



GAME LOUDES™

with Media Player Software



GAMESHARK®

INSTRUCTION MANUAL

For use with the PlayStation® 2
Game Console

GAMESHARK® GAME CODES with MEDIA PLAYER – USER GUIDE

INTRODUCTION

Congratulations!! You have purchased the ultimate game enhancer for PlayStation®2. The all-new "GameShark® Game Codes with Media Player" will provide you with everything you need to beat the game!! To get the most out of your "GameShark® Game Codes with Media Player", please visit us at www.gameshark.com to register your GameShark and receive all the benefits of being a member, and to get all the hottest codes for the latest games!!

"GameShark® Game Codes with Media Player" has been completely re-designed from the ground up for your PlayStation®2. It's more technologically advanced than any other cheat device on the market today and features a multitude of game enhancement and media features that take your gaming experience to the next level.

Unleash the power of "GameShark® Game Codes with Media Player" to beat even the toughest games quickly and easily. Use over 40,000 codes to access all areas, skip difficult levels, unlock secret characters/vehicles, and supply your game character with infinite lives, health, bullets, and much more. This is just a small sample of the many codes that are available to you now, all thanks to our expert code creation staff at GameShark!

"GameShark® Game Codes with Media Player" features our new Auto Cheat Mode for all of the top titles; simply insert your game disc and it will automatically detect the disc and take you to the best cheats for that game, activate the ones you want and start the game! Cheating has never been so easy! There's even a difficulty meter to show you how the cheats will affect your game!

GameShark® is pre-loaded with thousands of codes and saves. New codes for the most recent releases are updated daily and available on www.gameshark.com or downloaded using the Online Updates feature of "GameShark® Game Codes with Media Player". Codes for new games are available the day the game is released and can be downloaded via your PS2 Broadband connection directly to your Memory Card ensuring your "GameShark® Game Codes with Media Player" is always up to date.

Your PS2 Broadband connection can also be used to download game saves and software updates for your "GameShark® Game Codes with Media Player".

The new and improved Memory Card Manager allows you to take full control of your PlayStation®2 game saves, and increases the storage capacity of your memory cards by "compressing" your game save files. Over 1000 pre-loaded game saves are available for download onto your PS2 memory card (not provided), allowing you to progress even further on those hard-to-beat titles.

"GameShark® Game Codes with Media Player" also features a built in Media Player that allows you to listen to your favorite music (MP3), watch your favorite movies (MPEG 1 & 2), and view all your photos and pictures (JPEG) using your PS2 console! Access the files on your USB Mass Storage devices and play them through your home entertainment system!

"GameShark® Game Codes with Media Player" is fully compatible with "GameShark SharkPort for PS2" which is available at www.gameshark.com. SharkPort for PS2 allows users without the PS2 network adapter to use their PC to download and manage cheats and saves on their PC's hard drive.

"GameShark® Game Codes with Media Player" is completely updatable, with support for a full range of exciting add-ons to help you get the most out of your gaming. Take your gaming to the highest level with "GameShark® Game Codes with Media Player"

1) GETTING STARTED

Quickly get started with the simple steps below:

1. Insert a PS2 game controller into controller port 1 or plug a USB keyboard into an open USB port on your PlayStation®2 console.
2. Firmly insert a PlayStation®2 memory card into memory card slot 1 and any USB Mass Storage Devices into an open USB slot on your console.
3. Turn on your PlayStation®2 console and open the disc tray.
4. Insert the "GameShark® Game Codes with Media Player" disc.
5. Close the tray and press the reset button on your console.
6. Please wait while "GameShark® Game Codes with Media Player" loads. (Intro movie can be skipped by pressing the "CROSS" button on your controller). The Main menu will now appear.

2) MAIN MENU

The Main Menu looks like this:



Main Menu Screen Controls

- **D-PAD** – Move up and down the options.
- **CROSS** – Select highlighted option.
- **SELECT** – Show product version information.

The Main Menu consists of the following options:

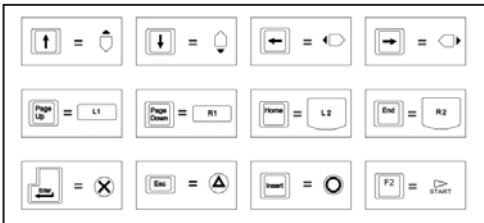
- **Start Game**
- **Auto Cheat Mode**
- **Expert Cheat Mode**
- **Memory Manager & Gamesaves**
- **Media Player**
- **Online Updates**

If you are using a game controller, use "UP" & "DOWN" on the D-Pad to highlight one of the options above, and then press the "CROSS" button to make your selection.

If you are using a USB keyboard connected to your PlayStation®2, use the "UP" & "DOWN" arrow-keys to highlight one of the options above, and then press "ENTER" or "RETURN" to make your selection.

a) General Controls: Game Controller vs. USB Keyboard

If you prefer to use a USB keyboard rather than a Game Controller to navigate the "GameShark® Game Codes with Media Player", here is a table showing the Game Controller buttons and their USB Keyboard equivalent:



3) START GAME

This option from the Main Menu allows you to start your PS2 games with or without cheats activated.

To start a PS2 game, use "UP" or "DOWN" on your controller or the "UP" or "DOWN" arrow-keys on your USB keyboard to highlight "Start Game" from the Main Menu and press "CROSS" on your controller or the "ENTER" or "RETURN" key on your USB keyboard to continue, then follow the onscreen prompts.

4) AUTO CHEAT MODE

Auto Cheat Mode gives you instant access to the most popular cheats for your top game titles quickly and easily.

a) Accessing Auto Cheat Mode

To access Auto Cheat Mode, simply follow the steps below:

1. Use "UP" & "DOWN" on your controller to highlight "Auto Cheat Mode" on the Main Menu and press "CROSS" on your controller
2. The PS2 disc tray will now automatically eject and you will be prompted to insert a Game Disc. Replace the "GameShark® Game Codes with Media Player" disc with the game disc you want to cheat.
3. Press "CROSS" on your controller to continue
4. The disc tray will automatically close.
5. If the game you have inserted has "Auto Cheat Mode" cheats available, you be taken to the "Auto Cheat Mode" screen.
6. If the game disc you have inserted does not have Auto Cheat Mode cheats available, you will be asked to re-insert the "GameShark® Game Codes with Media Player" disc and check the games list in Expert Cheat Mode instead (see **section (5) EXPERT CHEAT MODE**)

DISC RECOGNITION PLEASE NOTE:

"GameShark® Game Codes with Media Player" will recognize PS2 games that have cheats available for them. "GameShark® Game Codes with Media Player" will also be able to recognize the discs of all new games for codes that have been added either manually in "Expert Cheat Mode", via a Broadband code update, or a code update using SharkPort. If your Game is not recognized, double-check for your game title in Expert Cheat Mode.

The "Auto Cheat Mode" screen looks like this:



Controls for Browsing Cheats in Auto Cheat Mode

- **LEFT & RIGHT** – Browse Cheat Categories
- **UP & DOWN** – Scroll up & down individual Cheats in current Cheat Category
- **CROSS** – Activate or Deactivate Cheats
- **TRIANGLE** – Exit "Auto Cheat Mode" and return to Main Menu.
- **START** – Start Game

b) Cheat Category Icons

All the cheats in "Auto Cheat Mode" are organized into different Cheat Categories, which are represented using a 3D icon. Some examples of these Cheat Category icons can be seen below:



Health



Money



Weapons

c) Game Difficulty Meter

As you select the different cheats in "Auto Cheat Mode", you will also notice that each cheat has a different Game Difficulty level assigned to it. The Game Difficulty Meter will change to show you the overall effect they will have on your game.



