

# **AmigaPatchListAminet**

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**COLLABORATORS**

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WRITTEN BY	Mark Knibbs	December 31, 2022	

**REVISION HISTORY**

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## Chapter 1

# AmigaPatchListAminet

### 1.1 Amiga Software Patch List Aminet release 2.9 (16.11.97)

Amiga Patch List Aminet release 2.9 (16-Nov-1997)

Copyright © 1997 by [Mark Knibbs](#)

IMPORTANT: If you are concerned about the legality of this document, read about [copyright issues and the Aminet situation](#) .

This not the full version of the Amiga Patch List. The full version is currently NOT available from Aminet sites, due to a (in my opinion) bizarre censorship policy. This is a cut-down Aminet version. See below for where to obtain the full version. Patches for the following games have been removed in this Aminet version: · Civilization · Formula One Grand Prix · Railroad Tycoon

This document is a list of various patches for commercial Amiga software, to remove manual- and disk-based copy-protection. Of course, you should only alter a backup copy, and the altered copy is subject to the same distribution restrictions as the original program. Please don't use information in this file to distribute unauthorised copies of the games mentioned here. This document is for use by those who wish to back up their original software, or remove protection from the same (which can be very annoying - for example the protection in Frontier).

This document is freely distributable. Paul David Doherty has made a "front end" web page for the Amiga Patch List at the following URL: <http://www2.rz.hu-berlin.de/angl/people/pdd/amipatch.html> You can also download the latest version of the Patch List from my web space at: <http://www.netcomuk.co.uk/~markk/index.html>

To apply these patches, I recommend that you use the 'Hex' file editor by Nicola Salmoria (available on Fish disk #517 and on Aminet). In each case the first byte of a file is at offset 0, and all figures apart from file lengths are in hexadecimal. If you're low on memory, you may have to use a sector-based file editor like NewZAP instead. To make a backup copy of games which have on-disk protection, use a copier which will not stop at an error, like SuperDuper. Remember, you should ALWAYS write protect your original disks. NEVER modify them.

I use the 'CRC' program to calculate file checksums, before and after patching. Run CRC on your initial and final executables to verify their correctness. The CRC program is included in this distribution, and is also distributed with Zoom 5.4 by Olaf Barthel; see this for more information on CRC.

If you have problems with any patches given here, please let [me](#) know. If you've developed patches for any programs not included, please send them to me, preferably in a similar format to the ones below. Remember to give the version number if you know it. Future growth of this list depends on you! I don't own every original game in the world...

This document uses some Amigaguide V40 features. If you have an earlier version, some things may not appear correctly.

[About Infocom Patches](#) [About LockPick](#) [Where to find the tools mentioned here](#) [Copyright Issues](#) [Version History](#) [To Do About the Author](#) [Help Wanted!](#)

The 113 programs covered in this release are:

[A Mind Forever Voyaging \(Infocom\)](#) [Alien Breed Tower Assault AGA HD \(Team 17\)](#) [Art of Chess \(SPA\)](#) [Back to the Future II \(Images/Imageworks\)](#) [Balance of Power 1990 \(Mindscape\)](#) [Barbarian - The Ultimate Warrior \(Palace\)](#) [Battle Chess \(Interplay\)](#) [Battle Command \(Realtime Games/Ocean\)](#) [Battlehawks 1942 \(Lucasfilm Games\)](#) [Battlestorm \(Titus\)](#) [Battletech -](#)

The Crescent Hawk's Inception (Westwood Associates/Infocom) Beast Busters (Images Design/Activision) Beneath a Steel Sky (Revolution/Virgin) Birds of Prey (Argonaut/Electronic Arts) Breach (OmniTrend/Artronic) Breathless (Fields of Vision/Power Computing) Brian the Lion AGA (Reflections/Psygnosis) Budokan (Electronic Arts) Bureaucracy (Infocom) Castles (Interplay Productions) Champions of Krynn (Strategic Simulations, Inc.) Chess Player 2150 (Oxford Softworks) Civilization (Sid Meier/MicroProse) CJ in the USA (Genesis Software/Codemasters) CJ's Elephant Antics (Genesis Software/Codemasters) Colorado (Silmarils/Action 16) Cybercon III (The Assembly Line/U.S. Gold) Defender of the Crown (Cinemaware) Déjà Vu - A Nightmare Comes True (Icom Simulations/Mindscape) Déjà Vu II - Lost in Las Vegas (Icom Simulations/Mindscape) Demon's Tomb - The Awakening (Silhouette Software/Melbourne House) Dennis AGA (Ocean) D/Generation (Mindscape) Dizzy's Excellent Adventures (Codemasters) Dogfight (MicroProse) DragonStrike (Strategic Simulations, Inc.) Dune II (Westwood Associates/Virgin) Emerald Mine (Kingsoft) E-motion (The Assembly Line/US Gold) Epic (Digital Image Design/Ocean) Escape From Singe's Castle (ReadySoft) ESWAT (U.S. Gold) Evil Garden (Demonware) Extensor (Golden Games/Smash 16) Eye of the Beholder (Westwood Associates/Strategic Simulations, Inc.) Eye of the Beholder 2 (Westwood Associates/Strategic Simulations, Inc.) F/A-18 Interceptor (Electronic Arts) Formula One Grand Prix (Geoff Crammond/MicroProse) Frontier (David Braben/Gametek) Gods (Bitmap Brothers/Renegade) Graeme Souness Vector Soccer (Impulze) Gridrunner (Llamasoft) Gunship (MicroProse) Hired Guns (Psygnosis) Italy 1990 Winners Edition (U.S. Gold) Jumping Jackson (Infogrames) Kelly X (16 Blitz) Knights of the Sky (MicroProse) Kult (Ere Informatique/Exxos) Line of Fire (Creative Materials/U.S. Gold) M1 Tank Platoon (MicroProse) Magic Boy (Blue Turtle/Empire) Magnetic Scrolls Collection Volume 1 (Magnetic Scrolls) Maniac Mansion (Lucasfilm Games) Megatraveller 1 (Paragon/Empire) Midwinter II - Flames of Freedom (Maelstrom Games/Rainbird) Mindfighter (Abstract Concepts/Activision) MovieSetter (Gold Disk) North & South (Infogrames) Ogre (Origin) Oscar AGA (Flair) Passing Shot (Teque Software Development/Imageworks) Pinball Fantasies AGA (21st Century Entertainment) Pool (Icon Design/Mastertronic) Populous II (Bullfrog Productions/Electronic Arts) Ports of Call (Aegis) PowerMonger (Bullfrog Productions/Electronic Arts) Pro Tennis Tour II (Blue Byte/Ubi Soft) Raider (Celestial Software/Impressions) Railroad Tycoon (MicroProse) Red Lightning (Strategic Simulations, Inc.) Renegade Legion Interceptor (Strategic Simulations, Inc.) Scroller 2 (The Soft Alternative) Seymour Goes to Hollywood (Codemasters) Shufflepuck Cafe (Brøderbund/Domark) Silent Service (MicroProse) SimEarth (Maxis) Sorcerer (Infocom) Spellbreaker (Infocom) Starglider (Argonaut Software/Rainbird) Stationfall (Infocom) Storm Across Europe (Strategic Simulations, Inc.) Super Seymour Saves the Planet (Codemasters) Super Tetris (Spectrum Holobyte) Sword of Aragon (Strategic Simulations, Inc.) The Amazing Spiderman (Oxford Digital Enterprises/Empire) The Hound of Shadow (Eldritch Games/Electronic Arts) The Jetsons (MicroIllusions) Theme Park Mystery (Joined Up Software/Imageworks) The New Zealand Story (Choice Software/Ocean) The Secret of Monkey Island (Lucasfilm Games) The Secret of Monkey Island II (Lucasfilm Games) The Settlers/Die Siedler (Blue Byte) Thunderboy (Time Warp Productions) Times of Lore (Origin) Vaxine (The Assembly Line/US Gold) Wings (Cinemaware) Wiz & Liz (Lunatic Games/Psygnosis) Wizball (Ocean) Wonder Dog (Core Design) Wonderland (Magnetic Scrolls) Worms (Team 17) Zool 2 AGA (Gremlin Graphics)

## 1.2 About Infocom Patches

Infocom story files contain a checksum used when you type '\$verify' to check the correctness of the story file. Any changes to the story file, like removal of copy-protection, will necessitate a change to the checksum in order for '\$verify' to continue to work correctly.

When you save a game in progress, the first part of the story file is included in the save file; this includes the story file checksum. So if you load a saved game, saved when playing from an original story file, when playing with a patched story file, there may be a problem with the '\$verify' command due to the differing checksums. The interpreter may report a bad story file when in fact the story file is intact. Not every interpreter does this; Infocom's own does, but ZIP 2.0 does not.

These patches were made possible by Mark Howell's TxD Infocom data file disassembler, Paul David Doherty's DebugTool 1.11, and Graham Nelson's Z-Code specification document. If you're interested in Infocom and interactive fiction in general, you should check out the FTP site <ftp.gmd.de>, in the directory /if-archive.

## 1.3 About LockPick

LockPick 2.0 is a parameter-based disk copier which contains a very large number of parameters (504!). Some of the patches in this list came from LockPick. LockPick also allows backup of some disks which use a non-DOS format, something which isn't possible for a simple patch. You can download LockPick from the author's home page at the following URL: <http://www.cse.psu.edu/~by>



## 1.4 Where to find the tools mentioned here

Program Aminet path Aminet CD DiskX disk/misc/DiskX.lha Set 1 D FreeCopy 1.9 disk/bakup/freecopy19.lha Set 1 D Hex disk/moni/HexED.lha Set 2 c Imploder 4.0 util/pack/imploder\_4\_0.lzh Set 1 A Mon 1.65 dev/moni/mon165.lha Set 1 A SuperDuper disk/misc/SD3V13.lha Set 2 c TrackDOS disk/misc/TrackDOS.lha Set 1 D xfd 1.15 util/pack/xfd115.lha Set 4 a Zoom 5.4 util/arc/Zoom\_5\_4.lha Set 1 a

More recent versions of some of these programs may be on Aminet FTP sites, or later Aminet CDs.

## 1.5 Copyright Issues

This section contains important information. Please read it carefully.

Publication of the information contained in this document does not in itself infringe any copyrights. The simple fact is that THE AMIGA PATCH LIST IS PERFECTLY LEGAL. So any decision not to publish, for example on Aminet FTP sites, amounts to censorship.

For detailed information on the legal situation in the United States (relevant since the main Aminet site is in the USA), see <http://web.idirect.com/~neverloc/legalcpy.html> This page is maintained by a Canadian company called Copyware Inc., which sells programs to enable backups to be made of commercial copy-protected PC software.

To quote Paul David Doherty: · patches that only work if you own an original game are not in the same league as installers that only work with pirated games; · crackers aren't interested in patches for original software because they prefer to crack those games themselves; · pirates aren't interested in patches for original commercial software because they don't have original protected software in the first place; · the only beneficiary of such patches is the rightful owner of commercial software who wants to protect the valuable original disks from damage or wants to make the games HD installable.

I will add another couple of points: · In the case of games which have manual-based copy-protection, a patch to allow use without referring to the manual can greatly enhance game-play. Some games repeatedly ask for a word from the manual to be entered during the game. This is extremely annoying, and if you play the game a lot, causes the manual to become "dog-eared" quickly. If you regularly play many such games, you have to have many game manuals lying around, cluttering up your room, and making it more likely that some will get lost or damaged. · If the owner of an original copy of a game with manual protection is intent on piracy, the existence of otherwise of a patch in this list will not stop them -- they will just photocopy the relevant section in the manual.

In any case, there are already programs on Aminet which install (copy-protected) games to hard disk -- see the many hard disk installers in game/patch. These remove the copy-protection anyway. So there is no justification for the Aminet administrators refusing to accept this file.

The current situation is that the full version of the Amiga Patch List is not being accepted by the Aminet administrators. I received the following email from Urban Mueller on 9-Oct-97:

```
----- message begins ----- Return-Path: mueller@indiac.relog.ch Received: from indiac.relog.ch (indiac.relog.ch [194.191.121.20])
by excalibur.netcom.net.uk (8.8.5 (SB)/8.8.5) with ESMTP id CAA27528 for <markk@netcomuk.co.uk>; Thu, 9 Oct 1997
02:45:20 +0100 (BST) Received: (from mueller@localhost) by indiac.relog.ch (8.8.5/8.8.5) id DAA21605; Thu, 9 Oct 1997
03:42:33 +0200 (MDT) From: Urban D Mueller <mueller@relog.ch> Message-Id: <199710090142.DAA21605@indiac.relog.ch>
Subject: Re: AmigaPatchList To: peter@dalling.u-net.com (Peter Dalling) Date: Thu, 9 Oct 1997 03:42:32 +0200 (MDT) Cc:
umueller@wuarchive.wustl.edu, markk@netcomuk.co.uk, mscheler@aminet.org In-Reply-To: <E0x6CGn-0007fg-00@wrath>
from "Peter Dalling" at Sep 3, 97 11:01:15 am X-Mailer: ELM [version 2.4 PL24 ME8] Content-Type: text
```

>> Hi Urban, >> First off let me say thank you for what you are doing with Aminet, it is > the most valuable resource available to any Amiga user. >> My reason for writing is my concern regarding AmigaPatchList, it's latest > vesion (2.6) contains details on how to patch games which are still > available, or have now be re-issued in the UK. >> The following Microprose games have been re-released by Guildhall Leisure. >> Civilization > Formula One Grand Prix > Gunship > Railroad Tycoon > Silent Service >> Given the precarious nature of the Amiga scene at the moment, I think we > should be supporting the software houses by /buying/ these games, not > giving people the tools to make pirate copies. >> I believe you have previously refused to allow AmigaPatchList onto the > Aminet, I think you should review your decision and ban it again.

Sorry about the long delay. Altho I think the file is legal as it is, I've decided to remove it until these are patches are gone. However that wasn't an easy decision, I tend to allow as much as possible.

-Urban

----- message ends -----

What this means is that perfectly legal files can be removed from Aminet simply because someone disapproves for whatever reason of the archive contents. I don't believe this is an acceptable situation. If you agree, I suggest that you voice your concerns to the Aminet administrators, Urban Müller (umueller@wuarchive.wustl.edu) and Mattias Scheler (mscheler@aminet.org). Aminet should accept ALL legal Amiga-related files.

Contrary to what Peter Dalling says in the above quoted message, Guildhall Leisure have not re-released either Gunship or Silent Service. They have re-released Gunship 2000 and Silent Service II.

