

AmigaPatchList2.0

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COLLABORATORS

	<i>TITLE :</i> AmigaPatchList2.0		
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REVISION HISTORY

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Chapter 1

AmigaPatchList2.0

1.1 Amiga Software Patch List 2.0 (20.1.96)

Amiga Patch List release 2.0 (20-Jan-1996)

NOTE TO SYSOPS/MODERATORS: If you are concerned about the legality of this document, bear in mind that FreeCopy, which performs a similar function to the patches given here, is widely available - for example on Aminet FTP sites.

This file contains a list of various patches for commercial Amiga software, to remove manual- and disk-based copy-protection. Of course, you should only alter a backup copy, and the altered copy is subject to the same distribution restrictions as the original game. Please don't use information in this file to distribute unauthorised copies of the games mentioned here. This document is for use by those who wish to back up their original software, or remove protection from the same (which can be very annoying - for example the protection in Frontier).

This file is freely distributable.

To apply these patches, I recommend that you use the 'Hex' file editor by Nicola Salmoria (available on Fish disk #517). In each case, the first byte of a file is at offset 0, and all figures apart from file lengths are in hexadecimal. If you're low on memory, you may have to use a sector-based file editor like NewZAP instead. To make a backup copy of games which have on-disk protection, use a copier which will not stop at an error, like SuperDuper. Remember, you should ALWAYS write protect your original disks. NEVER modify them.

I use the 'CRC' program to calculate file checksums, before and after patching. Run CRC on your initial and final executables to verify their correctness. The CRC program is included in this distribution, and is also distributed with Zoom 5.4 by Olaf Barthel; see this for more information on CRC.

If you have problems with any patches given here, please let me know. If you've developed patches for any programs not included, please send them to me, preferably in a similar format to the ones below. Remember to give the

version number if you know it. Marc Christiansen (tolot@utolot.toppoint.de) wins fame (if not fortune) for being the first person to send me a patch of their own. Future growth of this list depends on you! I don't own every original game in the world...

About Infocom Patches

Where to find the tools mentioned here

Version History

To Do

About The Author

The 73 programs covered in this release are:

A Mind Forever Voyaging (Infocom)

Art of Chess (SPA)

Back to the Future II (Images/Imageworks)

Balance of Power 1990 (Mindscape)

Barbarian - The Ultimate Warrior (Palace)

Battle Command (Realtime Games/Ocean)

Beast Busters (Images Design/Activision)

Birds of Prey (Argonaut/Electronic Arts)

Breach (Omnitrend/Artronic)

Brian the Lion AGA (Reflections/Psygnosis)

Budokan (Electronic Arts)

Bureaucracy (Infocom)

Castles (Interplay Productions)

Champions of Krynn (Strategic Simulations, Inc.)

Chess Player 2150 (Oxford Softworks)

CJ in the USA (Genesis Software/Codemasters)

CJ's Elephant Antics (Genesis Software/Codemasters)

Colorado (Silmarils/Action 16)

Defender of the Crown (Cinemaware)

Demon's Tomb - The Awakening (Silhouette Software/Melbourne House ↔)

Dennis AGA (Ocean)

D/Generation (Mindscape)

Dizzy Collection (Codemasters)

DragonStrike (Strategic Simulations, Inc.)

Emerald Mine (Kingsoft)

E-motion (The Assembly Line/US Gold)

Epic (Digital Image Design/Ocean)

Escape From Singe's Castle (ReadySoft)

ESWAT (U.S. Gold)

Extensor (Golden Games/Smash 16)

F/A-18 Interceptor (Electronic Arts)

Formula One Grand Prix (Geoff Crammond/MicroProse)

Frontier (David Braben/Gametek)

Gods (Bitmap Brothers/Renegade)

Gridrunner (Llamasoft)

Gunship (MicroProse)

Kelly X (16 Blitz)

Knights of the Sky (MicroProse)

Kult (Ere Informatique/Exxos)

Line of Fire (Creative Materials/U.S. Gold)

M1 Tank Platoon (MicroProse)

Magnetic Scrolls Collection Volume 1 (Magnetic Scrolls)

Mindfighter (Abstract Concepts/Activision)

MovieSetter (Gold Disk)

Ogre (Origin)

Oscar AGA (Flair)

Pool (Icon Design/Mastertronic)

Ports of Call (Aegis)
PowerMonger (Bullfrog Productions/Electronic Arts)
Pro Tennis Tour II (Blue Byte/Ubi Soft)
Railroad Tycoon (MicroProse)
Scroller 2 (The Soft Alternative)
Seymour Goes to Hollywood (Codemasters)
Silent Service (MicroProse)
SimEarth (Maxis)
Sorcerer (Infocom)
Spellbreaker (Infocom)
Starglider (Argonaut Software/Rainbird)
Stationfall (Infocom)
Storm Across Europe (Strategic Simulations, Inc.)
Super Seymour Saves the Planet (Codemasters)
Super Tetris (Spectrum Holobyte)
Sword of Aragon (Strategic Simulations, Inc.)
The Amazing Spiderman (Oxford Digital Enterprises/Empire)
Theme Park Mystery (Joined Up Software/Imageworks)
The Settlers (Blue Byte)
Thunderboy (Time Warp Productions)
Vaxine (The Assembly Line/US Gold)
Wings (Cinemaware)
Wizball (Ocean)
Wonder Dog (Core Design)
Wonderland (Magnetic Scrolls)
Zool 2 AGA (Gremlin Graphics)

1.2 About Infocom Patches

Infocom story files contain a checksum used when you type '\$verify' to check the correctness of the story file. Any changes to the story file, like removal of copy-protection, will necessitate a change to the checksum in order for '\$verify' to continue to work correctly.

When you save a game in progress, the first part of the story file is included in the save file; this includes the story file checksum. So if you load a saved game, saved when playing from an original story file, into a patched game, there may be a problem with the '\$verify' command due to the differing checksums. The interpreter may report a bad story file when in fact the story file is intact. Not every interpreter does this; Infocom's own does, but ZIP 2.0 does not.