Easier



Harder

If the cheat makes the game much easier (such as Infinite Health) then 3 downward green arrows will appear. If the cheat makes the game more difficult then 3 upward arrows will appear to represent the difficulty level being increased. (See diagrams at left)

d) Activating Cheats in Auto Cheat Mode

To select various Cheats for the game you wish to play, follow the steps below:

1. Use "LEFT" & "RIGHT" on the D-PAD to browse the different Cheat Categories and use "UP" & "DOWN" to browse the available cheats within each category.
2. Once you have found a cheat that you want to activate, press "CROSS" to activate while you have the cheat highlighted. If you want to de-activate it, simply press "CROSS" again. (Activated Cheats will flash)
3. Please note that you can only activate 1 cheat in some categories. For example you cannot activate an "Infinite Health" cheat and a "50% Health" cheat at the same time.
4. Repeat steps 1-3 to select all the cheats you want to activate.
5. Once all desired cheats have been selected and want to start your game, press the "START" button on your controller.

PLEASE NOTE

The cheats available in "Auto Cheat Mode" are the most popular cheats available for a particular game. If you want to see the complete list of cheats available for your game, then search for your game in "Expert Cheat Mode" (see **section 5, Expert Cheat Mode**) The cheats available in Auto Cheat Mode are designed for the original versions of games. If the version of your game is a re-release such as a "Greatest Hits" or "Double Pack", please go to **section 5 Expert Cheat Mode** and search for the specific version of your game. Example: there are three versions of GTA: Vice City including "Original Version", "Double Pack", and "Double Pack (v1.1)"

5) EXPERT CHEAT MODE

"Expert Cheat Mode" gives you access to every cheat available for your games, and allows you to edit, add or delete cheats.

a) Accessing Expert Cheat Mode

Use "UP" & "DOWN" on the D-PAD of your controller to highlight the "Expert Cheat Mode" option from the Main Menu and press "CROSS"

You will now be taken to the "All Games" screen in "Expert Cheat Mode", which looks like this:



Controls for Browsing Games, Cheats and Codes in Expert Cheat Mode

- **UP & DOWN** – Scroll up & down by one in the list (holding the button down will scroll the list)
- **L1 & R1** – Skips up or down alphabetically in the Game list (A-Z)
- **L2** – Page up to top of list
- **R2** – Page down to bottom of list
- **RIGHT** – While highlighting a Game Name will open the Cheats List for that game
- **RIGHT** – While highlighting a Cheat Description will open the

Code List for that Cheat (Only user-entered Codes are visible)

- **LEFT or TRIANGLE** – Will take you back one level when viewing the various lists. Pressing TRIANGLE while viewing the Games List will take you back to the Main Menu.
- **CROSS** – Activate or Deactivate Game/Cheats
- **CIRCLE** – Access Options Menu
- **START** – Start Game

The List type (Game, Cheats, Codes) is always displayed at top of expanded lists.

b) Activating Cheats in Expert Cheat Mode

Every game has its own individual list of cheats, which will only work with that particular game.

To select various Cheat Codes for the game you wish to play, follow the steps below:

1. On the "All Games" screen, use "UP" & "DOWN" on the D-Pad to highlight the game that you wish to activate individual cheats for. You can also use the shoulder buttons L1 and R1 on your controller to scroll up and down through the list alphabetically.
2. To view the cheats for the highlighted game, simply press "RIGHT" and you will now see all the cheats available for that game.

3. Press "UP" & "DOWN" on the D-Pad to scroll through the cheats and press "CROSS" to activate/de-activate a highlighted cheat. If a cheat is activated it will flash.
4. Once you have activated all the cheats you want enabled, press the "START" button and follow the onscreen prompts.

PLEASE NOTE

Some games may behave in an unusual manner when Cheat Codes are activated. This is due to the Cheat Code changing values in the games memory, and causing it to do things that it does not normally do. Sometimes if several codes are selected, they may cause conflict in the game. There is no way to avoid this. If you experience problems during game play, reboot "GameShark® Game Codes with Media Player" and try playing again with fewer codes selected. Also try using different combinations of codes or just one code at a time.

IMPORTANT NOTE

All games require a Mastercode (M). The Mastercode (M) will automatically activate (and flash) when you select any cheats for a game.

ACTIVATING USER ENTERED CHEATS

If you are entering official cheat codes for the "GameShark® Game Codes with Media Player" from our website, the validity of the codes will be automatically checked when activated. If the codes you have entered are not valid you will be prompted to check that you have entered them correctly. Codes created for previous versions of GameShark® will not be checked and we cannot guarantee compatibility with your games.

c) Adding New Games in Expert Cheat Mode

One of the ways you can add new games and codes is by using your Game Controller or USB Keyboard and manually entering codes found on www.gameshark.com.

PLEASE NOTE

You can only save newly added games, cheats, codes and changes you have made if you have a PS2 memory card inserted in memory card slot 1.

To add a new Game, follow the steps below:

1. When on the "All Games" screen, press the "CIRCLE" button and an "Options" menu will appear.
2. Use the D-PAD on your Game Controller to highlight the "Add" option and press "CROSS". You will now be taken to a virtual keyboard screen.
3. Use "L1" & "R1" to move the cursor left and right on the "New Game" title at the top of the screen.
4. Use the D-PAD to navigate the virtual keyboard onscreen.
5. Press the "CROSS" button to enter the character you have highlighted on the virtual keyboard.
6. Use the D-PAD to highlight the delete button ←, and press "CROSS" to delete any characters you don't require.
7. To change between upper and lower case characters and to access other symbols, highlight the shift button ↑ on the virtual keyboard and press "CROSS". You can now use capital letters. Select the shift button again and the virtual keyboard will display a selection of enterable special characters.
8. Once you have entered your game name highlight the Enter symbol ↵ on the virtual keyboard and press the "CROSS" button on your controller.
9. The new game name will now appear in the "All Games" list.

d) Adding New Cheat Descriptions in Expert Cheat Mode

You can add new Cheat Descriptions to any game on your GameShark both pre-loaded and user added.

To enter a new Cheat Description, follow the steps below:

1. When on the "All Games" screen, use "UP" & "DOWN" on the D-PAD to highlight the game you want to add cheats to and press "RIGHT" on the D-PAD to take you to the Cheats listing for that game. If you have just added the game (as described in section 5c, **Adding New Games in Expert Cheat Mode**) then there will be no cheats shown, simply continue with the steps below.
2. When on the "Cheats" screen, press the "CIRCLE" button and an "Options" menu will appear.

- Use the D-PAD on your Game Controller to highlight the "Add" option and press "CROSS". You will now be taken to a virtual keyboard screen.
- Use "L1" & "R1" to move the cursor left and right on the "Cheat Description" title at the top of the screen.
- Use the D-PAD to navigate the virtual keyboard onscreen.
- Press the "CROSS" button to enter the character you have highlighted on the virtual keyboard.
- Use the D-PAD to highlight the delete button ← and press "CROSS" to delete any characters you don't require.
- To change between upper and lower case characters and to access other symbols, highlight the shift button ↵ on the virtual keyboard and press "CROSS". You can now use capital letters. Select the shift button again and the virtual keyboard will display a selection of enterable special characters.
- You should enter a Cheat Description that reflects what the Cheat Code does, for example "Infinite Lives", "Infinite Health", "Unlock All Weapons", etc.
- Once you have entered your game name highlight the Enter symbol ↵ on the virtual keyboard and press the "CROSS" button on your controller.
- The new Cheat Description will now appear in the Cheats listing of your game.

e) Adding Cheat Codes to Cheat Descriptions in Expert Cheat Mode

The Cheat Code is the most important part of the cheating process. Please ensure you enter the Cheat Code (s) correctly or the cheat may not work. You cannot view or add codes to pre-loaded Cheat Descriptions on "GameShark® Game Codes with Media Player".

