

HACK2

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COLLABORATORS

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Chapter 1

HACK2

1.1 How to Cheat Psx

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- 1) BYPASS SONY'S NEWEST FEATURE AGAINST SOFTWARE PIRACY

Yes! it's still possible to play PSX copies on the NEWEST US/JAP/EURO PSX's. The ROM'S of the new PlayStations are once again updated and this time the PSX will reset/just-not-boot if the BOOT/ORIGINAL CD is removed and replaced by a copy.

The PSX detects if a CD is removed by the 3 little silver coloured PINS located in the center of the CD-UNIT. So now they are here for 2 reasons:

- 1: To keep the CD in PLACE when spinning.
- 2: To detect if a CD is removed. (That was already there in the previous versions of the PSX but it would only stop the CD from spinning when it was removed)

The only thing you have to do if you want to run copies on the latest PSX is to mount 2 wires paralell over the connecter (which leads to the 3-pin-detector) and put a switch between the two wires et VOILA.

If all went well and your PSX is still alive you should do the following:

- 1: insert an original game
 - 2: wait untill you hear the (annoying) boot samples OR see the white screen with the logo appear and activate the switch and remove the ORIGINAL.
(This has to be done right after eachother)
 - 3: Quickly (about 3 secs) insert the COPY and bring the switch back in normal (open) position.
 - 4: If all went well you are now playing a copy of R.R. Rev. or whatever.
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It may sound a bit complicated but after 2 or three tries a blind person can do it.

I didn't actually test this method but common sense tells me that it will work!

2) NEWEST SOFTWARE PROTECTION BYPASS

Some games, and rumoured all new games, have a protection against the audio menu trick. I don't know how to do it but this is a way to bypass it:

- 1: Insert an original CD and activate the lid closed detection (by switch or thoothpick, doesn't matter.
- 2: Switch the PlayStation on (yes it was off ;))
- 3: wait untill you hear the boot sample/see the white screen with logo and quickly remove the boot CD and replace it by a copy
- 4: You're again booting a copied game!

This trick can be mixed with the '2 second-toc-trick' for perfect audio.

3) PLAY COPIES WITH PERFECT CD-AUDIO!

As we all know the Table Of Contents, from now on called TOC, is taken from the original/boot CD and not of the copy. This will cause the music to be a bit different than when you would be playing an original. (with sometimes annoying

short loops in the music)

The TOC `_is_` actually on the copy but isn't read from the copy but from the boot/original CD. The TOC is read right after the protection is read from the boot CD.

Here is what to do to have perfect AUDIO:

- 1: goto the audio menu
- 2: insert an original and switch your 'lid open/closed switch'-switch ;)
- 3: wait 2 seconds and remove your spinning original and quickly insert a copy (you have about 2/3 secs to do it)
- 4: exit the audio menu and you will now boot with PERFECT music

This is EXTREMELY hard to do but well worth the trouble for excellent games with fucked up loops! (It takes me an average of 5 mins to do it :()

Can someone please copy the ROM'S of the developers PSX and upload the BIN file at your local console BBS please. (The developers PSX ROM doesn't have any protection whatsoever) Or we could wait for the guys at FFE to make a hardware device to bypass ALL this shit.

4) THE GOOD OLD AUDIO MENU TRICK

- 1: go into the audio menu
 - 2: insert an original/boot CD
 - 3: put a toothpick between the LID and the 'lid open/closed switch' (which is located at the top right in the PSX)
 - 4: wait untill the CD stops spinning and swap it with a COPY
 - 5: exit the audio menu and your PSX will now boot from a COPY.
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This is th trick I used the most so it is wise to mount 2 wires with a switch paralell over the 'lid open/cloded switch' for more convenient swapping.

This trick was brought to us by BamBam (many thanks to him)

Sorry for my horrible English,

(-Speedy-G-) / Cyber Force

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