

(Ed. Note - I didn't include Part I which is actually Shepherd's excellent file "Assembly for Cracking" because its over 300k - its still in the complete kit though)

`Beta Notes: 10/17/91

Determining where to start looking

How to break into programs

Using TMON, Nosy, and ResEdit together

TMON Tricks

Determining the type of crack to apply

Everything you always wanted to know about the CODE 0 Jump Table.

Hardware plugs

Encrypted Code



Live Cracks

MultiClip 2.0

Step 1: Where to start looking.



Determining how to implement the crack.







Step 1: Where to start looking.







