

Alien

COLLABORATORS

	<i>TITLE :</i> Alien		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Alien

1.1 Contents

Alien Breed II - The Killing Grounds Save Game Editor v1.1
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Written by /\uffin

Save game format cracked by Ghandi

1.2 Introduction

Welcome to the Alien Breed 3D II - TKG Save Game Editor, as you have probably already guessed this program allows you to edit the saved game data used in Alien Breed 3D II - TKG.

With the editor you are able to alter the following parameters;

- Playing level
- Players health
- Players weapons
- Weapon ammunition
- Whether player has the jetpac

Note : Team 17 have been rather sneaky with the way that the save game data works, when you choose the load game option you have the choice of

five game slots and a 'New Game' option, this 'New Game' option is actually game slot 0! As such with the editor you are also able to change this, however when Alien Breed 3D II - TKG first loads it does not use this 'New Game' to set up the defaults, so you will have to load it in for it to take effect.

1.3 Installation

To install the editor to your harddisk, just copy the executable to where you want it.

1.4 Requirements

- Alien Breed 3D II - The Killing Grounds ;-)
- reqtools.library v38+
- workbench 3.0+

1.5 Using The Editor

TKG1: Path

Use the string gadget to type in the path to the tkg1: assign, or location of the 'boot.dat' file. Or use the '?' gadget to select a path using a requester. (Note, tkg1: is the default path, even if it does not exist!)

If the string gadget is empty the 'Load' and 'Save' gadgets will be ghosted.

Playing Level

This cycle gadget denotes the level that the save game will start on, this currently only supports levels 'A-P' not having tried the level editors I am unsure whether you can create levels past 'P'.

Game Slots

Select a game slot to edit, once selected the gadgets will be updated with that slots data.

Weapons

Click the checkboxes to select which weapons the player is to have, once a weapon is selected you will be able to alter the ammunition for that weapon. (Note, Shotgun is always selected!)

Health

Move the scroll bar to alter the amount of health the player will have from 0-10000. (Note, if you choose '0' the player will start off dead!)

Options

Load - This loads the 'boot.dat' file from the selected path.
Save - This saves the 'boot.dat' file to the selected path.
About - This displays information about the editor.

Ammunition

Move the scroll bars to alter the amount of ammunition for each weapon the player will have from 0-10000. (Note, during the game 'Laser' and 'MegaLaser' both use the same ammunition therefore there is only one scroll bar. This is also the same for 'Single-Plasma' and 'Multi-Plasma'.)

1.6 Authors

Alien Breed 3D II - TKG Save Game Editor was written by /\uffin
Save game format cracked by Ghandi

For bug reports or suggestions contact /\uffin or Ghandi at,

BBS : The Kremlin BBS +44 (0)121 378 5322 (21:00-06:00)

Mail : 86 Antrobus Road
Boldmere
Sutton Coldfield
West Midlands
B73 5EL
ENGLAND

EEmail : ghandi@skittles.demon.co.uk

1.7 History

Version	Date	Comments
1.0	10.08.1996	•First public release.
1.1	11.08.1996	•Fixed a major bug that stopped the jetpac being detected and enabled if it had been used during a game.