To add new Cheat Codes to a Cheat Description, follow the steps below:

- When on the "All Games" screen use the D-PAD to highlight the game you want to add Cheat Codes to. Press "RIGHT" on the D-PAD to take you to the Cheats listing for that game.
- When on the "Cheats" screen, highlight the "Cheat Description" you want to add a Cheat Code to and press "RIGHT" on the D-PAD.
- Press the "CIRCLE" button and an "Options" menu will appear.
- Use the D-PAD on your Game Controller to highlight the "Add" option and press "CROSS". You will now be taken to a virtual keyboard screen.
- Use "L1" & "R1" to move the cursor left and right along the "Cheat Code" title at the top of the screen.
- Use the D-PAD to navigate the virtual keyboard onscreen.
- Press the "CROSS" button to enter the character you have highlighted on the virtual keyboard.
- Use the D-PAD to highlight the delete button ← to delete any characters you don't require.
- Once you have entered the Cheat Code, highlight the Enter symbol ↵ and press the CROSS" button on your controller.
- The Cheat Code you have added will be added to the Cheat Description. If the Cheat Code consists of more than 1 line, simply repeat steps 3-9 above to add other lines.

f) Editing an Existing Game Name

Please note you can only edit Game Names that you have added yourself, you cannot edit the Game Names that come pre-loaded on the "GameShark® Game Codes with Media Player".

To edit an existing Game Name, simply follow the steps below:

- On the "All Games" screen, use "UP" & "DOWN" on the D-PAD to highlight the Game Name you want to edit.
- Press the "CIRCLE" button to bring up the "Options" menu. Then use the D-PAD to highlight the "Edit" option and press the "CROSS" button and you will be taken to a virtual keyboard.
- Use the virtual keyboard to edit the Game Name.
- Once you have edited your Game name, highlight the Enter symbol ↵ and press "CROSS" on your controller.
- The game name will now be updated in the "All Games" list.

g) Editing an Existing Cheat Description

Please note you can only edit Cheat Descriptions that you have added yourself, you cannot edit the Cheat Descriptions that come pre-loaded on the "GameShark® Game Codes with Media Player". To edit an existing Cheat Description, follow the steps below:

- On the "All Games" screen, use "UP" & "DOWN" on the D-PAD to highlight the Game Name that contains the Cheat Description you want to edit, and press "RIGHT" to display the Cheat Descriptions for that game.

2. Use "UP" & "DOWN" on the D-Pad to highlight the Cheat Description you want to edit.
3. Press the "CIRCLE" button to bring up the "Options" menu. Then use the D-PAD to highlight the "Edit" option and press the "CROSS" button and you will be taken to a virtual keyboard.
4. Use the virtual keyboard to edit the Cheat Description.
5. Once you have edited your Cheat Description, highlight the Enter symbol ↵ and press the "CROSS" button on your controller.
6. The Cheat Description will now be updated in the Cheats listing for your game.

h) Editing an Existing Cheat Code

Please note you can only edit Cheat Codes that you have added yourself, you cannot view or edit the Cheat Codes that come pre-loaded on the "GameShark® Game Codes with Media Player".

To edit an existing Cheat Code, simply follow the steps below:

1. On the "All Games" screen, use "UP" & "DOWN" on the D-PAD to highlight the Game that contains the Cheat Code you want to edit, and press "RIGHT"
2. Use "UP" & "DOWN" on the D-PAD to highlight the Cheat Description that contains the Cheat Code you want to edit and press "RIGHT"
3. Use "UP" & "DOWN" on the D-PAD to highlight the Cheat Code line you want to edit.
4. Press the "CIRCLE" button to bring up the "Options" menu. Then use the D-PAD to highlight the "Edit" option and press the "CROSS" button and you will be taken to a virtual keyboard.
5. Use the virtual keyboard to edit the Cheat Code.
6. Once you have edited your Cheat Code, highlight the Enter symbol ↵ and press "CROSS" on your controller.
7. The Cheat Code will now be updated for your game.

i) Deleting a Game Name, Cheat Description or Cheat Code

You can only delete a Game Name, Cheat Description or Cheat Code that you have added yourself. The Game Name, Cheat Descriptions or Cheat Codes that come pre-loaded on "GameShark® Game Codes with Media Player" cannot be deleted.

To delete a Game Name, Cheat Description or Cheat Code, follow the steps below.

1. Use the D-PAD to navigate and highlight the Game Name, Cheat Description or Cheat Code you wish to delete.
2. Press the "CIRCLE" button to bring up the "Options" menu. Highlight the "Delete" option and press "CROSS". You will be asked to confirm this action.

PLEASE NOTE

If you delete a Game Name, you will also lose all the Cheat Descriptions and Cheat Codes associated with it. If you delete a Cheat Description, you will also lose all Cheat Codes associated with it.

IMPORTANT NOTE

After entering or editing new cheats, always save your cheats to Memory Card when asked or you will lose any changes you have made. Once you have saved your changes, then you can activate them and start your game.

6) MEMORY MANAGER AND GAMESAVES

"GameShark® Game Codes with Media Player" contains the fantastic Memory Manager utility that gives you extensive functions to manage your files. These functions are Copy, Zip, Unzip, Delete and Format. You can use the Memory Manager on PS2 Memory Cards in either slot, or compatible USB devices in either USB slot.

"GameShark® Game Codes with Media Player" also gives you access to over 1000 Game saves that let you Unlock Levels, Access new Characters and much more! These Game Saves are stored on the disc, and can be copied to your Memory Card.

a) Accessing Memory Manager and Gamesaves

Use "UP" & "DOWN" on your game controller to highlight "Memory Manager & Gamesaves" from the Main Menu and press the "CROSS" button.

When entering "Memory Manager & Gamesaves" you will be asked if you want to access the pre-loaded game saves on the CD. If you want access the pre-loaded Game Saves, select the

“YES” option and wait for the saves to load off of the CD.

If you do not want to access the Game Saves from the CD and just want to use the main Memory Manger functions, select the “NO” option. This will prevent having to wait for the Game Saves to load off of the CD and the Memory Manager will load straight away. Do this if you only want to manage the data on your inserted storage Device(s).

You can always go back to the Main Menu and select “Memory Manager & Gamesaves” again to access the pre-loaded saves at anytime.

The “Memory Manager” screen looks like this:

If you chose to load the Game Saves from the CD, you will see all the available saves in the Source panel on the left.



A save description of the currently highlighted file will be displayed in the Description box below.

Memory Manager Screen Controls

- **L2** – Change from Target to Source/ Cycle through Source devices
 - **R2** – Change from Source to Target/ Cycle through Target devices
 - **UP** – Move up one file
 - **DOWN** – Move down one file
 - **L1** – Scroll up alphabetically (Gamesaves on CD)
 - **R1** – Scroll down alphabetically (Gamesaves on CD)
- **CROSS** – Select file
 - **CIRCLE** – Bring up Options menu
 - **TRIANGLE** – Go back to Main Menu
 - **LEFT** – Collapse Folder
 - **RIGHT** – Expand Folder (Folders are YELLOW in color)

b) Source and Target Panels

The “Memory Manager & Gamesaves” interface is split into 2 different panels, with the Source Panel on the left and the Target Panel on the right.

When either panel is activated you can press the “CIRCLE” button on your controller to bring up the “Options” menu. The options available to you are as follows:

- **Copy To Target (Only selectable when Source panel is highlighted)**– Copies the selected file(s) from the Source device to the Target device
- **Select All** – Selects all files on the device, use this option if you wish to copy or delete the entire contents of your device.
- **Deselect All** – Deselects all selected files on the device
- **Zip/Unzip Save (PS2 files only)** – “Zips” (compresses) selected PS2 save files (uncompressed) so that they are smaller in size. Also “Unzips” (de-compresses) already compressed files.
- **Delete Save/File** – Delete selected file(s)
- **Format Memory Card (PS2 Memory Cards only)** – Formats the source PS2 Memory Card. All data will be lost.
- **Cancel** – Closes the Options menu.

