

Alien

COLLABORATORS

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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 v1.16
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Also From CS

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 v37+
- workbench 3.0+

1.5 Using The Editor

TKG1: Path

Use the string gadget to type in the path to the tkgl: assign, or location of the 'boot.dat' file. Or use the '?' gadget to select a path using a requester. (Note, tkgl: 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,

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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. •Released on Amiga Format cover disk AF90b.
1.15	19.08.1996	•Uses a new method of determining whether reqtools.library exists, so as not opening the library twice and so saving memory and creating a smaller executable. •Added keyboard shortcuts to Load, Save and About

buttons.

1.16 16.10.1996 ·Fixed a bug with the rendering of the GUI using a font other than topaz 8 as a screen font.

1.8 Also From Cremlin Software

Software that has already been released by Cremlin Software or will be in the near future;

- Surgo-System - A fully fledged system for doctors in general practice, encompassing an appointments system, rotas, patient databases, upto date drug lists, audit facilities and prescription printing etc.
 - SPUD BBS - The BEST piece of BBS software on the market, when this system is released on the market it will revolutionise the comms industry, hailed to be 100 times better than Zeus, SPUD will be the dawning in a new era in BBS software. To be published by Megatronix Software.
 - BOMB (Deluxe) - Version 1 won the Amiga Format write an AMOS game competition, our version taking over from Silicon Circus has been completely rewritten by the experts with more powerups and options and improved graphics, 3D bomber mode and an AGA version comming soon. BOMB Deluxe will be released to the general public very SOON!
 - Calendar - A calendar utility that displays a month of the year in a window. Locale fully supported, the month and year can also be changed by the user with the simple GUI.
 - AmiFlow - A whole flow charting system for the Amiga (the only one that we know of). It is more powerful than ABC Flow on the PC and easier to use. With a true 3D flow chart system you can make multi layered charts and even save them as 3D objects for the most popular 3D packages!
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