



# XPLORER V2™

THE ULTIMATE CHEAT CARTRIDGE  
for the Playstation™

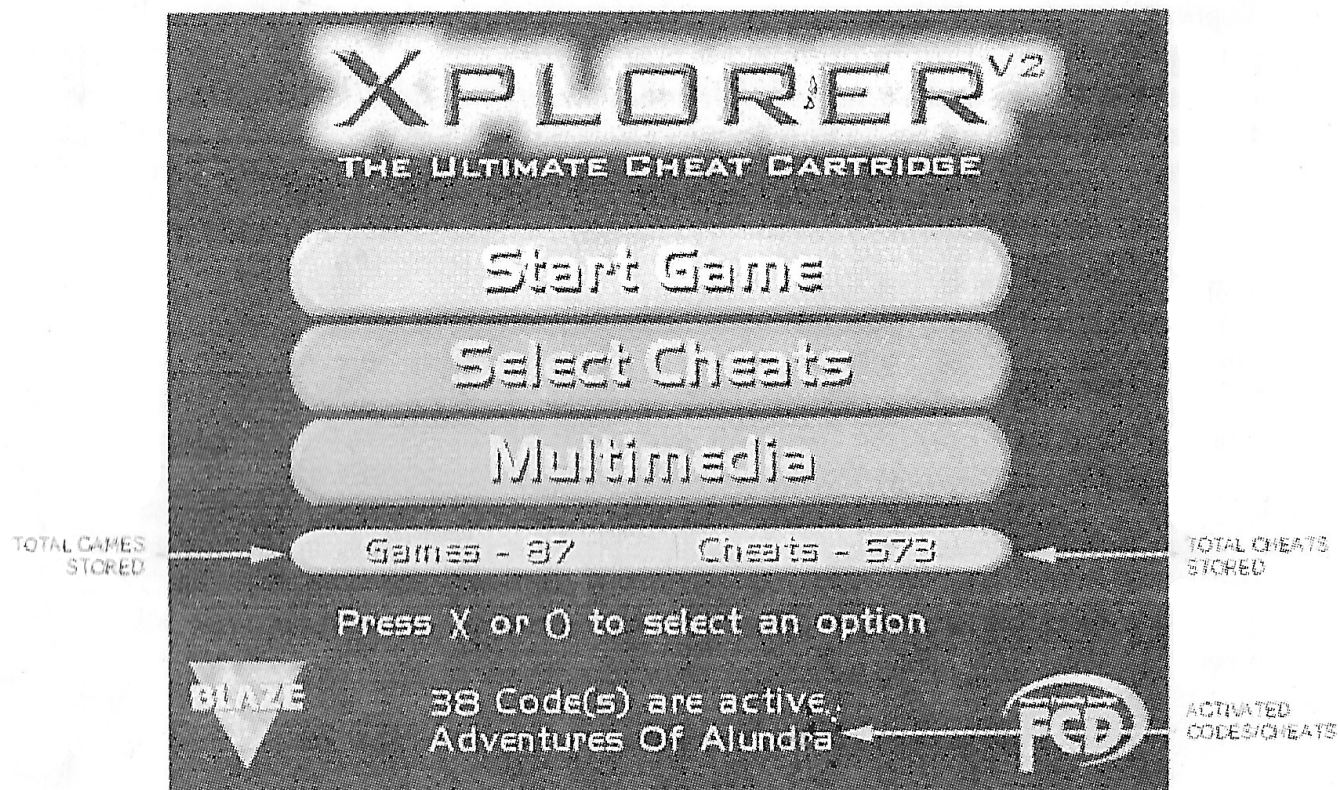
Congratulations on purchasing the most advanced cheat cartridge. The XPLORER has been developed to allow you to get the most out of your software collection. Older titles resigned to the back of the games cupboard can be given a new lease of life, allowing you to access previously hidden levels and bonus stages. The XPLORER allows access to infinite lives, unlimited energy, extra levels, bonus items and weapons and much more!

The XPLORER comes pre-loaded with over 1000 of ready to use codes, and you will also find new codes listed in your favourite Playstation™ magazines. Any codes designed for XPLORER, Action Replay™/Game Shark™ and Equalizer™ (up to V2.1) will be compatible with the XPLORER.

