

Instruction Manual for



ACTION REPLAY™ MAX

For use with the PlayStation® 2 game console

<http://www.replacementdocs.com>

US/UK

Action Replay MAX

USER GUIDE

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1. Introduction

Welcome to the world of Action Replay MAX!

AR MAX represents a revolution in game enhancement. AR MAX is the ultimate way to play all your PS2 games the way you want, whether that is faster, slower, easier, harder or just making them even more fun!

AR MAX comes pre-loaded with thousands of unique 'Intelligent' enhancement codes to vary the way your games play in many different ways. New Action Replay codes for the latest PS2™ games are constantly being developed by Datel's international team of code creators, ensuring you're always at the forefront of gaming technology.

AR MAX also gives you sophisticated control over your PS2 memory cards and storage devices, USB keyboard support, a multi-region DVD player and awesome Powersaves to unlock and update today's top titles. AR MAX is your one-stop solution to total gaming control!

2. Getting started – Enhancing your games

a. Overview

To get started using your new AR MAX all you need to do is insert your AR MAX disc into your PS2's CD tray, insert the AR MAX card into any free memory card slot on your PS2™ and turn on or reboot your console.

Important: You need to have your AR MAX card present in either memory card slot every time you use your AR MAX.

Once AR MAX first loads you will see the 'Home' screen. On this screen you can move 'LEFT' and 'RIGHT' using your PS2™ controller's D-pad or left analogue stick to highlight different menu options. As with most screens in AR MAX, press the 'X' button on your controller to select a highlighted option.

The Home screen is also where you can swap your AR MAX disc for a PS2™ game disc. Using a new feature called Auto Disc Recognition, Action Replay will instantly take you to the cheat codes available for the game you inserted. If you insert a DVD movie disc at this point, AR MAX will automatically take you to the 'DVD Region X' screen.

Throughout AR MAX the 'TRIANGLE' button on your controller is used to go back a step, or cancel a function.

Exploring AR MAX's 'Home' screen



1. Screen Name

This area will always let you know where you are within AR MAX.

2. Expert Mode

For experienced users who wish to 'hand pick' codes using a more in-depth code list interface.

3. My Devices

Manage game saves between memory cards and USB zip drives, and "crush" your saves to free up more space on any memory card.

4. DVD Region X

Play DVD movies from any region on your PS2™.

5. Features

View a selection of additional video material relating to AR MAX.

6. Settings

Change a range of AR MAX settings including internet configuration.

7. Powersaves

Browse and download a selection of PS2™ game saves stored on your AR MAX disc and online.

b. Quick Mode

i. Disc recognition

AR MAX can recognize all PS2 game discs available at the time of disc manufacture. AR MAX will also be able to recognize the discs of all new games for which new Action Replay codes have been added either manually in 'Expert Mode' (see Section 1d part iv) or via an automatic code update using a broadband internet connection (see Section 2c).

For auto disc recognition to occur you must be at the Home screen. Eject the tray on your PS2™ console and swap your AR MAX disc for your PS2™ game disc. Close the tray and wait a few seconds whilst AR MAX recognizes the game.

Tip: You can also insert a DVD at this point. If you do, AR MAX will recognize it and automatically take you to the 'DVD Region X' screen.

Once a game disc is recognized if a quick mode codelist is available for the detected game you will be taken to the 'Quick Mode' screen where you will be shown a list of all the ways in which AR MAX can enhance that particular game. Refer to Section 1b part ii for more information on the Quick Mode screen and how to get the most out of your AR MAX enhancements. If a quick mode codelist is not available for the detected game then you will be taken to the 'Expert Mode' codelist for your game. For more information refer to Expert Mode (d - ii).

Tip: If you would prefer AR MAX to display the codes available for a particular game in 'Expert Mode' view by default (instead of Quick Mode) you can specify this in the Settings menu, see Section 6a)

What to do if a disc is not automatically recognized

From time to time you may find that AR MAX does not recognize a game disc you have inserted, this will be due to one of two reasons:

1) Action Replay does not have any codes for the game you have inserted.

If this is the case, you will find that when prompted to find the game in AR MAX's game list you will not be able to find it. If this happens then you will need to get hold of some new AR MAX codes for this game. Check out Section 2c for information on how to do this.

2) Action Replay has codes for your game but does not recognize your disc.

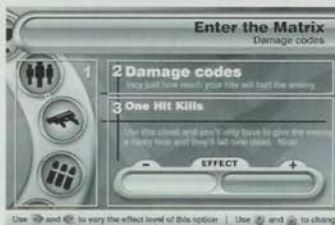
This may happen because you are using a slightly different version of the game than the one Action Replay was programmed to recognize. If this is the case you may find that you can 're-associate' your disc with the game in AR MAX's game list by doing the following:

Once AR MAX has finished reading the disc you will be taken to the Expert Mode game select

screen. Highlight the game's name in the list if you can find it, then press 'X'. From here you will be taken to the Code Select screen for that game. Enable some codes for the game then play it (refer to Section 2d part iii). Hopefully you'll find that these codes work on your version of the game, so you will be able to use these codes in the future. AR MAX will remember which game you linked your disc to and will take you straight to that game in future.

