

# Action Replay Plus 4M

#9602

## 1. Function

Action Replay Plus 4M has 4 functions.

- i) Action Replay.
- ii) 4M memory card.
- iii) 1M / 4M expansion RAM card.
- iv) Allow US / JAP / EUR games to be run on all version of Sega Saturn™.

## 2. Note

To play 1M / 4M expansion RAM card compatible games, simply plug in the card before boot up, and select "START GAME". The interface of the Action Replay function is just the same as common Action Replay cards. For details, please see the guide below.

## 3. Guide

After boot up the Sega Saturn™ with Action Replay Plus 4M connected, the main menu will appear with the following commands.

- (1) Start Game.
- (2) Select Cheats.
- (3) Memory Manager.
- (4) Credits.

### Start Game

There are several sub-options under this option.

- i) Start game with no cheats enabled.
- ii) Cancel. (press button "B" to cancel)
- iii) Start Game with cheat selected.

note: this sub-option only appear if cheat code is selected.

### Select Cheats

There are many build in cheat codes. To use those cheat codes, please select a cheat code and press "START" to load game. User could also follow the guide below to edit new cheat code.

- i) Select "NEW GAME".
- ii) Enter the name of the game.
- iii) Enter Master Code.      F6000914 C305      or      F6000924 C305  
   B6002800 0000           B6002800 0000
- iv) Press button "B" to exit the EDIT screen.
- v) Select "New Cheat Description" and enter your own description of the cheat code.  
For example : infinite money.
- vi) Set the "Default" option ON or OFF, such that the cheat code would be enabled or disabled by default.

### Memory Manager

The interface is divided into two half. The left part is the memory in the Sega Saturn™ console, the right part is the memory in the card.

- Copy : select a file in the left side or right side, and press button "C" to copy the file to the other side.
- Delete : select a file in the left side or right side, and press button "Z" to delete the file.
- Exit : press button "B" to exit.

# Action Replay Plus 4M

#9602

## 1. 功能

Action Replay Plus 4M 有以下 4 個功能.

- i) 金手指. (Action Replay)
- ii) 4M 記憶卡.
- iii) 1M / 4M 擴張 RAM 卡.
- iv) 讓 US / JAP / EUR 版本的遊戲能於所有版本的 Sega Saturn™上運行.

## 2. 注意

如要玩 1M / 4M 擴張 RAM 卡相兼容的遊戲, 只需在開機前把 Action Replay Plus 4M 插入, 之後選 "START GAME"便可. Action Replay 功能的介面跟一般的 Action Replay 卡相同. 詳細使用方法, 請看以下說明.

## 3. 使用說明

插入 Action Replay Plus 4M 並開啟 Sega Saturn™, 便會出現以下的主菜單.

- (1) Start Game (開始遊戲)
- (2) Select Cheats (選擇金手指碼)
- (3) Memory Manager (記憶管理)
- (4) Credits (開發者資料)

### Start Game (開始遊戲)

選擇這個指令後, 便會出現以下選項.

- i) Start game with no cheats enabled (不使用金手指開始遊戲.)
- ii) Cancel (取消) - 按 B 鍵取消
- iii) Start Game with cheat selected (使用金手指開始遊戲.)

注意: 選擇要使用的金手指碼後, 才會出現這選項.

### Select Cheats (選擇金手指碼)

Action Replay Plus 4M 已內置多個金手指碼. 使用那些金手指碼時, 只需選擇適合的金手指碼, 並按 "START" 開始遊戲便可. 玩家亦可依以下指示輸入新金手指碼.

- i) 選擇 "NEW GAME".
- ii) 輸入遊戲名稱.
- iii) 輸入主碼 (Master Code)

F6000914 C305	或	F6000924 C305
B6002800 0000		B6002800 0000
- iv) 按 B 鍵離開 "輸入" 介面.
- v) 選擇 "New Cheat Description", 輸入你對金手指碼的註釋. 例如: infinite money (無限金錢)
- vi) 把 "Default" 調校為 ON 或 OFF, 以把該金手指碼默認為 "開" 或 "關".

### Memory Manager (記憶管理)

介面分為左右兩面, 左面的是 Sega Saturn™的內置記憶, 右面是卡內的記憶

複製: 在左面或右面選擇一個檔案, 再按 C 鍵便可把該檔案複製至另一面.

刪除: 在左面或右面選擇一個檔案, 再按 Z 鍵便可刪除該檔案.

離開: 按 B 鍵便可離開.