## --Connecting the XPLORER--

1. With the console switched OFF, remove the small panel at the rear and right of your system (on the opposite corner to the A/C socket). You may require a little patience and even a small screwdriver or similar to do this. Once you have removed the panel, it can be stored at the back of the XPLORER for safe keeping.
2. Once removed insert the XPLORER firmly but without using excessive force.
3. Move the switch on the XPLORER to the right (ON) position before turning your console on.
4. Turn the console on.

The XPLORER Title Screen should appear within 2 seconds. If not, turn off the console, remove the XPLORER and repeat steps 2 to 4.





**--Selecting a pre-loaded or previously saved cheat--**

1. Highlight the "Select Cheats" bar on the menu screen using the D-pad and press the X Button to select. The Screen will then display the game name list for cheats stored on the XPLORER. At the bottom of the screen you will see a help guide giving details of the options available.
2. Use the D-pad, L1 and R1 buttons to highlight the game of your choice and;
  - a) press the X button to activate all currently stored cheats for that game or
  - b) press the O button to list the available cheats for that game. To activate the cheats, highlight each code in turn and press X after each code selected.
3. All active cheats will be shown as a different colour.
4. Once you have selected all the cheats you require, press the Start button on your controller to return to the Main Menu the name of the Game you selected and the number of cheats will be shown at the bottom of the screen.
5. Insert the game into the CD bay and press the X or Start button on your controller.
6. Once the game has begun, you may activate the cheats by moving the XPLORER switch to the On (right) position or de-activate by turning the XPLORER Off (left).

**--Adding New Cheats--**

New cheats and codes can be obtained from many places including the Official (and other!) XPLORER Web Site, Tips sections in Game magazines or from our own Codes Hotline. Once you have obtained your new cheat, you can enter it into the XPLORER permanently to be used as and when required.

**A) Adding a New Game to the List**

1. Install the XPLORER as detailed in the section "Connecting your XPLORER".
2. Highlight the **Select Cheat** bar and press the X button on your controller. This will take you to the Cheat Entry/Select screen.
3. Highlight New Game using the D-pad on your controller and press the □ button.
4. The screen will now display a keypad showing letters of the alphabet. Pressing the L2 and R2 buttons will switch between these and other letters and numbers.
5. To enter the name of the game the cheat is for, move the cursor to highlight each of the letters required in turn, pressing the X button to select each character.
6. Now select OK. The game name will be entered into the list in alphabetical order.

N.B. You can move around your text input using the L1 and R1 buttons, **Fwd** (Forward) and **Bwd** (Backward) icons and characters can be deleted with either the **Del** icon or the **∇** button.

### **B) Giving Names to your Cheats and entering Codes**

Once you have entered the Game name, your next step is to give the cheat(s) a descriptive name of what the cheat actually does. Therefore a cheat that gives you unlimited lives should be entered as "Unlimited Lives" and so on. This makes specific cheats much easier to find at a later date. Should you find other cheats for the same game at a later date, you can enter these under the previously created game name and you do not have to enter a New Game name again.

1. Highlight the Game Name from the list using the D-pad and press the O button to view any previously entered Cheat descriptions for that game (if you have just entered the game name, none will be shown).
2. Highlight **New Cheat Description** and press the □ button.
3. Using the icons and buttons as described in points 4 and 5 above, enter a name for the cheat (e.g. Infinite Lives, All Weapons etc.).
4. Press the Start button to finish entering the Cheat Description.
5. Highlight the Cheat Description you have just entered and press the O button.
6. Highlight **New Code** and press the □ button.
7. You can now enter your Cheat Code using the letters and numbers. (This is the most important part of entering a cheat. Entering an incorrect code will mean the cheat will not work).
8. If a Cheat requires more than one code, simply select **New Code** and enter each code under the same Cheat Description. When highlighted, this will activate all codes under that Cheat Description.
9. Press the Start button to store your finished code into the **XPLORER**. You can activate your cheats as detailed in "Selecting a Cheat".

