

Action Replay DSi™ User Guide

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1. Getting Started

Congratulations on your purchase of Datel's Action Replay DSi.

This ingenious device is your key to the exciting world of unauthorised cheat codes on your favourite DS games and is fully compatible with the DS, DS Lite and DSi consoles.

1.1. Pack Contents

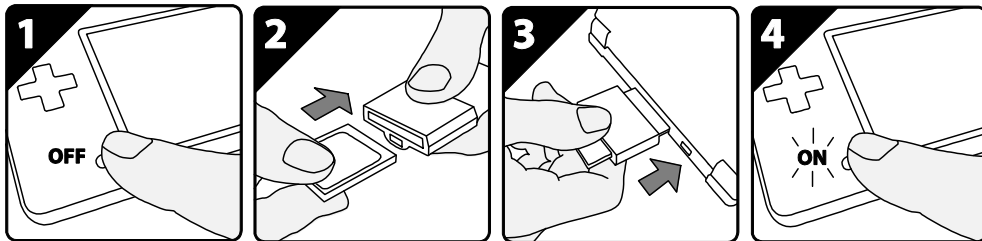
Action Replay DSi should include the following parts:

- Action Replay DSi cartridge
- High-speed USB lead
- Action Replay DSi Code Manager PC software disc
- This user guide

If anything is missing please take the product back to your place of purchase.

1.2. Connect Action Replay to your DS/DS Lite/DSi

Action Replay DSi works on all versions of the Nintendo® DS™ console and the instructions for use are the same no matter which version of the DS you have (however the position of your power switch may vary from the illustration below).



1. Turn off your DS console and remove any games you may have inserted.
2. Insert the game that you would like to play into the slot in the Action Replay cartridge.
3. Insert the Action Replay cartridge into the DS game cartridge slot on your DS.
4. Turn on your DS console.

IMPORTANT:

When you insert Action Replay on a DSi console then a Game Icon may appear on the DSi home screen. This is a consequence of the DSi security system. Simply tap the game icon to run Action Replay.

Once you have booted Action Replay you should not remove the cartridge or game. If you do so you may find that Action Replay does not work correctly or that the game cartridge cannot be recognised, especially on a DSi console.

1.3. Getting around Action Replay's Menus

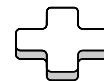
You can navigate around Action Replay's menus using either your console's buttons or, on most screens, the touch-screen. In general, the touch-screen and buttons have the following behaviour:

Touch Screen

In common with all DS software, only the bottom screen is touch-sensitive.

Main menu items	Double tap to select.
Soft keys	Double tap to select.
Dialogue boxes	Double tap options to select.
Scrollbars	Drag to scroll.
Keyboard	All keys on the virtual keyboard can be tapped.

Console Buttons



Move highlight on menus, codelists and keyboard.



Select a menu option, press a keyboard key, toggle codes and folders.



Go back, cancel.



Bring up Edit/Delete menu on game/codelists.



Start game (on codelist screen).



Hold for fast scroll on game/codelists.

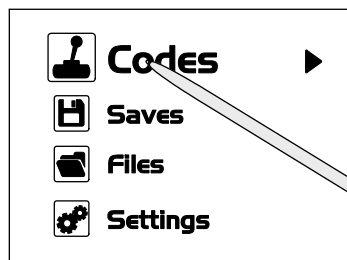
2. Action Replay Cheat Codes

Cheat codes like infinite health, ammo and lives along with game altering codes like moon gravity and walk-thru-walls make Action Replay the must-have gaming accessory that it is!

To use Action Replay with a game follow the steps for connecting Action Replay (section 1.2), ensuring that you insert the game into Action Replay and then Action Replay into your DS before switching on your DS. This sequence is particularly important for DSi owners who will find that game cartridges cannot be detected if they are inserted or swapped after Action Replay has loaded.

2.1. Choose Codes and Play!

Home Screen



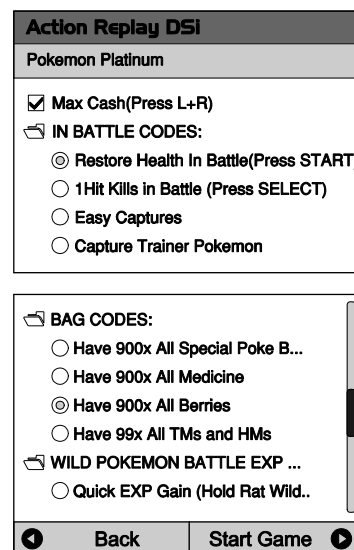
Wait for Action Replay to load. On a DSi if Action Replay doesn't load correctly you may occasionally need to turn your DS off and turn it back on again.

