INSTRUCTION MANUAL FOR SHARKLINK™
For use with the GameShark™ CDX Game Enhancer
I-22-200

Here is some information that you should know before using SharkLink:

DUE TO THE COMPLEXITY OF THIS FEATURE, QUESTIONS ON HOW TO HACK CODES USING SHARKLINK WILL NOT BE ANSWERED BY INTERACT'S CONSUMER SERVICES DEPARTMENT. However, we've included as much information as possible for users to try hacking codes on their own. We encourage everyone to give it a try and to use the discussion board on the GameShark website (www.gameshark.com) to talk to others.

We must warn that this is an advanced feature, and will not be for everyone. A general knowledge of programming code is recommended, but not required, and some practice will most likely be needed to develop good hacking skills.

Due to many varying factors that go into developing a PlayStation video game, it is not possible for all PlayStation games to work properly with SharkLink.

CREATING YOUR OWN CODES

If you want to create your own SharkLink™ codes and you have a PC computer, then the next section explains how to connect your PC and PlayStation® to create a powerful game code development system. This system consists of a CD to install on your PC, and a cable to connect the serial ports of your PlayStation and PC.

PLAYSTATION UTILITIES CDX - PC WINDOWS 95/98 SOFTWARE FOR SHARKLINK

This is a software support package for PlayStation SharkLink owners. This version has the following features:

- "Code Generator". Find your own codes like infinite lives, infinite ammo, etc
- Download your code list to a text file.
- Upload a text code list to your cartridge.

Updates of this program and documentation will be made available on the web page **www.gameshark.com**

This software requires a special serial cable that connects your PC via a 9 pin serial port to your PlayStation's serial port (supplied with SharkLink).

SETUP

The CDX Utilities CD contains a folder named "CDX_UTILS". You will need to copy this folder and its contents to your PC's hard disk ('C:' drive). To run the software, open the "CDX_UTILS" folder and double click the "PSX Utils.exe" program.
You will need to connect your PC to your PlayStation using the serial cable. The cable plugs into a 9 pin serial (COM) port on your PC. The other end plugs into the serial port of the PlayStation.

Depending on which PC COM port you plug the cable into, you may need to configure the COM port in the PC Software. The COM port setting is at the bottom of the "System

USING THE PSX UTILITIES SOFTWARE

Run the file "**PSX Utils.exe**" on your PC.

The software is in the form of a standard Windows dialog box with different features of the product on separate "pages" of the dialog. Each page is explained in this manual.

CONNECTION PROBLEMS

When you first switch on the PlayStation and/or PC, you may find the software keeps saying "Error: Console did not respond".

SYSTEM INFORMATION TAB

This is the first page that will be displayed when you run the software. It simply displays information about your PC and the version information of your SharkLink when you click the "Detect" button.

CODE GENERATOR

The "Hex" tick button allows you to see and enter values in hexadecimal. This feature is for advanced users only - other users should steer clear.

The "Search History" lists what you did during the search.

A powerful feature is being able to change the size of the data you are searching for. By default you will search for 16 bit numbers which range from 0 to 65535. However, you will find values like money are usually 32 bit numbers. To search for 32 bit numbers simply click the "32 bit" and start a search.

The "Resume Last" button is for resuming a search you were doing before. If you quit a search half way through or quit the PSX Utilities program by mistake, you can use this button to resume the search where you left off.

Example: How to Find a Code

When playing the game you should have something displayed on screen like the number of lives or bullets. For this example, let's say you have 6 lives.

On the PC software, you need to enter the value in the edit box next to the "Equal To" button. In our example, this means entering "6" in the edit box (do not include the inverted comma's !). Now tell the software to search the game for all instances of the number 6, by clicking the "Equal To" button.

The PlayStation will freeze while the game is searched - a progress bar is displayed on the PC software during this period.

When finished, the number of "possibilities" (possible "correct" codes) will be displayed. This will be quite a high number like 4000. We need to get this number down to 1 or 2. To do this, return to the PlayStation and purposely lose a life in the game; you should now have 5 lives.   Change the value in the edit box to 5 and click the "Equal To" button. The search happens again, and the number of possibilities will reduce. If the number of possibilities is less than 10 then we can stop here, otherwise you can keep losing lives and performing another "Equal To" search each time.

Now you should have only a few possibilities displayed. Go to the "Results (Code Tester)" tab. In here, all the possibilities will be displayed in a list. One of these will be the code for infinite lives, but at this point we don't know which one. To try one, click the "address" value so it is highlighted. Then click the "Copy to active" button to send it to the PlayStation. After a few seconds the new code will appear in the "Active Codes" list. Play the game and see if it has worked (lose a life on purpose again). If the lives stay the same when you die, this is the correct code. If not, try another code until you discover the correct one.