If you find that the game codes do not work for the game that you 'linked to' or that you linked to the wrong game by mistake, next time AR MAX takes you directly to the codes for the game you linked to, simply press 'Circle' on your controller to return to the Game Select screen. From here, choose the correct game to link to, if it is available, or go in search of some new AR MAX codes for your game (see Section 2c)

ii. Overview



Using Quick Mode – The Effect Bar

1. Options Wheel

The options wheel on the left displays 'icons' of the various enhancement options available for your chosen game (which is shown at the top of the screen). Use 'UP' and 'DOWN' on your PS2™ controller's D-pad or left analogue stick to rotate the wheel anti-clockwise or clockwise respectively, and cycle through the various options.

2. Option Name

This is the option you highlighted on the Options Wheel, and underneath it is a description of how it can affect your game.

3. Effect Bar

The Effect Bar is a visual indicator of how much Action Replay will change a particular aspect of your game. Use 'LEFT' and 'RIGHT' on your PS2™ controller to vary the effect of the currently highlighted option.

If you leave the Effect Bar in the middle Action Replay will not alter that aspect of your game.

With the bar all the way over on the '+' side, you will find that AR MAX makes major changes to your game.

With the bar all the way over on the '-' side, you may find that AR MAX actually makes your game harder.

Above the Effect Bar is the name of the currently selected effect (in this example, "One Hit Kills"), and a detailed description of what it does. You'll see the name of the effect change as you modify the Effect Bar.

The position you leave the Effect Bar at will be the setting that will be used by AR MAX when you start your game.

Quick Mode – Selecting from a List

Some options will only let you choose one item from a list. You will see a 'List' instead of an Effect Bar.



1. Options wheel

Use 'UP' and 'DOWN' to rotate the wheel. If a List appears instead of an Effect Bar, press 'RIGHT' on your controller to access it.

2. List Options

The name of the List option will be shown in large text with a choice of options underneath. Use 'UP' and 'DOWN' to change the currently selected item on the list. Once you are done, press 'LEFT' to access the wheel again. The item that you highlighted on the List is the setting that AR MAX will use when you start your game.

Quick Mode – More List Options

When using Quick Mode sometimes you'll see an "Extended List" like the one illustrated.



1. Extended List

You'll notice that small arrows are displayed along side an Extended List item. Simply highlight the Extended List item using 'UP' and 'DOWN', then press 'X'. You will advance to another Options Wheel populated only with options for the Extended List item you selected.

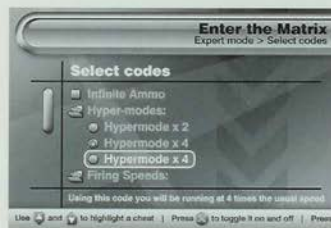
Having set your options, press 'TRIANGLE' to return to the previous options list. You must be sure to leave the options list with the item you want to use still highlighted as this determines which list item, if any, AR MAX will enable during gameplay.

ii. Activating your game

Once you are happy with the options you have chosen, press START on your controller. A dialogue will appear giving you the options to 'START WITHOUT CODES', 'START WITH CODES' or 'REVIEW CODES IN EXPERT MODE'.

To play your game using the options you have selected, choose 'START WITH CODES' and press 'X'. Alternatively, you could choose to 'REVIEW CODES IN EXPERT MODE' to see exactly which codes AR MAX Quick Mode has enabled for you (see below).

iii. Reviewing your codes in Expert Mode



Expert Mode interface

Using Expert Mode you can find out at a glance exactly what codes AR MAX has enabled as a result of your settings in Quick Mode. In Expert Mode you'll see a list displaying all the codes available for your game with a tick denoting any code that has been enabled.

At this screen you can modify codes that have been enabled using Expert Mode's more in-depth functionality. For information on how to do this see Section 2d part iii).

To start playing your game with the selected codes enabled, press 'START' on your controller and choose 'START WITH CODES'.

c. Getting new codes

Action Replay comes pre-loaded with thousands of codes for all of the greatest PS2™ games, but the fun doesn't stop there. New Action Replay codes are being created all the time by Data1's team of code creators. When you buy a newly released game, new codes need to be entered into AR MAX to keep it up-to-date. There are a variety of ways of doing this.

i. Online code updates

If you have access to a Broadband Internet connection and a Network Adapter for your PS2™ then by far the easiest way to update your AR MAX with ALL the latest codes is to use the Online Update feature.

Before you begin, you must have a PS2™ memory card inserted into SLOT 1 on your PS2 with sufficient free space to store the Code Update (if your AR MAX card is in Slot 1 you may move it to Slot 2). If your memory card does not have sufficient free space, you will be prompted to insert a different memory card at the download stage.



Ensure that your PS2™ has its Network Adapter attached and that the adapter is connected to your Broadband Internet socket. If this is done correctly then Action Replay will detect the presence of an Internet connection immediately when it loads. You will be prompted with the option to go online and check for updates. Choose 'YES' and AR MAX will connect to the codejunks.com server and retrieve a list of all the codes that are new or amended since your own codelist was created.

After a few seconds you will be presented with a list of all the new and updated games and asked whether you would like to download the update

containing these new codes. If there are games listed that you would like codes for then choose 'YES' to download this update. If not then choose 'NO' to skip the download.

If you choose to download the code update you will see a progress bar. It will only take a few

seconds to download the update. Once complete your new codes will be available to use immediately.

TOP TIP: You can also trigger an online update check from the Settings Menu. See information on the Settings Menu to find out how.

ii. Code Update discs

Code update discs designed specifically for AR MAX are available from a variety of sources such as magazine cover-mount discs and stand alone upgrade discs. Code update discs work by copying codes for specific games, or an entire updated codelist, to your memory card for use with Action Replay MAX. Once you have run a Code Update disc AR MAX will automatically recognize the new codes it finds and display them in the same way as the pre-loaded codes.