Select 'Codes' from the main menu. You can do this using either the arrow keys and 'A' or by double tapping 'Codes' on the touch screen.

When you do this, Action Replay will check to see if it has codes for the inserted game. If it doesn't you will get the message 'Unknown Game Inserted' in which case you may need to update Action Replay. See the next section for more information.

If Action Replay does have codes for your game, it will take you to a screen showing all the available cheat codes for that game.

Codelist Screen



Use UP and DOWN on the pad to scroll through the codelist.

To turn a code on or off, press the 'A' button. Any code with a tick or mark next to it will be active when you start the game.

Press 'A' to open and close any folders.

Some codes cannot be enabled at the same time as others. If this is the case, they will have been put in special folder known as a 'radio group' where turning one on will turn another off. This is to prevent any undesired effects in-game.

Once you have made your selection and are ready to start the game, press either the 'START' button on your DS or double-tap the on-screen 'Start Game' button then confirm.

2.2. Updating Action Replay

If you have a game cartridge inserted and get the message 'Unknown Game Inserted' when you go into the 'Codes' section of Action Replay, this means that there are no codes known to work with this game on the Action Replay cartridge.

It might be that there simply aren't any codes for this game yet, or there might be codes but they just need adding to the Action Replay cartridge. Check the codes section on www.codejunkies.com to see if codes are available for the game.

If codes are available, there are three ways you can add them to your Action Replay cartridge.

- Via USB, using the Code Manager PC software. See section 6.4.
- Manual entry, by typing them in. See section 2.3.
- Via MicroSD, by importing a special codelist file. See section 4.2.

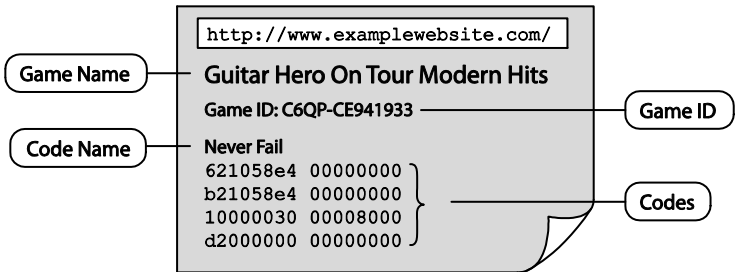
Please read the appropriate section of the manual for information on how to update Action Replay using any of these methods.

2.3. Manually Add a New Game to your Codelist

The quickest way to update Action Replay with new codes is using the Code Manager PC software (section 6) however there may be occasions when you want to either enter new codes or edit the existing codelist manually.

2.3.1. Action Replay Codes on Websites

Official Action Replay codes are published on www.codejunkies.com as soon as they are created. In addition, unofficial codes are available from several other sites on the internet. When you manually enter a new game into Action Replay, you will need to enter the Game Name, its Game ID and at least one Code Name and Code. All this information should be present on the website you are getting the codes from:



2.3.2. Finding the Game ID of a Game Cartridge



[bottom screen]

Find the Game ID of a game cartridge by inserting it into Action Replay, booting Action Replay and choosing 'Codes'. If the cartridge is not recognised a box will appear showing the Game ID of the cartridge.

If the cartridge is recognised then you don't need to add a new game, simply add codes to the existing game in your codelist (section 2.3.4.).

Check that the Game ID of the game shown on the source website matches the Game ID of your game cartridge. If the ID is different there is a good chance that the codes won't work. If it does match, follow the instructions in the next two sections to add the game and some codes to your codelist.

2.3.3. Add New Game

After seeing the 'Unknown Game Inserted' dialogue box (see previous section) choose 'OK' to dismiss the dialogue.

Add New Game

On the game list screen scroll to the top and select ****Add New Game****.

Enter New Game Name

Use the on-screen keyboard to enter the name of the game. Press START or double-tap 'Continue' and then YES to proceed.

Enter New Game ID

If you booted Action Replay with the game cartridge for this game already inserted the Game ID will have already been completed for you. It should look something like: "C6QP-CE941933". If the Game ID is not already present then you will need to enter it exactly as it appears on the website you are getting the codes from. Press START or double-tap 'Continue' then YES to proceed.

2.3.4. Add New Code

Add New Code

Once you have successfully added a new game to your codelist or if you wish to add codes to an existing game in the codelist, add a new code by selecting ****Add New Code**** from the top of the game's codelist.