Sadly, considering the current state of the Amiga commercial software market, the (very weak) arguments against a list like this are in practice not relevant anyway. Almost all of the programs covered are available new any more, so revenue loss is not an issue. The points given above detail why the Patch List is unlikely to contribute to software piracy. What is an issue however, is the fact that in almost every case it is impossible to replace your original disks if something nasty happens to them. As an example of this, my original Times of Lore disk is faulty, and cannot be replaced. Games are usually de-listed a short while after release, and the software company may cease trading.

## 1.6 Version History

### Version History

1.0 Initial release (not widely distributed).

1.1 Various minor changes, and the following new patches:

- AMFV release 79
- Frontier 'Version to Gametek (Release 4) 1.05'
- Sorcerer releases 13, 18
- Stationfall release 107
- Thunderboy

1.2 More minor changes, and the following new patches:

- Breach 1.02e
- Kult
- Mindfighter
- Ogre 1.06
- The Settlers

Corrected version of Frontier to 1.05 in patch list.

Added information to (hopefully) allow any version of Frontier to be patched.

1.3 More minor changes, and the following new patches:

- Budokan
- Emerald Mine (three versions)
- Epic 3.17
- Extensor
- Gods 1.00
- MovieSetter 1.0P
- Starglider

Bug fix! Added another word to alter for 'The Settlers' patch. The old patch in v1.2 of this list was incomplete, and meant that the machine would crash after a while.

1.4 More minor changes, and the following new patches:

- Champions of Krynn 1.0
- Demon's Tomb - The Awakening 1.00

DragonStrike 1.0  
ESWAT  
Gridrunner 28/2/90  
Line of Fire  
Storm Across Europe 1.0  
Sword of Aragon 1.0

1.5 The following new patch added:  
Colorado

1.6 Yet more minor changes, and the following new patches added:  
Back to the Future II  
Theme Park Mystery

1.7 The following new patches added:  
CJ in the USA  
Dizzy Collection

1.8 Converted list to AmigaGuide format.  
Reformatted text to 77 columns.  
Added note to sysops/moderators.  
More minor changes.  
Changed my addresses.  
Removed Rob Northen flame.  
Changed AMFV and Sorcerer patches. The idea is to preserve gameplay as much as possible - now the game always asks for the same number or sequence of buttons; you are able to enter an incorrect number or sequence as in the original versions.  
Added note for Infocom patches.  
Changed name to Amiga Patch List; there aren't only games any more.  
The following new patches added:  
Barbarian - The Ultimate Warrior UK PAL Version 24/03/88  
Beast Busters  
Brian the Lion AGA A1200 Computer Combat version  
Bureaucracy release 116  
Castles  
CJ's Elephant Antics  
Dennis AGA  
Gunship 832.03  
Oscar AGA  
Pro Tennis Tour II  
Scroller 2 1.01  
Seymour Goes to Hollywood  
Silent Service 825.03  
SimEarth  
Spellbreaker release 87  
Super Seymour Saves the Planet  
Wizball  
Wonder Dog  
Zool 2 AGA A1200 Computer Combat version

1.81 Very minor changes (not released, as far as I can remember).  
The following new patch added:  
Pinball Fantasies AGA

1.9 More changes.  
Information on how to bypass protection in Chess Player 2150 added

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(there's a 'backdoor'), and the following new patch added:  
Super Tetris

## 2.0 Added 'Where to find tools' section.

The following new patches added:

- E-motion Astra Pack version
- Kelly X
- PowerMonger

## 2.1 A couple of minor changes.

Added button for Pinball Fantasies AGA in list of patches. Put the correct disk name in the patch for this game.

The following new patches added:

- Beneath a Steel Sky
- Dune II
- Eye of the Beholder
- Eye of the Beholder 2
- Jumping Jackson
- Megatraveller 1
- Pinball Fantasies AGA (slightly different version)
- Railroad Tycoon 855.02

Many thanks to Tue Brisson for all the new patches in this version and the bug report!

## 2.2 Updated information on the XFD package.

Vastly simplified the Zool 2 AGA patch - XFD now supports the cruncher used. As a side effect, the CRC values have changed.

The following new patch added:

- Sorcerer release 6

## 2.3 The following new patches added (all except North & South integrated from LockPick or FreeCopy):

- Battletech - The Crescent Hawk's Inception 2.3
- Cybercon III
- Déjà Vu - A Nightmare Comes True
- Déjà Vu II - Lost in Las Vegas
- Evil Garden
- Midwinter II - Flames of Freedom
- North & South
- Passing Shot
- Raider
- Shufflepuck Cafe 1.0
- The Hound of Shadow
- The Jetsons 1.0
- The New Zealand Story
- The Secret of Monkey Island

Bug fix! The Railroad Tycoon patch didn't work. It didn't disable the two train limit if you picked the wrong train. Oops... (reported by Shafiq Rahaman - thanks!)

Added SuperDuper and Imploder 4.0 to the 'Where to find...' section.

Added information about the URL for the Amiga Patch List.

Added 'Copyright Issues' section.

Used some

- Amigaguide

- V40 features.

Provided Workbench icons for the .guide and .readme files.

Some more small changes.

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2.4 Added 'About LockPick' and 'Help Wanted!' sections.

The usual minor changes.

The following new patches added:

- Magic Boy
- Sorcerer release 4
- Spellbreaker release 63
- The Secret of Monkey Island II
- Wiz & Liz

2.5 Updated LockPick information with URL of the author's home page.

Added CRC information to Railroad Tycoon 855.02 patch.

The following new patches added:

- Battlehawks 1942
- Battlestorm
- Die Siedler (German version of The Settlers), two versions
- Graeme Souness Vector Soccer
- Worms

2.6 Updated Copyright Issues section. The following new patches added (the only one developed by myself is Italy 1990):

- Alien Breed Tower Assault AGA HD
- Breathless 1.00
- Civilization (four versions)
- Hired Guns 39.25
- Italy 1990 Winners Edition (from Super Sim Pack compilation)
- Maniac Mansion
- The Secret of Monkey Island II (another version - maybe the German release?), patch supplied by Thomas Straubinger

NOTE: From here on the history diverges. There are two versions, a cut-down one for Aminet distribution and a full one for distribution elsewhere. Some of the patches have been removed for the Aminet release. The entries below are for the full version. Complain to the Aminet administrators if you find this unacceptable.

2.7 Updated the Patch List to reflect the current Aminet censorship - please read the Copyright Issues section!

Added note about bugged Maniac Mansion patch.

Changed my email address to a generic equivalent.

Corrected name of Codemasters Dizzy compilation.

Updated Hired Guns information.

The following new patch added:

- Civilization 855.04 German version

2.8 The following new patches added from LockPick and Maverick:

- Red Lightning v1.1
- Renegade Legion Interceptor Version 1.0 (13-May-91)
- Times of Lore

2.9 Added more information to the Copyright Issues section, including a pointer to a web page explaining the US legal situation.

Reinstated the Gunship and Silent Service patches to the cut-down Aminet release - Guildhall Leisure have not re-released either of these two titles.

Updated Maniac Mansion patch and added more information about the Kixx XL re-release of this game.

---

The following new patches added:

- Battle Chess
- Breathless versions 1.10, 1.11, 1.11 (68060)
- Civilization 855.01 German version
- Dogfight 1.01
- Sim Earth hires version 1.0 (8.7.92)

## 1.7 To Do

Changes to be made in a later version

Add more Emerald Mine versions; the Emerald Mines CD also contains original game files, it seems.

Add patches for:

- Great Courts II (= Pro Tennis Tour II)
- The A600 version of Formula 1 Grand Prix

Integrate more patches from FreeCopy, LockPick and Maverick.

Use more

- Amigaguide
- V40 features.

## 1.8 About The Author

I hope you find these patches useful. A large proportion were developed by myself, and can not be found in any parameter disk copiers.

If you want to contribute a patch of your own, or have any comments or suggestions, send me email or alternatively a disk along with sufficient return postage. Ideally, put some interesting software on the disk.

Do not send large files by email without asking me first.

Regards, -- Mark Knibbs mark\_k@iname.com

For the foreseeable future, mail sent to the following address will reach me quickly: 25 Rutts Lane West Lavington DEVIZES Wiltshire SN10 4LN United Kingdom

## 1.9 Help Wanted!

Is there a program that can decrypt Rob Northen copy-protection code? I haven't needed to use such a program for deprotecting any of the games which use this protection, but it would be interesting to see what his code actually does.

I would also like to know the distribution status of the parameter disk copier Maverick. Is this still available? Who are the developers?

My original Times of Lore disk has an error. Please contact me if you can help.

---

## 1.10 A Mind Forever Voyaging (Infocom)

"A Mind Forever Voyaging" (Infocom)

Release 77 / Serial number 850814

File to alter: "story.data" (see comments below)

File length: 262018 ( " " " )

Offset	Change From	Change To
\$00001D	31 03	;New game checksum
\$033461	10 01	
\$033469	20 01	

Original CRC Checksum = \$A26FEE15

Original WRAP Checksum = \$213D1F80

Final CRC Checksum = \$CD6EFB58

Final WRAP Checksum = \$21991F80

Release 79 / Serial number 851122

File to alter: "story.data" (see comments below)

File length: 262036 ( " " " )

Offset	Change From	Change To
\$00001D	60 32	;New game checksum
\$033471	10 01	
\$033479	20 01	

Original CRC Checksum = \$C942537B

Original WRAP Checksum = \$2F4E8ECA

Final CRC Checksum = \$9C7232AD

Final WRAP Checksum = \$2FAA8ECA

Comments: This removes the 'Class One Security Mode Access Decoder' protection. You will always be asked to enter the security code corresponding to WHITE 89, which is of course 12. These patches are for PC data files. The data files for Amiga versions may be padded to a multiple of 512 bytes. In this case the CRC checksums given above will be wrong. As far as I know, releases 77 and 79 were the only versions of AMFV released.

Originator: Mark Knibbs

## 1.11 Alien Breed Tower Assault AGA HD (Team 17)

"Alien Breed Tower Assault AGA HD" (Team 17)

File to alter: "AB"

File length: 279220

---

```
Offset      Change From Change To
$00048A6    6614      4E71
$00048F0     67       60
```

```
Original CRC Checksum = $49010EEC
Original WRAP Checksum = $CE04DB59
```

```
Final CRC Checksum = $0D9B3AA2
Final WRAP Checksum = $D504F2FC
```

Comments: The game will no longer ask for disk 1.

Originator: Probably Fairlight, patch sent to me by Tue Brisson

## 1.12 Art of Chess (SPA)

"Art of Chess" (SPA)

```
File to alter: "c/cur" on disk "CHESS"
File length: 136736
```

```
Offset      Change From Change To
$0094F0     48E7 7FFE 7000 4E75
```

```
Original CRC Checksum = $B7E9B3D8
Original WRAP Checksum = $7ED611B0
```

```
Final CRC Checksum = $F448F879
Final WRAP Checksum = $57BD42B9
```

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.13 Back to the Future II (Images/Imageworks)

"Back to the Future II" (Images/Imageworks)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 1310 (track 59, sector 1, head 1).

Search for the hex string 487A 000A (at offset \$164).  
Replace this with 6000 08DA.

Locate block 1315 (track 59, sector 6, head 1).

Search for the hex string 6600 F6FA (at offset \$4C).  
Replace this with 4E71 4E71.

---



If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Due to a certain lameness on the part of the person who put the disk together, the game does not work on anything other than a 68000. [The header for a normal load file is executed, not skipped over.] To fix this, use your disk editor to change the 2 bytes at block 100 (track 4, sector 1, head 1), offset 0 (starting with \$000003F3) to hex 601E. The game will work on a plain A1200 by doing this, but you may need to use Kickstart 1.2 or 1.3 and turn the cache off.

Originator: Mark Knibbs

## 1.14 Balance of Power 1990 (Mindscape)

"Balance of Power 1990" (Mindscape)

File to alter: "bop" on disk "BOP"  
File length: 269252

Offset	Change From	Change To
\$040B8C	66D8	4E71
\$040BE4	6600 FF7A	4E71 4E71

Original CRC Checksum = \$C54051B2  
Original WRAP Checksum = \$6711DA19

Final CRC Checksum = \$8CF43C50  
Final WRAP Checksum = \$97088B22

Comments: You no longer need to enter a word from the manual.

Originator: FreeCopy 1.8 parameter

## 1.15 Barbarian - The Ultimate Warrior (Palace) UK PAL Version 24/03/88

"Barbarian - The Ultimate Warrior" (Palace) UK PAL Version 24/03/88

There are two files to alter. First, use a text editor to add a semicolon before the s of 'startit' in the s/startup-sequence file on the Barbarian disk.

File to alter: "main" on disk "copy of Barbarian 1"  
File length: 35104

Offset	Change From	Change To
\$00003A	4E40 4E71	2C78 0004

Original CRC Checksum = \$D1ED5ED3  
Original WRAP Checksum = \$FB595158

Final CRC Checksum = \$DCD9F8F0  
Final WRAP Checksum = \$49C67321

Comments: This patch removes the on-disk copy-protection.  
There are at least two versions of Barbarian. This patch is for the version given away several years ago with new Amigas as part of the 'Tenstar pack'. My original full-price release disk is a different version; all code is encrypted. If you have another version, try searching for 4E40 4E71, and replacing this with 2C78 0004.

Originator: Mark Knibbs

## 1.16 Battle Chess (Interplay)

"Battle Chess" (Interplay)

File to alter: "BattleChess" on disk "BattleChess"  
File length: 83904

Offset	Change From	Change To
\$006962	6606	6016
\$00699B	FE	02

Original CRC Checksum = \$27844F22  
Original WRAP Checksum = \$F394D2BF

Final CRC Checksum = \$710AC88D  
Final WRAP Checksum = \$F394D9AB

Comments: This removes the copy protection, so you can enter any value.

Originator: LockPick parameter, sent by Russell Hodges

## 1.17 Battle Command (Realtime Games/Ocean) Release Version V1.1 28/11/1990

"Battle Command" (Realtime Games/Ocean) Release Version V1.1 28/11/1990

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 165 (track 7, sector 0, head 1).

Search for the hex string 487A 000A 23DF 0000 0010.  
Replace this with 203C AB7D 25B5 6000 08D4.

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.  
To check the version number of your game, press Ctrl-V during

play. If it says 'PRelease ...', then something has gone wrong.

Originator: Mark Knibbs

## 1.18 Battlehawks 1942 (Lucasfilm Games)

"Battlehawks 1942" (Lucasfilm Games)

File to alter: "BH" on disk "BHawk1"  
File length: 167936

Offset	Change From	Change To
\$0025CA	6604	4E71

Original CRC Checksum = \$D0BB928B  
Original WRAP Checksum = \$7A880704

Final CRC Checksum = \$229B157A  
Final WRAP Checksum = \$7A881E97

Comments: Enter any password at the recognition test.