IMPORTANT NOTE

Any storage devices (PS2 memory cards or USB devices) that are connected to your PS2 while on the “Memory Manager” screen will be automatically detected and the screen will freeze momentarily. Do not worry about this; it will only take a few seconds while your new devices are detected before returning back to normal. Do not remove your PS2 Memory Cards or any USB storage devices while the “Memory Manager” is carrying out any operations otherwise you may corrupt your data.

QUICK TIP

You can select more than one file at a time to perform most of the functions previously mentioned, by simply highlighting a file a pressing "CROSS" on your controller to select or deselect files. The number of files you have currently selected will be shown at the bottom of each panel.

PLEASE NOTE

"GameShark® Game Codes with Media Player" currently only supports the read-only function with USB Mass Storage Devices, so you cannot delete or copy files to any USB devices, however you can only, load or copy files from them. This means you can only never select your USB device as a Target device.

c) Accessing the Game Saves From CD

After selecting "Memory Manager & Gamesaves" option from the Main Menu, chose "Yes" to read the Game Saves from CD and please wait while they are being loaded. Once loaded, the pre-loaded Game Saves will be available as a device in the left Source Panel.

With the CD Game Saves selected in the Source panel, you will see a list of Game Names with saves available as shown below:



NOTE

If the Game Saves are not already selected in the Source panel, simply press "L2" on your controller or the "HOME" key on your USB keyboard to activate and select the game saves as a device in the Source panel.

To use the pre-loaded Game Saves from the CD you must copy them to your PS2 Memory Card. Follow the steps below to do this:

1. Make sure you have the PS2 Memory Card you want to copy saves to selected in the "Target" panel. Do this by pressing "R2" to activate the Target panel, and then press "R2" again to cycle through any storage devices you may have connected until the desired device appears.
2. Once you have selected the device you want to copy the save to, press "L2" to activate the Source panel.
3. Use "UP" & "DOWN" on the D-PAD to scroll through the list of game names and highlight the game you want saves for. You can also use "L1" & "R1" to skip through the games alphabetically.
4. Press "RIGHT" while your chosen game is highlighted to show all the saves available for that game. Press "LEFT" to close the saves list and return to the list of game names.
5. Use the "UP" & "DOWN" on the D-PAD to scroll through the saves available for your game. You can read the save description in the Description box. Once you have found a save you want to copy to your PS2 Memory Card, press "CROSS" to select it. The save will now flash.
6. Now press the "CIRCLE" button and an "Options" menu will appear.
7. Use the D-Pad to select the "Copy to Target" option and press "CROSS" to copy your selected save to the Memory Card that is highlighted in the Target panel. Please wait while the game save is copied to your Memory Card.

IMPORTANT NOTE

Although you can select more than one game save at a time to copy to your PS2 memory card, we advise that you only transfer one at a time. Some games will not allow for multiple game saves of the same game to be stored on a single memory card, so you may have to store multiple saves for certain games on separate memory cards.

QUICK TIP

Another way of storing more than one save per game on your memory card is to zip your existing saves for your particular game, then download your new save. This will allow you to have multiple saves for the same game on your memory card.

d) Copying Files From One Device to Another

You can only copy files from the Source panel to the Target panel i.e.- from left to right. So the file you are copying must be in the Source Panel.

To copy files from one device to another, follow the steps below:

1. Use "L2" & "R2" on your controller to switch between the Source and Target panel.
2. Activate the Target Panel and press "R2" on your controller to cycle through any storage devices connected to your PS2 until you get to the device you want to copy to.
3. Activate the Source Panel and press "L2" on your controller to cycle through the storage devices connected to your PS2 until you get to the device you want to copy files from.
4. Once you have your Source and Target devices set up correctly, use the D-PAD on your controller to highlight the file on the Source panel that you want to copy.
5. Press "CROSS" on your controller to select/de-select highlighted files. If you want to copy the entire contents of the Source device to the Target device, bring up the "Options" menu by pressing "CIRCLE" on your controller, and choose the "Select All" option.
6. When you are happy with the files you have selected, press "CIRCLE" on your controller to bring up the "Options" menu and choose the "Copy to Target" option. Please wait while the files you have selected in the Source panel are being copied to the Target device.

PLEASE NOTE

"GameShark® Game Codes with Media Player" currently only supports the read-only function with USB Mass Storage Devices, so you cannot delete or copy files to any USB devices, however you can only view, load or copy files from them. This means you can only never select your USB device as a Target device.

IMPORTANT NOTE

"GameShark® Game Codes with Media Player" is not compatible with files with a file name over 267 characters (includes file extension) in length stored on USB storage devices.

It is not advised to copy large non-PS2 files such as MP3 music or MPEG movie files onto your PS2 memory cards as you may experience problems.

e) Zipping PS2 Game Saves (PS2 Memory Cards Only)

Zipping is a powerful and incredibly useful feature that compresses game saves on any PlayStation®2 memory device, increasing its storage capacity! It works with all PlayStation®2 compatible memory cards. You can access the "Zip" function in either the Source or Target panels. Follow the steps below to "Zip" a file:

1. Make sure you have your PS2 memory card selected in the Target or Source panel.
2. Scroll through the PS2 Game Saves stored on your PS2 memory card and highlight the game save you want to Zip (compress).
3. Press "CROSS" on your controller to select/de-select highlighted game save(s). Selected game save(s) will flash.
4. Bring up the "Options" menu using "CIRCLE" on your controller and select the "Zip/ Unzip Save" option and press "CROSS" on your controller. Wait as your selected game save(s) are being Zipped.

Once your save(s) have been zipped, the Free Space gauge will change to reflect the increased storage capacity of your PS2 memory card.

PLEASE NOTE

The Zip function is designed for PS2 game saves only, we do not advise you use the zip function on other types of files.

Due to the memory allocation available on the PS2, some large game saves cannot be zipped. If this is the case you will be prompted. Your original save will not be affected.

f) Unzipping PS2 Game Saves

To use a zipped game save you will need to unzip it first. You cannot load a compressed or "Zipped" game save into a game. Once you have unzipped your game save, it can then be used as normal. The process for unzipping a game save is exactly the same as "Zipping a game save" as detailed above.

1. Make sure you have your PS2 memory card selected in the Target or Source panel.
2. Scroll through the PS2 Game Saves stored on your PS2 memory card and highlight the save you want to Unzip (uncompress).
3. Press "CROSS" on your controller to select/deselect highlighted game save(s). Selected game save(s) will flash.

4. Bring up the "Options" menu using "CIRCLE" on your controller and select the "Zip/ Unzip Save" option and press "CROSS" on your controller. Wait as your selected game save(s) are unzipped.

g) Deleting Files

With the Memory Manager, you can delete any file from your PS2 Memory Cards in either the Source or Target position.

Follow the steps below to delete file(s) off your PS2 memory cards:

1. Make sure you have your PS2 memory card selected in the Target or Source panel.
2. Scroll through and highlight the file on your Memory Card you want to delete.
3. Press "CROSS" on your controller to select/deselect file(s). Selected file(s) will flash.
4. If you want to select the entire contents of the Memory Card, bring up the options menu by pressing "CIRCLE" on your controller and choose "Select All". All the files will now flash.
5. Bring up the "Options" menu using "CIRCLE" on your controller, select the "Delete Save/File" option and press "CROSS" on your controller.
6. You will be asked to confirm the delete action. Select "Yes" if you want to delete all the selected (flashing) files.
7. Select "No" if you don't want to delete your files. This will take you back to the "Memory Manager" screen.

h) Formatting your Memory Card

When you format your memory card, all the data that is stored on the memory card will be lost forever. Please use the Format feature with caution! You can only format a Memory Card that is inserted in slot 1 on your console. Follow the steps below to Format your memory card:

1. Insert the PS2 Memory Card you wish to format into slot 1 of your console.
2. Activate the Source or Target panel by pressing "L2" or "R2" on your controller.
3. Press "L2" or "R2" again on your controller to select the Memory Card inserted in slot 1 of your console.
4. Press "CIRCLE" on your controller to bring up the "Options" menu, select the "Format Memory Card" option and press "CROSS" on your controller.
5. You will be asked to confirm the format action. Select "Yes" if you wish to Format the Memory Card in slot 1. Please wait while your Memory Card is being formatted.
6. Select "No" if you do not wish the Format the Memory Card in slot 1.