Once you have found a code you can add it to your code list using the "Code List" utility as described later in this manual.

CODE LIST COMPILER

This page contains code list related utilities. These utilities allow you to maintain a code list on your PC and upload it to your cartridge when you like. This means you can type in codes on your PC, or even download your code list and send it to a friend on the Internet.

The page is split into three separate sections "Code List Compiler", "Upload Codes to Cartridge" and "Download Codes from Cartridge".
The first thing you should do is download your code list from your SharkLink.

DOWNLOAD CODES FROM CARTRIDGE

Use the "Download Codes from Cartridge" section to download your code list to a file on your PC. Firstly, you will need to specify a filename in the edit box titled "Destination file for code list", then type in a filename like "mycodes.txt". Making sure the main menu is displayed on your SharkLink™, click the "Download codes" button. The codes are downloaded to your PC and saved to the file you specified. Open your codes file with Wordpad or a similar text editor and you will see the code list as text on-screen.

You can edit the code list and add or remove codes as you wish. The process of editing this list is explained on the next page.

CODE LIST COMPILER

This utility will check your code list for errors before sending it to the SharkLink. You must "compile" your code list before you can send it back to the SharkLink. To see this work, simply click the "browse" button and select the codes file you downloaded with the "Download Codes" button. Now click the "Compile Codes" button and you should find the list compiles with no errors.

UPLOAD CODES TO CARTRIDGE

Once you have compiled your code list with the "Compile Codes" button, you can upload them back to the SharkLink and replace its code list. To do this, simply click the "Upload Codes" button.

KNOWN PROBLEMS

Game freezes and doesn't resume during code search/code test Because of all the communication necessary when finding and testing codes, the system can cause the game to freeze or lose communication with the PC. This can usually be corrected by repeating the operation you were trying (clicking the button again) or by clicking the "system information" tab and repeatedly clicking the "Detect" button until the game re-starts.

EDITING A CODE LIST TEXT FILE

Download your current code list with the "Download Codes from Cartridge" utility and have a look at the file with a normal text editor like "Wordpad". The file may look a bit

strange but you will clearly see the basic format of a code list file. It consists of lines that start with the character ';' , lines that are titles for games, titles for the codes, and finally the number for the codes themselves. At the end of each game you will see ".end" - this marks the end of the codes for that game, and a new game title will follow.

It is easy to add new game titles and codes. In this example we will add a new game title and a couple of codes to your code list.

We will add our game at the very bottom of the file, after the last line which reads ".end".

Type the game's name in quotation marks like so: **"my game"**
After the name, you need its codes. Codes are made up of the code name (again in quotes). **Eg: "infinite lives"**

After the code name you can have any number of code parameters (code parameters are made up of an 8 digit hexadecimal number, then a space ' ' character, then a 4 digit hexadecimal number). **Eg: 8001a630 0163**

You must now end the game entry with the text ".end**. .end**
The finished game entry with it's single code should now look like this :-
      "my game"
      "infinite lives"
      8001a630 0163
      .end

If you have more than one code parameter to follow a code's name, simply enter it after the first code parameter. **E.g.**
      "my game"
      "infinite lives"
      8001a630 0163
      8001a632 0163
      .end

If you have more than one code for the game, then simply put it after the first code. E.g.
      "my game"
      "infinite lives"
      8001a630 0163
      8001a632 0163
      "infinite ammo"
      8001a928 0009
      .end

COMMENTS

You can also enter your own comments in the file. Comments are lines of text which are ignored by the compiler. They are useful for adding 'line breaks' between games or for simply adding descriptions to your game lists.
A comment line must start with a ';' or '#' character.

Example :-

;------------------------------------
; I added this on 27/10/99
"my game"
"infinite lives"
8001a630 0163
8001a632 0163
"infinite ammo"
8001a928 0009
.end
;------------------------------------

CODES WHICH DEFAULT ON OR OFF

As in the cartridge "edit code" function, you can make codes default to being ON or OFF in the list when you first look at them. By default, the codes in the list are ON. You can make individual codes default to OFF by adding the text ".off" after the codes name. Eg the code named "infinite ammo" in the example below will default to OFF :-

"my game"
"infinite lives"
8001a630 0163
8001a632 0163
"infinite ammo" .off
8001a928 0009
.end

STOPPING AT A POINT IN THE FILE

You can end the code file generation process at any point in your list, so long as it is after the end of a game entry (not in the middle of an entry). To do this simply insert the text ".stop". For example, the file below would result in the game "my 1st game" being in the list, but not the game "my 2nd game" as there is a ".stop" command before this game :-

#------------------------------------
 # I added this on 27/10/99
"my 1st game"
"code name 1"
8001a630 0163
.end
.stop
#------------------------------------

 # I added this on 27/10/99
"my 2nd game"
"code name 1"
8004a500 0172
.end
#------------------------------------

And that's it!
You now know all there is to know about editing your code list - simple isn't it?