To use a Code Update disc you must have a PS2™ memory card inserted into SLOT 1 on your PS2 with sufficient free space to store the Code Update. If your memory card does not have sufficient free space, you will be prompted to insert a different memory card at the download stage.

Check www.codejunkies.com for more information on getting your hands on a Code Update disc.

iii. Manually entering codes

If you don't have PS2 Broadband Internet access AR MAX codes can also be entered manually using Expert Mode's Code Entry feature. Codes can be entered using your PS2™ game controller, but it's much quicker using a PowerBoard (available separately) – a full-size PS2™ keyboard also made by Datel (see www.codejunkies.com for details). You will not require a PS2™ memory card to enter codes by hand because the new codes are stored on the AR MAX hardware.

New AR MAX codes are published daily on www.codejunkies.com, the only official source for genuine Action Replay codes. You will also find AR MAX codes printed in leading videogame magazines.

Whether you are entering new codes for a game already listed on your AR MAX, or entering codes for a new game, you will need to enter Expert Mode, see Section 2d part iv to find out how.

d. Expert Mode

i. Introduction to Expert Mode

Expert Mode is designed to give you total control over which codes are enabled and disabled for a particular title. The Expert Mode interface will be largely familiar to experienced Action Replay users. Codes are now presented in a tree structure, grouping codes by character or level, etc. This makes codes much easier to find. AR MAX also utilizes an "Intelligent Codes" system – when you enable a code, any codes that are known to conflict with it will automatically be disabled.

TOP TIP: If you would prefer to use the Expert Mode interface as your default view you can specify this on AR MAX's Settings screen. By doing this, when a disc is auto recognized on the Home Screen you will be taken directly to the Expert Mode codelist for the recognized game.

ii. Overview



- Press 'X' to delete a game name (or F2 on your USB keyboard).
- Press 'TRIANGLE' to go back to the previous screen (or ESC on your USB Keyboard).
- Press 'X' when 'Add new game' is highlighted to add a new game name to the list and start entering codes manually (or press INS on your USB Keyboard).

2. Comments

Any comments relating to the currently highlighted game will appear here. Comments may relate to the version of a game (where more than one version exists) or disc numbers (where the game has more than one disc).



2. Codelist

- Use "UP" and "DOWN" on your controller to scroll through the list of codes available for your chosen game.
- Press 'X' to select or de-select a code. Codes with a 'tick' next to them will be activated when you play your game.
- Press 'X' on a "folder" icon to display the codes contained within that folder. Pressing 'X' again will close the folder.
- Press 'CIRCLE' on a code to edit it (or F1 on your USB keyboard).
- Press 'SQUARE' on a code to delete it (Note: Only codes you have added yourself can be deleted, pre-loaded codes cannot be deleted) (or F2 on your USB keyboard).
- Press 'TRIANGLE' to go back to the previous screen (or ESC on your USB Keyboard).
- Press 'START' when you are ready to play your game with all 'ticked' codes enabled (or F12 on your USB keyboard).

Expert Mode - Select Game

Enter Expert Mode by selecting it from the menu on AR MAX's Home screen. You will now see the Select Game screen.

1. Game List

Use 'UP' and 'DOWN' on your controller to scroll through the list of games available.

- Press 'X' to view codes for the selected game.
- Press 'CIRCLE' to edit a game name (or F1 on your USB keyboard).

Expert Mode - Select Codes

Once you have selected a game you will see the Select Codes screen. If you enter Expert Mode automatically following disc auto-detection, this is the first screen you will see.

1. Game Name

The game that you selected and are now viewing codes for.

3. Comments

Any comments relating to the currently highlighted code will appear here, such as important information on how to get a code to function within a game. Make sure you check all comments attached to codes.

iv. Selecting Codes

To select the codes you would like to use in your game scroll 'UP' and 'DOWN' the codes listed. Use 'X' or "RIGHT" to open up folders containing groups of codes, and press 'X' to select (tick) and de-select (un-tick) individual codes.

Sometimes you will encounter codes which have a round "radio button" next to them instead of a tick box. You will find that you can only enable a limited number of these codes at a time. This is because these codes cannot all be used at the same time – doing so would probably cause your game to lock up.

Once you are happy with your selection of codes press 'START' (or F12 on your USB keyboard) on your controller and then choose to 'START GAME WITH CODES' when prompted.

TOP TIP: If you experience problems during gameplay after enabling a large number of Action Replay codes you should try again with fewer codes enabled. While AR MAX understands the compatibility between codes, it is impossible to foresee certain problems caused by large numbers of codes being enabled at the same time.

v. Editing your codelist

AR MAX is totally customizable, letting you add, edit and delete codes with ease.

Any changes you make to your codelist will be stored on your AR MAX card and will automatically be loaded every time you use your AR MAX. Any codes you add manually (see Section 2d part iv) will also be stored on your AR MAX card.

1) Adding codes

If you have PS2™ broadband access, you are strongly recommended to add new codes to AR MAX using the 'Online Update' feature (see Section 2c part i). Manual code entry is only intended for users without broadband internet access.

Due to AR MAX's advanced 'self checking' code system, you will only be able to enter codes from official Action Replay sources such as www.codejunks.com. If you try to enter an invalid code into Action Replay, or enter a code incorrectly, AR MAX will alert you and you will not be able to proceed.