These patches were made possible by Mark Howell's TxD Infocom data file disassembler, Paul David Doherty's DebugTool 1.11, and Graham Nelson's Z-Code specification document. If you're interested in Infocom and interactive fiction in general, you should check out the FTP site ftp.gmd.de, in the directory /if-archive.

1.3 Version History

Version History

1.0 Initial release (not widely distributed).

1.1 Various minor changes, and the following new patches:

- AMFV release 79
- Frontier 'Version to Gametek (Release 4) 1.05'
- Sorcerer releases 13, 18
- Stationfall release 107
- Thunderboy

1.2 More minor changes, and the following new patches:

- Breach 1.02e
- Kult
- Mindfighter
- Ogre 1.06
- The Settlers

Corrected version of Frontier to 1.05 in patch list.

Added information to (hopefully) allow any version of Frontier to be patched.

1.3 More minor changes, and the following new patches:

- Budokan
- Emerald Mine (three versions)
- Epic 3.17
- Extensor
- Gods 1.00
- MovieSetter 1.0P
- Starglider

Bug fix! Added another word to alter for 'The Settlers' patch. The old patch in v1.2 of this list was incomplete, and meant that the machine would crash after a while.

-
- 1.4 More minor changes, and the following new patches:
Champions of Krynn 1.0
Demon's Tomb - The Awakening 1.00
DragonStrike 1.0
ESWAT
Gridrunner 28/2/90
Line of Fire
Storm Across Europe 1.0
Sword of Aragon 1.0
- 1.5 The following new patch added:
Colorado
- 1.6 Yet more minor changes, and the following new patches added:
Back to the Future II
Theme Park Mystery
- 1.7 The following new patches added:
CJ in the USA
Dizzy Collection
- 1.8 Converted list to AmigaGuide format.
Reformatted text to 77 columns.
Added note to sysops/moderators.
More minor changes.
Changed my addresses.
Removed Rob Northen flame.
Changed AMFV and Sorcerer patches. The idea is to preserve gameplay as much as possible - now the game always asks for the same number or sequence of buttons; you are able to enter an incorrect number or sequence as in the original versions.
Added note for Infocom patches.
Changed name to Amiga Patch List; there aren't only games any more.
The following new patches added:
Barbarian - The Ultimate Warrior UK PAL Version 24/03/88
Beast Busters
Brian the Lion AGA A1200 Computer Combat version
Bureaucracy release 116
Castles
CJ's Elephant Antics
Dennis AGA
Gunship 832.03
Oscar AGA
Pro Tennis Tour II
Scroller 2 1.01
Seymour Goes to Hollywood
Silent Service 825.03
SimEarth
Spellbreaker release 87
Super Seymour Saves the Planet
Wizball
Wonder Dog
Zool 2 AGA A1200 Computer Combat version
- 1.81 Very minor changes (not released, as far as I can remember).
The following new patch added:
Pinball Fantasies AGA
-

1.9 More changes.

Information on how to bypass protection in Chess Player 2150 added (there's a 'backdoor'), and the following new patches added:

Super Tetris

2.0 Added 'Where to find tools' section.

The following new patches added:

E-motion Astra Pack version

Kelly X

PowerMonger

1.4 To Do

Changes to be made in a later version

Add more Emerald Mine versions; the Emerald Mines CD also contains original game files, it seems.

Add patches for:

releases 4 and 6 of Sorcerer

The Secret of Monkey Island

Great Courts II (= Pro Tennis Tour II)

The A600 version of Formula 1 Grand Prix

1.5 Where to find the tools mentioned here

Program	Aminet path	Aminet CD
xfd 1.07	util/pack/xfd107.lha	Set 2 a
TrackDOS	disk/misc/TrackDOS.lha	Set 1 D
Hex	disk/moni/HexED.lha	Set 2 c
Mon	dev/moni/mon165.lha	Set 1 A
Zoom	util/arc/Zoom_5_4.lha	Set 1 a
DiskX	disk/misc/DiskX.lha	Set 1 D

1.6 About The Author

I hope you find these patches useful. A large proportion of them were developed by myself, and cannot be found in any parameter disk copiers.

I have no email address at the moment; if you want the latest version of this file, or to contribute a patch of your own, send me a disk with sufficient return postage.

Ideally, put some nice (free) software on the disk. I am especially interested in any Emerald Mine level disks or editors... :)

Feel free to make this document available on a World-Wide Web site.

-- Mark Knibbs
[no email address]

For the foreseeable future, mail sent to the following address will reach me quickly:

```
'Meadowbank'
25 Rutts Lane
West Lavington
Devizes
Wiltshire SN10 4LN
U.K.
```

1.7 A Mind Forever Voyaging (Infocom)

"A Mind Forever Voyaging" (Infocom)

Release 77 / Serial number 850814

```
File to alter: "story.data" (see comments below)
File length: 262018      ( "      "      " )
```

Offset	Change From	Change To	
\$00001D	31	03	;New game checksum
\$033461	10	01	
\$033469	20	01	

```
Original CRC Checksum = $A26FEE15
Original WRAP Checksum = $213D1F80
```

```
Final CRC Checksum = $CD6EFB58
Final WRAP Checksum = $21991F80
```

Release 79 / Serial number 851122

```
File to alter: "story.data" (see comments below)
File length: 262036      ( "      "      " )
```

Offset	Change From	Change To	
\$00001D	60	32	;New game checksum
\$033471	10	01	
\$033479	20	01	

```
Original CRC Checksum = $C942537B
Original WRAP Checksum = $2F4E8ECA
```

```
Final CRC Checksum = $9C7232AD
Final WRAP Checksum = $2FAA8ECA
```

Comments: This removes the 'Class One Security Mode Access Decoder' protection. You will always be asked to enter the security code corresponding to WHITE 89, which is of course 12. These patches are for PC data files. The data files for Amiga versions may be padded to a multiple of 512 bytes. In this case, the CRC and WRAP checksums given above will be wrong. As far as I know, releases 77 and 79 were the only versions

of AMFV released.