Originator: LockPick 2.0 parameter

## 1.19 Battlestorm (Titus)

"Battlestorm" (Titus)

File to alter: "BAT" on disk "BAT"  
File length: 47308

Offset	Change From	Change To
\$009886	4E55 0000 48E7	21FC 2506 0808
\$00988C	FFFE 33FC 0200	4E75

Original CRC Checksum = \$4692CEA9  
Original WRAP Checksum = \$23C62120

Final CRC Checksum = \$889A221E  
Final WRAP Checksum = \$FCBE73DF

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick 2.0 parameter

## 1.20 Battletech - The Crescent Hawk's Inception (Westwood Associates/Infocom)

---

"Battletech - The Crescent Hawk's Inception" (Westwood Associates/Infocom) 2.3

File to alter: "Battletech/battletech" on disk "Battletech Version 2.3"  
File length: 204784

Offset	Change From	Change To
\$00D5F1	01	00

Original CRC Checksum = \$D4EC331D  
Original WRAP Checksum = \$009662F8

Final CRC Checksum = \$C0281F89  
Final WRAP Checksum = \$009762F8

Comments: You can choose anything when asked to identify a Mech part.  
Altering this file causes the \$verify command on the disk to report that the file is bad. This is nothing to worry about.

Originator: LockPick 2.0 parameter

## 1.21 Beast Busters (Images Design/Activision)

"Beast Busters" (Images Design/Activision)

File to alter: "bbusters" on disk " " [Disk 1]  
File length: 101036

Offset	Change From	Change To
\$00004A	487A 000A 23DF	203C 96C1 AAFE
\$000050	00	60
\$000052	0010	091C

Original CRC Checksum = \$52FAF321  
Original WRAP Checksum = \$98771586

Final CRC Checksum = \$5CAF0DD7  
Final WRAP Checksum = \$A1BFAD98

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.22 Beneath a Steel Sky (Revolution/Virgin) Version 10\3\1994

"Beneath a Steel Sky" (Revolution/Virgin) Version 10\3\1994

File to alter: "SteelSky" on disk "disk\_15" (Boot Disk)  
File length: 187528

Offset	Change From	Change To
\$0035F2	FF	FE

```
$005992  51    50
$009ADA  321A B2  34C0 B0
```

```
Original CRC Checksum = $3C4B6D2F
Original WRAP Checksum = $A0A30275
```

```
Final CRC Checksum = $36E7DE32
Final WRAP Checksum = $A2A301CF
```

Comments: This patch allows you to enter any code at Security Services.

Originator: Delirium

## 1.23 Birds of Prey (Argonaut/Electronic Arts)

"Birds of Prey" (Argonaut/Electronic Arts)

Open a CLI/Shell window, and type the following:

```
Assign TEMP: <Some directory with at least 720K free>
CD "Birds of Prey:"
GSG D bop_c TEMP:bop
```

Then make the following changes to the file TEMP:bop.

Offset	Change From	Change To
\$09D47F	03	00
\$09D4BA	FFFF	0000
\$09D564	FFFF	0000

```
Original CRC Checksum for decompressed bop file = $C649F94F
Original WRAP Checksum for decompressed bop file = $50F86BAD
```

```
Final CRC Checksum for decompressed bop file = $DD690012
Final WRAP Checksum for decompressed bop file = $50F86BB0
```

Next, type the following in a CLI/Shell window:

```
CD "Birds of Prey:"
GSG C TEMP:bop bop_c
```

Comments: Enter 19050 at the prompt.

Originator: Mark Knibbs

## 1.24 Breach (Omnitrend/Artronic) 1.06

"Breach" (Omnitrend/Artronic) 1.06

```
File to alter: "Breach" on disk "Breach"
File length: 101448
```

```
Offset      Change From Change To
$00F7BC    4E55 FF02 50C0 4E75
```

```
Original CRC Checksum = $08B5CC7F
Original WRAP Checksum = $2EC164D2
```

```
Final CRC Checksum = $B4A3BCDF
Final WRAP Checksum = $2C57155F
```

Comments: You no longer need to enter a key from the keys card.

Originator: Mark Knibbs

## 1.25 Breathless (Fields of Vision/Power Computing)

"Breathless" (Fields of Vision/Power Computing)

Version 1.00

```
File to alter: "Breathless" on disk "BREATHLESS1"
File length: 112280
```

```
Offset      Change From Change To
$0016898    6614      4E71
```

```
Original CRC Checksum = $BDD45AFA
Original WRAP Checksum = $066E0467
```

```
Final CRC Checksum = $99E5F281
Final WRAP Checksum = $5FF41DD0
```

Version 1.10 (update available on Aminet as game/patch/Breathless1\_1.lha)

```
File to alter: "Breathless" on disk "BREATHLESS1"
File length: 116336
```

```
Offset      Change From Change To
$00171FA    6614      4E71
```

```
Original CRC Checksum = $7DF6E50D
Original WRAP Checksum = $F52F7179
```

```
Final CRC Checksum = $22CD7033
Final WRAP Checksum = $F52F891C
```

Version 1.11 (update available on Aminet as game/patch/Breathless1\_1F.lha)

```
File to alter: "Breathless" on disk "BREATHLESS1"
File length: 116336
```

```
Offset      Change From Change To
$00171FA    6614      4E71
```

Original CRC Checksum = \$063B9C22  
Original WRAP Checksum = \$F5DB70B9

Final CRC Checksum = \$5900091C  
Final WRAP Checksum = \$F5DB885C

Version 1.11 68060 (update available on Aminet as game/patch/Breathl060.lha)

File to alter: "Breathless" on disk "BREATHLESS1"  
File length: 121832

Offset	Change From	Change To
\$0018772	6614	4E71

Original CRC Checksum = \$4C7F7445  
Original WRAP Checksum = \$B072A729

Final CRC Checksum = \$1344E17B  
Final WRAP Checksum = \$B072BECC

Comments: Select any symbols at protection check.

Originator: 1.00 patch sent by Tue Brisson, others sent by both Tue  
Brisson and Chuck Stone, 1.11 patch also contributed by  
Peter Madden

## 1.26 Brian the Lion AGA (Reflections/Psygnosis) A1200 Computer Combat version

"Brian the Lion AGA" (Reflections/Psygnosis) A1200 Computer Combat version

This patch is quite involved. Perform the following steps carefully.

### Stage 1

Using a utility such as TrackDOS, create disk images (901120 bytes long) of disks 2 and 3. If you've installed Brian the Lion on your hard disk, you can use the files 'DISK2.BTL' and 'DISK3.BTL' respectively.

### Stage 2

Load the disk 2 image file into Hex.

Click in the Start gadget and enter '400'. Press Return. The start of the file should now read 'PP20'.

Click in the End gadget, erase the number 'C03FF' and enter 'DF7'. Press Return.

Save the file as 'RAM:tempfile.pp'

### Stage 3

Using a utility such as PowerPacker, DLD, xfdDecrunch or any program which can decrunch PowerPacker data files, decrunch the file 'RAM:tempfile.pp' to 'RAM:tempfile'.

---

Now make the following change to the file 'RAM:tempfile'.

File length: 13040

Offset	Change From	Change To
\$000001	FA	75

Original CRC Checksum = \$A20F4E6E

Original WRAP Checksum = \$F0C871C6

Final CRC Checksum = \$5730D78A

Final WRAP Checksum = \$F14D71C6

Now use PowerPacker (I have version 4.0a - you may need this version too) to crunch the 'RAM:tempfile' file with 'Best' efficiency. Save it as 'RAM:tempfile.pp'. This should be 3576 bytes long.

Stage 4

Load the disk 2 image file into Hex.

Move to offset \$400. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Move to offset \$1BC00. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Save the file back to disk.

Load the disk 3 image file into Hex.

Move to offset \$18C00. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Save the file back to disk.

Stage 5

If you were altering your 'DISK2.BTL' and 'DISK3.BTL' files, you can now play your deprotected Brian the Lion from hard disk. If not, use TrackDOS to write the modified disk image files to your copies of disks 2 and 3.

Comments: This patch removes the manual protection. The protection screen will no longer appear.

Originator: Mark Knibbs

## 1.27 Budokan (Electronic Arts)

"Budokan" (Electronic Arts)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

---



On disk 1, locate block 90 (track 4, sector 2, head 0).

Search for the hex string 6700 000E 6100 FC08  
 Replace this with 4E71 4E71 4E71 4E71

If your disk editor has a facility to correct the DOS block checksum,  
 DO NOT DO THIS.

Comments: Identify the crest as anything.

Originator: LockPick parameter

## 1.28 Bureaucracy (Infocom) Release 116 / Serial number 870602

"Bureaucracy" (Infocom) Release 116 / Serial number 870602

File to alter: "story.data" (see comments below)  
 File length: 243341 ( " " " )

Offset	Change From	Change To
\$00001C	FC65	FFBC ;New game checksum
\$027691	61 06 05 00 76	B4 B4 B4 B4 B4
\$0276BB	A0 00 C7	B4 B4 B4

Original CRC Checksum = \$C78BC1AD  
 Original WRAP Checksum = \$BEF20C24

Final CRC Checksum = \$D589CEA0  
 Final WRAP Checksum = \$531C5D60

Comments: Part-way into the game, you will be asked five questions in  
 the paranoid's house. This patch enables you to give any  
 answer to each question.

This patch is for the data file supplied as part of LTOI II  
 for the PC. The data file for the Amiga version may be padded  
 to a multiple of 512 bytes. In this case, the CRC and WRAP  
 checksums given above will be wrong.

Originator: Mark Knibbs

## 1.29 Castles (Interplay)

"Castles" (Interplay)

File to alter: "CASTLES" on disk "Castles"  
 File length: 155900

Offset	Change From	Change To
\$0233CC	0CAC	297C
\$0233D4	57	50

Original CRC Checksum = \$C0239A71  
Original WRAP Checksum = \$241B01F7

Final CRC Checksum = \$764E2E69  
Final WRAP Checksum = \$0E4B01F7

Comments: Enter anything at the protection check.

Originator: LockPick parameter

### 1.30 Champions of Krynn (Strategic Simulations, Inc.) 1.0

"Champions of Krynn" (Strategic Simulations, Inc.) 1.0

File to alter: "game" on disk "Disk One"  
File length: 479844

Offset	Change From	Change To
\$0125C6	6600 FD98 4E71 4E71	
\$0125EC	6600 0012 4E71 4E71	

Original CRC Checksum = \$269CFBA1  
Original WRAP Checksum = \$D95F34C9

Final CRC Checksum = \$33D1D755  
Final WRAP Checksum = \$A014FDFA

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

### 1.31 Chess Player 2150 (Oxford Softworks)

Comments: This game has a built-in way to bypass the copy-protection!  
Simply enter 'TOBY' or 'toby' when asked to enter a word from  
the manual.

Originator: The program's author, discovered by Mark Knibbs

### 1.32 Civilization (Sid Meier/MicroProse)

"Civilization" (Sid Meier/MicroProse)

This patch has been removed from the Aminet release. See the front page of  
this document for where to obtain the full version of the Amiga Patch List.

---

### 1.33 CJ in the USA (Genesis Software/Codemasters) 18.5.92

"CJ in the USA" (Genesis Software/Codemasters) 18.5.92 (date from disk name)

File to alter: "VC" on disk "CJ IN THE USA (18.5.92)"  
File length: 8384

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHFI'. Change this to 'IMP!'.

Click in the End string gadget and change 1ED7 to 1ED1.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 23500 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000052	6100 0BC8 4E71 4E71	
\$00067E	67 60	

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 7888 bytes long.

Load the VC file from your (copy of the) CJ in the USA disk.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHFI'.

Save the file as 'VC' on your CJ in the USA disk.

Original CRC Checksum for VC file = \$B5EE5BC9

Original WRAP Checksum for VC file = \$E864AF82

Final CRC Checksum for VC file = \$113DF5A4

Final WRAP Checksum for VC file = \$0DF662E8

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

### 1.34 CJ's Elephant Antics (Genesis Software/Codemasters)

"CJ's Elephant Antics" (Genesis Software/Codemasters)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 22 (track 1, sector 0, head 0).

Search for the hex string 6100 076A (at offset \$58).

Replace this with 4E71 4E71.

Locate block 31 (track 1, sector 9, head 0).

Search for the hex string 0000 0000 (at offset \$60).  
Replace this with 433F 3C06.

If your disk editor has a facility to correct the DOS block checksum,  
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

### 1.35 Colorado (Silmarils/Action 16)

"Colorado" (Silmarils/Action 16)

File to alter: "T.X" on disk "Empty"  
File length: 51140

Offset	Change From	Change To
\$000972	4EB9	6004

Original CRC Checksum = \$39EF1466  
Original WRAP Checksum = \$917E361D

Final CRC Checksum = \$DE26600B  
Final WRAP Checksum = \$917E24D2

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

### 1.36 Cybercon III (The Assembly Line/U.S. Gold)

"Cybercon III" (The Assembly Line/U.S. Gold)

You need to use a disk editor for this patch, such as DiskX or the  
EditorTool in ProjectD 2.0.

Locate block 226 (track 10, sector 6, head 0). Make the  
following changes:

Offset in block	Change From	Change To
\$000069	FB	FC
\$000071	FE	02
\$000075	FB	FC
\$000077	F2	02
\$000081	FB	FC
\$000083	E6	02

If your disk editor has a facility to correct the DOS block checksum,

---

DO NOT DO THIS.

Comments: The code to open every door is 'AAA'.