Adding a new game

If you insert a PS2™ game disc at the Home screen (see Section 2b part i) and AR MAX is unable to recognize the disc, you will need to manually add a new game to AR MAX's codelist. After being prompted to add a new game following auto disc detection (or after entering 'Expert Mode' from the Home screen) choose 'Add new game' from the top of the 'Expert Mode' game list (or press INS on your USB Keyboard).



controller to move the cursor forward and backward through the text in this window.

2. Command options

Use the D-pad or left analogue stick on your game controller to move the cursor around the virtual keyboard (fig. 3) and the command options (fig. 2). To highlight a command option move the cursor left from the virtual keyboard, then move 'UP' and 'DOWN' the list. To select an option press 'X' when it's highlighted. The command options are:

- DONE:** When you have finished entering the game's name, select this option to proceed to the next step.
- CANCEL:** Discard your changes and return to the previous screen.
- CAPS:** Toggles the virtual keyboard between upper case and lower case letters, or use the CAPS button on your USB Keyboard.
- INS/OVR:** Toggles the keyboard typing method between INSERT and OVERWRITE. When in INSERT mode (default) each letter typed will be inserted at the point where the cursor sits in the Text entry window (fig. 1). When in OVERWRITE mode, each letter typed will overwrite any letters or spaces following the cursor position in the Text entry window (fig. 1).

3. Virtual keyboard

Use the virtual keyboard to highlight a character to type. Use the D-pad on your controller to highlight a character and then press 'X' to type. Press 'SQUARE' to delete the preceding character.

NOTE: Additional characters as well as controller symbols and frequently used keywords are available on the keyboard by scrolling further down.

When you are happy with the game name you have entered, highlight the DONE command option (fig. 2) and press 'X'.



Entering a New Game Name

You're about to learn how to enter a new game name into your code list, for example 'Gran Turismo 4' or 'Metal Gear Solid 3'.

1. Text entry window

This is where the text you type will appear. You can use either your PS2™ game controller to navigate the on-screen virtual keyboard (fig. 3) or a PowerBoard (a full-size PS2™ keyboard available separately from Datel – see www.codejunks.com for details). Use the right analogue stick on your

Entering a Master Code

A Master Code is a special type of Action Replay code – one Master Code is required for every game on your codelist, and it's always the first code you should enter. If you don't have a Master Code, AR MAX won't let you continue.

1. Game Name

Here you'll see the name of the game that you entered on the previous screen.

2. Code entry

AR MAX codes are alphanumeric and will always be a multiple of 13 characters in length. Use the D-pad or left analogue stick on your game controller to navigate the virtual keyboard (see virtual keyboard, above) and use the right analogue stick to move the cursor through the code entry grid as you enter your master code. Press 'X' on your controller to type the highlighted character. Press 'SQUARE' on your controller to delete the preceding character to the cursor position.

To access any of the options listed below, move the cursor left from the virtual keyboard, then move 'UP' and 'DOWN' the list. To select an option press 'X' when it's highlighted. This is what they do:

- DONE:** When you have finished entering the game's Master Code, select this option to continue.
CANCEL: Discard your changes and return to the previous screen.
INS: Once you have entered more than one complete line of a master code (13 characters) you can insert rows into the code entry grid. This is particularly useful if for instance you miss a line out when entering a code and want to go back and insert the missing line between two good lines of codes. To insert a blank line press 'X' on the INS control.
DEL: Once you have started to enter a code, you can clear an entire row at a time by pressing 'X' on the DEL control.

Note: Do not press 'DEL' unless you want to clear the entire row of code you have entered.

When you have finished entering the Master Code in its entirety highlight the 'OK' option and press 'X'.

TOP TIP: If you receive the message "Invalid AR MAX Code" then you should go back and check that you have entered the code correctly. If you are sure that you entered the code correctly, you should check that your AR MAX code is from an official source (for example www.codejunkies.com). If you check the code and check the source and you still cannot proceed you should contact Date's Technical Support for assistance (see Section 8).



as on the previous 'Enter a new game name' screen (see above).

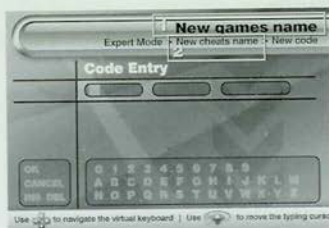
Where code names include specific instructions (such as "press 'R1' to activate") you can scroll down on the virtual keyboard to find graphical representations of your game controller's buttons. You will also find a list of frequently used keywords to speed up code name entry. To use a button graphic or keyword simply press it like you would any other character using 'X' on your controller.

Once you have entered your code name you should move the cursor over to the menu on the left of the screen and select the 'OK' button to proceed.

Entering a New Code Name

Once you have entered a game name and a Master Code you can start to enter codes for your new game. If you are entering a new code for a game already listed on your AR MAX then you will do so through this screen after choosing 'Add new code' from the Code select screen for your chosen game. The name of your game is listed at the top of the screen (fig. 1).

Each code name is a description of what that code does when activated, for example "Infinite Lives", "Unlock All Levels" or "Have All Keys". The method for entering a new code name is exactly the same



From the Code Select screen you can choose to enable the code you have just entered (see above) or select 'Add new code' to add another code for the currently selected game. If you choose to add another code you will proceed to the 'Enter New Code Name' screen detailed previously.

