

# Pro ACTION REPLAY

Version



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FAVOURITE  
GAMES TO  
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Electronics

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PENTON, STOKE-ON-TRENT,  
ST4 3RS, ENGLAND.

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Version

**INSTRUCTIONS**

**BECOME  
INVINCIBLE!!!**

**DATTEL**  
Electronics



# ACTION REPLAY PROFESSIONAL

**FOR THE SUPER NES™**

Welcome to the world of the Action Replay. We hope you will find it of use and have great enjoyment in both using the cheats and finding them and hence giving your games a new lease of life. You might find things a bit tricky at first, especially understanding how to use some of the trainer modes but if you persist and follow the examples (even if you don't possess the game) things will start to make sense. If you don't like the sound of the trainer yourself then you can skip this section entirely for the moment and go to the enclosed Code Cards where there are lots of finished parameters you can use immediately.

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## USING PARAMETERS

Here is a brief description of how to enter parameters into the Action Replay. These parameters can be ones that you have found on the enclosed code cards or parameters that you have produced yourself by using the Game Trainer. Remember that the enclosed Code Cards are only intended as examples to get you started. The whole idea of the Pro Cartridge is that it is so easy for you to find your own parameters.

Switch off your console and insert the Action Replay with the switch to the right. Insert the game into the Action Replay in its normal orientation (facing forwards) and switch your console on.

### ENTERING PARAMETERS

To enter the parameters for your game from the enclosed Code Cards or wherever you have them noted down from using the Game Trainer, make sure the switch is in the middle or down position. If the MAIN MENU screen appears then use the up and down arrows on your controller to point to EXIT TO PARAMETERS and press B to go to the parameters screen. This screen will display a line of Zeros with the left hand Zero flashing. Again using the direction pad scroll the flashing number until the digit you require is displayed. Then move to the next number and repeat until you have entered the full parameter. You can enter a different parameter on each line if required. Now press Start on the controller. When the game has started you may enable or disable the cheats at will by moving the switch between the active (Up) position and the inactive (Middle) position.

## USING CARTRIDGES FROM OTHER COUNTRIES ON YOUR CONSOLE

If you wish to run a game that is not for your machine (say an American game on a European machine) then you must insert the cartridge that came with your machine into the adaptor at the back of the Action Replay facing up (only do this while the game is switched off). For example if you bought your console in the UK and wished to run an American game then you would insert the game which came with your console in the back of the Action Replay facing up (probably UK Mario) and the American cartridge in the top facing forwards. Please note that due to timing problems between the different television systems not all games will work in this manner.

## USING THE TRAINER

There are three positions on the switch of the Action Replay. The top two positions are for entering and using parameters, the bottom position is for the trainer.

Before you start using the trainer there are one or two things you should understand. The first is how the original programmer that designed the game stores things like lives etc.

There are over 128000 what could be termed bins (memory locations to the programmer). Each one of those bins contains a number between 0 and 255. The job of the trainer is to find which bin contains the number of lives etc. for a particular game, and the result is what you know as a parameter or cheat. There are five different techniques, all of which could be used to find the same cheat although they each use a different strategy, so each one has its own advantages. All the trainers have one thing in common in that they work by tracking down a memory location by continually changing its value and re-examining with new rules, e.g. you may have 5 lives and run the trainer; the Action Replay will TAG all memory locations containing 5. You then restart the game, change the number of lives to 4 and continue with the trainer. The trainer will then run through memory finding all the locations that were 5 but have now changed to 4. If we repeat this process of changing values enough times we will track the exact parameter we need for lives. I will explain each trainer technique in turn and an example of how to use it.

There follows some specific examples using the different trainer types.

### Technique 1

This is by far the most efficient and simple trainer to use. You must be able to count the feature you are looking for. For example if you start with 5 lives this would be the technique you would use as 5 is a countable number. If you were looking for energy and you could see on the screen four stars

denoting how much energy you have left, you would still use this technique as you can count 4 units.

The following example is for GRADIUS III™ but even if you do not have this game you can still follow these instructions as they can be applied to many games.