Originator: LockPick 2.0 parameter

### 1.37 Defender of the Crown (Cinemaware)

"Defender of the Crown" (Cinemaware)

File to alter: "Defender" on disk "Defender1"

File length: 85324

Offset	Change From	Change To
\$00DBAA	56CB FFFC 5548	2B3C 0000 0010
\$00DBB2	5243 66EC 9043	203C 0000 03D8

Original CRC Checksum = \$6AB84734

Original WRAP Checksum = \$5EB85459

Final CRC Checksum = \$98FEB406

Final WRAP Checksum = \$1D273C0E

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick parameter

### 1.38 Déjà Vu - A Nightmare Comes True (Icom Simulations/Mindscape)

"Déjà Vu - A Nightmare Comes True" (Icom Simulations/Mindscape)

File to alter: "Déjà Vu" on disk "DEJAVU"

File length: 63296

Offset	Change From	Change To
\$009A56	4EAC 8012 504F	203C 0000 012D
\$009B12	4EAC 8012 504F	203C 0000 012D
\$009B32	4EAC 8012 504F	203C 0000 03DD
\$009C16	4EAC 8012 504F	203C 0000 012D

Original CRC Checksum = \$3E0CB7E6

Original WRAP Checksum = \$3D981578

Final CRC Checksum = \$6246EB0A

Final WRAP Checksum = \$3DE20912

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick 2.0 parameter

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### 1.39 Déjà Vu II - Lost in Las Vegas (Icom Simulations/Mindscape)

"Déjà Vu II - Lost in Las Vegas" (Icom Simulations/Mindscape)

File to alter: "DejaVuII" on disk "DejaVuII"  
File length: 66916

Offset	Change From	Change To
\$00A7C8	4EBA	600E

Original CRC Checksum = \$B5B44F92  
Original WRAP Checksum = \$5947BD53

Final CRC Checksum = \$C973FA98  
Final WRAP Checksum = \$47F3BD53

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick 2.0 parameter

### 1.40 Demon's Tomb - The Awakening (Silhouette Software/Melbourne House) 1.00

"Demon's Tomb - The Awakening" (Silhouette Software/Melbourne House) 1.00

File to alter: "game" on disk "Demon's\_Tomb"  
File length: 80864

Offset	Change From	Change To
\$000DBA	4EBA F44C 4200	4E71

Original CRC Checksum = \$3C2056DB  
Original WRAP Checksum = \$3A8CE456

Final CRC Checksum = \$ED2BDBE3  
Final WRAP Checksum = \$E067F110

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

### 1.41 Dennis (Ocean) Amiga 1200 version, from 'Desktop Dynamite' pack

"Dennis" (Ocean) Amiga 1200 version, from 'Desktop Dynamite' pack

File to alter: "dennis" on disk " " [Disk A]  
File length: 168596

Offset	Change From	Change To
\$00433E	48E7	4E75

Original CRC Checksum = \$91E443DD  
Original WRAP Checksum = \$C408BB50

Final CRC Checksum = \$DC77D04E  
Final WRAP Checksum = \$C408B5C2

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.42 D/Generation (Mindscape) 1.04/1.05 Jun 12 1992

"D/Generation" (Mindscape) 1.04/1.05 Jun 12 1992

[Version string in dgen file says 1.04, in-game text says 1.05.]

File to alter: "dgen" on disk "DGEN1"  
File length: 134220

Offset	Change From	Change To
\$01C38D	00	01

Original CRC Checksum = \$5A47D248  
Original WRAP Checksum = \$C4CF4A2C

Final CRC Checksum = \$14851D59  
Final WRAP Checksum = \$C4CE4A2C

Comments: This patch removes the Rob Northen on-disk copy-protection.  
Disk 2 no longer needs to be protected.

Originator: Mark Knibbs

## 1.43 Dizzy's Excellent Adventures (Codemasters)

"Dizzy's Excellent Adventures" (Codemasters)

This is a two disk compilation of Dizzy games. Disk 1 contains Dizzy Panic and Spellbound Dizzy; disk 2 contains Bubble Dizzy, Prince of the Yolkfolk and Kwixsnax. The file 'VC' needs to be patched on both disks. The method used is similar to that for the 'CJ in the USA' patch given elsewhere.

Disk 1

File to alter: "VC" on disk "SPELLBOUND (AMIGA V1.1)"  
File length: 6548

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHF1'. Change this to 'IMP!'.

---

Click in the End string gadget and change 17AB to 17A5.  
 Save the file as 'RAM:VCmain.im'  
 From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file  
 RAM:VCmain should be 20308 bytes long.  
 Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000164	41FA	4E75
\$000A9A	67	60

Save the modified file back as 'RAM:VCmain'.  
 From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file  
 RAM:VCmain.im should be 6054 bytes long.  
 Load the VC file from (your copy of) disk 1.  
 Move to offset \$1E8. Select 'Insert File...' from the Project menu,  
 and select the file 'RAM:VCmain.im'.  
 Still at offset \$1E8, change the 'IMP!' string to 'CHF1'.  
 Save the file as 'VC' on disk 1.

Original CRC Checksum for VC file = \$7F863387  
 Original WRAP Checksum for VC file = \$9C6D93DE

Final CRC Checksum for VC file = \$02E4882E  
 Final WRAP Checksum for VC file = \$AE5B7B68

## Disk 2

File to alter: "VC" on disk "YOLKFOLK (AMIGA V1.1)"  
 File length: 38208

The alterations needed here are quite involved. I will assume that  
 you are using the 'Hex' file editor. You will also need FImp from the  
 Imploder 4.0 distribution.

Load the VC file into Hex.  
 Click in the Start string gadget and enter the value 1E8.  
 The start of the file should read 'CHF1'. Change this to 'IMP!'.  
 Click in the End string gadget and change 9357 to 9351.  
 Save the file as 'RAM:VCmain.im'  
 From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file  
 RAM:VCmain should be 52448 bytes long.  
 Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000178	41FA	4E75
\$000AA6	67	60

Save the modified file back as 'RAM:VCmain'.  
 From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file  
 RAM:VCmain.im should be 37712 bytes long.  
 Load the VC file from (your copy of) disk 2.  
 Move to offset \$1E8. Select 'Insert File...' from the Project menu,  
 and select the file 'RAM:VCmain.im'.  
 Still at offset \$1E8, change the 'IMP!' string to 'CHF1'.  
 Save the file as 'VC' on disk 2.

Original CRC Checksum for VC file = \$C9C7E6AD



Original WRAP Checksum for VC file = \$94F24E33

Final CRC Checksum for VC file = \$7910E490

Final WRAP Checksum for VC file = \$3D181B4A

Comments: This patch removes the Rob Northen on-disk copy-protection.  
Thanks to Keith Krellwitz for reporting the real title of  
this compilation. It was erroneously called 'Dizzy  
Collection' in previous versions of the Patch List.

Originator: Mark Knibbs

## 1.44 Dogfight (MicroProse) 1.01

"Dogfight" (MicroProse) 1.01

File to alter: "Dogfight" on disk "Dogfight\_Disk\_A"

File length: 233648

Offset	Change From	Change To
\$02440E	69	60

Original CRC Checksum = \$90234E11

Original WRAP Checksum = \$C6C33017

Final CRC Checksum = \$89FDEB55

Final WRAP Checksum = \$C6C33717

Comments: Enter anything at the protection check

Originator: Bob Duncan / Fairlight, sent to me by Johannes Carlsson

## 1.45 DragonStrike (Strategic Simulations, Inc.) 1.0

"DragonStrike" (Strategic Simulations, Inc.) 1.0

File to alter: "DStrike" on disk "DStrike"

File length: 100292

Offset	Change From	Change To
\$00211A	6E	60

Original CRC Checksum = \$67EAFEF8

Original WRAP Checksum = \$309700D6

Final CRC Checksum = \$5C9FBFAE

Final WRAP Checksum = \$30970ED6

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

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## 1.46 Dune II (Westwood Associates/Virgin)

"Dune II" (Westwood Associates/Virgin)

File to alter: "DuneII" on disk "DuneII\_1"  
File length: 294584 (uncompressed)

You need a cruncher or packer to carry out this patch. First uncompress "DuneII" using XfdDecrunch, Imploder, Powerpacker or similar. After alterations, use the cruncher to pack the "DuneII" file to under 200K and save it over the original version. (Original is compressed with Imploder mode 8.)

Make the following change to the decompressed file:

Offset	Change From	Change To
\$013368	67	60

Original CRC Checksum for decompressed "DuneII" file = \$6F515E1B  
Original WRAP Checksum for decompressed "DuneII" file = \$650C51F7

Final CRC Checksum for decompressed "DuneII" file = \$5382CBB5  
Final WRAP Checksum for decompressed "DuneII" file = \$6C0C51F7

Comments: Enter anything at the manual-protection. The datestamp for this version is 24-May-93.

Originator: Paradox

## 1.47 Emerald Mine (Kingsoft)

"Emerald Mine" (Kingsoft)

There are at least four versions of the Emerald Mine game engine around. The earliest is 28152 bytes long and seems to be unprotected. The time and score appear in the top-left corner of the screen during play. I give patches here for the other three versions, which I have dubbed 'Release 2', 'Release 3' and 'Release 4'. Release 3 has some minor improvements and bug fixes, like being slightly more system-legal during startup, and can run on NTSC machines. Also, the data files used by release 3 are encrypted, making it harder to cheat by editing the 'nam' file. Release 4 is broadly similar.

Release 2

File to alter: "em" on disk "Emerald Mine", dated 24-Oct-86 13:24:13  
File length: 30184

Offset	Change From	Change To
\$00070D	BA 3B 18	71 4E 71
\$001EDA	67	60

Original CRC Checksum = \$A26B0895  
Original WRAP Checksum = \$9DF942C0

Final CRC Checksum = \$B83C0A6B  
Final WRAP Checksum = \$9E423667

## Release 3

File to alter: "em" on disk "Emerald Mine", dated 19-Sep-87 20:33:37  
File length: 30440

Offset	Change From	Change To
\$00067B	BA 51 B6	71 4E 71
\$0006EE	65	60
\$00205A	67	60
\$0020CC	67	60
\$0026AF	18 D8 78 01 F2	7B 4E 71 4E 71
\$003CD2	01F4 DE78 01F2	0257 4E71 4E71

Original CRC Checksum = \$382F4312  
Original WRAP Checksum = \$3EC35708

Final CRC Checksum = \$56B0DB6A  
Final WRAP Checksum = \$6315C98E

## Release 4

File to alter: "em" on disk "Emerald Mine", dated 24-Nov-87 12:05:15  
File length: 30628

Offset	Change From	Change To
\$000677	BA 52 78	71 4E 71
\$0006E6	65	60
\$002118	67	60
\$00218A	67	60
\$00276D	18 D8 78 01 F2	7B 4E 71 4E 71
\$003D90	01F4 DE78 01F2	0257 4E71 4E71

Original CRC Checksum = \$29984D26  
Original WRAP Checksum = \$2CAAFDE0

Final CRC Checksum = \$089DEB4A  
Final WRAP Checksum = \$9DEF2436

Comments: These patches remove the disk-based copy-protection. They do not attempt to make the game any more system-legal (which is possible; I have EM running from my hard drive under 3.1 and 68030). How about releasing an updated, hard-disk installable version, Kingsoft?

The author of The Settlers, Volker Wertich, was a co-author of Emerald Mine; it's nice to see that he's still writing really cool games...

Originator: Mark Knibbs

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## 1.48 E-motion (The Assembly Line/US Gold) Astra Pack version

"E-motion" (The Assembly Line/US Gold) Astra Pack version

File to alter: "mainbit" on disk "e-motion"  
File length: 314356

Offset	Change From	Change To
\$0035D4	6100 0742 4E71	4E71
\$0035D8	4A80	7000

Original CRC Checksum = \$E782215D  
Original WRAP Checksum = \$3F560786

Final CRC Checksum = \$923F3EE1  
Final WRAP Checksum = \$2C64C057

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.49 Epic (Digital Image Design/Ocean) 3.17

"Epic" (Digital Image Design/Ocean) 3.17

File to alter: "EPIC/EPIC" on disk "EPIC1"  
File length: 199712

Offset	Change From	Change To
\$026750	67	60
\$026758	67	60

Original CRC Checksum = \$7FF27CA5  
Original WRAP Checksum = \$78FE75A8

Final CRC Checksum = \$98C612DC  
Final WRAP Checksum = \$86FE75A8

Comments: Enter anything at the protection check.

This patch is for the hard-disk installable version 3.17 of Epic, as supplied in the A600HD software bundle. To check which version you have, use a file editor to search for the string '\$Revision:'. If you have a different version, try searching for the hex string B200 67F4 6000 0008 4A11 6700, and changing both occurrences of 67 to 60.

Originator: Mark Knibbs

## 1.50 Escape From Singe's Castle (ReadySoft)

"Escape From Singe's Castle" (ReadySoft)

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File to alter: "Escape" on disk "escape A"  
 File length: 53492

Offset	Change From	Change To
\$00569C	66	60
\$00A41A	6770	4E71
\$00BED2	6600 0252	4E71 4E71

Original CRC Checksum = \$37C6FCE9  
 Original WRAP Checksum = \$D3DAA690

Final CRC Checksum = \$ACA0056E  
 Final WRAP Checksum = \$8DBBD71E

Comments: The protection screen will no longer appear. The version of the game that I have refuses to work under Kickstart 2.0 or higher. If you have a patch to correct this, please let me know.

Originator: Mark Knibbs

## 1.51 ESWAT (U.S. Gold)

"ESWAT" (U.S. Gold)

File to alter: "eswat" on disk "Eswat Disk #1"  
 File length: 97520

Offset	Change From	Change To
\$00B564	303C 009E 61	7200 4278 00
\$00B56A	00AA	4E75

Original CRC Checksum = \$BD2BAB4B  
 Original WRAP Checksum = \$8689094B

Final CRC Checksum = \$123E9C3D  
 Final WRAP Checksum = \$A5C479A6

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.52 Evil Garden (Demonware)

"Evil Garden" (Demonware) [PAL version]

File to alter: "c/Evil" on disk "EvilGardenPal"  
 File length: 57532

Offset	Change From	Change To
\$00104D	55	75
\$00115E	60FE	4240

Original CRC Checksum = \$B9E540CF  
 Original WRAP Checksum = \$7EB742ED

Final CRC Checksum = \$77152A74  
 Final WRAP Checksum = \$7E9761AB

Comments: You will no longer be asked for a word from the manual.

Originator: LockPick 2.0 parameter

## 1.53 Extensor (Golden Games/Smash 16)

"Extensor" (Golden Games/Smash 16)

Firstly, remove the 'Stack 6000' line from the s/startup-sequence file on the Extensor disk; this command is actually part of the copy-protection.

Then alter the following file:

File to alter: "Extensor" on disk "Extensor"  
 File length: 192

Offset	Change From	Change To
\$000076	4B 45 56 64 6F 73	

Original CRC Checksum = \$EEF588B4  
 Original WRAP Checksum = \$C7400A3B

Final CRC Checksum = \$9A6BFCBA  
 Final WRAP Checksum = \$AA3FF111

Comments: This patch removes the on-disk copy-protection. The changes to the 'Extensor' file above simply replace the string 'KEV.library' with 'dos.library'. The 'Stack' program patches Exec OpenLibrary() to do this if the copy-protection check passed. However, the loader program itself is very badly coded. It uses A5 instead of A6 when calling the Exec library; hence it doesn't work under Kickstarts later than 1.3. Also, the game uses memory without allocating it first.

Originator: Mark Knibbs

## 1.54 Eye of the Beholder (Westwood Associates/Strategic Simulations, Inc.)

"Eye of the Beholder" (Westwood Associates/Strategic Simulations, Inc.)

File to alter: "eob2" on disk "EOB1"  
 File length: 190400

Offset	Change From	Change To
\$019ABE	6606 4E71	

```
$019AC4 67 60
```

```
Original CRC Checksum = $0E263ED4  
Original WRAP Checksum = $3F5646C7
```

```
Final CRC Checksum = $8DB66136  
Final WRAP Checksum = $46565E5C
```

Comments: Enter anything at the protection check. This file has a  
datestamp of 30-Apr-91.