2) Editing games / codes

Editing a Game Name or Master Code

IMPORTANT NOTE: Occasionally it may be necessary to update a Master Code for a particular game. To change the value of a Master Code you must have an official AR MAX Master Code intended for the game you wish to modify the master code for. If you change the Master Code to anything other than an updated AR MAX Master Code for your game, your codes will not work.

You can edit the name of any game listed on your AR MAX's game list, or change the value of its Master Code (providing you have an alternative valid master code). To do this go into AR MAX's 'Expert Mode', select the appropriate game name, and press 'CIRCLE' on your controller. You will be taken to the 'Edit game name' screen where you can edit the name of the selected game using the same input method as used on the 'Enter a new game name' screen (see 2d iv part 1). You can change the game name on this screen if needed, or select 'OK' to proceed to the 'Edit Master Code' screen.

If you have an updated Master Code (from an official AR MAX codes source) to enter then do so using the input method described in the 'Entering a new Master Code' section. Once you have finished entering your new Master Code select 'OK' to finish.

Editing a Code Name or Code Value

IMPORTANT NOTE: To change the value of a regular AR MAX code you must have an official AR MAX code intended for the game you wish to modify the code for.

You can edit the name of any code listed on your AR MAX's code list, or change its value (providing you have a valid alternative code). To do this go into AR MAX's 'Expert Mode', select the appropriate game name, then highlight the name of the code you wish to edit and press 'CIRCLE' on your controller. You will be taken to the 'Edit code name' screen where you can edit the name of the selected code using the same input method as used on the 'Enter a new code name' screen (see 2d iv part 1). You can change the game name on this screen if needed, or select 'OK' to proceed to the 'Edit Master Code' screen. If you have a valid new code to enter then do so using the input method described in the 'Entering a new Master Code' section. Once you have finished entering your new code or if you do not wish to change the code select 'OK' to finish.

2) Deleting games / codes

Only games and codes you have added yourself can be deleted from AR MAX. No preloaded

Entering a New Code

At the top of this screen you'll see the name of the game (fig.1) and the code name (fig.2).

The input mechanism for entering a new code is exactly the same as that for the 'Entering a Master Code' screen (see above).

Once you have finished entering your code, move over to the menu on the left of your screen and select 'OK' to complete. You will now be taken to the Code Select screen.

codes may be deleted, as these are stored on your AR MAX disc.

Important Note: If you choose to delete a game which you have entered manually, you will lose all associated game codes and will not be able to undo this action.

To delete a game you have added yourself, go into AR MAX's 'Expert Mode', highlight the game's name and press 'SQUARE' on your controller. You will be prompted to confirm that you want to delete the game, choose YES to confirm or NO to cancel.

To delete a specific code that you have added yourself, go into AR MAX's 'Expert Mode', and select the appropriate game name. On the Code Select screen highlight the code you wish to delete and press 'SQUARE' on your controller. You will be prompted to confirm that you want to delete the game, choose YES to confirm or NO to cancel.

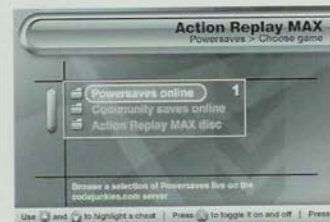
If you press 'SQUARE' on the name of a game that was either pre-loaded or added by an automatic update, you will be asked if you would like to delete all user-entered codes for that game. Press YES to delete all codes for the selected game not pre-installed or that were added in an automatic update, or choose NO to cancel.

3. Powersaves

a. Introduction to Powersaves

Powersaves are special game save files for all your favorite PS2™ games. You can download them direct to your PS2™ memory cards using the Powersave interface built into AR MAX. AR MAX Powersaves for many top PS2™ games have been pre-installed on the AR MAX disc, but new ones are added regularly to the codejunkies.com Powersaves server and can be downloaded directly into AR MAX. You can also freely access Community Saves which have been created by other AR MAX users. To access Powersaves or Community Saves online all you need is a PS2™ broadband connection and a PS2™ memory card with enough free space to store your selected saves.

b. Using Powersaves



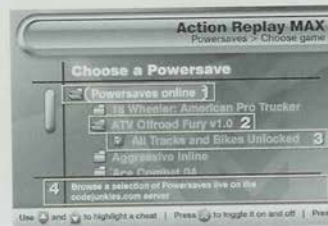
Choose a source

After selecting the Powersaves option from the Main Screen, AR MAX will automatically detect whether or not there is a broadband Internet connection available on your PS2™. If a connection is available, you will be asked whether you would like to retrieve the latest online content. You will then be shown a list of sources from which AR MAX Powersaves are available. A list of all Powersaves currently available online will be displayed in a 'tree structure' as shown (fig. 1). The folders listed are as follows:

- **Powersaves online** : These Powersaves have been created by professional gamers and will unlock levels, characters or vehicles in your chosen game, or offer access to bonus features or games. Powersaves are official AR MAX content, provided by Datel.
- **Community Saves online** : These are game saves created by other AR MAX users which they have uploaded to the codejunkies.com community server to share with other AR MAX users. Please note that Community Saves online are not moderated or guaranteed by Datel. For information on how to upload your own saves see Section 3c.

option to browse the Powersaves on your AR MAX disc.

If you do not have a broadband internet connection available on your PS2™ or chose not to retrieve the list of online content then the Powersaves screen will display only the Powersaves content pre-loaded on your AR MAX disc.