7) MEDIA PLAYER

The all-new Media Player section of "GameShark® Game Codes with Media Player" allows you to play and view different media formats on your PS2 which would have once required a PC.

With Media Player you can now play MP3 music, view your digital photographs (JPEG, BMP) and play MPEG 1 & 2 movies on your home entertainment system through your PS2.

With generic USB Mass Storage Device support included, Media Player will allow you to access music, movies and image files stored on your USB Storage Devices including USB pen drives, USB hard drives and USB CD-Rom.

"GameShark® Game Codes with Media Player" supports USB multi-card readers to view files stored on many different memory card formats including SM, SD, MMC, XD, Compact Flash and Memory Stick.

Plug your USB storage devices into one of the USB ports on your PS2 and use the Media Player to browse files, listen to music, watch movies and view digital photographs on your TV.

The Media Player is compatible with the following file formats:

- JPEG (Digital Image Format)
- BMP (Digital Image Format)
- MP3 (Digital Music Format)
- MPEG 1 (Digital Movie Format)
- MPEG 2 (Digital Movie Format)

To access Media Player, use "UP" & "DOWN" on your controller to highlight the "Media Player" option from the Main Menu and press "CROSS" on your controller to continue. Wait while the Media Player auto-detects any storage devices connected to your PS2. You will now be taken to the "Media Browser" screen, which looks like this:



IMPORTANT NOTE

“GameShark® Game Codes with Media Player” is not compatible with files which have a file name over 267 characters (includes file extension) in length stored on USB storage devices.

a) Browsing PS2 memory cards and USB Mass storage devices.

When you first enter the “Media Browser” screen (see above), all available storage devices connected to your PS2 will be automatically detected and displayed in a list; this is also known as the “All Devices” list. You may insert USB

storage devices or memory cards into open ports and Media Player will automatically detect and display their contents in the browser window. Please wait while any newly connected devices are detected.

To browse a device in the list, use “UP” & “DOWN” on your controller to highlight the storage device and press “CROSS” on your controller.

To return to the “All Devices” list press “TRIANGLE” on your controller.

If the storage device you are browsing contains folders they will appear YELLOW in color. To open and view the contents of these folders, simply use “UP” & “DOWN” on your controller to highlight a folder and press the “CROSS” button.

To close an opened folder press “TRIANGLE” on your controller.

Pressing “TRIANGLE” on your controller while viewing the “All Devices” list will exit the Media Browser screen and return to the Main Menu.

b) Playing Music Files (MP3)

To play an MP3 music file, follow the steps below:

1. Browse your connected storage devices (as explained in the section **6a, Browsing PS2 memory cards and USB Mass storage devices**)
2. Use “UP” & “DOWN” on your controller to highlight the (MP3) music file you wish to play and press “CROSS” on your controller.
3. The selected (MP3) music file will now begin to play and the screen will display a visually enhanced sound reactive light show.
4. To stop the MP3 and light show press “TRIANGLE” on your controller to return to the “Media Browser” screen.

c) Playing Movie Files (MPEG 1 & 2)

To play an MPEG 1 or MPEG 2 movie file, follow the steps below:

1. Browse your connected storage devices (as explained in the section **6a, Browsing PS2 memory cards and USB Mass storage devices**)
2. Use “UP” & “DOWN” on your controller to highlight the (MPEG 1 or 2) movie file you wish to play and press “CROSS” on your controller.
3. Your selected (MPEG 1 or 2) movie file will now begin to play.
4. To exit the movie press “TRIANGLE” on your controller to return to the “Media Browser” screen.

Extra Controls During Movie Playback

- **START** – Pause Movie
- **TRIANGLE** – Exit Movie
- **R1** – Skip Forward by 2 minutes (approx)
- **L1** – Skip Backward by 2 minutes (approx)
- **R2** – Skip Forward by 10 minutes (approx)
- **L2** – Skip Backward by 10 minutes (approx)
- **SELECT** – Change Screen Mode (Full, Wide or Manual Zoom)
- **RIGHT Analog Stick** – Resize/Zoom in/out (Only available in Manual Zoom Mode)

PLEASE NOTE

To achieve a smooth playback of MPEG 1 & 2 movie files, we suggest the following screen resolutions:

- **MPEG 1** – Max size (352x288)
- **MPEG 2** – Max size (480x576)

We also recommend that you only use movie media files that have NEVER been burned as a VCD or SVCD as these formats have usually been highly compressed, therefore lacking error correction and may have playback difficulties with Media Player.

d) Viewing Digital Image Files (JPEG or BMP)

To view a digital image (JPEG or BMP) file, follow the steps below:

1. Browse your connected storage devices (as explained in the section **6a, Browsing PS2 memory cards and USB Mass storage devices**)
2. Use “UP” & “DOWN” on your controller to highlight the digital image (JPEG or BMP) file you wish to view and press “CROSS” on your controller.
3. Your selected digital image (JPEG or BMP) file will now be displayed on your TV.
4. To stop viewing press “TRIANGLE” on your controller to return to the “Media Browser” screen.

Extra Controls While Viewing Digital Images – Game Controller

- **RIGHT Analog Stick** – Resize/Zoom in/out
- **LEFT Analog Stick** – Pan

PLEASE NOTE

The larger the image file size you want to view, the longer it will take to view. The average time for a large JPEG or BMP file size (1MB) to be displayed is 12 seconds.

e) Suggested File Storage for use with Media Player

Because there are numerous manufacturers that make memory cards and USB devices, they all have different specifications and read speeds so you may experience storage problems and slow or stuttered playback of MPEG movies and MP3 music files.

The suggested storage medium for supported file types:

- **PS2 Memory Card** – JPEG, BMP
- **(SD) Secure Digital** – JPEG, BMP, MP3
- **(XD) Picture Card** – JPEG, BMP, MP3
- **Compact Flash** – JPEG, BMP, MP3, MPEG
- **USB Hard Drive** – JPEG, BMP, MP3, MPEG
- **(SM) Smart Media** – JPEG, BMP, MP3
- **(MMC) Multi Media Card** – JPEG, BMP, MP3
- **Memory Stick** – JPEG, BMP, MP3
- **USB Pen Drives** – JPEG, BMP, MP3, MPEG
- **USB CD-ROM** – JPEG, BMP, MP3, MPEG

8) ONLINE UPDATES

The Online Updates section of the “GameShark® Game Codes with Media Player” allows you to connect to the Internet via your PS2 Network Adaptor to download the latest Cheats, Game Saves and Updates to your GameShark®.

To access the Online Updates section, use the “UP” & “DOWN” on your controller to highlight the “Online Updates” option from the Main Menu. Select it by pressing “CROSS” on your controller. You will now be taken to the “Online Updates” menu screen, which looks like this:



The menu options available on the “Online Updates” screen are as follows:

- **Download Cheats** – This option will allow you to download the latest PS2 GameShark cheats to your PS2 memory card.
- **Download Saves** – This option will allow you to search and download all the latest PS2 game saves to your Memory Card(s).
- **GameShark Updates** – This option will check for any updates available to your GameShark, and download them to your memory card if necessary.
- **Network Settings** – These options allow you to enter/edit your “User Account” details and configure your Internet “Connection” settings.