### **--New Codes--**

New Codes and Cheats will be listed in the Tips section of most major magazines. Remember, Action Replay™, Game Shark™, **XPLORER** and **XPLODER** Codes will work with your **XPLORER** cheat cartridge.

If you have access to a PC, new codes will be listed at the Official **XPLORER** Website at the following web address:

**WWW.X-PLORER.CO.UK**

You can also call the **Codes Hotline** which will have regular updates of cheats for the latest releases. (Please note calls to the Codes Hotline are charged at the standard call rate - this is not a premium rate line). Call: UK 01302 325860

Outside UK +44 1302 325860

### **--Summary--**

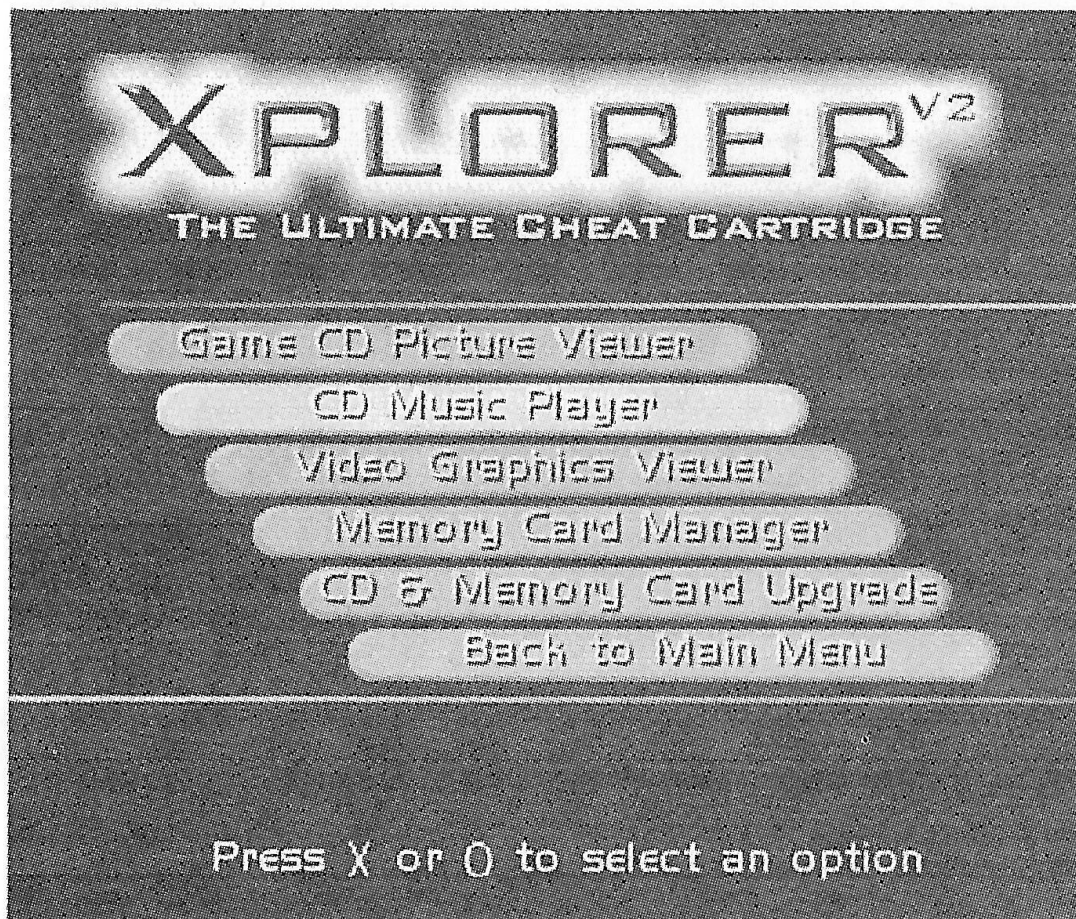
By now, you should understand how the **XPLORER** works.