Browsing Game Saves

1. Source folders - If you have a broadband Internet connection available on your PS2™ you will be able to choose from three sources of save content; Powersaves online, Community Saves online, and AR MAX disc saves. Highlight a source folder and press 'X' to expand it and view its content.

2. Game folders - All save content will be grouped by the name of the game which the save is for. In many cases there will be more than one save for a game. Highlight a game folder and press 'X' to expand and view saves available for it.

3. Save name - Game saves will appear with a tick box along side their name. Any information relating to the highlighted game save will be displayed at the bottom of the list (fig. 4). To download a save, highlight it and press 'X'. You will be prompted to confirm the download - choose YES to download the save to your memory card, or NO to cancel.



Downloading Game Saves

When you download a game save you will be asked where you'd like to store your save (fig.1). Highlight the device you would like the save copied to, and press 'X'. When you do this you will see the header bar change to a progress bar indicating the status of the download - this will give you an idea of how long it will take. In the case of online save content, the progress bar will display both the download stage (from the Internet) and the loading stage (as the save is copied to your memory card).

You can view content copied to any of your memory devices using AR MAX's built in 'MAX Memory' software. Check out Section 4 for more information.

Using a Powersave

Once you have successfully copied a game save or Powersave to your memory card, all you need to do to take your gaming to the next level is exit AR MAX and load your game. Once in the game, simply load the save like you would any other. It's as if you'd done all the hard work yourself!

TIP: To quit AR MAX and load a game quickly press START on your controller from any screen and then choose 'Start game without codes'. Swap the AR MAX disc for your PS2™ game and choose 'OK' to confirm.

c. Uploading your own saves

The AR MAX 'Community saves online' are game saves contributed by other AR MAX users to share with the AR MAX Online community. If you are an ace gamer and feel that the AR MAX

community would benefit from your expert advice. We've been able to visit the AR MAX section on www.codejunksies.com for information on how you can upload your game saves to the codejunksies.com server to be downloaded by thousands of AR MAX users around the world.

4. MAX Memory

a. Introduction

MAX Memory is your all-in-one memory management solution. MAX Memory allows you to view and manage content stored on your memory devices such as memory cards and USB Zip drives with functionality including Copy, Move, Delete etc. MAX Memory also allows you to free up valuable space on your memory cards by 'Crushing' game saves for storage, allowing you to fit as much as 10 times the normal amount on your memory cards.

Note: Game saves must be 'uncrushed' before they can be used in your games.

MAX Memory's interface is graphical and intuitive and can be picked up in minutes. To get started using MAX Memory, ensure you have a PS2™ compatible memory card inserted into your console (or if your AR MAX came with one, a limited edition 8Mb or 16Mb card which acts as both your AR MAX hardware and also a regular 8Mb or 16Mb memory card when used in conjunction with the MAX Memory software). Choose 'My Devices' from the Main Menu.

b. How to manage your storage devices with MAX Memory



i. Choose primary device

After choosing My Devices from the Main Menu, you will be asked to choose the device that you would like to manage. At this point you should select the memory card or USB Zip drive that you would like to copy/save/move/delete game saves from.

1. Choose a device - Use 'LEFT' and 'RIGHT' to highlight a device to use as the primary device. Press 'X' to select and continue.

Formatting a device - To format a device use 'LEFT' and 'RIGHT' to highlight it in the device select window and then press 'SQUARE'. Formatting will erase ALL data on the chosen device. If you are sure choose 'YES' to confirm.

You will notice that you can only select devices that are currently connected to your PS2™. If you would like to manage game saves on another device then you can still insert and remove memory cards or Zip discs at this point. The screen will be updated accordingly.

Note: Standard AR MAX cards are not memory cards and therefore cannot be managed by MAX Memory. Limited edition 8Mb and 16Mb AR MAX cards are memory cards, and will appear as devices that can be managed by MAX Memory.



2. Device details - Details on the number of files selected and the total size of the selected files are shown above the device contents list (fig.3). As you select and deselect files, these values will change on-screen.

Note: If you have selected saves that are already 'crushed' on your memory card then the size displayed will be the crushed size of the save.

3. Device contents list - All the saves stored on the selected device will be listed here. Use 'UP' and 'DOWN' on your controller to highlight different saves in the list. Press 'X' to select and deselect save files.

4. 3D Icons display - After highlighting a game save for a few seconds, MAX Memory will display its associated 3D icon here.

Note: If a game save is stored on the primary device in a crushed format then a crushed icon will be displaying in place of the game saves' own icon.

Select game saves by highlighting them in the device contents list (fig.3) then pressing 'X'. Once you have made your selection, press 'RIGHT' on your controller to choose an action.

Press 'SELECT' on your controller to select or unselect all files.

Pressing 'RIGHT' on your controller will move the cursor to the list of Action Icons in the window on the right side of your screen. These are used to select which action will be performed on the saves that are highlighted in the device contents window (fig.2)



7. Overview

Once you have selected a primary device to manage you will see the main interface screen for MAX Memory. This interface allows you to view the content of your chosen memory card or Zip disc and choose from a number of actions that can be performed on the saves stored on the device.

1. Device name - The name of the memory card or Zip disc you selected is displayed here.

Using the Actions Menu

Pressing 'RIGHT' on your controller will let you access the Actions Menu icons in the window on the right side of your screen. These are used to select which action will be performed on the saves that you highlighted in the device contents list (see above).