All you need to do now is compile the code list file and then upload it to your SharkLink.

ADVANCED CODE TYPES

As well as the standard 8000000 codes, there are a few more which can be used. Some affect memory in the game, just like 8000000 codes, and some affect the way SharkLink behaves.

80

This is the most common code. It simply writes the given 16 bit value to the given memory location.

Example: The word value 2067 is repeatedly written to memory location 80100204.

     80100204 2067

30

Byte code. Same as 80 code but only affects the byte at the given address (odd or even address).

Example: The byte value 67 is repeatedly written to the memory location 80100205

     30100205 0067

D0

If word value in location supplied is the same as value supplied, perform the next code. This code is useful if you only want to execute certain codes at certain points in the game (like on certain levels, or only when the game has fully loaded).

Example: If the memory location 8008030C holds the value 01FE then perform the code 80100204 0067. Otherwise do nothing.
     D008030C 01FE

80100204 0067

C0   (No effect on V1.00/V2.00).

If word value in location supplied is the same as value, do ALL codes. Otherwise don't do anything.

A C0 code is the same as a D0 code except it acts on ALL codes and is useful for games that don't load when codes are on. This code should be put in a "Must Be On" "(M)" so it can be turned off.

For example: If you had a game for which you don't want any codes on until the memory location 801AAAAA contains the value 1234, you could have the following code:

    "(M) Must be on"
    C01AAAAA 1234

Having the text "(M)" at the start of the name of the code makes the code default to ON and the user cannot turn it off in the code list.

C1   (No effect on V1.00/V2.00).

Code on time delay, delay codes being turned on for a period of time specified by the value part of this code. By default this value is set to 1388 hex (5000 decimal) which waits about 10 seconds before activating the cheats. This can be a useful alternative to a D code for keeping codes off whilst a game loads.

Example: To delay all codes from being turned on for about 30 seconds in most games, use the code C1000000 4000. The value you use depends on the game you are playing, the value 4000 might be 30 seconds on one game, but may only be 10 seconds on another. The only way is to know for sure is to experiment. You can tell if codes are on or off by going in to the "In Game Menu" and looking at the text "Codes are ON". If it says "Codes are ON", then codes are on. If it says "Codes are ON" (with a '.' at the end of the string), then codes are actually off until this timer runs out.

Also, it is a good idea to use this code in a code that can't be turned off (i.e. use the text "(M)" in the name). The example code then becomes:

    "(M) Must be on"
    C1000000 4000

TROUBLE SHOOTING

If you are having problems with your SharkLink, make sure the cable is plugged in properly. If you are still having problems, you can call our PC Technical Support department at (410) 785-4064. Please DO NOT call this number for codes, as they are not available through Tech Support.

You can reach InterAct by:

Phone:410-785-4064, Mon – Fri, 9:00 am – 8:00 pm EST
FAX: 410-785-5725
Email:pcsupport@gameshark.com
World Wide Web: http://www.gameshark.com

Mailing Address:
InterAct Accessories, Inc.
ATTN: Consumer Service - MM
10999 McCormick Road
Hunt Valley, MD 21031

WARRANTY INFORMATION

InterAct Accessories, Inc. warrants to the original purchaser of the SharkLink for the PlayStation system that it will be free from defects in materials and/or workmanship for a period of ninety (90) days from the date of purchase. If the SharkLink is discovered to be defective within this warranty period, InterAct Accessories, Inc. will repair or replace, at it's option, free of charge, any part that InterAct Accessories, Inc. determines to be defective, provided that a copy of the original sales receipt is included with the product return.

This warranty is limited to the internal works of this product and the external housing. It will not apply if your InterAct product has been damaged by abuse, misuse, negligence, accident, modification, tampering, or by any other causes unrelated to defective materials and/or workmanship.

Repair or replacement as provided under this warranty is InterAct Accessories, Inc.'s exclusive prerogative. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall InterAct Accessories, Inc. or its affiliates be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

Some states do not allow limitations on how long an implied warranty lasts or exclusion or limitation of incidental/consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other legal rights which vary from state to state.

To obtain warranty service within the warranty period: Send the defective item postage prepaid with a copy of the sales receipt, return address and a brief description of the problems you are experiencing to:

InterAct Accessories, Inc.
ATTN: Consumer Service - PC
10999 McCormick Road
Hunt Valley, MD 21031

For questions, trouble-shooting assistance or to obtain service after the warranty period has expired, contact InterAct's PC consumer service support team by any of the following means:

PHONE: 410-785-4064, Mon – Fri, 9:00 am – 8:00 pm EST
FAX: 410-785-5725
Email: pcsupport@gameshark.com