Originator: Skid Row

## 1.55 Eye of the Beholder 2 (Westwood Associates/Strategic Simulations, Inc.)

"Eye of the Beholder 2" (Westwood/Strategic Simulations, Inc.)

According to Tue Brisson:

Depending on the version, "EOBII" may or may not be crunched. The KIXX budget version is, and as far as I know it can't easily be decrunched. If you have a crunched version, try to decrunch it and save it over the original file before doing alterations. If the game boots without crashing, it has probably decrunched correctly and you can apply the patch. (Remember that on the KIXX version you will need to delete the file XLAN and remove it from the startup-sequence in order to fit the decrunched file onto the disk.) If it crashes, then it's too bad! At this point I don't know how to decrunch the KIXX version.

(I could not decrunch the KIXX version properly. I tried several different unpackers; they all gave slightly different output but all of the decrunched files crashed. The cruncher was reported as PowerPacker4.0 Overlaid, but even PowerPacker could not decrunch correctly, neither could it repack the file.)

```
File to alter: "EOBII" on disk "EOB II 1"  
File length: 299696
```

```
Offset      Change From Change To  
$000A64    43EDFFDE 22402248
```

```
Original CRC Checksum = $11F4393A  
Original WRAP Checksum = $502F0DCA
```

```
Final CRC Checksum = $4BF54F1A  
Final WRAP Checksum = $71DCEB60
```

Comments: Enter anything at the protection check.

Originator: Skid Row

## 1.56 F/A-18 Interceptor (Bob Dinnerman/Electronic Arts)

"F/A-18 Interceptor" (Bob Dinnerman/Electronic Arts)

File to alter: "F-18 Interceptor" on disk "F-18 Interceptor"

File length: 331232

Offset	Change From	Change To
\$01CE60	660E	4E71

Original CRC Checksum = \$FF0BB918

Original WRAP Checksum = \$3FDA62E5

Final CRC Checksum = \$EE8A1D80

Final WRAP Checksum = \$577762E5

Comments: Enter any countercode when prompted.

Originator: Nib 2.0 parameter

## 1.57 Formula One Grand Prix (Geoff Crammond/MicroProse) 1.02

"Formula One Grand Prix" (Geoff Crammond/MicroProse) 1.02

This patch has been removed from the Aminet release. See the front page of this document for where to obtain the full version of the Amiga Patch List.

## 1.58 Frontier (David Braben/Gametek) [English versions]

"Frontier" (David Braben/Gametek) [English versions]

Version to Gametek (Release 1) 1.00

File to alter: "Frontier" on disk "Frontier"

File length: 645752

Offset	Change From	Change To
\$084EB4	67	60

Original CRC Checksum = \$B0D17DAF

Original WRAP Checksum = \$B9F8CDF2

Final CRC Checksum = \$B0A8218D

Final WRAP Checksum = \$C0F8CDF2

Version to Gametek (Release 4) 1.05

File to alter: "Frontier" on disk "Frontier"

File length: 646772

Offset	Change From	Change To
\$085278	67	60



Original CRC Checksum = \$6360BEB9  
Original WRAP Checksum = \$7DF8651C

Final CRC Checksum = \$F41C4B5C  
Final WRAP Checksum = \$84F8651C

Comments: Press any letter key whenever the protection screen appears.  
There are several versions of Frontier around. To check which version you have, search for the string 'Version'. If your version is different, try searching for the hex string 28BB B002 6704 E88B, and change the 67 in this to 60.

Originator: Mark Knibbs

## 1.59 Gods (Bitmap Brothers/Renegade) 1.00

"Gods" (Bitmap Brothers/Renegade) 1.00

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

On disk 1, locate block 1086 (track 49, sector 8, head 0).

Search for the hex string 84 31C7 85F0 3121 1512 A3.  
Replace this with EC EA4C F3F1 5E2C F3F2 B6.

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection.  
To check the version number of your game, use the disk editor to display the bootblock as ASCII text.

Originator: Crystal

## 1.60 Graeme Souness Vector Soccer (Impulze)

"Graeme Souness Vector Soccer" (Impulze)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 166 (track 7, sector 1, head 1).

Offset in block Change From Change To  
\$000082 6600 00A0 4E71 4E71

Locate block 198 (track 9, sector 0, head 0).

Offset in block Change From Change To  
\$0001B8 487A 4E75

---

Locate block 204 (track 9, sector 6, head 0).

Offset in block Change From Change To  
\$0001CC 487A 000A 6000 092A

Locate block 251 (track 11, sector 9, head 0).

Offset in block Change From Change To  
\$0001CC 6600 00B6 4E71 4E71

If your disk editor has a facility to correct the DOS block checksum,  
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection  
and the manual protection. You can enter anything when asked.

Originator: Mark Knibbs

## 1.61 Gridrunner (Llamasoft) 28/2/90

"Gridrunner" (Llamasoft) 28/2/90

File to alter: "GRIDRUN" on disk "protec"  
File length: 303748

Offset Change From Change To  
\$04097E \$48E7 7F7E 4200 4E75

Original CRC Checksum = \$D039FB81  
Original WRAP Checksum = \$1B466DB5

Final CRC Checksum = \$4860C24C  
Final WRAP Checksum = \$4C4F749C

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.62 Gunship (MicroProse) 832.03

"Gunship" (MicroProse) 832.03

There are two files to alter - "scrnmule" for the manual protection and  
"titlmule" for the disk-based protection.

File to alter: "scrnmule" on disk "Gunship"  
File length: 76664

Offset Change From Change To  
\$005AE9 0A 52

Original CRC Checksum = \$A3C09F61  
 Original WRAP Checksum = \$6C716EAF

Final CRC Checksum = \$9966289E  
 Final WRAP Checksum = \$6C296EAF

File to alter: "titlmule" on disk "Gunship"  
 File length: 42528

Offset	Change From	Change To
\$006722	2C78	6000
\$006725	04	84
\$009D7C	0000	0140
\$009D81	00	C8
\$009D84	0000	01F4

Original CRC Checksum = \$076B4337  
 Original WRAP Checksum = \$3E6D1038

Final CRC Checksum = \$7BF8EF25  
 Final WRAP Checksum = \$39F0DCB0

Comments: These patches remove the on-disk and manual copy-protection.  
 Select any vehicle on the identification screen.  
 This is for the version of Gunship distributed as part of the  
 Ubi Soft compilation 'Air/Sea Supremacy'. This version seems  
 to have had the countersign protection already removed; you  
 can enter any countersign when approaching a friendly base.

Originator: Mark Knibbs

## 1.63 Hired Guns (Psygnosis) Version 39.25

"Hired Guns" (Psygnosis) Version 39.25

You need to unpack the file using xfdDecrunch before applying the patch. If playing from hard disk, simply copy the altered file to your "HiredGuns" drawer, replacing the old file. Then change the UNPACK tooltype in the icon from YES to NO.

If playing from floppy disks, you can pack the file as a data file if you have the ProPack cruncher (there is unlikely to be enough free space for the unpacked file). Else you could try packing with PowerPacker/Imploder/CrunchMania (as executable). However, this is unlikely to work.

File to alter: "Hired Guns" on disk "Hired Guns Disk 1"  
 File length: 142248 (unpacked)

Offset	Change From	Change To
\$00101EC	B019 6602 12C0	4E71
\$00119CA	4A	42
\$00119D0	67	60

Original CRC Checksum of unpacked file = \$E2C4B20D

Original WRAP Checksum of unpacked file = \$0518762C

Final CRC Checksum of unpacked file = \$CD79C664

Final WRAP Checksum of unpacked file = \$A97195BD

Comments: Enter anything at the protection check.

Originator: The Loons, sent to me by Tue Brisson. Thanks to Daniel Platt for the tooltype information.

## 1.64 Italy 1990 Winners Edition (U.S. Gold)

"Italy 1990 Winners Edition" (U.S. Gold)

File to alter: "football.prg" on disk "78 Track Master"

File length: 135616

Offset	Change From	Change To
\$00446E	4EB9 0001 380A	7200 4E71 4E71

Original CRC Checksum = \$16C50060

Original WRAP Checksum = \$F6A04C28

Final CRC Checksum = \$6383A47F

Final WRAP Checksum = \$A830127A

Comments: This patch removes the on-disk copy-protection. The version of the game that I have is part of the "Super Sim Pack" compilation.

Originator: Mark Knibbs

## 1.65 Jumping Jackson (Infogrames)

"Jumping Jackson" (Infogrames)

File to alter: "gloups" on disk "JJS"

File length: 78836

Offset	Change From	Change To
\$00AB88	6F00 0004 4E71	4E71

Original CRC Checksum = \$0E39379B

Original WRAP Checksum = \$7FE859F0

Final CRC Checksum = \$93746CF0

Final WRAP Checksum = \$A0770B83

Comments: This patch removes the on-disk copy protection. If your original doesn't work you can make the copy work. Simply try installing the bootblock and it should boot fine (at least my version did). You will have to use OCS if you're running on

---

an AGA machine, though.  
This version has a datestamp of 6-Mar-89.

Originator: Tue Brisson, inspired by M.A.D.

## 1.66 Kelly X (16 Blitz)

"Kelly X" (16 Blitz)

File to alter: "kelly\_x" on disk "protec"  
File length: 68052

Offset	Change From	Change To
\$00C79A	48E7 7FFE 7000	4E75

Original CRC Checksum = \$C1BF4C8F  
Original WRAP Checksum = \$9F259A2A

Final CRC Checksum = \$AE2D873C  
Final WRAP Checksum = \$D02E7311

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.67 Knights of the Sky (MicroProse) 3.01

"Knights of the Sky" (MicroProse) 3.01

File to alter: "knights" on disk "kots1"  
File length: 253248

Offset	Change From	Change To
\$03D174	BA6D	3A2D
\$03D178	6658	4E71

Original CRC Checksum = \$9538E019  
Original WRAP Checksum = \$A1077959

Final CRC Checksum = \$43FB5665  
Final WRAP Checksum = \$392E795A

Comments: Select any squadron at the protection check.

Originator: Crystal

## 1.68 Kult (Ere Informatique/Exxos)

---

"Kult" (Ere Informatique/Exxos)

File to alter: "KULT" on disk "BILLIARD"  
File length: 131440

Offset	Change From	Change To
\$0000DE	3F39	6044

Original CRC Checksum = \$4BF4F050  
Original WRAP Checksum = \$0C8C4402

Final CRC Checksum = \$F20E90DD  
Final WRAP Checksum = \$0C8C22F7

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.69 Line of Fire (Creative Materials/U.S. Gold)

"Line of Fire" (Creative Materials/U.S. Gold)

You need Imploder 4.0 to carry out this patch. Run Imploder, and load the file "line" from the disk "LOF Data". When asked whether you want to deplode the file, click 'Yes'. Select an output file (for example "RAM:line").

Now make the following changes to the output file.

Offset	Change From	Change To
\$0091D8	41F9 0000	7200 4E75

Original CRC Checksum for decompressed "line" file = \$ECA3E475  
Original WRAP Checksum for decompressed "line" file = \$14725166

Final CRC Checksum for decompressed "line" file = \$FAB136F9  
Final WRAP Checksum for decompressed "line" file = \$E46B02F0

Next use Imploder to compress the modified file with compression mode 5, and save it over the original version.

Comments: This patch removes the on-disk copy-protection.

The protection is not very effective anyway; I backed up my original with SuperDuper, and the copy worked fine!

Originator: Mark Knibbs

## 1.70 M1 Tank Platoon (MicroProse) 849.01

"M1 Tank Platoon" (MicroProse) 849.01

---

File to alter: "tankst" on disk "M1 Tank Platoon"  
 File length: 221948

Offset	Change From	Change To
\$011DB9	F4	F2

Original CRC Checksum = \$3B2EC986  
 Original WRAP Checksum = \$F1AE99D9

Final CRC Checksum = \$D9A31B70  
 Final WRAP Checksum = \$F1B099D9

Comments: Select any vehicle on the protection screen.

Originator: Mark Knibbs

## 1.71 Magic Boy (Blue Turtle/Empire)

"Magic Boy" (Blue Turtle/Empire)

File to alter: "magic.bin" on disk " "  
 File length: 211426

Offset	Change From	Change To
\$00A43C	487A 000A 6000 08CA	

Original CRC Checksum = \$E0D8BFA7  
 Original WRAP Checksum = \$985FEA07

Final CRC Checksum = \$CE198CE6  
 Final WRAP Checksum = \$80D9E147

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.72 Magnetic Scrolls Collection Volume 1 (Magnetic Scrolls) 1.02 (10/7/91)

"Magnetic Scrolls Collection Volume 1" (Magnetic Scrolls) 1.02 (10/7/91)

There are three files to alter, corresponding to "Corruption", "Guild of Thieves" and "Fish!". If anyone has patches to fix the crash upon exit under Workbench 3.0 (and 68030), please let me know.

"Corruption"

File to alter: "corr.2" on disk "Collection Three"  
 File length: 772654

Offset	Change From	Change To
\$007C16	6100 1D8C 4A01 660A 4E71 4E71 4E71 4E71	
\$007C1E	41EC 9076 610E 6100 4E71 4E71 4E71 4E71	

\$007C26 1D96 4E71

Original CRC Checksum = \$D053451F  
Original WRAP Checksum = \$46042EEB

Final CRC Checksum = \$50881DBF  
Final WRAP Checksum = \$814C1247

"Fish!"

File to alter: "fish.2" on disk "Collection Four"  
File length: 593572

Offset	Change From	Change To
\$007D2C	6100 FF6C 4A01 660A	4E71 4E71 4E71 4E71
\$007D34	41EC 9076 610E 6100	4E71 4E71 4E71 4E71
\$007C3C	FF76	4E71

Original CRC Checksum = \$CDBC528A  
Original WRAP Checksum = \$1BC5F253

Final CRC Checksum = \$567E3F59  
Final WRAP Checksum = \$E1030F7B

"Guild of Thieves"

File to alter: "guild.2" on disk "Collection Two"  
File length: 599059

Offset	Change From	Change To
\$008A2C	6100 FE6C 4A01 660A	4E71 4E71 4E71 4E71
\$008A34	41EC 9076 610E 6100	4E71 4E71 4E71 4E71
\$008A3C	FE76	4E71

Original CRC Checksum = \$E0A32646  
Original WRAP Checksum = \$C543254A

Final CRC Checksum = \$AF039564  
Final WRAP Checksum = \$89804173

Comments: The game will no longer ask for a word from the manual.

Originator: Crystal

## 1.73 Maniac Mansion (Lucasfilm Games)

"Maniac Mansion" (Lucasfilm Games)

The original full-price release of Maniac Mansion has copy-protection, where you need to enter the correct code to open the security door. The patch in LockPick 2.0 is badly bugged! With the LockPick patch, you are unable to save games.