1. Action selector

With the Actions Menu active, use 'UP' and 'DOWN' on your controller to highlight different actions that you can perform on the saves selected in the device contents window (3). After choosing the action you would like to perform, press 'RIGHT' again on your controller to select the target device for the action.

For example, to copy two saves from the memory card in Slot 1 to the memory card in Slot 2 you

would do the following:

- i) Choose MEM 1 as your primary device (on the first screen)
- ii) Highlight the saves you want to move and use 'X' to select them
- iii) Press 'RIGHT' to move onto the Actions Menu and then and 'DOWN' once to highlight the MOVE action
- iv) Press 'RIGHT' again twice to choose the MEM 2 as the target device
- v) Press 'X' to move the two selected files from MEM 1 to MEM 2
- vi) At the top of the screen a progress bar will appear indicating the transfer status.

2. Action Icon description

As you highlight different Action icons their names will appear in the area directly above. You'll see the currently selected target device (when one is selected), its total size and free space remaining.

ii. Description of MAX Memory's Actions:

Here is a description of what the various actions available in MAX Memory do:



COPY

Copy a file from one device to another. The original file will be left on the primary device.



CRUSH

Creates a compressed copy of the selected save. The original save remains in its uncompressed form on the primary device.



MOVE

Move a file from one device to another. The original file will be deleted from the primary device.



UNCRUSH

Creates an uncompressed copy of the selected compressed save. Only compressed saves can be uncompressed. The original save remains in its compressed form on the primary device.



DELETE

Permanently delete a file from your primary device.

iii. Description of MAX Memory's devices:

These devices can be connected to MAX Memory:



MEMORY CARD IN SLOT 1

This icon will represent the PS2™ memory card installed in SLOT 1 of your PS2™ if available.



MEMORY CARD IN SLOT 2

This icon will represent the PS2™ memory card installed in SLOT 2 of your PS2™ if available.



USB ZIP DRIVE

This icon will represent a Datel X-Drive™ USB ZIP Drive (available separately) if available.

5. DVD REGION X

a. Introduction

DVD Region X is a fully featured multi-region DVD enabler for your PS2™. It allows you to watch DVD movies from any region on your PS2™, without affecting your console's guarantee.

b. Playing a DVD movie

The easiest way to watch a DVD movie on your PS2™ using AR MAX is to simply swap your AR MAX disc for your chosen DVD movie on the Home screen. AR MAX will automatically detect your DVD movie and take you to the DVD Region X screen.

Alternatively, you can choose the DVD Region X option from the Home screen and swap your AR MAX disc for your DVD movie disc when prompted.



Overview:

1. 3D Globe – Use 'LEFT' and 'RIGHT' on your controller to rotate the globe through the different DVD movie regions until you highlight the region you need, then press 'X' on your controller to select it.

2. Region display – The currently selected region is displayed here along with the countries covered by that region's code (eg USA is region 1). The region code of a DVD movie is always displayed on the back of its DVD case.

After pressing 'X' to select the region you will be asked if you want to launch your DVD movie disc. If you have not done so already, you should swap your AR MAX disc for your DVD movie disc before proceeding. After pressing X you will see the familiar PS2™ browser screen displaying your DVD movie disc. Now press 'X' to play it through your PS2™.

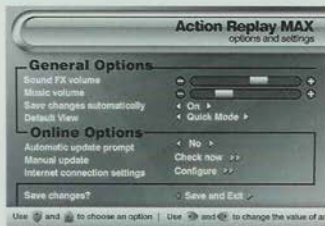
NOTE for users with a PS2™ hard drive installed:

If you have a hard drive fitted in your PS2™ you will need to change the settings used for DVD Region X in the Settings menu due to the different boot sequence of your PS2™. You should ensure that the 'DVD boot method' is set to 'Full Boot' and not its default setting of 'Quick Boot'.

6. Settings

a. General settings

AR MAX has a number of settings that can be configured to suit your style and preferences. From the Home screen choose the 'Settings' icon. Once on the settings screen you will be able to configure a number of options. Use 'UP' and 'DOWN' on your controller to highlight an option and then use either 'LEFT' and 'RIGHT' to change its value. On some options pressing 'X' is required.



General Options:

- **Sound FX volume** – Use 'LEFT' and 'RIGHT' to make AR MAX's sound effects quieter or louder.
- **Music Volume** – Use 'LEFT' and 'RIGHT' to make AR MAX's music quieter or louder.
- **Save changes automatically** – Use 'LEFT' and 'RIGHT' to toggle between 'Yes' and 'No'. When set to 'Yes', AR MAX will save your codelist automatically as soon as you complete any changes. When set to 'No' AR MAX will only save your codelist changes when a game is launched.

- **Default view** – Use 'LEFT' and 'RIGHT' to choose between 'Quick Mode' and 'Expert Mode'. When set to Quick Mode AR MAX will automatically load the Quick Mode interface for any game disc that it inserted on the Home screen (when a Quick Mode codelist is available). When set to 'Expert Mode' AR MAX will know to automatically display codes for an inserted game in Expert Mode from the Home screen.
- **DVD boot mode** – For users with a hard drive installed in their PS2™ the DVD boot mode needs to be set to 'Full Boot' using 'LEFT' and 'RIGHT' on the controller. For all other users, the setting should be left at its default; 'Quick Boot'.
- **Screen Centering** – You can adjust the screen position of your display using the right analogue stick at any time on the settings screen.