To use the online functions of “GameShark® Game Codes with Media Player” make sure that you have your PS2 Network Adaptor attached to your PS2 and that the adaptor is connected to your broadband Internet connection. You will also have to enter your details and Product Key to login and gain access to the online downloads. (See section (8d) Network Settings - User Account)



Please wait while you are logged into our servers. Once logged-in, you will be presented with the Game Saves browser which looks like this:



Use “UP” & “DOWN” on your controller to highlight the save you wish to download. Press the “CROSS” button on your controller to download the currently highlighted game save.

Please wait while your selected Game Save is downloaded and saved to your PS2 memory card.

When the download is complete you will see the “Done” message next to the Logout field.

IMPORTANT NOTE

Some games will not allow for multiple game saves of the same game to be stored on a single memory card, so if you want to download several saves for the same game you may have to use separate memory cards.

QUICK TIP

Another way of storing more than one save per game on your memory card is to use the Memory Manager to zip your existing saves for your particular game and download your new save. This will allow you to have multiple saves for the same game on your memory card.

c) GameShark Updates

This option will search for any new GameShark software updates and upgrades available for your “GameShark® Game Codes with Media Player”. A PS2 memory card must be inserted into your PS2 to download and store any GameShark Updates.

Make sure you have entered the required details to enable your Internet connection to our servers (See sections **8d** & **8e** - **Network Settings**)

Select the “Download Saves” option for the “Online Updates” menu and you will now see the following connection screen:



Please wait while you are logged into our servers. Once logged in, “GameShark® Game Codes with Media Player” will automatically determine if there are any software updates available for your version of the software and list any available updates in the GameShark Updates browser which looks like this:



To download an update from the list, simply use “UP” & “DOWN” on your controller to highlight the update you wish to download. Press the “CROSS” button on your controller to download the update.

When the download is complete you will see the "Done" message next to the Logout field.

You will now have to re-boot your PS2 for the newly downloaded update to take effect.

Do not remove the memory card that contains the newly downloaded update from your PS2 when re-booting. You must always have the memory card that contains the downloaded update inserted in your PS2 when booting your GameShark.

d) Network Settings - User Account

Before you can download Cheats, Saves or new Updates, you must enter your account details in the "User Account" screen to login and register to the GameShark servers.

Follow the steps below to access the "User Account" screen:

1. Use "UP" & "DOWN" on your controller to highlight the "Network Settings" option from the "Online Updates" menu and press "CROSS" on your controller.
2. Use "UP" & "DOWN" on your controller to highlight "User Account". Press "CROSS" on your controller to enter the "User Account" screen, which looks like this:



The User Detail fields on this screen are as follows:

- **E-Mail Address**
- **Product Key (Mcode)**
- **First Name**
- **House Number**
- **Town / City**
- **Country**
- **Phone Number**
- **Password**
- **Last Name**
- **Street**
- **County / State**
- **Postcode / ZIP**

***(Must be entered)** The first three fields must be entered to login and access GameShark's servers.

- Enter a valid e-mail address.
- Enter a password of your choice.
- Enter your Product Key. The Product Key is a 16-digit Number that can be found on a separate card supplied with your "GameShark® Game Codes with Media Player" package.

PLEASE NOTE

All Product Keys, Passwords and E-mail addresses are used as a unique ID for online registration and you may need to re-register or be asked to supply them if you have any questions, so keep a copy of these details in a safe place.

To enter details into any of the fields, follow the steps below:

1. Use "UP" & "DOWN" on your controller to highlight the field you want to add/edit details to.
2. Press "CROSS" and you will be presented with an onscreen virtual keyboard.
3. Use the D-PAD to highlight the different characters on the virtual keyboard.
4. Pressing the "CROSS" button will enter the currently highlighted character.
5. Use the D-PAD to highlight the delete button ← and press the "CROSS" button to delete any characters you don't require.
6. To change between upper and lower case characters and to access other symbols, highlight the shift button ↑ on the virtual keyboard and press the "CROSS" button. You can now use capital letters. Select the shift button again and you will see the special characters available.
7. Once you have entered the details into the field, highlight the Enter symbol ↵ and press the "CROSS" button on your controller.
8. Your details will now appear in the corresponding field.
9. Repeat steps 1-8 to enter more details. You must enter details for the first 3 fields before making a connection. (E-mail, Password and Product Key).
10. Once you have entered your details and are sure they are correct, press "TRIANGLE" on your controller. You will be asked if you want to "Save Changes" or "Cancel Changes".
11. Select the Save Changes option to save the details you have entered to your Memory card. A PS2 memory card must be inserted to save your settings.

e) Network Settings - Connection

The "Connection" settings screen is where you can configure how your PS2 connects to the Internet via the PS2 Broadband adapter.

Follow the steps below to open the "Connection" settings screen:

1. Use "UP" & "DOWN" on your controller to highlight the "Network Settings" option from the "Online Updates" menu & press "CROSS" on your controller to enter the "Network Settings" menu.
2. Use "UP" & "DOWN" on your controller to highlight the "Connections Settings" menu option and press "CROSS" on your controller to enter the "Connection" settings screen, which looks like this:



The settings "GameShark® Game Codes with Media Player" uses to establish an Internet connection will be the same as those used by other PS2 online games and applications, so check with your internet service provider for these details.

Most Internet service providers will support DHCP so enabling this will allow connection in most cases. (This is the default setting)

PLEASE NOTE

If you are connected to an internal network with a proxy server, you can enter the address of your Proxy Server into the field named "Proxy IP". Otherwise you will not have to enter anything in this field and it should be left as the default setting 0.0.0.0

If you need to configure your "Connection" settings manually, follow the steps below:

1. On the "Connection" settings screen, use "UP" & "DOWN" on your controller to highlight "DHCP Enable" field.
2. Press "CROSS" on your controller to toggle from ENABLED to DISABLED. When DISABLED, details of the other fields will appear as shown below:



3. Use the "UP" & "DOWN" on your controller to highlight the field you wish to edit and press "CROSS" on your controller. A virtual number-pad will now be displayed where you can enter your settings.
4. Use the D-PAD to highlight the different characters on the virtual number-pad and press "CROSS" to enter the high lighted character.
5. Repeat steps 3 & 4 to enter your settings into the other fields on the "Connection" settings screen.
6. Once you have finished entering your settings, press "TRIANGLE" on your controller and you will be asked if you want to Save or Cancel your changes. A PS2 memory card must be inserted to save any changes.

PLEASE NOTE

You will need to contact your Internet Service Provider if you do not know the correct Configuration settings for your Internet connection.

9) FREQUENTLY ASKED QUESTIONS – CHEATS

Q: When I put the "GameShark® Game Codes with Media Player" disc in my PS2 and press Reset, the disc sounds like its spinning but then nothing loads on screen.

A: First, try leaving the disc to load for at least 30-45 seconds. Some PS2's may take longer to load discs than others. Second, check to see if the disc has any scratches on it. If it does, this makes it harder for the PS2 to read your disc, and it may not work.

If it has no scratches on it try standing your PS2 vertically, as this can aid your PS2 to read the disc if your PS2 laser is weakening.

Q: When I try to load the "GameShark® Game Codes with Media Player", I get a screen on my TV that says "Disc Read Error" or "Please insert a PlayStation® or PlayStation®2 format disc". What should I do?

A: Try your GameShark disc on another PS2 console, if it works on another console then the disc is fine, it is the PS2 that is causing it not to load. Try loading the disc with the PS2 standing vertically, this sometimes helps with inconsistent PS2's. Also make sure there are no scratches on the disc, as this may cause the disc to not load.

If your GameShark disc does not work on another console, then you may have a faulty disc. Contact our technical support at 619.683.2815 Monday - Friday 8am - 4pm PST.

Q: At a certain point in my game when I have cheats activated, the game acts weird/freezes. Why is this?

A: When activated, some Cheat Codes make the game you are playing do things different to when it is being played without codes. For example, if you activate a "Make enemies not move" cheat, you may get to a point in the game where you need the enemies to move in order for you to complete the game. This may cause the game to function abnormally.