Originator: Mark Knibbs

1.8 Art of Chess (SPA)

"Art of Chess" (SPA)

File to alter: "c/cur" on disk "CHESS"
File length: 136736

Offset	Change From	Change To
\$0094F0	48E7 7FFE 7000	4E75

Original CRC Checksum = \$B7E9B3D8
Original WRAP Checksum = \$7ED611B0

Final CRC Checksum = \$F448F879
Final WRAP Checksum = \$57BD42B9

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.9 Back to the Future II (Images/Imageworks)

"Back to the Future II" (Images/Imageworks)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 1310, track 59, sector 1, head 1.

Search for the hex string 487A 000A (at offset \$164).
Replace this with 6000 08DA.

Locate block 1315, track 59, sector 6, head 1.

Search for the hex string 6600 F6FA (at offset \$4C).
Replace this with 4E71 4E71.

If your disk editor has a facility to correct the DOS block checksum,
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Due to a certain lameness on the part of the person who put the disk together, the game does not work on anything other than a 68000. [The header for a normal load file is executed, not skipped over.] To fix this, use your disk editor to change the 2 bytes at block 100, track 4, sector 1, head 1, offset 0 (starting with 000003F3) to hex 601E. The game will work on a plain A1200 by doing this, but you may need to use

Kickstart 1.2 or 1.3 and turn the cache off.

Originator: Mark Knibbs

1.10 Balance of Power 1990 (Mindscape)

"Balance of Power 1990" (Mindscape)

File to alter: "bop" on disk "BOP"
File length: 269252

Offset	Change From	Change To
\$040B8C	66D8	4E71
\$040BE4	6600 FF7A	4E71 4E71

Original CRC Checksum = \$C54051B2
Original WRAP Checksum = \$6711DA19

Final CRC Checksum = \$8CF43C50
Final WRAP Checksum = \$97088B22

Comments: You no longer need to enter a word from the manual.

Originator: FreeCopy 1.8 parameter

1.11 Barbarian - The Ultimate Warrior (Palace) UK PAL Version 24/03/88

"Barbarian - The Ultimate Warrior" (Palace) UK PAL Version 24/03/88

There are two files to alter. First, use a text editor to add a semicolon before the s of 'startit' in the s/startup-sequence file on the Barbarian disk.

File to alter: "main" on disk "copy of Barbarian 1"
File length: 35104

Offset	Change From	Change To
\$00003A	4E40 4E71	2C78 0004

Original CRC Checksum = \$D1ED5ED3
Original WRAP Checksum = \$FB595158

Final CRC Checksum = \$DCD9F8F0
Final WRAP Checksum = \$49C67321

Comments: This patch removes the on-disk copy-protection.

There are at least two versions of Barbarian. This patch is for the version given away several years ago with new Amigas as part of the 'Tenstar pack'. My original full-price release disk is a different version; all code is encrypted. If you have another version, try searching for 4E40 4E71, and replacing this with 2C78 0004.

Originator: Mark Knibbs

1.12 Battle Command (Realtime Games/Ocean) Release Version V1.1 28/11/1990

"Battle Command" (Realtime Games/Ocean) Release Version V1.1 28/11/1990

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 165, track 7, sector 0, head 1.

Search for the hex string 487A 000A 23DF 0000 0010.

Replace this with 203C AB7D 25B5 6000 08D4.

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection. To check the version number of your game, press Ctrl-V during play. If it says 'PRelease ...', then something has gone wrong.

Originator: Mark Knibbs

1.13 Beast Busters (Images Design/Activision)

"Beast Busters" (Images Design/Activision)

File to alter: "bbusters" on disk " " [Disk 1]

File length: 101036

Offset	Change From	Change To
\$00004A	487A 000A 23DF	203C 96C1 AAFE
\$000050	00 60	
\$000052	0010 091C	

Original CRC Checksum = \$52FAF321

Original WRAP Checksum = \$98771586

Final CRC Checksum = \$5CAF0DD7

Final WRAP Checksum = \$A1BFAD98

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.14 Birds of Prey (Argonaut/Electronic Arts)

"Birds of Prey" (Argonaut/Electronic Arts)

Open a CLI/Shell window, and type the following:

```
Assign TEMP: <Some directory with at least 720K free>
CD "Birds of Prey:"
GSG D bop_c TEMP:bop
```

Then make the following changes to the file TEMP:bop.

Offset	Change From	Change To
\$09D47F	03	00
\$09D4BA	FFFF	0000
\$09D564	FFFF	0000

Original CRC Checksum for decompressed bop file = \$C649F94F
 Original WRAP Checksum for decompressed bop file = \$50F86BAD

Final CRC Checksum for decompressed bop file = \$DD690012
 Final WRAP Checksum for decompressed bop file = \$50F86BB0

Next, type the following in a CLI/Shell window:

```
CD "Birds of Prey:"
GSG C TEMP:bop bop_c
```

Comments: Enter 19050 at the prompt.

Originator: Mark Knibbs

1.15 Breach (Omnitrend/Artronic) 1.06

"Breach" (Omnitrend/Artronic) 1.06

```
File to alter: "Breach" on disk "Breach"
File length: 101448
```

Offset	Change From	Change To
\$00F7BC	4E55 FF02 50C0 4E75	

Original CRC Checksum = \$08B5CC7F
 Original WRAP Checksum = \$2EC164D2

Final CRC Checksum = \$B4A3BCDF
 Final WRAP Checksum = \$2C57155F

Comments: You no longer need to enter a key from the keys card.

Originator: Mark Knibbs

1.16 Brian the Lion AGA (Reflections/Psygnosis) A1200 Computer Combat version

"Brian the Lion AGA" (Reflections/Psygnosis) A1200 Computer Combat version

This patch is quite involved. Perform the following steps carefully.

Stage 1

Using a utility such as TrackDOS, create disk images (901120 bytes long) of disks 2 and 3. If you've installed Brian the Lion on your hard disk, you can use the files 'DISK2.BTL' and 'DISK3.BTL' respectively.

Stage 2

Load the disk 2 image file into Hex.

Click in the Start gadget and enter '400'. Press Return. The start of the file should now read 'PP20'.

Click in the End gadget, erase the number 'C03FF' and enter 'DF7'. Press Return.