1. Insert Action Replay and the game into the console as mentioned earlier in the manual.
2. Move the switch to Trainer position (down) and switch the console on.
3. The normal parameter screen will be shown. If it is the main menu then simply move the selector to the parameter screen and press Start.
4. Enter the game until your space ship is flying. You will have three lives. Now press the Reset button on the console and the main menu will be displayed (if it is not then you have the switch in the wrong position, so start this procedure again).
5. Select Start Trainer using up/down on the Direction Pad and then press the B button to select.
6. You are now presented with the trainer options menu; select 1 - Lives or other number.
7. A brief description of this trainer technique will be displayed.
8. You are now shown the number 0; use the Direction Pad to enter the number 3 (or whatever number of lives you had when you pressed the reset button), then press the B button to accept. The console will display the scanning memory message for a few seconds and then will return to the main menu.
9. The main screen will have changed to add a couple of extra options. Select the Exit to parameters option then press start several times to restart the game.

10. When your space ship is moving crash into an enemy to lose a life. When your next craft is flying (i.e. you only have two lives) then press the reset button on the console.

11. Select the Continue with Trainer option and yet another screen will appear. Use the Direction Pad to enter 2 (or how many lives you currently have) and press B. If you select list possibilities now you will find there is only one possibility. This is the correct parameter for your game. If you tried a different game there may be more than one, in which case keep repeating steps 9-11 with a different value for lives each time, say 3,2,3,1 etc. until you get to only one possibility. If you get 0 possibilities you have made a mistake so start the whole procedure again!

12. Take a note of this number and keep it handy. If ever you need infinite lives on this game then you only need enter this parameter in the normal manner and not go through the whole trainer procedure again.

13. Exit to the parameter screen and enter the number you have noted down. Make sure the switch is in the middle or down position and press start. When the game starts, move the switch to the on (up) position and you should have infinite lives!

This technique is the one you will use in over 90% of situations; the secret of success for this technique is practice.

## Technique 2

This technique is used where Technique 1 has failed but the number is still countable. This happens often when timers are being used and where numbers are larger than 99. In this example SUPER MARIO IV™ is used - again even if you do not have this game you can follow the general method.

1. Insert the Action Replay and game cartridge in the normal manner.
2. Switch the console on and move the Action Replay switch to the trainer

position and press start.

3. Start the game and wait until you have 395 on the clock then press the reset button (if you have problems getting the time just right then press the pause button to make sure you are on the right value before you press reset).

4. Select the start trainer option, then trainer technique 2 (Timer).

5. The screen will show two options. Select 1 which is accept current value as start value. All references to start will now be to the number 395.

6. Exit to parameters then restart the game.

7. Wait until the timer gets to 397, then press the reset button on the console.

8. Select Continue Trainer.

9. You are now presented with a new screen and are asked to compare the current value to the start value. The start value in our case was 395 and the current value is 397 so we enter the value +2 as 397 is two more than 395.

10. You should now keep restarting the game and pressing reset on different values around the 395 mark. Each time answer the question in relation to the original start value (395). Don't go above 399 or below 390 as in this case the trainer will fail if you do. Do this at least 4 or 5 times before going to stage 11.

11. List possibilities and take a note of them (or it) and enter it into the parameter screen in the normal way. Start the game and then move the switch to the active position (up) and if you have entered the correct parameter (7E0F3305 in this case) then you will have infinite time (as the seconds never move below 5).

### Technique 3

This technique is very different from the first two and is especially useful where no number is known. The best example is an energy bar or meter where you can tell relatively how much energy you have, i.e. full energy, 75% energy, 50% energy or 25% energy. We will use for an example this time Final Fight™. The players' health is an energy bar that starts off full and gradually falls as you are attacked by the enemy.

1. Insert the Action Replay and game cartridge in the normal manner.
2. Switch the console on and move the Action Replay switch to the trainer position and press start.
3. Start the game and as soon as your player can move around the screen press the reset, BEFORE any of the enemy do you any harm.
4. Select the start trainer option then trainer technique 3 (energy).
5. The screen will show two options, select 1 which is accept current value as start value. This now means that all references to start value mean FULL energy.
6. Exit to parameters then restart the game.
7. Lose some energy and press the pause button. Now it is important to note where the energy bar is for the questions that follow in the trainer. If it is between half full and just under full then it is about 75%. If it is between a quarter full and three quarters full then it is about 50%. If it is between empty and just under half then it is about 25%.
8. Press the reset button and select Continue with Trainer.
9. You are now presented with a new screen and are asked to compare the current value to the start value. The start value in this case is 100% energy so if, for example, the life bar was half way down then select option number 3, about 50% of start value, and press B.