Enter New Code Name

Use the on-screen keyboard to enter the name of your first code. Press START or double-tap 'Continue' and then YES to proceed.

Enter New Code

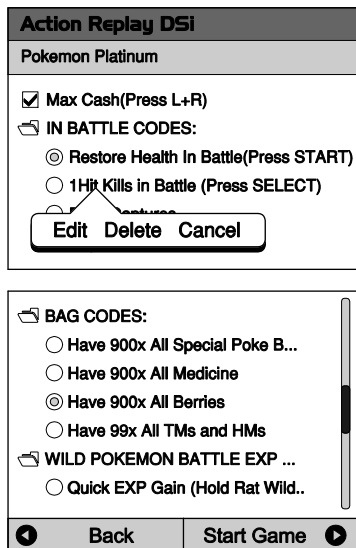
When entering codes you will find that the keyboard has been reduced to a limited set of characters. Use this keyboard to enter codes exactly as they appear on the site you are copying them from. Codes will always fill complete lines, if they don't, you've missed some characters out and they won't work. If you need to make a change to a character you can use the touch-screen to select a character you've entered and then use the keyboard to correct it.

Once you have entered all the lines (there can be any number of lines for each code) press START or double-tap 'Continue' then YES to proceed.

You can now enable the new code and press START to play the current game with this new code enabled.

2.4. Manually Edit the Codelist

If you need to edit or delete a game or code in the codelist, this can be done by highlighting the game or code in the codelist and pressing the 'X' button on your console.

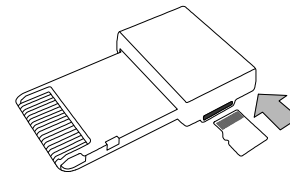


A sub-menu will appear next to the highlighted game or code providing the option to Edit, Delete or Cancel:

To edit the selected game or code highlight 'Edit' on the sub-menu (using LEFT and RIGHT on the pad) and press 'A' to select. You will then have the opportunity to change the name or ID of a game or the name or actual codes of a cheat code.

To delete the selected game or code highlight 'Delete' on the sub-menu and press 'A'. If you delete a game, all its codes will automatically be deleted as well.

3. Working with Game Saves



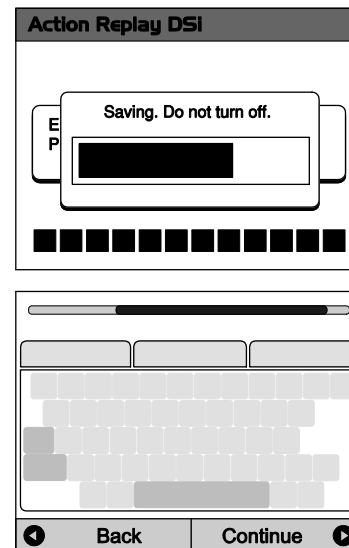
To use this feature you need a MicroSD memory card inserted in the MicroSD card slot on Action Replay. MicroSD High Capacity cards are supported.

Action Replay DSi includes an exciting new feature that allows you backup and restore the game saves stored on your DS game cartridges. If you've ever wished you could have more than one save profile on games like Pokémon or wanted to use other people's game saves swapped over the internet then this feature is for you.

Insert the MicroSD memory card before you boot Action Replay. MicroSD cards cannot be inserted or swapped once Action Replay has booted.

Follow these steps to backup and restore your game cartridges:

3.1. Backing-up a Game Cartridge



Insert a MicroSD memory card into the Action Replay cartridge.

Insert the game cartridge that you would like to backup game saves from into Action Replay's game cartridge slot.

Boot Action Replay and choose 'Saves' from the main menu.

Select ****Backup Game Save**** at the top of the list.

Use the on-screen keyboard to enter the name of the game you are backing up. If you have already entered this game name before then Action Replay will offer to auto-complete the game name. Press SELECT to make use of this feature. Press 'Continue' then YES to confirm.

Next, use the on-screen keyboard to enter a name for the save backup. This will be your only way to identify the actual content of the save in future so try to be descriptive. Press 'Continue' then YES to confirm.

The game-cartridge backup will now have been saved to the MicroSD card and be shown on the 'Saves' screen. Saves are grouped into folders of their game name, with the individual saves inside that folder. You can make as many backups (at different points in-game) as you like from a single game cartridge.

3.2. Restoring a Game Cartridge Backup

WARNING: Only ever restore a game save backup to the same game that it was taken from. Restoring a backup for the wrong game will certainly result in a corrupt game save.