Save the file as 'RAM:tempfile.pp'

Stage 3

Using a utility such as PowerPacker, DLD, xfdDecrunch or any program which can decrunch PowerPacker data files), decrunch the file 'RAM:tempfile.pp' to 'RAM:tempfile'.

Now make the following change to the file 'RAM:tempfile'.

File length: 13040

Offset	Change From	Change To
\$000001	FA	75

Original CRC Checksum = \$A20F4E6E

Original WRAP Checksum = \$F0C871C6

Final CRC Checksum = \$5730D78A

Final WRAP Checksum = \$F14D71C6

Now use PowerPacker (I have version 4.0a - you may need this version too) to crunch the 'RAM:tempfile' file with 'Best' efficiency. Save it as 'RAM:tempfile.pp'. This should be 3576 bytes long.

Stage 4

Load the disk 2 image file into Hex.

Move to offset \$400. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Move to offset \$1BC00. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Save the file back to disk.

Load the disk 3 image file into Hex.

Move to offset \$18C00. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.pp'.

Save the file back to disk.

Stage 5

If you were altering your 'DISK2.BTL' and 'DISK3.BTL' files, you can now play your deprotected Brian the Lion from hard disk. If not, use TrackDOS to write the modified disk image files to your copies of disks 2 and 3.

Comments: This patch removes the manual protection. The protection screen will no longer appear.

Originator: Mark Knibbs

1.17 Budokan (Electronic Arts)

"Budokan" (Electronic Arts)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

On disk 1, locate block 90, track 4, sector 2, head 0.

Search for the hex string 6700 000E 6100 FC08
Replace this with 4E71 4E71 4E71 4E71

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: Identify the crest as anything.

Originator: LockPick parameter

1.18 Bureaucracy (Infocom) Release 116 / Serial number 870602

"Bureaucracy" (Infocom) Release 116 / Serial number 870602

File to alter: "story.data" (see comments below)
File length: 243341 (" " ")

Offset	Change From	Change To
\$00001C	FC65	FFBC ;New game checksum
\$027691	61 06 05 00 76	B4 B4 B4 B4 B4
\$0276BB	A0 00 C7	B4 B4 B4

Original CRC Checksum = \$C78BC1AD

Original WRAP Checksum = \$BEF20C24

Final CRC Checksum = \$D589CEA0
 Final WRAP Checksum = \$531C5D60

Comments: Part-way into the game, you will be asked five questions in the paranoid's house. This patch enables you to give any answer to each question.

This patch is for the data file supplied as part of LTOI II for the PC. The data file for the Amiga version may be padded to a multiple of 512 bytes. In this case, the CRC and WRAP checksums given above will be wrong.

Originator: Mark Knibbs

1.19 Castles (Interplay)

"Castles" (Interplay)

File to alter: "CASTLES" on disk "Castles"
 File length: 155900

Offset	Change From	Change To
\$0233CC	0CAC	297C
\$0233D4	57	50

Original CRC Checksum = \$C0239A71
 Original WRAP Checksum = \$241B01F7

Final CRC Checksum = \$764E2E69
 Final WRAP Checksum = \$0E4B01F7

Comments: Enter anything at the protection check.

Originator: LockPick parameter

1.20 Champions of Kryn (Strategic Simulations, Inc.) 1.0

"Champions of Kryn" (Strategic Simulations, Inc.) 1.0

File to alter: "game" on disk "Disk One"
 File length: 479844

Offset	Change From	Change To
\$0125C6	6600 FD98 4E71	4E71
\$0125EC	6600 0012 4E71	4E71

Original CRC Checksum = \$269CFBA1
 Original WRAP Checksum = \$D95F34C9

Final CRC Checksum = \$33D1D755
 Final WRAP Checksum = \$A014FDFA

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

1.21 Chess Player 2150 (Oxford Softworks)

Comments: This game has a built-in way to bypass the copy-protection.
Simply enter 'TOBY' or 'toby' when asked to enter a word from the manual.

Originator: The program's author

1.22 CJ in the USA (Genesis Software/Codemasters) 18.5.92

"CJ in the USA" (Genesis Software/Codemasters) 18.5.92 (date from disk name)

File to alter: "VC" on disk "CJ IN THE USA (18.5.92)"
File length: 8384

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHFI'. Change this to 'IMP!'.

Click in the End string gadget and change 1ED7 to 1ED1.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 23500 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000052	6100 0BC8 4E71 4E71	
\$00067E	67	60

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 7888 bytes long.

Load the VC file from your (copy of the) CJ in the USA disk.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHFI'.

Save the file as 'VC' on your CJ in the USA disk.

Original CRC Checksum for VC file = \$B5EE5BC9

Original WRAP Checksum for VC file = \$E864AF82

Final CRC Checksum for VC file = \$113DF5A4

Final WRAP Checksum for VC file = \$0DF662E8

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.23 CJ's Elephant Antics (Genesis Software/Codemasters)

"CJ's Elephant Antics" (Genesis Software/Codemasters)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 22, track 1, sector 0, head 0.

Search for the hex string 6100 076A (at offset \$58).
Replace this with 4E71 4E71.

Locate block 31, track 1, sector 9, head 0

Search for the hex string 0000 0000 (at offset \$60).
Replace this with 433F 3C06.

If your disk editor has a facility to correct the DOS block checksum,
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.24 Colorado (Silmarils/Action 16)

"Colorado" (Silmarils/Action 16)

File to alter: "T.X" on disk "Empty"
File length: 51140

Offset	Change From	Change To
\$000972	4EB9	6004

Original CRC Checksum = \$39EF1466
Original WRAP Checksum = \$917E361D

Final CRC Checksum = \$DE26600B
Final WRAP Checksum = \$917E24D2

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.25 Defender of the Crown (Cinemaware)

"Defender of the Crown" (Cinemaware)

File to alter: "Defender" on disk "Defender1"
File length: 85324

Offset	Change From	Change To
\$00DBAA	56CB FFFC 5548	2B3C 0000 0010
\$00DBB2	5243 66EC 9043	203C 0000 03D8

Original CRC Checksum = \$6AB84734
Original WRAP Checksum = \$5EB85459

Final CRC Checksum = \$98FEB406
Final WRAP Checksum = \$1D273C0E

Comments: This patch removes the on-disk copy-protection.