Q: Why does my game not load/crash?

A: You may have too many codes activated - cut down on the amount you are trying to use.

Q: Will these codes cause my PlayStation®2 to malfunction or stop working?

A: Absolutely not. "GameShark® Game Codes with Media Player" does not affect the PlayStation®2 itself; it merely changes addresses and values in a game's memory while the game is running. If a code causes an undesirable effect in a game, simply press the reset button and make sure the codes were entered properly.

Q: Is "GameShark® Game Codes with Media Player" compatible with PlayStation/PSone memory cards?

A: No. Only PlayStation®2 compatible memory cards.

Q: Will the "GameShark® Game Codes with Media Player", allow me to play import titles on my PlayStation®2?

A: No, "GameShark® Game Codes with Media Player" was not designed to allow the use of import titles on the PlayStation®2.

Q: Some codes I've found do not work on my GameShark. What do I do?

A: First verify that the code was entered correctly. If it still does not work, then check your source. We only guarantee "GameShark® Game Codes with Media Player" codes that are published by www.gameshark.com or are featured on GameShark sponsored code pages in Magazines.

Q: My "GameShark® Game Codes with Media Player" does not work on my PlayStation or PSone?

A: "GameShark® Game Codes with Media Player" is designed for use on PlayStation 2 only.

Q: Does "GameShark® Game Codes with Media Player" play games from Europe or Japan?

Q: Does "GameShark® Game Codes with Media Player" play copied games?

A: No. "GameShark® Game Codes with Media Player" will only play original NTSC PlayStation 2 games intended for the USA.

Q: The "GameShark® Game Codes with Media Player" does not contain any cheats for my game?

A: The cheats you are looking for may be available on www.gameshark.com. If not, keep an eye on the website as codes for the particular game may appear at some point.

Q: I've entered some cheats from your website and they don't work! Why?

A: For all PlayStation 2 games, you must enter the Mastercode (M) otherwise the cheat will fail. Also, ensure that all the codes for the particular cheat are entered correctly and ensure the codes are for the correct game.

A: If you are entering official cheat codes for the "GameShark® Game Codes with Media Player" from our website, the validity of the codes will automatically be checked when you activate them. If the codes you have entered are not valid you will be prompted to re-check that you have entered the codes correctly. Codes created for previous versions of GameShark® are not guaranteed to work.

Q: I've found some GameShark cheats and tried them and they do not work. Why?

A: Ensure that the codes are from the official GameShark website, www.gameshark.com, or are from another official source such as PlayStation 2 magazines. Check you have entered official "GameShark® Game Codes with Media Player" compatible cheats.

A: If you are entering official cheat codes for the "GameShark® Game Codes with Media Player" from our website, the validity of the codes will automatically be checked when you activate them. If the codes you have entered are not valid you will be prompted to check that you have entered the codes correctly. Codes created for previous versions of GameShark® are not guaranteed to work.

Q: The "GameShark® Game Codes with Media Player" will not recognize my game.

A: If your Game is not recognized, double-check for your game title in Expert Cheat Mode. If your game is not in the list, then visit our website at www.gameshark.com for new cheats or update your cheats with the Online Updates feature.

10) FREQUENTLY ASKED QUESTIONS – MEMORY MANAGER and GAMESAVES

Q: I tried zipping a Game save but it said "This type of file unsupported". I also tried to copy it to another memory card but it came up with the same message. Why?

A: Unfortunately, some game save data cannot be zipped or copied. This is down to the individual game and some game save data will not be compatible with the GameShark Memory Manager.

Q: My game won't load my zipped game saves. Why?

A: No game can load zipped game save files. The game saves must be un-zipped using the GameShark Memory Manager before they are used with a game. This allows the game to recognize them.

Q: Can I download a save from the CD onto my memory card, if I already have a save for that game on the memory card?

A: Some games will not allow for multiple game saves of the same game to be stored on a single memory card, so you may have to store multiple saves for certain games on separate memory cards. Another way of storing more than one save per game on your memory card is to zip your existing saves for your particular game, then download your new save. This will allow you to have multiple saves for the same game on your memory card.

Q: Why won't the GameShark Memory Manager recognize my memory card?

A: The GameShark Memory Manager can only be used with officially licensed Sony PlayStation®2 8MB memory cards.

Q: I used the Game Saves section to download multiple Game Saves to my PlayStation®2 memory card, but now it says "Not enough free space on PS2 memory card". What does this mean?

A: This means your PlayStation®2-memory card has no free save space. Use the GameShark Memory Manager to delete or zip your saves to free up storage space. You can see how full your memory card is by looking at the memory bar at the bottom of the screen. Maximum capacity is 8000k.

Q: If I have an existing Game Save, can I use cheats for that existing Game Save, or do I have to start a new game to use the cheats?

A: If you have an existing Game Save, you can use cheats within your existing Game Save. If you choose to start from the beginning, you can use cheats for a new game as well.

Q: I have copied some files/folders to a PS2 Memory Card, but when I view them via the Memory Manager their names have changed.

A: Unfortunately, the PS2 Memory Card only supports file names of up to 32 characters; this is why your file/ folder names may have changed. This is caused by the PS2 Memory Card, and is not a fault of "GameShark® Game Codes with Media Player" Memory Manager.

Q: Why can't I copy or save files to my USB storage device?

A: "GameShark® Game Codes with Media Player" currently only supports read-only functions from USB Mass Storage Devices, so you cannot copy files to USB devices, you can only copy from them. We may release an update in the future to allow you save and zip files on USB devices so keep checking our website for new updates at www.gameshark.com

Q: I can't seem to copy large amounts of saves all at once why is this?

A: Sometimes when copying large amounts of saves at once, the PS2 cannot handle the amount of data being transferred. If you experience problems copying large groups of saves, try copying them one by one instead.

Q: I can't seem to Zip some files on my PS2 memory card, Why is this?

A: The Zip function is designed for PS2 game saves so you may experience problems if you try to zip other types of files.

11) FREQUENTLY ASKED QUESTIONS – MEDIA PLAYER

Q: I have some MP3's with "Special" characters in their file names, but when I look at the files via my "GameShark® Game Codes with Media Player" it doesn't show the names properly.

A: "GameShark® Game Codes with Media Player" does not support special characters, and any files that have such characters in their name will not be displayed correctly. Please rename your files using conventional characters to view them in "GameShark® Game Codes with Media Player".

Q: Why are the track times of my MP3's wrong?

A: If your MP3 tracks are encoded with a variable bit-rate the track time may not be totally accurate.

Q: My Mpeg 1 or 2 movie files won't playback with Media Player

Q: Why does my Mpeg 1 or 2 movies stutter when played with Media Player?

A: We also recommend that you only use movie media files that have NEVER been burned as a VCD or SVCD as these formats have usually been highly compressed, therefore lacking error correction and may have playback difficulties with Media Player. Also, check that you stick to the suggested movies sizes - MPEG 1 – Max size (352x288) - MPEG 2 – Max size (480x576)

A: Because there are numerous manufacturers that make memory cards and USB devices, they all have different specifications and read speeds so you may experience slow or stuttered playback of MPEG and MP3 files.

Q: Why does it take so long to view my JPEG or BMP pictures with Media Player?

A: The larger the image file size you want to view, the longer it will take to display onscreen. The average time for a JPEG or BMP file size (1MB) to be displayed is 12 seconds. We suggest the maximum size for JPEG digital photographs should not exceed 3 Mega Pixels.

A: Because there are numerous manufacturers that make memory cards and USB devices, they all have different specifications and read speeds so you may experience slow or stuttered playback of MPEG and MP3 files.

Q: Why does the skip forward and backward buttons not work when I play my Mpeg movie?

A: Some non-standard encoded Mpegs will not support the skip forwards/backwards functionality due to irregular sector sizes. In these rare cases, the skip functions will be disabled during playback of such mpegs

12) FREQUENTLY ASKED QUESTIONS – GENERAL

Q: It doesn't read my PSX Memory Cards, why is this?