Maniac Mansion was later re-released on the Kixx XL budget label. It seems that someone at Kixx applied the LockPick patch, so that they wouldn't have



to supply a code wheel (or whatever) with the budget release. So you can't save games with the Kixx XL version!

Consequently, I give two patches here. The first is the bugged LockPick/Kixx XL patch. If you have the original release, I don't recommend you apply this.

The second, working, patch requires a small program to be run before you start the game. This program is badly coded. It writes a small piece of code to address \$300, and exits without flushing the cache. The altered Maniac Mansion executable calls this code. I may re-write this in future, so that a separate program is not required.

If you have the Kixx XL version and want to apply the working patch, you must first un-patch the executable, using the information for the LockPick patch below, but in reverse.

#### LockPick/Kixx XL patch (bugged)

```
File to alter: "Maniac" on disk "Maniac Disk 1"
File length: 105276
```

Offset	Change From	Change To
\$00602E	3388 0800	6100 2F2C
\$008F5C	4E55 0000 4E5D 4E75 B0FC 012D 660C 6002	
\$008F65	55 0000 4E5D 4E75 75 307C 013C 6002	
\$008F6D	55 0000 4E5D	75 3388 0800

```
Original CRC Checksum = $E35E3416
Original WRAP Checksum = $AD396493
```

```
Final CRC Checksum = $B312F0E4
Final WRAP Checksum = $9EF4AED0
```

#### Working patch

```
File to alter: "Maniac" on disk "Maniac Disk 1"
File length: 105276
```

Offset	Change From	Change To
\$00A518	1030 18	4EB8 03

```
Original CRC Checksum = $E35E3416
Original WRAP Checksum = $AD396493
```

```
Final CRC Checksum = $57379597
Final WRAP Checksum = $6EB17993
```

For the working patch, you also need to run the small program 'deprotect' before 'Maniac' is run. Copy the 'deprotect' file to "Maniac Disk 1" and edit the startup-sequence so 'deprotect' is run. If you are playing from hard disk, you could create an IconX script to run 'deprotect' before the main program. 'deprotect' can be found in the ManiacMansion directory.

Comments: For the bugged LockPick/Kixx XL patch, enter any code to open the security door. For the working patch, you will always be

---

asked to click 4 times on the top left symbol.

Originator: LockPick 2.0 parameter. Thanks to Matthew Garrett for explaining the Kixx XL situation, and to Tue Brisson for sending the working patch information.

## 1.74 Mega Traveller 1 (Paragon/Empire)

"Mega Traveller 1" (Paragon/Empire)

File to alter: "startup.exe" on disk "MT\_A"

File length: 203440

Offset	Change From	Change To
\$02DD48	67	60

Original CRC Checksum = \$AF7B97D7

Original WRAP Checksum = \$CC2A6D76

Final CRC Checksum = \$37DB5AE7

Final WRAP Checksum = \$D32A6D76

Comments: This patch removes the manual protection. You can select anything when prompted.

Originator: Tue Brisson

## 1.75 Midwinter II - Flames of Freedom (Maelstrom Games/Rainbird)

"Midwinter II - Flames of Freedom" (Maelstrom Games/Rainbird)

File to alter: "mwII" on disk "program"

File length: 505488

Offset	Change From	Change To
\$0205A7	64 B079	60 33C0
\$0205AD	60 660E	64 4E71
\$0205B5	66 B079	62 33C0
\$0205BB	62 67	66 60

Original CRC Checksum = \$6E87DDD7

Original WRAP Checksum = \$48CD2998

Final CRC Checksum = \$05879759

Final WRAP Checksum = \$CC86BDEE

Comments: You can choose any faces at the security check.

Originator: LockPick 2.0 parameter

---

## 1.76 Mindfighter (Abstract Concepts/Activision)

"Mindfighter" (Abstract Concepts/Activision)

File to alter: "Begin" on disk "Mindfighter"

File length: 20284

Offset	Change From	Change To
\$0049F0	48E7 7F7E 4200	4E75

Original CRC Checksum = \$B636439A

Original WRAP Checksum = \$E3BCE3F8

Final CRC Checksum = \$1512AD76

Final WRAP Checksum = \$EAA41501

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.77 MovieSetter (Gold Disk) 1.0P

"MovieSetter" (Gold Disk) 1.0P

There are three files to alter.

File to alter: "MovieSetter" on disk "MovieSetter"

File length: 235044

Offset	Change From	Change To
\$01AA09	BA	71
\$01AA10	10B2 4A40 67	4E71 4E71 60

Original CRC Checksum = \$918ADD33

Original WRAP Checksum = \$09C8E8D4

Final CRC Checksum = \$0F64E9D6

Final WRAP Checksum = \$05E0B215

File to alter: "SceneEditor" on disk "MovieSetter"

File length: 180880

Offset	Change From	Change To
\$013249	AC	71
\$01324A	8344 4A40 67	4E71 4E71 60

Original CRC Checksum = \$ACD0AD06

Original WRAP Checksum = \$CDE8FC58

Final CRC Checksum = \$75E0826E

Final WRAP Checksum = \$C9F3382B

---

File to alter: "SetEditor" on disk "MovieSetter"  
 File length: 137792

Offset	Change From	Change To
\$00B8D5	AC	71
\$00B8D6	8140 4A40 67	4E71 4E71 60

Original CRC Checksum = \$BACE8F69  
 Original WRAP Checksum = \$6116DDC7

Final CRC Checksum = \$E4841EAC  
 Final WRAP Checksum = \$5D211796

Comments: You will no longer be asked to enter a word from the manual.

Originator: Mark Knibbs

## 1.78 North & South (Infogrames/Action Sixteen)

"North & South" (Infogrames)

There are at least two versions of North & South. The one that I own is a PAL version - it contains code to check if you are running a PAL machine; if not the game will hang. However, the patch for the other version is very likely to work too.

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 49 (track 2, sector 5, head 0). Make one of the following changes, depending on which version you have.

PAL version

Offset in block	Change From	Change To
\$000020	4EBA 75F0	4E71 4E71

If you want to disable the PAL check, make this change as well:

\$00002A	66	60
----------	----	----

Other version

Offset in block	Change From	Change To
\$00000E	4EBA 7546	4E71 4E71

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.79 Ogre (Origin) 1.06

"Ogre" (Origin) 1.06

File to alter: "ogre.ago" on disk "XELOK-1V2-SIG1"  
File length: 133232

Offset	Change	From	Change	To
\$019737	01		00	

Original CRC Checksum = \$9F16A91A  
Original WRAP Checksum = \$9832DA7B

Final CRC Checksum = \$3B3091D7  
Final WRAP Checksum = \$9832DA7C

Comments: This patch removes the on-disk copy-protection. If you have a different version of Ogre, try searching for the string "Not a valid original disk!". If the byte immediately before this is 01, change it to 00.

Originator: Mark Knibbs

## 1.80 Oscar (Flair Software) Amiga 1200 version, from 'Desktop Dynamite' pack

"Oscar" (Flair Software) Amiga 1200 version, from 'Desktop Dynamite' pack

File to alter: "10" on disk "Oscar1"  
File length: 212828

Offset	Change	From	Change	To
\$009A16	6616		4E71	

Original CRC Checksum = \$495BD801  
Original WRAP Checksum = \$1AF76349

Final CRC Checksum = \$E525082C  
Final WRAP Checksum = \$1AF77AEE

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

## 1.81 Passing Shot (Teque Software Development/Imageworks)

"Passing Shot" (Teque Software Development/Imageworks)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 22 (track 1, sector 0, head 0).

Offset in block	Change	From	Change	To
-----------------	--------	------	--------	----

```
$000052 6000 00BE 0000 4EF9 0000 0CE8
```

Locate block 25 (track 1, sector 3, head 0).

```
Offset in block Change From Change To
$000118 4A81 0090 12C1 2C81 0090 F4C1
$000126 0044 FFFF 0046 E244 FFFF E446
$00013E 11 F3
$00014A 18 FA
$000192 10 F2
$0001D6 10 F2
```

Locate block 32 (track 1, sector 10, head 0).

```
Offset in block Change From Change To
$000180 67 60
$0001BC 67 60
```

If your disk editor has a facility to correct the DOS block checksum,  
DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick 2.0

## 1.82 Pinball Fantasies AGA (21st Century Entertainment)

"Pinball Fantasies AGA" (21st Century Entertainment)

File to alter: "pinball" on disk "PF1"  
File length: 6724 or 6732 (there seem to be two versions)

```
Offset Change From Change To
$00096A 0C11 4E75
```

For 6724 byte file:

```
Original CRC Checksum = $0B03C5B5
Original WRAP Checksum = $17BAAF8
```

```
Final CRC Checksum = $269425FA
Final WRAP Checksum = $17BA6D74
```

For 6732 byte file:

```
Original CRC Checksum = $F95CAD66
Original WRAP Checksum = $E0790C0B
```

```
Final CRC Checksum = $3373167E
Final WRAP Checksum = $E078C9A7
```

Comments: This patch removes the manual protection. You can enter  
anything when prompted. Information on the 6724 bytes-long  
version was supplied by Tue Brisson.

Originator: Mark Knibbs

## 1.83 Pool (Icon Design/Mastertronic)

"Pool" (Icon Design/Mastertronic)

File to alter: "pool.o" on disk "POOL500"

File length: 25460

Offset	Change From	Change To
\$000028	4EB9	6004
\$000032	66	60

Original CRC Checksum = \$F7CE4D96

Original WRAP Checksum = \$127CD8A7

Final CRC Checksum = \$F943B252

Final WRAP Checksum = \$0131DEA7

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

## 1.84 Populous II (Bullfrog Productions/Electronic Arts)

"Populous II" (Bullfrog Productions/Electronic Arts)

The Populous II executable is compressed. We need to decompress it before applying the patch; this is done using xfdDecrunch. You will need a directory with at least 300K free space; I'll call this TEMP:. From a CLI/Shell window, type:

```
xfdDecrunch "POPULOUS II:populous.ii" TEMP:
```

Now apply the patch to the TEMP:populous.ii file.

File to alter: "TEMP:populous.ii"

File length: 297996

Offset	Change From	Change To
\$003340	66	67

Original CRC Checksum = \$F61438F6

Original WRAP Checksum = \$CADE3146

Final CRC Checksum = \$5C3FF490

Final WRAP Checksum = \$C9DE3146

You can now use a compression utility like Imploder or PowerPacker to compress the patched executable, and replace the original with this, or just copy it to wherever you have installed Populous II.

Comments: Enter anything at the protection check.

Originator: LockPick 2.0. The original LockPick patch hacked the compressed executable in a rather nasty way (to avoid having to decompress, patch, then re-compress). Changed by Mark

Knibbs as we can decompress manually and apply the patch cleanly.

## 1.85 Ports of Call (Aegis) 1.0

"Ports of Call" (Aegis) 1.0

File to alter: "PortsOfCall" on disk "PoC"  
File length: 178996

Offset	Change From	Change To
\$0038DA	67	60

Original CRC Checksum = \$DE7F080B  
Original WRAP Checksum = \$853084F4

Final CRC Checksum = \$6268FCBB  
Final WRAP Checksum = \$85308BF4

Comments: Enter anything at the protection check.

Originator: FreeCopy 1.8 parameter

## 1.86 PowerMonger (Bullfrog Productions/Electronic Arts)

"PowerMonger" (Bullfrog Productions/Electronic Arts)

This patch is quite involved. We need to extract some compressed code from the disk, and from this recreate a file which xfdDecrunch can unpack. We can then patch the code, and re-crunch it. Perform the following steps carefully.

Stage 1

Using a utility such as TrackDOS, create a disk image file (901120 bytes long) of the PowerMonger disk.

Stage 2

Load the disk image file into Hex.

Click in the Start gadget and enter '675F4'. Press Return. The first 12 bytes of the file should now read '00000000 00000000 0000FF88' in hex.

Change these 12 bytes to read '0000FF80 0001B0D4 6D93928C'.

Click in the End gadget, erase the number '74A0B' and enter 'FF8B'. Press Return.

Save the file as 'RAM:tempfile.bytekilledata'

There are two small files in the PowerMonger directory of this distribution. Enter the following CLI command (as a single line, of course):

```
'Join PowerMonger/Head RAM:tempfile.bytekilledata PowerMonger/Tail AS
```

---



RAM:tempfile.bytekillerexe'

Stage 3

Using a utility such as xfdDecrunch, decrunch the file 'RAM:tempfile.bytekillerexe' to 'RAM:tempfile'.

Now make the following changes to the file 'RAM:tempfile'.

File length: 110804

Offset	Change From	Change To
\$00AC9C	9070	303C
\$00AC9E	10	00

Original CRC Checksum = \$D3FAF504  
Original WRAP Checksum = \$8D4B69EF

Final CRC Checksum = \$4EE6FBB7  
Final WRAP Checksum = \$ED7F79EF

We can now use the ByteKiller 1.3 cruncher, included in the ByteKiller directory of this distribution, to compress the patched file, ready for writing back to the PowerMonger disk.

Enter the following CLI command: 'ByteKiller/ByteKiller.noforbid'  
[This is a patched version of ByteKiller 1.3, which doesn't disable multi-tasking during crunching, or flash the screen.]

You should now see the following text in the CLI window:

```
BYTEKILLER V 1.3 EXTENDED VERS.  
ADAPTED BY BLIZZARD / J.J. : 18.11.87
```

Allocate work space (KByte) :

Enter '200' and press Return. Type 'RAM:tempfile' when the following appears:

```
Filename to load (exit to leave, -(command) to execute CLI command.)  
Filename/Command :
```

You should now see the following text:

```
original length : $0001b0d4  
offset (max $0800) :$
```

Enter '0800' for the offset. The program will now begin crunching the data. If you have a slow Amiga, this may take some time. When done, you will see the following:

```
packed length : $0000ff8c
```

create executeable file or data file ? (e/d):

Enter 'd', to create a data file, and type 'RAM:tempfile.bytekilledata' when the following text appears:

```
save Filename (exit to leave, -(command) to execute CLI command.)  
Filename/Command :
```

Stage 4

---

Now we have compressed the de-protected code, we need to replace the original data in the disk image file with this.

Load the disk image file into Hex.

Move to offset \$675F4. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.bytekilledata'.

The 12 bytes at the cursor should now read '0000FF80 0001B0D4 1F41F3FB' in hex. Change them to read '00000000 00000000 0000FF88'.

Move to offset \$77580. Change the 4 bytes here from '6D93928C' to '1F41F3FB'.

Save the file back to disk.

Stage 5

Use TrackDOS to write the modified image file to your copy of PowerMonger. If everything has gone to plan, you should now be able to play the deprotected game.