Originator: LockPick parameter

1.26 Demon's Tomb - The Awakening (Silhouette Software/Melbourne House) 1.00

"Demon's Tomb - The Awakening" (Silhouette Software/Melbourne House) 1.00

File to alter: "game" on disk "Demon's_Tomb"
File length: 80864

Offset	Change From	Change To
\$000DBA	4EBA F44C 4200	4E71

Original CRC Checksum = \$3C2056DB
Original WRAP Checksum = \$3A8CE456

Final CRC Checksum = \$ED2BDBE3
Final WRAP Checksum = \$E067F110

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.27 Dennis (Ocean) Amiga 1200 version, from 'Desktop Dynamite' pack

"Dennis" (Ocean) Amiga 1200 version, from 'Desktop Dynamite' pack

File to alter: "dennis" on disk " " [Disk A]
File length: 168596

Offset	Change From	Change To
\$00433E	48E7	4E75

Original CRC Checksum = \$91E443DD
Original WRAP Checksum = \$C408BB50

Final CRC Checksum = \$DC77D04E
Final WRAP Checksum = \$C408B5C2

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.28 D/Generation (Mindscape) 1.04/1.05 Jun 12 1992

"D/Generation" (Mindscape) 1.04/1.05 Jun 12 1992

[Version string in dgen file says 1.04, in-game text says 1.05.]

File to alter: "dgen" on disk "DGEN1"
File length: 134220

Offset	Change From	Change To
\$01C38D	00	01

Original CRC Checksum = \$5A47D248
Original WRAP Checksum = \$C4CF4A2C

Final CRC Checksum = \$14851D59
Final WRAP Checksum = \$C4CE4A2C

Comments: This patch removes the Rob Northen on-disk copy-protection.
Disk 2 no longer needs to be protected.

Originator: Mark Knibbs

1.29 Dizzy Collection (Codemasters)

"Dizzy Collection" (Codemasters)

This is a two disk compilation of Dizzy games. Disk 1 contains Dizzy Panic and Spellbound Dizzy; disk 2 contains Bubble Dizzy, Prince of the Yolksfolk and Kwixsnax. The file 'VC' needs to be patched on both disks. The method used is similar to that for the 'CJ in the USA' patch given elsewhere.

Disk 1

File to alter: "VC" on disk "SPELLBOUND (AMIGA V1.1)"
File length: 6548

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHF1'. Change this to 'IMP!'.

Click in the End string gadget and change 17AB to 17A5.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 20308 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000164	41FA	4E75
\$000A9A	67	60

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 6054 bytes long.

Load the VC file from (your copy of) disk 1.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHF!'

Save the file as 'VC' on disk 1.

Original CRC Checksum for VC file = \$7F863387

Original WRAP Checksum for VC file = \$9C6D93DE

Final CRC Checksum for VC file = \$02E4882E

Final WRAP Checksum for VC file = \$AE5B7B68

Disk 2

File to alter: "VC" on disk "YOLKFOLK (AMIGA V1.1)"

File length: 38208

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHF!'. Change this to 'IMP!'.

Click in the End string gadget and change 9357 to 9351.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 52448 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000178	41FA	4E75
\$000AA6	67	60

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 37712 bytes long.

Load the VC file from (your copy of) disk 2.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHF!'.

Save the file as 'VC' on disk 2.

Original CRC Checksum for VC file = \$C9C7E6AD

Original WRAP Checksum for VC file = \$94F24E33

Final CRC Checksum for VC file = \$7910E490

Final WRAP Checksum for VC file = \$3D181B4A

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.30 DragonStrike (Strategic Simulations, Inc.) 1.0

"DragonStrike" (Strategic Simulations, Inc.) 1.0

File to alter: "DStrike" on disk "DStrike"

File length: 100292

Offset	Change From	Change To
\$00211A	6E	60

Original CRC Checksum = \$67EAFEF8

Original WRAP Checksum = \$309700D6

Final CRC Checksum = \$5C9FBFAE

Final WRAP Checksum = \$30970ED6

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

1.31 Emerald Mine (Kingsoft)

"Emerald Mine" (Kingsoft)

There are at least four versions of the Emerald Mine game engine around. The earliest is 28152 bytes long and seems to be unprotected. The time and score appear in the top-left corner of the screen during play. I give patches here for the other three versions, which I have dubbed 'Release 2', 'Release 3' and 'Release 4'. Release 3 has some minor improvements and bug fixes, like being slightly more system-legal during startup, and can run on NTSC machines. Also, the data files used by release 3 are encrypted, making it harder to cheat by editing the 'nam' file. Release 4 is broadly similar.

Release 2

File to alter: "em" on disk "Emerald Mine", dated 24-Oct-86 13:24:13

File length: 30184

Offset	Change From	Change To
\$00070D	BA 3B 18	71 4E 71
\$001EDA	67	60

Original CRC Checksum = \$A26B0895

Original WRAP Checksum = \$9DF942C0

Final CRC Checksum = \$B83C0A6B

Final WRAP Checksum = \$9E423667

Release 3

File to alter: "em" on disk "Emerald Mine", dated 19-Sep-87 20:33:37

File length: 30440

Offset	Change From	Change To
\$00067B	BA 51 B6 71 4E 71	
\$0006EE	65 60	
\$00205A	67 60	
\$0020CC	67 60	
\$0026AF	18 D8 78 01 F2 7B 4E 71 4E 71	
\$003CD2	01F4 DE78 01F2 0257 4E71 4E71	

Original CRC Checksum = \$382F4312

Original WRAP Checksum = \$3EC35708

Final CRC Checksum = \$56B0DB6A

Final WRAP Checksum = \$6315C98E

Release 4

File to alter: "em" on disk "Emerald Mine", dated 24-Nov-87 12:05:15

File length: 30628

Offset	Change From	Change To
\$000677	BA 52 78 71 4E 71	
\$0006E6	65 60	
\$002118	67 60	
\$00218A	67 60	
\$00276D	18 D8 78 01 F2 7B 4E 71 4E 71	
\$003D90	01F4 DE78 01F2 0257 4E71 4E71	

Original CRC Checksum = \$29984D26

Original WRAP Checksum = \$2CAAFDE0

Final CRC Checksum = \$089DEB4A

Final WRAP Checksum = \$9DEF2436

Comments: These patches remove the disk-based copy-protection. They do not attempt to make the game any more system-legal (which is possible; I have EM running from my hard drive under 3.0 and 68030). How about releasing an updated, hard-disk installable version, Kingsoft?