Once you have backed-up a game cartridge you will see it listed on the 'Saves' screen. Saves are grouped by their game name so you will need to open a game name folder to see the saves you have backed up.

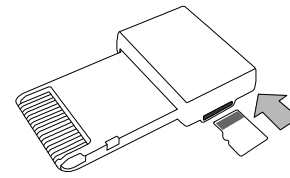
To restore a backup, ensure you have booted your DS with the MicroSD card containing the save, and the game cartridge you want to restore to inserted into the Action Replay cartridge.

Choose 'Saves' from Action Replay's main menu.

Find the save that you want to restore in the list and press 'A' or double-tap 'Continue'. Choose YES to confirm.

Action Replay will now write the game save back to the game cartridge. Any game saves already on the game cartridge will be overwritten.

4. File Browser



To use this feature you need a MicroSD memory card inserted in the MicroSD card slot on Action Replay. MicroSD High Capacity cards are supported.

Action Replay includes a file browser screen that allows you to see what files and folders exist on the inserted MicroSD memory card. The file browser also allows you to run homebrew software present on the memory card or import Action Replay codelist files.

4.1. Running Homebrew Games and Apps

Homebrew games and applications are created by independent or amateur programmers and developers and are generally distributed for free. Homebrew games can range from simple puzzle games to complete adventure games. Many of these games will be compatible with Action Replay; however, due to the nature of homebrew, no games or applications are guaranteed to be compatible.

Put Some Homebrew on your MicroSD Card

There are many sites on the internet where you can download homebrew games and applications from. Always make sure you only try to use homebrew designed specifically for use on a Nintendo DS. Software designed for other platforms will not work.

Download the homebrew game or application to your PC and then copy the '.nds' file to your MicroSD memory card.

Boot Action Replay and Run the Game or Application

Slot the MicroSD card containing the homebrew game or application into Action Replay's MicroSD card slot.

Insert Action Replay into your DS and boot it. When Action Replay loads, choose 'Files' from the main menu.

Find the homebrew game or application in the list. If it is the correct format it should be shown with a 'soccer ball' icon next to it.

Press 'A' or double-tap 'Continue' to run the homebrew program.

Once a homebrew program starts, the only way back to Action Replay is to reboot the console.

4.2. Importing Codelist Files

As an alternative to manually entering codes into Action Replay (see section 2.3) or using the Action Replay Code Manager PC software (see section 6.4.) you can also update your Action Replay codelist by importing codelist files copied to a MicroSD card using your PC.

Put an Action Replay Codelist File on your MicroSD Card

Action Replay codelist files are in .xml format and can be generated using Action Replay Code Manager, or by exporting the codelist (see section 5) from an Action Replay cartridge).

Connect a MicroSD card to your PC (using a USB card reader) and add an Action Replay codelist file (it will have the .xml file extension) to the card.

Next, slot the MicroSD card into your Action Replay cartridge and boot Action Replay.

Choose 'Files' from the main menu and find the codelist file on your MicroSD card. If it is in the correct format it will be shown with a codelist icon next to it. Press 'A' or double-tap 'Continue' then 'YES' to import the codelist.

When a codelist file is imported, any games in it will replace any codes for the same game already in your codelist. This means that if you already have 10 Pokémon codes and import a codelist with just 1 Pokémon code in it, you will end up with just 1 Pokémon code.

5. Options Screen

Action Replay's options screen is accessed by choosing 'Options' from the main menu.

Use the options screen to confirm the version number of the Action Replay software you have, as well as the number of codes in the codelist and free space in the codelist.

Save Code Settings

This setting determines whether Action Replay saves your position in the codelist and the toggle state of codes. Un-checking this option will slightly speed up Action Replay's codelist access but will mean that this information is not saved.

Export Codelist

This option requires a MicroSD card to be inserted into Action Replay. Select to export the entire current codelist to a new codelist file on the MicroSD card. Codelist files can then be imported into a friend's Action Replay (see section 4.2) or imported back into your Action Replay in the future.

Delete All Games

Select this option to delete all games from your Action Replay codelist. After doing this you will need to add some codes to your codelist before you can use it with any of your games.

6. Action Replay Code Manager PC Software

IMPORTANT CHANGE: Unlike previous versions of Action Replay DS, the Action Replay cartridge should not be connected to your DS when you connect it to your PC.

Action Replay Code Manager is a PC software application that is included with Action Replay DSi. Use this software to instantly download new codes from the Codejunkies server and copy them to your Action Replay cartridge via USB lead.