Game Name ⇒ Cheat Description ⇒ Cheat Codes

Once a Game Name is created in the **XPLORER**, you can then add various Cheat Descriptions and Cheat Codes to that Game Name. The **XPLORER** can store over 10'000 cheats which can be deleted, amended or revised when required. If you delete a Game Name then all its Cheats are lost unless they are re-entered. Should you accidentally delete or alter the Cheat Descriptions or Codes and are still on the Select Cheats screen, press the reset button on the Playstation to restore the previous settings - all other settings made on this screen will be lost!

### --Multimedia Functions--

**XPLORER** now has a number of additional features to help you get the most out of your games and console. Select the Multimedia option on the Main Menu and the Multimedia Menu will be displayed;



### --Game CD Picture Viewer--

Many games use a standard graphic format. These files are stored on the CD and are used throughout the game, or may be as specific end screens that may not be shown throughout the normal course of your gameplay. Games using this standard format can be displayed on screen using the CD Picture Viewer.

Ensure you have a game CD in the console and select this option. After a short pause, **XPLORER** will then search through the CD to find any graphics files that may be displayed. If any are available, the filenames will be displayed on screen. Use the D-Pad to highlight the file of your choice and press X to view that file. This can be repeated for any or all of the listed files. Pressing L2 and R2 will zoom in and out of the image and the triangle button will restore the image to original size. Press the X button to return to the file menu.

Please note - Although filenames may be displayed, some games do not store graphic data in the standard way. This may result in some graphics appearing corrupt, discoloured or not appear at all. A small number of games not using the standard format may cause the console to "lock". This is not a fault and you may need to reset your console.

### --CD Music Player--

The CD Music Player will play any music CDs' or games with CD soundtracks. This feature functions as a normal CD Player and the Play, Pause, Stop buttons etc. can be actioned by highlighting the required function button with the D-Pad and pressing X. You can

also adjust the volume of the individual left and right sound channels by highlighting each channel, and moving the D-Pad left or right to decrease and increase the volume respectively.



### --Video Graphics Viewer--

The **Video Graphics Viewer** option is used for viewing a games graphics.

1. Ensure the **XPLORER** is switched On.
2. Load and play the game as normal.
3. At any point during play press Reset on your console. (Do NOT turn the console off!!) The **XPLORER** Main Menu will appear.
4. Select Multimedia from the main menu followed by Video Graphics Viewer..
5. The D-pad can be used to move around the screen whilst the other buttons have different effects on the resolution etc..
6. Pressing the Start button returns you to the main menu.

After resetting (step 3) do not use any of the other Multimedia functions as this will overwrite the graphic data you have just captured.

Note. It is normal for some data to appear corrupted on screen whilst viewing game graphics. If you have not yet loaded a game, screens cannot be viewed. Also if you use other multimedia facilities before viewing game graphics then it will not be possible to view the game graphics. This is due to memory limitations, simply make sure you view games graphics first.

### --Memory Card Manager--

This advanced Memory Card Manager allows fast management of all your save game data. **XPLORER** will display used and available slots and will allow you to copy and delete existing game saves. **XPLORER** also features a Recover Card feature which can, in some cases, restore previously deleted saves. This will depend on the following;

- a) The deleted save has not been overwritten with a different game.
- b) The memory card uses no compressed data.
- c) The file was originally deleted with the **XPLORER** Memory Card Manager Delete function.