10. Restart the game and when you are able to walk around press the reset button (you must have ALL your energy).

11. Select Continue with Trainer and select option 1 which is exactly the same as start. The number of possibilities will reduce somewhat. Now repeat steps 6-11 several times, losing different amounts of energy in stage 7 each time. Each time the trainer will narrow down the possibilities. When you have repeated this process several times, list the possibilities and try them. (If you repeat the procedure about 20 or 30 times you will get down to just one or two possibilities but this can take time).

12. Write down the parameters and enter them on the parameter screen in the normal way. When the game's logo appears, enable the switch (up) and you should have infinite energy when you start the game (if you entered 7E0D1450).

### Technique 4

This technique is quite different from the others and may take a little time to grasp how to use it. The principle is that the cheat you are looking for has two distinct possibilities, either true or false. For example if we were searching for two way missiles in GRADILUS III™ then we either have the missiles or we do not; there are no values we can assign to these missiles.

1. Insert the Action Replay and game cartridge in the normal manner.
2. Switch the console on and move the Action Replay switch to the trainer position and press start.
3. Start the game and select the second row of options on screen (with two way missiles). Enter the game and play until you have collected your two way missiles option, then press reset.
4. Select the start trainer and then trainer technique 4 (status).

- The screen will show two options; select 1 which is accept current value as start value. This means that all references to start value from now on will be to having these particular missiles.
- Exit to parameters then restart the game.
- Play the game to the point where you selected the missiles but do not select them; press the reset button instead.
- Select Continue with Trainer.
- Select option 2 which is opposite start (you do not have two way missiles which is opposite to having them).
- Restart the game and collect the two way missiles as before so they are firing properly and press Reset.
- Select Continue with Trainer and select option 1 which is the same as start (remember we started with missiles).
- Repeat steps 6-11 at least four times.
- List all the possibilities. Take a note of them and try them in the usual manner. You will notice that with the parameter 7E00B40D you will, when the switch is in the active (up) position, always have two way missiles no matter what weapons options you select.

### Technique 5

This method is the last resort. If the other methods have failed try this technique. It works on a similar principle to Technique 4 and relies on just two possibilities, the start value and any value other than the start value. This could be used on any of the above examples but it is very slow and will require many more attempts before the parameters will be worth trying (about 10 to 20 attempts is not uncommon). For example, if you wanted to find lives in a game you could select 4 lives as your start value and any

other value is the change value. The following example should make it somewhat clearer. The game I will use will be SUPER MARIO IV™ and will hunt for making the mushroom power up permanent.

- Insert the Action Replay and game cartridge in the normal manner.
- Switch the console on and move the Action Replay switch to the trainer position and press start.
- Start the game and collect the mushroom. When Mario™ is large, press the reset button.
- Select the start trainer option then trainer technique 5 (slow but sure).
- The screen will show two options. Select 1 which is accept current value as start value. This means that all references to start mean when Mario has the mushroom power up.
- Exit to parameters then restart the game.
- Play the game to a similar point to when you collected the mushroom in 3 above but do not collect the mushroom.
- Press the reset button and select Continue with Trainer.
- Select option 2 which is different to start (i.e. we have a value different from before - we do not have a mushroom).
- Restart the game and collect the mushroom and press reset.
- Select Continue with Trainer and select option 1 which is same as start (remember we started with the mushroom).
- Repeat steps 6-11 several times; the more times you do the more chance that the possibilities will be correct.
- List all the possibilities. Take a note of them and try them. If none

of them work you can continue the trainer as many times as necessary as long as your answers to the questions are correct.

You will find that the parameter that works is 7E001901. You may think this technique is the same as number 4 but it is slower yet a bit more reliable. To get this one to work requires patience and practice but once mastered there will be few cheats that will escape you.