Comments: This patch removes the manual protection. You will no longer be asked to enter a number from the manual.

Originator: Original somewhat complex patch by Endless Piracy, modified and simplified (conceptually, at least) for this document by Mark Knibbs

## 1.87 Pro Tennis Tour II (Blue Byte/Ubi Soft) 2.25

"Pro Tennis Tour II" (Blue Byte/Ubi Soft) 2.25

File to alter: "CODE.TOS" on disk "PTT\_II"  
File length: 44084

Offset	Change From	Change To
\$00008C	6100 176C 4E71 4E71	

Original CRC Checksum = \$88DCF48B  
Original WRAP Checksum = \$482A455E

Final CRC Checksum = \$A0BA02B0  
Final WRAP Checksum = \$5AB90E59

Comments: You will no longer be asked to enter a code from the table.  
To find out whether you have this version, search for the string '2.25' in the CODE.TOS file.

Originator: LockPick parameter

## 1.88 Raider (Celestial Software/Impressions)

---

"Raider" (Celestial Software/Impressions)

File to alter: "raider" on disk "Raider"  
File length: 62156

Offset	Change From	Change To
\$0000A4	6100	6010

Original CRC Checksum = \$5B53B1AF  
Original WRAP Checksum = \$3C1764AD

Final CRC Checksum = \$1223587D  
Final WRAP Checksum = \$3D0764AD

Comments: This patch removes the on-disk copy-protection.

Originator: FreeCopy 1.9

## 1.89 Railroad Tycoon (MicroProse)

"Railroad Tycoon" (MicroProse)

This patch has been removed from the Aminet release. See the front page of this document for where to obtain the full version of the Amiga Patch List.

## 1.90 Red Lightning (Strategic Simulations, Inc.) v1.1

"Red Lightning" (Strategic Simulations, Inc.) v1.1

File to alter: "RedLightning" on disk "Red Lightning"  
File length: 214184

Offset	Change From	Change To
\$0006A2	67	60
\$026F5F	03	01

Original CRC Checksum = \$DCEF1159  
Original WRAP Checksum = \$7EA79F67

Final CRC Checksum = \$2384323A  
Final WRAP Checksum = \$7EA7A669

Comments: Enter anything at the documentation check

Originator: LockPick 2.0 parameter

## 1.91 Renegade Legion Interceptor (Strategic Simulations, Inc.) Version 1.0 (13-May-91)

---

"Renegade Legion Interceptor" (Strategic Simulations, Inc.) Version 1.0 (13-May ←  
-91)

File to alter: "Legion" on disk "Interceptor v1.0"  
File length: 253356

Offset	Change	From	Change	To
\$00017C	302D		3B6D	
\$000180	B06D	FFEE	FFEE	6000
\$000184	6700	050A	050C	4E71
\$00069A	302D		3B6D	
\$00069E	B06D	FFEE	FFEE	4E71
\$0006A2	6604		4E71	

Original CRC Checksum = \$01C98213  
Original WRAP Checksum = \$CC364A60

Final CRC Checksum = \$0BC3FAEB  
Final WRAP Checksum = \$84E65DBA

Comments: You no longer need to pass the fighter recognition test.

Originator: LockPick 2.0 parameter

## 1.92 Scroller 2 (The Soft Alternative) 1.01

"Scroller 2" (The Soft Alternative) 1.01

File to alter: "scroller2" on disk " "  
File length: 4580

Offset	Change	From	Change	To
\$00092C	487A	000A	203C	0273
\$000930	23DF	0000	3749	4E74

Original CRC Checksum = \$BE004ED7  
Original WRAP Checksum = \$E66258BA

Final CRC Checksum = \$F1D2A04D  
Final WRAP Checksum = \$FB3607DC

Comments: This patch removes the Rob Northen on-disk copy-protection.

This patch is for the version of Scroller 2 on the September 1994 issue of 'Amiga Computing' magazine.

This program is really badly written. You don't need to kill the system like Scroller 2 does. It can't even make use of a hard disk.

The same patch can be applied to the fixed version of the Scroller 2 executable on the October 1994 issue, but the CRC checksums above will be incorrect.

Originator: Mark Knibbs

---

## 1.93 Seymour Goes to Hollywood (Codemasters)

"Seymour Goes to Hollywood" (Codemasters)

File to alter: "VC" on disk "SEYMOUR GOES TO HOLLYWOOD"  
File length: 15920

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

Click in the End string gadget and change 3C47 to 3C41.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 31904 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000074	61	60
\$000076	0728	0630

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 15426 bytes long.

Load the VC file from your (copy of the) Seymour Goes to Hollywood disk.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Save the file as 'VC' on your Seymour Goes to Hollywood disk.

Original CRC Checksum for VC file = \$BA85B475

Original WRAP Checksum for VC file = \$77E897AB

Final CRC Checksum for VC file = \$5DE90254

Final WRAP Checksum for VC file = \$5C37A324

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.94 Shufflepuck Cafe (Brøderbund/Domark)

"Shufflepuck Cafe" (Brøderbund/Domark) 1.0

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 63 (track 2, sector 8, head 1).

Replace the hex string 08B9 0007 00BF D100 (at offset \$4A) with 203C 0000 0385 4E75.

If your disk editor has a facility to correct the DOS block checksum,  
DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick 2.0 parameter

## 1.95 Silent Service (MicroProse) 825.03

"Silent Service" (MicroProse) 825.03

File to alter: "Silent Service" on disk "Silent Service"  
File length: 103868

Offset	Change From	Change To
\$0128D4	4E56 FFE0 7001	4E75
\$017742	4E56 FFEA 7000	4E75

Original CRC Checksum = \$F86617C9  
Original WRAP Checksum = \$0E70A74A

Final CRC Checksum = \$C539AF12  
Final WRAP Checksum = \$9E3B370B

Comments: This patch removes the on-disk and manual protection. You  
will no longer be asked to identify a ship.

Originator: LockPick parameter

## 1.96 SimEarth (Maxis)

"SimEarth" (Maxis)

There are two files to alter, corresponding to the low-res and high-res  
versions of the game.

Low-res version [version unknown]

File to alter: "SimEarth" on disk "SimEarthLores"  
File length: 252804

Offset	Change from	Change to
\$00A7AA	6706	4E71

Original CRC Checksum = \$A1C944BA  
Original WRAP Checksum = \$4A48168A

Final CRC Checksum = \$B975776F  
Final WRAP Checksum = \$4A482F1F

High-res version

---

Unknown version

File to alter: "SimEarth" on disk "SimEarthHires"  
File length: 290676

Offset	Change From	Change To
\$00D8CA	6706	4E71

Original CRC Checksum = \$05D48223  
Original WRAP Checksum = \$CFBD4730

Final CRC Checksum = \$371E4F4C  
Final WRAP Checksum = \$CFBD5FC5

Version 1.0 (8.7.92)

File to alter: "SimEarth" on disk "SimEarthHires"  
File length: 288944

Offset	Change From	Change To
\$00D882	6706	4E71

Original CRC Checksum = \$13D4D8FA  
Original WRAP Checksum = \$EA30A517

Final CRC Checksum = \$D99928A7  
Final WRAP Checksum = \$EA30BDAC

Comments: This patch removes the password requester.

Originator: Marc Christiansen. Please let me know the version number of your copy of SimEarth. Hires version 1.0 (8.7.92) patch sent by Russell Hodges

## 1.97 Sorcerer (Infocom)

"Sorcerer" (Infocom)

Release 4 / Serial number 840131

File to alter: "story.data" on disk "Sorcerer Disk"  
File length: 109734

Offset	From	To
\$00001D	36	2B ;New game checksum
\$00C596	0C	01

Original CRC Checksum = \$CFB4C238  
Original WRAP Checksum = \$C312E1CD

Final CRC Checksum = \$C7C03493  
Final WRAP Checksum = \$C31DECCD

---

Release 6 / Serial number 840508

File to alter: "story.data" on disk "Sorcerer Disk"  
File length: 109482

Offset	Change From	Change To	
\$00001D	AC	A1	;New game checksum
\$00C514	0C	01	

Original CRC Checksum = \$B3B2E21A  
Original WRAP Checksum = \$F786C4BA

Final CRC Checksum = \$5AD8FACE  
Final WRAP Checksum = \$0291C4BB

Release 13 / Serial number 851021

File to alter: "story.data" on disk "Sorcerer Disk"  
File length: 109056

Offset	Change From	Change To	
\$00001D	D7	CC	;New game checksum
\$00C1D6	0C	01	

Original CRC Checksum = \$D886E08C  
Original WRAP Checksum = \$1B6E0D62

Final CRC Checksum = \$76CFBDFD  
Final WRAP Checksum = \$1B791862

Release 15 / Serial number 851108

File to alter: "story.data" (see comments below)  
File length: 108683 ( " " " )

Offset	Change From	Change To	
\$00001D	E3	D8	;New game checksum
\$00C1D6	0C	01	

Original CRC Checksum = \$BE9A90B4  
Original WRAP Checksum = \$0B30A688

Final CRC Checksum = \$8AC8A725  
Final WRAP Checksum = \$0B3BB188

Release 18 / Serial number 860904

File to alter: "story.data" (see comments below)  
File length: 111052 ( " " " )

Offset	Change From	Change To	
\$00001D	E6	DB	;New game checksum
\$00CADA	0C	01	



Original CRC Checksum = \$B0CE80BC  
 Original WRAP Checksum = \$FD28208A

Final CRC Checksum = \$71F1FDDE  
 Final WRAP Checksum = \$FD332B8A

Comments: This removes the Infotater copy-protection. The current code will always be bloodworm, and the corresponding colour sequence is of course white, gray, black, red, black. There is one small proviso here. The current code is decided very early on in the game. If you have saved a game from the original version before the trunk is opened, then even if you load this into the deprotected version, the code remains the same. This shouldn't be a major problem, as the Guild Hall section is so small. If you have Amiga LTOI I, the Sorcerer data file is in the Sorcerer directory on disk 1. Releases 6, 15 and 18 were not (as far as I know) available on the Amiga; release 15 was included in PC LTOI I, for example. To use these versions with Infocom's Amiga interpreter, you need to pad the file length to a multiple of 512 bytes.

Originator: Mark Knibbs

## 1.98 Spellbreaker (Infocom)

"Spellbreaker" (Infocom)

Release 63 / Serial number 850916

File to alter: "Story.Data" on disk "Spellbreaker Disk"  
 File length: 128480

Offset	From	To	
\$00001D	0A	05	;New game checksum
\$00551B	06	01	

Original CRC Checksum = \$5C2D1E44  
 Original WRAP Checksum = \$AF5F41E1

Final CRC Checksum = \$E4EE9942  
 Final WRAP Checksum = \$AF6441E6

Release 87 / Serial number 860904

File to alter: "Story.Data" on disk "Spellbreaker Disk"  
 File length: 129024

Offset	Change	From	Change	To	
\$00001D	DC	D7			;New game checksum
\$005536	06	01			

Original CRC Checksum = \$A309647D

Original WRAP Checksum = \$D97A0903

Final CRC Checksum = \$534C558A

Final WRAP Checksum = \$D97F0E03

Comments: About half way through the game, Belboz asks you to prove that you are truly yourself, by asking you one of six questions. You do not find out whether you answered correctly until later in the game. This patch makes Belboz always ask the same question: "Which mage had the motto, 'The hardest trick is making it look easy.'?". The answer is of course Barsap.

If you have Amiga LTOI I, you will find the Spellbreaker data file in the Spellbreaker directory on disk 1.

Originator: Mark Knibbs

## 1.99 Starglider (Argonaut Software/Rainbird)

"Starglider" (Argonaut Software/Rainbird)

File to alter: "SG" on disk "StarGlider"

File length: 342296

Offset	Change From	Change To
\$00A50B	FF	00
\$00A61B	FF	00

Original CRC Checksum = \$929CF11A

Original WRAP Checksum = \$18DF3344

Final CRC Checksum = \$19386170

Final WRAP Checksum = \$18DF3542

Comments: You will always be asked to enter the word at page 2, paragraph 3, word 3 ('BELIEFS') in the English novella, or page 30, paragraph 7, word 1 ('KATRA') in the German novella.

Originator: Mark Knibbs

## 1.100 Stationfall (Infocom) Release 107 / Serial number 870430

"Stationfall" (Infocom) Release 107 / Serial number 870430

File to alter: "Story.Data" on disk "Stationfall Disk"

File length: 129024

Offset	Change From	Change To
\$00001C	2871	2732 ;New game checksum
\$00BEE3	32	01
\$00BEE7	84	00
\$00BEE9	76	56

```
$00BEEF  04  01
$00BEF3  67  00
```

```
Original CRC  Checksum = $C3825000
Original WRAP Checksum = $918218F1
```

```
Final CRC  Checksum = $A6EE0A42
Final WRAP Checksum = $92E11A10
```

Comments: Instead of entering the number corresponding to the current GST from form QX-17-T, just enter the current GST (displayed at the top of the interpreter window).

If you have Amiga LTOI I, you will find the Stationfall data file in the Stationfall directory on disk 3.

Interestingly, the game doesn't store all the numbers on form QX-17-T. It derives the course heading you should enter from the current GST as follows (round down to the nearest integer at each stage):

$$\text{Heading} = ( (\text{GST} \div 50 - 132)^2 ) \div 4 + 103$$

The above patch simply changes the calculation to:

$$\text{Heading} = \text{GST}.$$

Originator: Mark Knibbs

## 1.101 Storm Across Europe (Strategic Simulations, Inc.) 1.0

"Storm Across Europe" (Strategic Simulations, Inc.) 1.0

```
File to alter: "Storm" on disk "Storm"
File length:  318212
```

```
Offset      Change From Change To
$0039F3     BA 0BA0    71 4E71
```

```
Original CRC  Checksum = $1CA83A90
Original WRAP Checksum = $8BB4B883
```

```
Final CRC  Checksum = $53D7858F
Final WRAP Checksum = $48E3B8CC
```

Comments: You will no longer be asked to enter a word from the manual.

Originator: Mark Knibbs

## 1.102 Super Seymour Saves the Planet (Codemasters)

"Super Seymour Saves the Planet" (Codemasters)

```
File to alter: "VC" on disk "SEYMOUR - 23.7.92"
File length:  8372
```

The alterations needed here are quite involved. I will assume that

you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHF1'. Change this to 'IMP!'.

Click in the End string gadget and change 1ECB to 1EC7.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 23544 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change	From	Change	To
\$000056	6100	0C08	4E71	4E71
\$000682	67		60	

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 7880 bytes long.

Load the VC file from your (copy of the) Super Seymour Saves the Planet disk.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHF1'.

Save the file as 'VC' on your Super Seymour Saves the Planet disk.