Online Options:

These settings are only relevant to AR MAX users with a broadband Internet connection available on their PS2™:

- **Automatic update prompt** – Use 'LEFT' and 'RIGHT' to toggle between 'Yes' and 'No'. When set to Yes, AR MAX will always check for an Internet connection on your PS2™ as soon as it loads and if it finds one will prompt you to go online and view the latest codelist updates. When set to No, AR MAX will not automatically try to go online and look for an update. Use this setting if you would prefer to decide when you check for updates online (using the option below).
- **Manual update** – Press 'X' on this option to trigger AR MAX to go online and check for a new codelist. Use this option if you have disabled AR MAX's automatic update prompt.
- **Internet connection settings** – Press 'X' on this option to proceed to the 'Internet connection settings' screen.

After making any changes to the settings on this screen, highlight the 'Save changes' option and use 'LEFT' and 'RIGHT' to set it to 'Save and Exit' before pressing 'X' – this will save your changes to your AR MAX hardware before returning you to the Home screen. If you do not want to save your changes, set the option to 'Discard changes' and press 'X'.

b. Internet connection settings

If you have a broadband Internet connection available on your PS2™ you'll need to configure AR MAX to access the online content available via the codejunkies.com server. To configure AR MAX to connect to the Internet correctly, choose 'Settings' from the Main Menu and then press 'X' on the

'Internet connection settings' option in the 'Online settings' section of the Settings screen (see above).

Use 'UP' and 'DOWN' on your controller to highlight an option and then use either 'LEFT' and 'RIGHT' to change the value of certain options or press 'X' to perform an action when required.



Configuring your Internet settings

The Internet connection settings screen you first see will not appear the same as that pictured unless Auto configure (DHCP) is turned off.

Most Internet service providers will support DHCP which will mean that you won't need to configure the IP details shown (fig.1). The settings AR MAX uses to establish an Internet connection will be that same as those used by your other PS2™ games and applications. Check with your internet service provider (ISP) if you are in any doubt.

- **Load Settings** – If you have already configured your Internet access settings for another PS2™ game or application then AR MAX can import your connection settings from a memory card. Ensure that you have an existing configuration file present on a memory card and insert it into your PS2™. Press 'X' on the 'Load settings' option to read in your settings. If AR MAX is able to find your settings Internet access will be automatically configured.
- **Auto Configure (DHCP)** – Use 'LEFT' and 'RIGHT' to toggle between 'Yes' and 'No'. With Auto Configure set to Yes, AR MAX will try to use DHCP to establish an Internet connection (your ISP must support DHCP for this to work). Choose No if you would like to manually configure your Internet settings. When you choose no, you will see that additional IP configuration options appear below.

Manual configuration settings

After choosing not to use DHCP auto configuration (see above) you will be able to enter additional Internet access configuration details. Again, use 'UP' and 'DOWN' on your controller to highlight an option. Press 'X' on the option to access the IP entry grid (fig.1). Use 'UP' and 'DOWN' on your controller to set a numeric value for each of the settings. Use 'LEFT' and 'RIGHT' to move between boxes on the IP entry grid. Press 'X' again once you have completed entering the IP values for a specific option.

You will need to contact your ISP if you do not know the configuration settings.

Once you have set your Internet connection settings highlight the 'Save changes' option and set it to 'Save and Exit' before pressing 'X' to save your settings and return to the previous screen.

7. Special Features



a. Playing a Special Features movie

AR MAX includes additional video featurettes which will help you get the most out of your product.

To access the Special Features content on your AR MAX disc, choose the 'Special features' icon from the Home screen.

Use 'UP' and 'DOWN' on your controller to cycle through the movies available on your AR MAX disc and press 'X' on the title of a movie to play it. To stop playing a movie, simply press 'X' again to return to the special features screen.

NOTE: You must have your AR MAX disc loaded in your PS2™ to view a special features movie. If your disc is not present you will be prompted to insert it.

8. Technical Support

If you are experiencing difficulties with your AR MAX, please ensure that you have read and understood the contents of this user manual before contacting Datel's technical support department.

Datel will be unable to provide assistance with configuring Internet access settings for specific Internet Service Providers (ISP's). For specific advice relating to your Internet access settings you should contact your ISP.

When you contact Datel customer services or technical support departments, please have ready the revision number of your PS2 (SCPH #) available (which can be found on the sticker on the back of your PS2™), the date when you purchased your PS2™ and the date when you purchased your AR MAX.

Technical Support - UK

If you are experiencing technical difficulties with your Action Replay Max, please make sure that you have read and understood this manual before contacting technical support.

By telephone: 01785 810838

By e-mail: support@datel.co.uk

Web site: www.codejunkies.com

By post: Datel Design & Development Ltd,
Stafford Road, Stone, Staffordshire ST15 0DG.
Customer Services Department.

Technical Support - US

For more information on Datel's full range of products please visit www.codejunkies.com

Phone: (727) 431-0650

E-Mail: support@dateldesign.com

World Wide Web: www.codejunkies.com

Mailing Address: Datel Design & Development, Inc.
ATTN: CUSTOMER SERVICE,
15500 Lightwave Drive, Suite 101, Clearwater, FL 33760

WARRANTY INFORMATION US

To obtain warranty service within the warranty period:

Return product to the place of purchase or send the defective item postage prepaid with a copy of the sales receipt, return address and a brief description of the problems you are experiencing to:

Datel Design & Development, Inc.
15500 Lightwave Drive, Suite 101, Clearwater, FL 33760
Attn: Consumer Services