A: "GameShark® Game Codes with Media Player" only recognizes officially licensed PS2 Memory cards.

Q: Does it matter which USB port I plug my devices into on the PS2?

A: No.

Q: I can't play or view my media file (MP3, MPEG, JPEG, BMP) with Media Player. Why is this?

A: "GameShark® Game Codes with Media Player" is not compatible with files which have a file name over 267 characters (includes file extension) in length stored on USB storage devices.

Q: Can I plug my USB devices into my PS2 via a hub?

A: Yes, although if you have any problems, try plugging it directly into a USB port on your PS2.

Q: Can I use a USB extension cable?

A: Yes, although if you have any problems, try plugging it directly into a USB port on your PS2.

Q: Will this product cause damage to my PS2 Memory Card?

A: No, it simply writes data to the Memory on the card, as if saving via a normal game.

Q: Will this product cause damage to my USB storage devices?

A: No.

Q: Will this product cause damage to my PlayStation®2?

A: No.

13) FREQUENTLY ASKED QUESTIONS – ONLINE UPDATES

Q: Why can't I connect to GameShark's servers with "GameShark® Game Codes with Media Player"?

A: The settings "GameShark® Game Codes with Media Player" uses to establish an Internet connection will be the same as those used by other PS2 online games and applications, so check with your internet service provider if you have any doubts.

A: Most Internet service providers will support DHCP, if this is the case then check that the DHCP Enable option is set to ENABLED on the "Connection" settings screen, this should be the default setting.

Q: My "GameShark® Game Codes with Media Player" will not let me log into GameShark's server so I can download new cheats, saves or updates.

A: Before you can download Cheats, Saves or new Updates, you must enter your account details in the "User Account" screen; Check that you have entered the correct details into the first three fields (User Name, Password and Product Code) on the "User Account" screen

Q: When I try to connect to the Network to download the latest content, it tells me to enter a Product Code. Where can I find this?

Q: What is my Product Key (M-CODE)?

A: The Product Key is a 16-digit code that needs to be entered to gain access to the latest Game saves, Cheats and Updates. Your Product Key can be found on a separate card supplied with your "GameShark® Game Codes with Media Player" package. Simply copy the 16-digit Product Key from the card into the relevant field when asked.

Q: I am connecting through a Proxy server to go online with "GameShark® Game Codes with Media Player", but it always fails during the connection screen, why is this?

A: While we have provided the ability for "GameShark Game Codes with Media Player" to connect online through a Proxy, the use of this facility is not recommended due to the increased likelihood of network errors.

Q: When I go online with "GameShark® Game Codes with Media Player", are my user details secure?

A: Yes, we only use your details to keep our services and products secure and to provide you with support should you experience any difficulties this information will not be distributed.

Q: Will I get free upgrades to the software?

A: You can download free Cheats and Game save updates with the "Online Updates" section of "GameShark® Game Codes with Media Player"

A: If necessary, upgrade patches will be made available. Keep checking our web site for any information at www.gameshark.com or check via the "Online Updates" section of "GameShark® Game Codes with Media Player"

Q: When I try to connect to the Internet, I get a login error, what does this mean?

A: You could receive a login error in many situations, below is list of possible errors codes and recommended actions to help you with your connection problem:

| Code | Error Description | Possible Cause | Recommended Action |
|-------------|---|---|---|
| 5001 | Bad Driver | Corrupted configuration file, damaged memory card or save file | Delete configuration file and re-enter and save Network Settings |
| 5002 | No Network interface Hardware detected | PS2 Network adaptor not connected to PS2 properly or faulty | Check that you have connected your Network adaptor correctly to your PS2 (refer to user guide supplied with adaptor) |
| 5003 | Bad Hardware configuration | PS2 Network adaptor not connected to PS2 properly or faulty supplied with adaptor) | Check you have connected your Network adaptor correctly to your PS2 (refer to user guide Replace faulty Network adaptor |
| 5004 | Bad Configuration File | Network Settings configuration file corrupted or not supported. | Re-enter Network Settings and re-save configuration |
| 5005 | Failed Connection (server failed to respond) | Server full or faulty | Try again later |
| 5006 | XML parse failure (bad server XML response) | Possible fault at host server | Try again later, Check for new updates |
| 5006 | XML parse failure (bad binary data request) | Possible fault at host server | Try again later, Check for new updates |
| 5008 | Parse error (bad session ID) | Possible fault at host server | Try again later, Check for new updates |
| 5009 | Missing Data (bad/ filename) | Possible fault at host server | Try again later, Check for new updates |
| 5009 | Missing Data (bad missing binary data) | Possible fault at host server | Try again later, Check for new updates |
| 5011 | Memory Error (bad heap - sanity check failed) | Possible fault at host server | Try again later, Check for new updates |
| 5012 | Bad Card Write (memory card error, NO CARD) | Memory Card not present | Insert PS2 Memory Card |
| 5013 | Bad Card Write (memory card error, NO SPACE) | Memory Card full | Create more space on Memory Card or insert new Memory Card |
| 5014 | Bad Card Write (memory card error, unspecified general error) | Memory Card corrupt, not formatted, or faulty. Memory Card removed during download or not inserted properly. | Format Memory Card, Try different Memory Card, do not remove memory card whilst performing download. |
| 5015 | Memory Error(malloc/ memory allocation failure) | Possible fault at host server or software error | Check for new updates |
| 5016 | Configuration load failed. | Memory Card not present, faulty, wrong configuration file or removed while reading, or corrupted configuration file | Delete configuration file and re-enter and save Network Settings |
| 5017 | Configuration saves failed. | Memory Card not present, removed during download, or damaged | Try different Memory Card do not remove memory card while configuration is being saved |

Q: I have downloaded a new update and have saved it to my USB storage device but when I boot "GameShark® Game Codes with Media Player" it doesn't seem to be updated.

A: Make sure you have your USB device firmly inserted into the USB port your PS2.

A: Try inserting your USB device into a different USB socket on your PS2.

A: There are numerous manufacturers of USB storage devices and some may have slow read times so your PS2 may not have detected it while booting. If this is the case, try holding down the "CROSS" button on your controller as "GameShark® Game Codes with Media Player" is booting, this will force your PS2 to search for connected USB devices until an update is found.

Q: My GameShark seems to be freezing when I download Cheats, Saves and Updates. Why is this?

A: Please be patient when downloading Cheats, Saves or Updates. Always wait until you see the "Done" message next to the Logout field on the Network Status screen.

Q: After connecting to the Internet, why can't I reset my PS2?

A: Due to the internal workings of the PS2, the reset button on your PS2 is disabled once you have connected to the Internet using your PS2 Network Adaptor. If you need to reset your console after going online, please turn your console off using the switch at the back of your PS2.

14) CUSTOMER SUPPORT

Please refer to the Frequently Asked Questions in the previous sections before contacting our customer service department. If you still cannot resolve the problem, please contact us as follows:

Phone: (619) 683-2815

Email: support@gameshark.com

World Wide Web: <http://www.gameshark.com>

Mailing Address:

Mad Catz, Inc.

ATTN: GameShark Support

7480 Mission Valley Road Suite 101

San Diego, CA 92108

Warranty Information

To receive warranty service you must:

- Call Mad Catz Technical Support at 619.683.2815
- Obtain a Return Authorization Number from Mad Catz Technical Support
- Ship the product to Mad Catz at your expense for service
- Enclose a copy of the original sales receipt showing a purchase date
- Enclose a full return address with daytime and evening phone numbers

TECHNICAL SUPPORT

Online Support and User Guides: www.madcatz.com

Email: techsupport@madcatz.com

Telephone: Available 8am - 4pm PST Monday -Friday (excluding holidays) at 619.683.2815

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