Beyond Dark Castle Cheat TMPL Explained
Resource format investigated and TMPL created by Bill Bumgarner (GEnie B.Bumgarner)

What it is

The Beyond Dark Castle Cheat TMPL is a ResEdit (Apple's resource editing utility) TeMPLate resource that allows you to easily edit saved Beyond Dark Castle games to your own liking.

Installing the TMPL Resource into ResEdit

From the Finder, open the application 'ResEdit'. Once in ResEdit, open the file included with this documentation file. Double click in the TMPL resource shown in the file's window.   Select the TMPL resource that appears in the window (TMPL "MagT" ID = 7603) and copy it to the clipboard.

Open ResEdit from within ResEdit (so you can see a list of ResEdit's resources). Find the TMPL resources and open them. There should now be a rather long list of TMPL resources on the screen. Paste the "MagT" resource into ResEdit. It may get renumbered, which isn't any problem. The only problem that might happen is that it could lose it's name on the paste. If it loses the "MagT" identity then select the resource and do a Get Info… from the file menu (command-I). Type the characters "MagT" into the name field and close the window. Be sure to type "MagT" exactly as it appears here because resource types are case sensitive. Close or Quit ResEdit (Yes when it asks to save changes).

Editing Characters

First a little on how Beyond Dark Castle saves characters to disk. BDC saves the data for the character's game in a resource of type "MagT" in the BDC Data B file. There are 15 "MagT" resources, one for each saved game position for each level of difficulty. The following table gives the ID number of the resource associated with saved games.

Game #	Beginner ID	Intermediate ID	Advanced ID
1	0	1	2
2	8	9	10
3	16	17	18
4	24	25	26
5	32	33	34

If you want to edit a Beginner game saved in the Game 1 spot, then you should open the "MagT" resource with ID of 0. Once you have the resource opened under resedit, you will see a window similar to this:
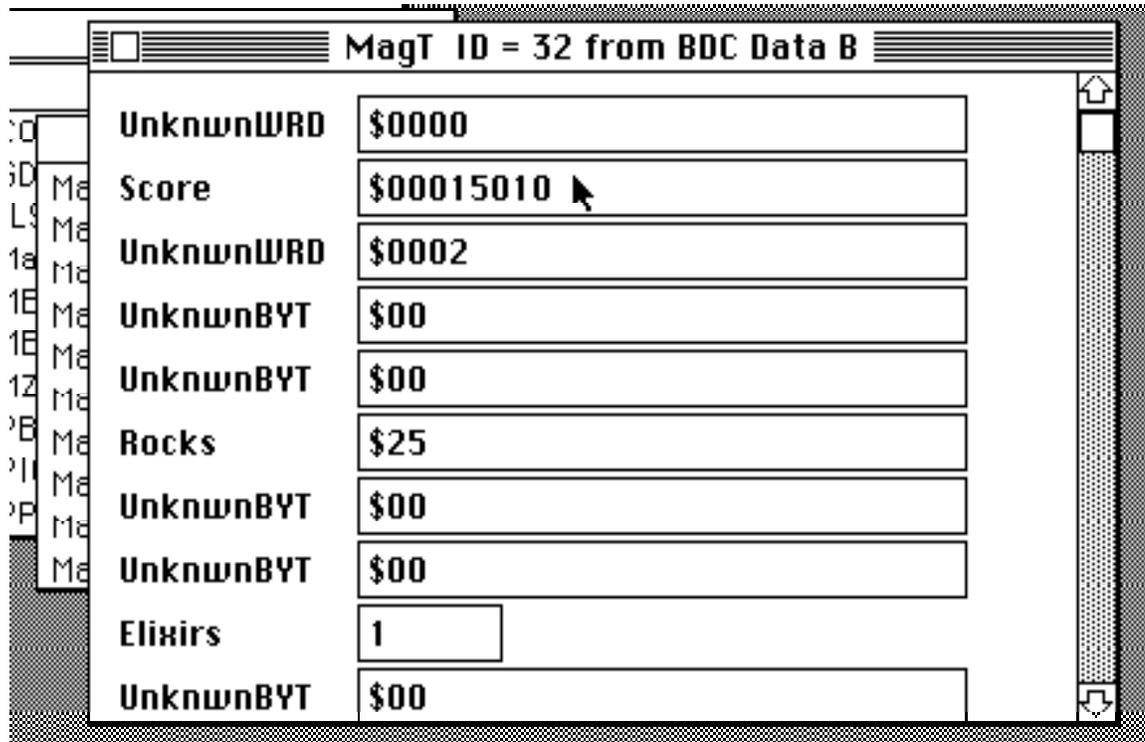
Top of Character editing window.
Currently editing Beginner- Game 5.