The author of The Settlers, Volker Wertich, was a co-author of Emerald Mine; it's nice to see that he's still writing really cool games...

Originator: Mark Knibbs

1.32 E-motion (The Assembly Line/US Gold) Astra Pack version

"E-motion" (The Assembly Line/US Gold) Astra Pack version

File to alter: "mainbit" on disk "e-motion"
File length: 314356

Offset	Change From	Change To
\$0035D4	6100 0742 4E71	4E71
\$0035D8	4A80	7000

Original CRC Checksum = \$E782215D
Original WRAP Checksum = \$3F560786

Final CRC Checksum = \$923F3EE1
Final WRAP Checksum = \$2C64C057

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.33 Epic (Digital Image Design/Ocean) 3.17

"Epic" (Digital Image Design/Ocean) 3.17

File to alter: "EPIC/EPIC" on disk "EPIC1"
File length: 199712

Offset	Change From	Change To
\$026750	67	60
\$026758	67	60

Original CRC Checksum = \$7FF27CA5
Original WRAP Checksum = \$78FE75A8

Final CRC Checksum = \$98C612DC
Final WRAP Checksum = \$86FE75A8

Comments: Enter anything at the protection check.

This patch is for the hard-disk installable version 3.17 of Epic, as supplied in the A600HD software bundle. To check which version you have, use a file editor to search for the string '\$Revision:'. If you have a different version, try searching for the hex string B200 67F4 6000 0008 4A11 6700, and changing both occurrences of 67 to 60.

Originator: Mark Knibbs

1.34 Escape From Singe's Castle (ReadySoft)

"Escape From Singe's Castle" (ReadySoft)

File to alter: "Escape" on disk "escape A"
 File length: 53492

Offset	Change From	Change To
\$00569C	66	60
\$00A41A	6770	4E71
\$00BED2	6600 0252	4E71 4E71

Original CRC Checksum = \$37C6FCE9
 Original WRAP Checksum = \$D3DAA690

Final CRC Checksum = \$ACA0056E
 Final WRAP Checksum = \$8DBBD71E

Comments: The protection screen will no longer appear. The version of the game that I have refuses to work under 2.0/3.0. If anyone has a patch to correct this, please let me know.

Originator: Mark Knibbs

1.35 ESWAT (U.S. Gold)

"ESWAT" (U.S. Gold)

File to alter: "eswat" on disk "Eswat Disk #1"
 File length: 97520

Offset	Change From	Change To
\$00B564	303C 009E 61	7200 4278 00
\$00B56A	00AA	4E75

Original CRC Checksum = \$BD2BAB4B
 Original WRAP Checksum = \$8689094B

Final CRC Checksum = \$123E9C3D
 Final WRAP Checksum = \$A5C479A6

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.36 Extensor (Golden Games/Smash 16)

"Extensor" (Golden Games/Smash 16)

Firstly, remove the 'Stack 6000' line from the s/startup-sequence file on the Extensor disk; this command is actually part of the copy-protection.

Then alter the following file:

File to alter: "Extensor" on disk "Extensor"
 File length: 192

```
Offset      Change From Change To
$000076    4B 45 56  64 6F 73
```

```
Original CRC Checksum = $EEF588B4
Original WRAP Checksum = $C7400A3B
```

```
Final CRC Checksum = $9A6BFCBA
Final WRAP Checksum = $AA3FF111
```

Comments: This patch removes the on-disk copy-protection. The changes to the 'Extensor' file above simply replace the string 'KEV.library' with 'dos.library'. The 'Stack' program patches Exec OpenLibrary() to do this if the copy-protection check passed. However, the loader program itself is very badly coded. It uses A5 instead of A6 when calling the Exec library; hence it doesn't work under Kickstarts later than 1.3. Also, the game uses memory without allocating it first.

Originator: Mark Knibbs

1.37 F/A-18 Interceptor (Bob Dinnerman/Electronic Arts)

"F/A-18 Interceptor" (Bob Dinnerman/Electronic Arts)

```
File to alter: "F-18 Interceptor" on disk "F-18 Interceptor"
File length:  331232
```

```
Offset      Change From Change To
$01CE60    660E      4E71
```

```
Original CRC Checksum = $FF0BB918
Original WRAP Checksum = $3FDA62E5
```

```
Final CRC Checksum = $EE8A1D80
Final WRAP Checksum = $577762E5
```

Comments: Enter any countercode when prompted.

Originator: Nib 2.0 parameter

1.38 Formula One Grand Prix (Geoff Crammond/MicroProse) 1.02

"Formula One Grand Prix" (Geoff Crammond/MicroProse) 1.02

```
File to alter: "flgp" on disk "flgp_disk_#2"
File length:  582992
```

```
Offset      Change From Change To
$0009AE    B2 91 67  22 11 60
$0345F0    6600 0008 4E71 4E71
```

Original CRC Checksum = \$125C0E95
 Original WRAP Checksum = \$F836E112

Final CRC Checksum = \$99AC3456
 Final WRAP Checksum = \$16C6232A

Comments: Enter anything at the protection check.

Originator: The Company & Vision Factory

1.39 Frontier (David Braben/Gametek) [English versions]

"Frontier" (David Braben/Gametek) [English versions]

Version to Gametek (Release 1) 1.00

File to alter: "Frontier" on disk "Frontier"
 File length: 645752

Offset	Change From	Change To
\$084EB4	67	60

Original CRC Checksum = \$B0D17DAF
 Original WRAP Checksum = \$B9F8CDF2

Final CRC Checksum = \$B0A8218D
 Final WRAP Checksum = \$C0F8CDF2

Version to Gametek (Release 4) 1.05

File to alter: "Frontier" on disk "Frontier"
 File length: 646772

Offset	Change From	Change To
\$085278	67	60

Original CRC Checksum = \$6360BEB9
 Original WRAP Checksum = \$7DF8651C

Final CRC Checksum = \$F41C4B5C
 Final WRAP Checksum = \$84F8651C

Comments: Press any letter key whenever the protection screen appears.
 There are several versions of Frontier around. To check which version you have, search for the string 'Version'. If your version is different, try searching for the hex string 28BB B002 6704 E88B, and change the 67 in this to 60.