6.1. Getting Started

System Requirements

In order to use Action Replay Code Manager, please ensure you have a PC that meets the following minimum system requirements:

MINIMUM SYSTEM REQUIREMENTS

Processor	1GHz+ processor recommended
Communication	Internet connection (broadband highly recommended) USB Port (USB 2.0 highly recommended)
Operating System	Windows® XP(32/64bit), Vista(32/64bit)
Memory	256Mb RAM Install size: 10MB of free hard-disk space for program installation plus additional hard drive space for storing codes.
Display	800X600 SVGA or higher, True Colour
Drive	CD-ROM drive (for installation)

Installing the Software

Insert the software CD titled “Action Replay Code Manager” into your PC. If you have auto-run enabled on your PC then wait for the installer to automatically load, otherwise, browse to the CD and double click the setup.exe program.

Follow the on-screen prompts to install the software to a location of your choice. Once complete, leave the installation CD in your drive ready to install the USB drivers when prompted. Locate the program in your Start Menu to run it.

Connecting Action Replay to your PC

In order to communicate with your Action Replay cartridge, your PC needs to be connected to it using the supplied USB to mini USB lead. Unlike previous versions of Action Replay DS, the cartridge should never be connected to your DS when you connect it to your PC.

Connect the larger end of the USB lead to a free USB port on your PC and the smaller end to the mini USB connector on the Action Replay cartridge. When Action Replay is connected for the first time, Windows will prompt you to install the drivers.

Installing the drivers

When you connect Action Replay to your PC Windows will prompt you to install the USB drivers for the new hardware. Direct Windows to the root of the installation CD.

If for any reason after installation the Action Replay DS cartridge is shown as an ‘Unknown Device’ in Windows’ Device Manager; choose to ‘Reinstall Drivers’ and direct Windows to the installation CD.

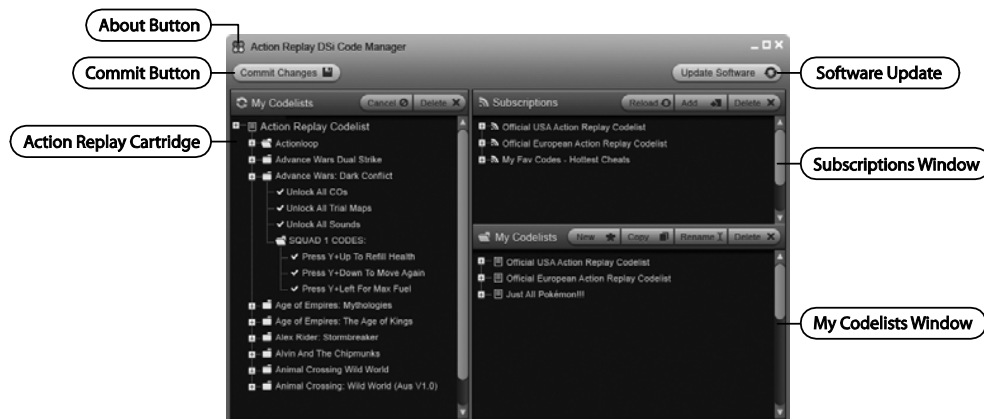
6.2. Software Upgrades

From time to time, upgrades to both the Action Replay Code Manager PC application and the Action Replay cartridge firmware may be released.

In order to ensure maximum compatibility with the latest games, be sure to check regularly for updates and download them as they become available.

Click the ‘Update Software’ button on Action Replay Code Manager to check for updates. To apply a firmware update to Action Replay the cartridge will need to be connected.

6.3. Overview



When the Action Replay Code Manager software loads you will see an interface similar to the one shown above. The screen is split into three separate windows, the purpose of which is explained below:

Action Replay Cartridge Window

This window displays the codelist stored on your Action Replay cartridge. You will only see anything listed here when the Action Replay cartridge is connected to your PC using the USB lead provided (see section 3.1).

Use this window to make any changes you want to the actual codelist you see when you use your Action Replay. After making any changes press the 'Commit Changes' button to have them written back to the Action Replay cartridge.

Subscriptions Window

This window shows any sources of Action Replay codes that you are subscribed to. By default, the software will be subscribed to the official US and European Action Replay codelists on the Codejunkies server. As soon as new codes are made you will be able to get them through these subscriptions.