Unknown bytes and words are marked for reference. Various character attributes are stored in different ways. The Score is a 4 byte (long word) pseudo-hexadecimal number. It is stored in a hexadecimal form, but the actual numbers are decimal. No conversion neccessary, simply type the new score (Make sure it is eight digits or less. Also, BDC wraps after 99,999,999 points...).

The next field is Rocks. This is a decimal number stored in hexadecimal form. The maximum number of rocks you can have is 255, but since this is a hexadecimal number, decimal 255 is represented by the hexadecimal number FF (just replace whatever number is there with FF to get the maximum number of rocks).

The next field is Elixirs. This is just a straight forward decimal byte. It has the range of 0 to 255 and can be entered as a decimal number for 0 to 255. The Bombs, Keys, Gas, and LIVES fields are the same as elixirs (the LIVES field appears after the first set of bits).

The pedestal flags are whether or not a certain pedastel has an orb on it or not. Set them to 1 if the pedastel is to have an orb and 0 if it should be empty. The other set of flags represent the status boxes in the lower right

corner. Setting shield or fireball to 1 will give the character that attribute and setting it 0 will remove it. The Pocket Orb bit indicates whether or not there is an orb being carried by the person; 1 there is, 0 pocket is empty. If you would like to open the gate for a player, set 4 of the 5 pedastal bits and set the Pocket Orb bit. Play the game and place the fifth orb. That will open the gate.

Pedestal1	○ 0	◉ 1			
Pedestal2	○ 0	◉ 1	Pocket Orb	○ 0	◉ 1
Pedestal3	○ 0	◉ 1	Shield	○ 0	◉ 1
Pedestal4	○ 0	◉ 1	FireBall	○ 0	◉ 1
Pedestal5	◉ 0	○ 1			

The various Pedastal and Attribute BITS.
They are set so that 4 of 5 pedastals are full and the fifth orb will be in the characters pocket. The character will have both the Shield and the Fireball.

Once the character has been edited, quit ResEdit (answer YES to save changes dialog). Open Beyond Dark Castle and play the game. Go to the computer room (bottom-left door) and restore the game you edited. Make sure you are playing the correct level of difficulty when you restore.

Notes
Just because you have all attributes at higher than possible values doesn't mean you have defeated the Black Night, you still have to experience the final battle. It's, well… uh… difficult (gross understatement).

I haven't found the flag that indicates that the gates are open. That is why it is neccessary to set four pedestal bits and have the fifth orb on the body. I never checked, but I would assume that the orbs are still in the various hiding places even though you have the pedestals filled.

Some of the Unknwn bytes and words do have meanings, I just never bothered to figure them out. I'm sure that some of them indicate which orbs have been taken and if the gates are open. I'm pretty sure that the (Health?) bytes are the health.   There isn't a need to mess with the health, it can be reset simply by leaving a room (and setting it too high results in an immediate death as soon as the restore switch goes back up... it's really kind of funny to see.).

If you find out the meaning of any of the "unknown" bytes/words, please send me (Bill Bumgarner) a description of what you found. I will check it out and update the TMPL. I will update the TMPL and release a new version of it if there is any new data found. I would especially like to know what the first and third fields mean.

The TMPL was written because I had only 1.25 hours of sleep (played the damn game too long) and because I kept dieing in stupid places. I have gotten by all screens in the practice room at any level, and have killed the Black Night on the advanced level (final showdown). The closing animation is pretty neat, kind of leaves you wondering what Dark Castle III will be like...

The TMPL has only been tested on one copy of Beyond Dark Castle. It will work on all copies of the game, but the table of resource numbers to the game save position may be out of order for some copies... Doubtful, but maybe.

Try listening to the sound through a set of good stereo headphones on a Mac II (more bass the better). Impressive. Haven't tried this on a Plus/SE yet.

Thanks to Silicon Beach Software for showing the rest of the world that the Macintosh can be a serious action–gaming machine and that excellent, smooth arcade quality animation can be done on a Mac II without the alternate screen buffer.

Copyright

HAH! Doubt if I could copyright this, even if I wanted to (I don't). Do with it what you will. Just keep the two files together if you upload it to any other services/BBS's.

BBS/User Group Information:

MUse: The Columbia Macintosh Users Group
P.O. Box 811
Columbia, Mo. 65205

BBS: (314) 442-3676 [300/1200/2400 baud 24 hrs/day]
The BBS contains the best of new Public domain that appears on the various services and off of the University Networks (MacServe). It also has a lot of news and notes file that have a lot of valuable information in them. It also has a general forum where users can trade information or ask questions. The BBS is free.

Membership to MUse is currently $20 a year and includes a monthly newletter containing current news from the Macintosh world, informative product reviews, hints & tips, and more.