Originator: Mark Knibbs

1.40 Gods (Bitmap Brothers/Renegade) 1.00

"Gods" (Bitmap Brothers/Renegade) 1.00

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

On disk 1, locate block 1086, track 49, sector 8, head 0.

Search for the hex string 84 31C7 85F0 3121 1512 A3.
Replace this with EC EA4C F3F1 5E2C F3F2 B6.

If your disk editor has a facility to correct the DOS block checksum, DO NOT DO THIS.

Comments: This patch removes the on-disk copy-protection.

To check the version number of your game, use the disk editor to display the bootblock as ASCII text.

Originator: Crystal

1.41 Gridrunner (Llamasoft) 28/2/90

"Gridrunner" (Llamasoft) 28/2/90

File to alter: "GRIDRUN" on disk "protec"
File length: 303748

Offset	Change From	Change To
\$04097E	\$48E7 7F7E	4200 4E75

Original CRC Checksum = \$D039FB81
Original WRAP Checksum = \$1B466DB5

Final CRC Checksum = \$4860C24C
Final WRAP Checksum = \$4C4F749C

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.42 Gunship (MicroProse) 832.03

"Gunship" (MicroProse) 832.03

There are two files to alter - "scrnmule" for the manual protection and "titlmule" for the disk-based protection.

File to alter: "scrnmule" on disk "Gunship"
File length: 76664

Offset	Change From	Change To
\$005AE9	0A	52

Original CRC Checksum = \$A3C09F61
Original WRAP Checksum = \$6C716EAF

Final CRC Checksum = \$9966289E
Final WRAP Checksum = \$6C296EAF

File to alter: "titlmule" on disk "Gunship"
File length: 42528

Offset	Change From	Change To
\$006722	2C78	6000
\$006725	04	84
\$009D7C	0000	0140
\$009D81	00	C8
\$009D84	0000	01F4

Original CRC Checksum = \$076B4337
Original WRAP Checksum = \$3E6D1038

Final CRC Checksum = \$7BF8EF25
Final WRAP Checksum = \$39F0DCB0

Comments: These patches remove the on-disk and manual copy-protection.
Select any vehicle on the identification screen.
This is for the version of Gunship distributed as part of the
Ubi Soft compilation 'Air/Sea Supremacy'. This version seems
to have had the countersign protection already removed; you
can enter any countersign when approaching a friendly base.

Originator: Mark Knibbs

1.43 Kelly X (16 Blitz)

"Kelly X" (16 Blitz)

File to alter: "kelly_x" on disk "protec"
File length: 68052

Offset	Change From	Change To
\$00C79A	48E7 7FFE	7000 4E75

Original CRC Checksum = \$C1BF4C8F
Original WRAP Checksum = \$9F259A2A

Final CRC Checksum = \$AE2D873C
Final WRAP Checksum = \$D02E7311

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.44 Knights of the Sky (MicroProse) 3.01

"Knights of the Sky" (MicroProse) 3.01

File to alter: "knights" on disk "kots1"
File length: 253248

Offset	Change From	Change To
\$03D174	BA6D	3A2D
\$03D178	6658	4E71

Original CRC Checksum = \$9538E019
Original WRAP Checksum = \$A1077959

Final CRC Checksum = \$43FB5665
Final WRAP Checksum = \$392E795A

Comments: Select any squadron at the protection check.

Originator: Crystal

1.45 Kult (Ere Informatique/Exxos)

"Kult" (Ere Informatique/Exxos)

File to alter: "KULT" on disk "BILLIARD"
File length: 131440

Offset	Change From	Change To
\$0000DE	3F39	6044

Original CRC Checksum = \$4BF4F050
Original WRAP Checksum = \$0C8C4402

Final CRC Checksum = \$F20E90DD
Final WRAP Checksum = \$0C8C22F7

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.46 Line of Fire (Creative Materials/U.S. Gold)

"Line of Fire" (Creative Materials/U.S. Gold)

You need Imploder 4.0 to carry out this patch. Run Imploder, and load the file "line" from the disk "LOF Data". When asked whether you want to deplode the file, click 'Yes'. Select an output file (for example "RAM:line").

Now make the following changes to the output file.

```
Offset      Change From Change To
$0091D8    41F9 0000 7200 4E75
```

```
Original CRC Checksum for decompressed "line" file = $ECA3E475
Original WRAP Checksum for decompressed "line" file = $14725166
```

```
Final CRC Checksum for decompressed "line" file = $FAB136F9
Final WRAP Checksum for decompressed "line" file = $E46B02F0
```

Next, use Imploder to compress the modified file with compression mode 5, and save it over the original version.

Comments: This patch removes the on-disk copy-protection.
The protection is not very effective anyway; I backed up my original with SuperDuper, and the copy worked fine!

Originator: Mark Knibbs

1.47 M1 Tank Platoon (MicroProse) 849.01

"M1 Tank Platoon" (MicroProse) 849.01

```
File to alter: "tankst" on disk "M1 Tank Platoon"
File length: 221948
```

```
Offset      Change From Change To
$011DB9    F4      F2
```

```
Original CRC Checksum = $3B2EC986
Original WRAP Checksum = $F1AE99D9
```

```
Final CRC Checksum = $D9A31B70
Final WRAP Checksum = $F1B099D9
```

Comments: Select any vehicle on the protection screen.

Originator: Mark Knibbs

1.48 Magnetic Scrolls Collection Volume 1 (Magnetic Scrolls) 1.02 (10/7/91)

"Magnetic Scrolls Collection Volume 1" (Magnetic Scrolls) 1.02 (10/7/91)

There are three files to alter, corresponding to "Corruption", "Guild of Thieves" and "Fish!". If anyone has patches to fix the crash upon exit under Workbench 3.0 (and 68030), please let me know.

