game.

Because the in-game sub-menu uses color to show which codes are enabled, users who find colors difficult to distinguish can press the 'Select' button when using the sub-menu to change to an alternate display.

Before starting your game

The in-game menu allows you to choose from all the codes for the game you are using, regardless of whether or not they were enabled in the main Action Replay menu. If you'd prefer some codes to not be included in the in-game menu then simply 'Hide' them in Action Replay before you play (see Section 3).

Turning codes on and off

Once your game has loaded, press the 'Home' + 'R' buttons on your PSP to activate the in-game menu. Scroll up and down to find the code you want to enable or disable, and use 'X' to toggle it on or off.

The in-game menu also supports the fact that some codes can only be enabled one at a time. If this is the case, you will notice other codes in the list disabling as you enable others.

When you are happy with your selection, simply press the 'Home' button again to return to the action.



Updating Action Replay with new codes

Action Replay for PSP can be easily updated with new codes, either by downloading them using a PC or directly through your PSP's web browser.

Using your PSP's built-in browser*

Load your PSP's normal menu by pressing 'Start' then choosing 'Exit to PSP XMB'. Open your PSP's web browser and visit www.pspar.com

When the page loads, use the on-screen interface to browse the available games and codes, and then follow the links to download any codes you choose. When prompted, it is important that you choose to download the codes to the **PSP/COMMON** folder.

Using a PC

To download new codes using your PC, simply visit www.codejunkies.com, choose your region and visit the codes/saves part of the site. Browse for the codes you're after and follow the on-screen links to download.

Codes you download must be copied to the **PSP/COMMON** folder on your Action Replay memory card. To do this you can use either a memory card reader on your PC† or a USB lead connected to your PSP with your PSP in USB mode (see below).

Put your PSP into USB mode

From inside Action Replay, press the 'Home' button and choose 'Exit to PSP XBM'. Next choose 'USB Connection' from the 'Settings' menu.

Installing the codes

Codes added to the PSP/COMMON folder are automatically installed as soon as Action Replay is restarted. Any duplicate games are merged and duplicate code names will have their codes overwritten.

*PSP firmware with built-in web browser and active WiFi connection required
† Card reader will need support for Sony™ Memory Stick™ or MicroSD



Options / Upgrading

Pressing 'Triangle' in Action Replay displays the options menu:

Gamelist screen

Region: All, US, European, Japanese

Filter the codelist based on the region of the games. It is suggested that you set this to your local region because codes for games from regions other than the region of your game WILL NOT WORK.

Show Hidden Items: Yes, No

To un-hide a game, you need to be able to see it. Set this option to 'Yes' in order to temporarily see hidden games.

Un-Hide All Games / Hide All Games

Quickly hide or un-hide all games, before selecting only specific games to be shown/hidden.

Change Background / Scrolling Background

Change between the included backgrounds and enable or disable the background movement when navigating between the gamelist and codelist.

Upgrading Action Replay

Action Replay requires PSP firmware 3.90 or higher to run. It has been tested with firmware up to 4.5. On newer firmware, Action Replay may require an upgrade to run. If Action Replay won't load, please visit the Codejunkies support site (see Section 8) and check for a software upgrade. Installation instructions will be supplied.

Upgrading your PSP's firmware

If you want to upgrade your PSP's firmware it is strongly recommended that you revert your battery to normal use first (Section 7) and reboot your console. Once you have upgraded your firmware, enable the battery again to use Action Replay.

Codelist screen

Select All

Enable all codes for the current game. Note that where codes are incompatible with each other, only one in a group will be enabled.

Select None

Disable all codes for the current game.

Show Hidden Items: Yes, No

If you have previously hidden codes, use this option to make them temporarily visible (they will be highlighted). Once visible, you can then choose to 'Show' them permanently.

Hide All Codes

Quickly hide all codes before selecting only specific codes to be shown.

7

When you don't want to use Action Replay

Batteries that have been enabled to work with Action Replay (Section 1) always try to load Action Replay as soon as your PSP is switched on. This means that once you have enabled your battery, you must always have your Action Replay memory card inserted in order for the PSP to boot.

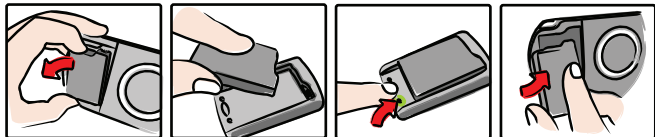
Quick-booting to the PSP's browser menu

If you just want to access the PSP's normal Home Menu (sometimes known as the XMB) to use features like the media player, web browser or saves manager, you can do so by holding down the PSP's two shoulder buttons (L+R) when you switch it on. Doing so causes your PSP to skip Action Replay and load into the standard PSP browser menu.

From here, if you want to run Action Replay again, reboot the console without holding the shoulder buttons.

Reverting your PSP battery to a standard battery

If you don't wish to use Action Replay and want to revert your battery to its original configuration, you can do this by returning it to the Action Replay Battery Enabler and pressing the button *once* so that the light on the right illuminates. This signifies that your battery is now back in normal mode.



If you do this, you can't use Action Replay again until you re-enable the battery by following the steps in Section 1.



Technical Support

Troubleshooting

Action Replay doesn't load. My PSP just boots straight into the normal browser.

Ensure that you enabled your battery correctly (Section 1). When connected to the enabler, the left-hand light should be illuminated.

After using the Battery Enabler, I can't get into the normal PSP browser.

See Section 7 'When you don't want to use Action Replay'.

I just get a black screen when I try to boot Action Replay.

1. Ensure you have the Action Replay memory card inserted in your PSP.
2. Have you formatted your memory card? If so, you may need to recover Action Replay. Please visit the support section for instructions (see URL below).
3. You may need an updated version of Action Replay. See the end of Section 6.

Contact

If you are still experiencing difficulties, please check our online support site. After doing so, if you still need to contact Datel customer services, please have ready the Action Replay version number (shown on the options screen) along with when and where you purchased the product.

DATEL CUSTOMER SERVICES EUROPE:

Customers Services, Datel Ltd,
Stafford Road, Stone, STAFFS. ST15 0DG UNITED KINGDOM

Email: support@codejunkies.com Web: uk.codejunkies.com/support

DATEL CUSTOMER SERVICES USA:

ATTN: Customer Services, Datel Design & Development Inc,
33 North Garden Avenue, Suite 900, Clearwater, FL 33755, UNITED STATES

Email: support@dateldesign.com Web: us.codejunkies.com/support

© 2008 Datel Design & Development Ltd. Action Replay is a trademark of Datel Design & Development Ltd. Action Replay Codes ©1996-2008 Datel Design & Development Ltd and/or its suppliers. Action Replay for PSP is a 100% unofficial product and is NOT sponsored, endorsed or approved by Sony, nor any games developer or publisher. PSP and PlayStation are registered trademarks of Sony. All other trademarks are the property of their respective owners.