My Codelists Window

This window is where you can store and build your own codelists for use with Action Replay. Click the 'New' button to create a new codelist and drag-and-drop games

from one of your online subscriptions to build a codelist of all the games you want on your Action Replay Cartridge. You can even drag-and-drop codelist files from other sources into this window providing lots of flexibility for creating codelists.

Commit Button

All changes made in the Action Replay Cartridge window are made in 'offline' mode which means they are not written back to the cartridge until the 'Commit Changes' button is pressed. This allows you to make multiple changes to the codelist and then write them all at once for improved speed and reliability.

Software Update

Press this button to check for new versions of the Action Replay Code Manager software or updated Action Replay DSI firmware. Follow the on screen prompts to perform an upgrade.

About Button

Right click the program icon to access the 'About' screen which provides version number information and includes the ability to reset your Action Replay cartridge completely.

6.4. Adding New Codes to your Action Replay

For speed and convenience, it is recommended that you use Action Replay Code Manager to add new codes to Action Replay. Follow these steps for trouble free updating of your Action Replay codelist:

Which Codes to Add

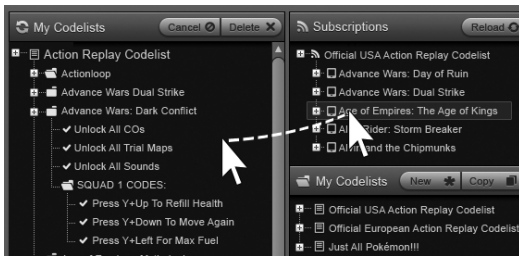
There are so many different games supported by Action Replay that not all codes for all games can fit on the Action Replay cartridge at one time. For this reason it is recommended that you only have codes on your Action Replay cartridge for games that you actually play. This also makes loading and navigating the codelist much faster. When you use Action Replay Code Manager, do not attempt to add codes for every single game or you will soon find that your cartridge is full.

You might find it useful to remove all games from your cartridge (click on the 'Delete All' button at the top of the Action Replay Cartridge window) before choosing which codes to add to your cartridge.

Find the Codes You Want

Start by using the appropriate codelist from the Subscriptions window, for example, if you are playing USA region DS games then you must use codes from the 'Codejunkies US Games' subscription. If you are playing European region games, you must use codes from the 'Codejunkies EU Games' subscription. Click the [+] symbol to expand the appropriate codelist.

Drag them onto Action Replay



Scroll through the list to find any codes that you would like to add to your Action Replay cartridge.

Use your mouse to drag-and-drop games from the Subscriptions window to the Action Replay Cartridge window.

Commit Changes

Once you've added (or removed) any codes from the Action Replay cartridge in this way, click the 'Commit Changes' button to write the changes to the cartridge. Do NOT disconnect Action Replay from your PC whilst it is writing changes. Doing so could corrupt your codelist (if this happens see 'Resetting Action Replay' in the next section).

When prompted, you can disconnect the Action Replay cartridge from your PC and insert it into your DS.

6.5. Advanced Features

Resetting Action Replay

On very rare occasions it is possible for the Action Replay cartridge to become corrupted. This can happen if the cartridge is disconnected whilst Code Manager is writing changes to the cartridge. Normally this will only result in corruption to the codelist, in which case delete all codes from the codelist and add them to your cartridge again (see section 6.4.).

In exceptional circumstances, corruption can occur to the Action Replay software itself which prevents Action Replay from loading or functioning correctly. If this occurs, the Code Manager software has a built-in recovery function for completely resetting Action Replay. On performing these steps if Action Replay will not load correctly and deleting and restoring the codelist does not fix the problem:

1. Connect the damaged Action Replay to your PC.
2. Load the Code Manager PC software.
3. Right click on the program icon in the very top left of the application.
4. Choose 'About Action Replay' from the popup menu.
5. Click on the 'Reset Action Replay' button.

Please wait whilst Action Replay is reset. Once complete you should click 'Update Software' to ensure that Action Replay is running the latest software.

Finally, you will need to add some codes to the Action Replay codelist (see section 6.4.).

Other Advanced Features

The aim of this manual is to introduce you to the most commonly used aspects of Action Replay. Technically minded users should take a look at the support section of Codejunkies.com for more in-depth articles covering other features of Action Replay ownership, such as:

- Creating and sharing your own codelists
- Adding codelist subscriptions from other sources
- Creating your own Action Replay codes

7. Technical Support

Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this user guide.

Please ensure that you have information on when and where you purchased this product to hand.

Datel Customer Services Europe

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

Email: support@datel.co.uk

Web: <http://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@datel.design.com

Web: <http://us.codejunkies.com/support>

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