INSTRUCTIONS
****

The Action Replay is actually two cartridges in one unit, featuring both a unique back up system and a high speed disc loader.

USING THE CARTRIDGE.

Switch off your computer and insert the Action Replay unit into the cartridge port.

MAKE SURE THAT YOU HAVE A DISK READY WITH ENOUGH ROOM TO STORE THE BACKUP BEFORE PROCEEDING. A typical game would need about 280 blocks.

MAKING A BACKUP.

Before loading the program that you wish to backup, you must first follow this proceedure;
1 Flick the small switch on the back of the cartridge to the DOWN position.
2 Switch on the computer.
3 Press the Red button on cartridge and the screen will blank.
4 Press RETURN and the computer will clear and return READY.
Now you can load your program from Disc or Tape as normal.
When the program has loaded, let it progress to the point where you would normally like it to restart, then;
1 Press the red button to stop the action.
2 Make sure the disc drive is on and that it contains a disc with sufficient space for the saved program.
3 Press F1 and the disc drive will start and Action Replay will start to save the whole program to disc.
4 When the program has been saved you will be asked to type two letters to identify the files. You will then be prompted to give a name to the "boot". This simply means the name by which it will be stored to disc and is subsequently used when you wish to reload it.
The backup process is now complete.

RELOADING ACTION REPLAY BACKUPS.

Backups are loaded as any other disc program ie LOAD "NAME",8,1 where "NAME" is the title you gave to the boot. All backups will load independantly of the cartridge at normal disc speed and run automatically.

HIGH SPEED LOADER.

By flicking the small switch into the UP position the Action Replay
high speed loader comes into action.
In this mode your Action Replay backups will load at up to 5 TIMES
normal disc speed. Additionally the high speed loader can be used
to fast load other commercial software that you may have. It should be
noted that quite a lot of software already has some sort of speed
loader of its own so the results will vary.

RESET BUTTON. In the loader mode the red button becomes a very useful
reset button.

HINTS.

Using the proceedure above will easily make backups of the majority of
your software without any problems. Because of the way Action Replay
works, sometimes the screen on which you "stop the action", can be
disrupted or lost causing the game to fail when reloaded. In most
cases this can easily be overcome by enabling Action Replay at a
different point. Some trial and error will be necessary.

Because Action Replay works by taking an action shot of the whole
memory and saving it to disc it follows that only memory
resident programs can be backed up with this method . In simple terms
this means that programs in which extra sections have to be loaded
from tape or disc, have to be approached differently. In these cases
the main program can be backed up with Action Replay and the
additional sections can be saved as files onto the same disc. This
will require some knowledge of tranfering files but will only be
required in a few cases.