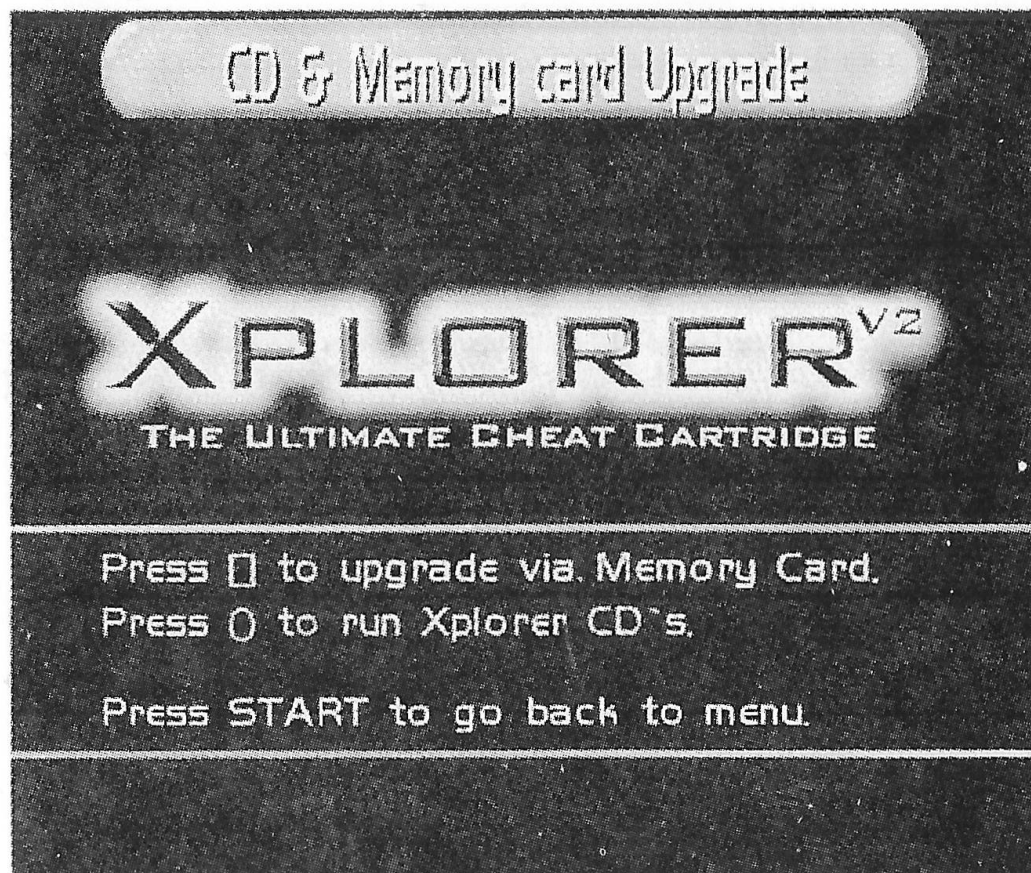
You should also ensure that a save of the same name does not exist on the card already. This will cause problems when trying to load the save into a game and you will not know which is the file you want to keep!

The Recover option is a useful fail-safe mechanism that gives you a chance to restore a file which you may have mistakenly deleted. The best way to protect your saves to ensure you keep important files backed up onto another memory card.



**--CD and Memory Card Upgrade--**

One of XPLORERS' most advanced features is that it can be upgraded by either a special memory card or a special format CD. This will upgrade XPLORER to the very latest version of the software and include all the latest cheats. To ensure that you are informed of the all upgrade possibilities then please be sure to fill in and send your registration card.



**--Associated Products--**

It is important that you return your XPLORER Registration Card to receive details on Product Updates and future development information for the XPLORER. These include:

**--PC X-Link Trainer Software--**

If you have, or have access to, a PC and wish to create your own codes, the PC X-Link is the ideal accessory for your XPLORER. The X-Link connects to the port on your XPLORER and to the printer port on your PC. You can then use the X-Link Trainer Program supplied with the X-Link to find you own personal XPLORER Codes for your favourite games!! Your PC acts as a giant memory card with a massive storage capacity. Using the X-Link you can even "grab" graphics from your games and manipulate them on your PC\*. You will also be able to update your XPLORER via your PC. X-link Win is now available for both Windows 95 and Windows 98. Call or e-mail now for details

**Important Notes**

In a constant effort to improve our products, we reserve the right to alter, modify, add or remove program functions or alter specifications without prior notice.

Some codes may conflict with each other. You should try de-highlighting a cheat if the game crashes or does not run properly.

Please be aware that not all codes come directly from Future Console Design. All codes that originate or are supplied direct to Future Console Design will be checked. If, for example, a cheat that appears in a magazine does not work there may have been an error when the code has been printed or, the code given to them is not correct.

Please ensure any codes entered are specific to the release territory for the game you are using - for example - use UK codes for a UK game, US Codes for a US game etc.

Please note - the **XPLORER** uses an advanced code system and many codes designed for use with the **XPLORER** will not work when entered into the Action Replay™ or Game Shark™.

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