Original CRC Checksum for VC file = \$CE90F0BF

Original WRAP Checksum for VC file = \$C2AA3DFD

Final CRC Checksum for VC file = \$C08E471E

Final WRAP Checksum for VC file = \$078BF80F

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.103 Super Tetris (Spectrum Holobyte)

"Super Tetris" (Spectrum Holobyte)

File to alter: "tetris" on disk "tetris"

File length: 198868

Offset	Change	From	Change	To
\$00519E	67		60	

Original CRC Checksum = \$A54FDC9D

Original WRAP Checksum = \$6844877B

Final CRC Checksum = \$04B15765

Final WRAP Checksum = \$68448E7B

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

### 1.104 Sword of Aragon (Strategic Simulations, Inc.) 1.0

"Sword of Aragon" (Strategic Simulations, Inc.) 1.0

File to alter: "sword" on disk "Sword of Aragon"  
File length: 151252

Offset	Change From	Change To
\$010CE0	67	60

Original CRC Checksum = \$0D060DD7  
Original WRAP Checksum = \$6C334345

Final CRC Checksum = \$D00DA0B8  
Final WRAP Checksum = \$73334345

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

### 1.105 The Amazing Spiderman (Oxford Digital Enterprises/Empire)

"The Amazing Spiderman" (Oxford Digital Enterprises/Empire)

File to alter: "Spidey" on disk "Spidey"  
File length: 145516

Offset	Change From	Change To
\$0064DE	66FA	4E71
\$0064E4	66F4	4E71

Original CRC Checksum = \$24D0FD58  
Original WRAP Checksum = \$B286008F

Final CRC Checksum = \$320F1ABB  
Final WRAP Checksum = \$CB091918

Comments: Enter anything or press Return when asked the questions.

Originator: Mark Knibbs

### 1.106 The Hound of Shadow (Eldritch Games/Electronic Arts)

"The Hound of Shadow" (Eldritch Games/Electronic Arts)

File to alter: "hound" on disk "DiskA"  
File length: 55868

---

```
Offset      Change From Change To
$002012    660E      4E71
```

```
Original CRC Checksum = $0D3842C8
Original WRAP Checksum = $539032CC
```

```
Final CRC Checksum = $F9D0859A
Final WRAP Checksum = $53904A69
```

Comments: Enter anything at the protection check.

Originator: LockPick 2.0 parameter

## 1.107 The Jetsons (Microillusions)

"The Jetsons" (MicroIllusions) 1.0 11/6/89

```
File to alter: "jetson.dr" on disk "Jetsons_One"
File length: 140040
```

```
Offset      Change From Change To
$00687E    3FFF      015D
```

```
Original CRC Checksum = $B0E90DFB
Original WRAP Checksum = $8E4FF3CC
```

```
Final CRC Checksum = $E20A7A50
Final WRAP Checksum = $8E50326E
```

Comments: You will no longer be asked to enter a word from the comic book.

Originator: LockPick 2.0 parameter

## 1.108 Theme Park Mystery (Joined Up Software/Imageworks)

"Theme Park Mystery" (Joined Up Software/Imageworks)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 1483 (track 67, sector 9, head 0).

```
Offset in block Change From Change To
$0000C4    4EB9 0001 B75A    4E71 4E71 4E71
```

Locate block 1714 (track 77, sector 9, head 1).

```
Offset in block Change From Change To
$0001B2    0000 0000    8B26 336F
```

If your disk editor has a facility to correct the DOS block checksum,

DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.109 The New Zealand Story (Choice Software/Ocean)

"The New Zealand Story" (Choice Software/Ocean)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 990 (track 45, sector 0, head 0).

Offset in block	Change From	Change To
\$000128	2F0E 4DFA FF86 48D6 203C F974 DB7D 21C0	
\$000130	FFFF 4DEE 0040 0024 6000 0538	

Locate block 994 (track 45, sector 4, head 0).

Offset in block	Change From	Change To
\$000188	67 60	

Locate block 1038 (track 47, sector 4, head 0).

Offset in block	Change From	Change To
\$0000F4	67 60	

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection. I tested it with the version of the game from Ocean's 'Addicted To Fun/Rainbow Collection' compilation.

Originator: LockPick 2.0

## 1.110 The Secret of Monkey Island (Lucasfilm Games)

"The Secret of Monkey Island" (Lucasfilm Games)

File to alter: "rooms/disk01.lec" on disk "Monkey1"  
File length: 411115

There are a large number of bytes to be changed, so follow this carefully. After loading the file into Hex, move to offset \$063516. Change every byte between offsets \$063516 and \$0637ED inclusive to hex \$69. This corresponds to the symbol 'j'.

Once you have got this far, it would be wise to save the current file. Now make the following changes to the file which you have just

changed:

Offset	Change From	Change To
\$063596	69	96
\$063617	69	00
\$063698	69	23
\$063719	69	FE
\$06379A	69	68

Original CRC Checksum = \$8C9767AB  
Original WRAP Checksum = \$AEF38A08

Final CRC Checksum = \$2A89F323  
Final WRAP Checksum = \$A2B6C41C

Comments: The code wheel screen will no longer appear.

Originator: LockPick 2.0 parameter

## 1.111 The Secret of Monkey Island II (Lucasfilm Games)

"The Secret of Monkey Island II" (Lucasfilm Games)

English version

File to alter: "monkey2.001" on disk "Monkey2 Disk 1"  
File length: 387155

Offset	Change From	Change To
\$049BCA	E16F 6B83 714F	6911

Original CRC Checksum = \$91F24B23  
Original WRAP Checksum = \$1BADC4A1

Final CRC Checksum = \$14CE5956  
Final WRAP Checksum = \$1E2034C1

Monkey Island 2 V1.0 (22.10.93) German version

File length: 393086

Offset	Change From	Change To
\$049F1D	E16F 6B83 714F	6911

Original CRC Checksum = \$5477B1F2  
Original WRAP Checksum = \$52B2D56A

Final CRC Checksum = \$678EF6CA  
Final WRAP Checksum = \$C522F56C

Comments: Enter anything at the protection check.

Originator: Dytec, patch for German version contibuted by Thomas

---



Straubinger.

## 1.112 The Settlers / Die Siedler (Blue Byte)

"The Settlers" (Blue Byte) [English version]

File to alter: "TheSettlers" on disk "The Settlers 3"  
File length: 192700

Offset	Change From	Change To
\$006A6A	6600 FDBA 4E71	4E71
\$007D00	67	60
\$00BAAE	67	60
\$00C3B8	67	60
\$00CCEA	67	60
\$017C3E	67	60
\$0250BE	66D0	4E71

Original CRC Checksum = \$0FC5A797  
Original WRAP Checksum = \$FB3B4E6C

Final CRC Checksum = \$AA085B16  
Final WRAP Checksum = \$B884935B

"Die Siedler" (Blue Byte) [German version] - first version

File to alter: "DieSiedler" on disk "Die Siedler 3"  
File length: 192952

Offset	Change From	Change To
\$006A7C	6600 FDBA 4E71	4E71
\$007D12	67	60
\$00BAC0	67	60
\$00C3CA	67	60
\$00CCFC	67	60
\$017C50	67	60
\$0251B4	66D0	4E71

Original CRC Checksum = \$17541D5A  
Original WRAP Checksum = \$B8C010AB

Final CRC Checksum = \$E998342F  
Final WRAP Checksum = \$FDAECDF4

"Die Siedler" (Blue Byte) [German version] - other version

File to alter: "DieSiedler" on disk "Die Siedler 3"  
File length: 192772

Offset	Change From	Change To
\$006A6E	6600 FDBA 4E71	4E71
\$007D00	67	60
\$00BA7A	67	60

```

$00C3AA  67    60
$00CC94  67    60
$017BE2  67    60
$025124  66D0   4E71

```

```

Original CRC Checksum = $47D371CE
Original WRAP Checksum = $DDDD7C25

```

```

Final CRC Checksum = $E303C13F
Final WRAP Checksum = $B385A8B5

```

Comments: Enter any three symbols to satisfy the protection check.

It is conceivable that I haven't yet found all places to patch in the executable. If you find that strange things happen, or that the machine locks up or crashes after a while, please let me know.

Originator: Mark Knibbs. The patch for the other version of "Die Siedler" was sent to me by someone calling themselves "The Masterbrain". It is presumably based on my patch to the English version.

### 1.113 Thunderboy (Time Warp Productions)

"Thunderboy" (Time Warp Productions)

```

File to alter: "thunderboy" on disk "ThunderBoy"
File length: 49628

```

```

Offset    Change From Change To
$0001E0   206C     600E
$0005F8   6108     4E71

```

```

Original CRC Checksum = $2A222214
Original WRAP Checksum = $BA38AD4A

```

```

Final CRC Checksum = $D71E1527
Final WRAP Checksum = $8D2DAD4A

```

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

### 1.114 Times of Lore (Origin)

"Times of Lore" (Origin)

```

File to alter: "load" on disk "XELOK-1V2-SIG1"
File length: 3088

```

```

Offset    Change From Change To
$0000B2   4EB9     23C1
$0000BA   66      70

```

Original CRC Checksum = \$A96C57AD  
Original WRAP Checksum = \$533AF995

Final CRC Checksum = \$DD9B2198  
Final WRAP Checksum = \$533B1A8D

Comments: This patch removes the on-disk copy-protection.

Originator: Maverick 5.01 parameter

## 1.115 Vaxine (The Assembly Line/US Gold)

"Vaxine" (The Assembly Line/US Gold)

File to alter: "vaxine"  
File length: 260672

Offset	Change From	Change To
\$002C1C	67	60

Original CRC Checksum = \$815122D0  
Original WRAP Checksum = \$DB26B6E7

Final CRC Checksum = \$09FDDBCA  
Final WRAP Checksum = \$E226B6E7

Comments: Select any code.

Originator: LockPick parameter

## 1.116 Wings (Cinemaware)

"Wings" (Cinemaware)

File to alter: "Wings" on disk "Reel 1"  
File length: 224424

Offset	Change From	Change To
\$00FE08	2F2C D1B8 486C C172	

Original CRC Checksum = \$55F274F1  
Original WRAP Checksum = \$7C8E02FF

Final CRC Checksum = \$77BDC19A  
Final WRAP Checksum = \$634E1345

Comments: Enter anything at the Pilot Authorisation screen.

Originator: FreeCopy 1.8 parameter

---

## 1.117 Wiz & Liz (Lunatic Software/Psygnosis)

"Wiz & Liz" (Lunatic Software/Psygnosis)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

On disk 1, locate block 787 (track 35, sector 6, head 1).

Offset in block	Change From	Change To
\$00018A	0C80 0000 03F3	317C 6008 0056
\$000190	6600 00CA 4E71 4E71	

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.118 Wizball (Ocean)

"Wizball" (Ocean)

File to alter: "wizload" on disk "protec"  
File length: 1536

Offset	Change From	Change To
\$000004	01 00	
\$000124	6100 0168 103C 0000	

Original CRC Checksum = \$A3923416  
Original WRAP Checksum = \$423BB653

Final CRC Checksum = \$55F7FF1C  
Final WRAP Checksum = \$93FFB7BB

Comments: This patch removes the on-disk copy-protection.

The version of Wizball that I have was distributed as part of the old 'Tenstar pack' software bundled with Amiga 500s.

Originator: Mark Knibbs

## 1.119 Wonder Dog (Core Design)

"Wonder Dog" (Core Design)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 1344 (track 61, sector 2, head 0).

---

```
Offset in block Change From Change To
$000123 79 0007 6342 4ED0 7A 001E 6000 022C
```

Locate block 1345 (track 61, sector 3, head 0).

Move to offset \$154 (this is the first of a large number of zero bytes, immediately following the hex string \$0010 4E75). Change the first 16 zero bytes to the following:  
317C 6046 0052 217C 9926 BE13 122E 4ED0

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

## 1.120 Wonderland (Magnetic Scrolls) 1.27f (April 5 1991)

"Wonderland" (Magnetic Scrolls) 1.27f (April 5 1991)

```
File to alter: "all.2" on disk "Wonderland Two"
File length: 708814
```

```
Offset Change From Change To
$008200 41EC 9076 6106 4E71 4E71 4E71
```

```
Original CRC Checksum = $7582737E
Original WRAP Checksum = $3306F7BD
```

```
Final CRC Checksum = $516E4530
Final WRAP Checksum = $391739C2
```

Comments: The program will no longer ask for a word from the manual.

Originator: Mark Knibbs, based on a patch to 'Magnetic Scrolls Collection Volume 1' by Crystal.

## 1.121 Worms (Team 17)

"Worms" (Team 17)

```
File to alter: "WORMS" on disk "TW1"
File length: 353940 (uncompressed)
```

You need a cruncher or packer to carry out this patch. First uncompress "WORMS" using XfdDecrunch. After alterations, use a cruncher to pack the file and save it over the original version. (Original is compressed with CrunchMania.)

```
Offset Change From Change To
$002424 202D 81E8 706F 4E71
```

Original CRC Checksum for decompressed "WORMS" file = \$55C9D19F  
Original WRAP Checksum for decompressed "WORMS" file = \$BFC72F0E

Final CRC Checksum for decompressed "WORMS" file = \$51B3FFCE  
Final WRAP Checksum for decompressed "WORMS" file = \$243764CF

Comments: Enter 111 to satisfy the protection check.

Originator: The Masterbrain

## 1.122 Zool 2 AGA (Gremlin Graphics) A1200 Computer Combat version

"Zool 2 AGA" (Gremlin Graphics) A1200 Computer Combat version

The file that needs to be patched here ('z2' on disk 'z2d1') is packed with a Rob Northen cruncher. In order to be able to apply the patch, we need to unpack the file, patch this, and repack the resulting file in order to fit it back onto the disk.

NOTE: You will need a recent version of the XFD package to unpack the z2 file. Version 1.13 is definitely sufficient. From a CLI/Shell window, type:

```
'xfdDecrunch z2d1:z2 RAM:z2.unpacked'
```

(Replace RAM: with some other directory with sufficient space if necessary.)  
Now we have to remove the protection from the 'z2.unpacked' file.

```
File to alter: "RAM:z2.unpacked"  
File length: 409372
```

```
Offset      Change From Change To  
$016C18    33FC      4E75
```

```
Original CRC Checksum = $E167238E  
Original WRAP Checksum = $9DCE8E6D
```

```
Final CRC Checksum = $BB3A3376  
Final WRAP Checksum = $83558E6D
```

Now use Imploder to compress the patched z2.unpacked file. Any efficiency above 2 will do; ensure that Library mode is off. Save the compressed file to 'z2d1:z2', replacing the original z2 file.

If all went well, you should now be able to play your deprotected copy of Zool 2 AGA.

Comments: This patch removes the code-wheel protection. The protection screen will no longer appear.

Originator: Mark Knibbs

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