"Corruption"

```
File to alter: "corr.2" on disk "Collection Three"
File length: 772654
```

```
Offset      Change From Change To
```

```

$007C16  6100 1D8C 4A01 660A 4E71 4E71 4E71 4E71
$007C1E  41EC 9076 610E 6100 4E71 4E71 4E71 4E71
$007C26  1D96      4E71

```

```

Original CRC Checksum = $D053451F
Original WRAP Checksum = $46042EEB

```

```

Final CRC Checksum = $50881DBF
Final WRAP Checksum = $814C1247

```

"Fish!"

```

File to alter: "fish.2" on disk "Collection Four"
File length: 593572

```

```

Offset    Change From  Change To
$007D2C  6100 FF6C 4A01 660A 4E71 4E71 4E71 4E71
$007D34  41EC 9076 610E 6100 4E71 4E71 4E71 4E71
$007C3C  FF76      4E71

```

```

Original CRC Checksum = $CDBC528A
Original WRAP Checksum = $1BC5F253

```

```

Final CRC Checksum = $567E3F59
Final WRAP Checksum = $E1030F7B

```

"Guild of Thieves"

```

File to alter: "guild.2" on disk "Collection Two"
File length: 599059

```

```

Offset    Change From  Change To
$008A2C  6100 FE6C 4A01 660A 4E71 4E71 4E71 4E71
$008A34  41EC 9076 610E 6100 4E71 4E71 4E71 4E71
$008A3C  FE76      4E71

```

```

Original CRC Checksum = $E0A32646
Original WRAP Checksum = $C543254A

```

```

Final CRC Checksum = $AF039564
Final WRAP Checksum = $89804173

```

Comments: The game will no longer ask for a word from the manual.

Originator: Crystal

1.49 Mindfighter (Abstract Concepts/Activision)

"Mindfighter" (Abstract Concepts/Activision)

```

File to alter: "Begin" on disk "Mindfighter"
File length: 20284

```

```

Offset    Change From Change To
$0049F0  48E7 7F7E 4200 4E75

```

Original CRC Checksum = \$B636439A
 Original WRAP Checksum = \$E3BCE3F8

Final CRC Checksum = \$1512AD76
 Final WRAP Checksum = \$EAA41501

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.50 MovieSetter (Gold Disk) 1.0P

"MovieSetter" (Gold Disk) 1.0P

There are three files to alter.

File to alter: "MovieSetter" on disk "MovieSetter"
 File length: 235044

Offset	Change From	Change To
\$01AA09	BA	71
\$01AA10	10B2 4A40 67	4E71 4E71 60

Original CRC Checksum = \$918ADD33
 Original WRAP Checksum = \$09C8E8D4

Final CRC Checksum = \$0F64E9D6
 Final WRAP Checksum = \$05E0B215

File to alter: "SceneEditor" on disk "MovieSetter"
 File length: 180880

Offset	Change From	Change To
\$013249	AC	71
\$01324A	8344 4A40 67	4E71 4E71 60

Original CRC Checksum = \$ACD0AD06
 Original WRAP Checksum = \$CDE8FC58

Final CRC Checksum = \$75E0826E
 Final WRAP Checksum = \$C9F3382B

File to alter: "SetEditor" on disk "MovieSetter"
 File length: 137792

Offset	Change From	Change To
\$00B8D5	AC	71
\$00B8D6	8140 4A40 67	4E71 4E71 60

Original CRC Checksum = \$BACE8F69
 Original WRAP Checksum = \$6116DDC7

Final CRC Checksum = \$E4841EAC
Final WRAP Checksum = \$5D211796

Comments: You will no longer be asked to enter a word from the manual.

Originator: Mark Knibbs

1.51 Ogre (Origin) 1.06

"Ogre" (Origin) 1.06

File to alter: "ogre.ago" on disk "XELOK-1V2-SIG1"
File length: 133232

Offset	Change From	Change To
\$019737	01	00

Original CRC Checksum = \$9F16A91A
Original WRAP Checksum = \$9832DA7B

Final CRC Checksum = \$3B3091D7
Final WRAP Checksum = \$9832DA7C

Comments: This patch removes the on-disk copy-protection. If you have a different version of Ogre, try searching for the string "Not a valid original disk!". If the byte immediately before this is 01, change it to 00.

Originator: Mark Knibbs

1.52 Oscar (Flair Software) Amiga 1200 version, from 'Desktop Dynamite' pack

"Oscar" (Flair Software) Amiga 1200 version, from 'Desktop Dynamite' pack

File to alter: "10" on disk "Oscar1"
File length: 212828

Offset	Change From	Change To
\$009A16	6616	4E71

Original CRC Checksum = \$495BD801
Original WRAP Checksum = \$1AF76349

Final CRC Checksum = \$E525082C
Final WRAP Checksum = \$1AF77AEE

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

1.53 Pinball Fantasies AGA (21st Century Entertainment)

File to alter: "pinball" on disk "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
File length: 6732

Offset	Change From	Change To
\$00096A	0C11	4E75

Original CRC Checksum = \$F95CAD66
Original WRAP Checksum = \$E0790C0B

Final CRC Checksum = \$3373167E
Final WRAP Checksum = \$E078C9A7

Comments: This patch removes the manual protection. You can enter anything when prompted.

Originator: Mark Knibbs

1.54 Pool (Icon Design/Mastertronic)

"Pool" (Icon Design/Mastertronic)

File to alter: "pool.o" on disk "POOL500"
File length: 25460

Offset	Change From	Change To
\$000028	4EB9	6004
\$000032	66	60

Original CRC Checksum = \$F7CE4D96
Original WRAP Checksum = \$127CD8A7

Final CRC Checksum = \$F943B252
Final WRAP Checksum = \$0131DEA7

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.55 Ports of Call (Aegis) 1.0

"Ports of Call" (Aegis) 1.0

File to alter: "PortsOfCall" on disk "PoC"
File length: 178996

Offset	Change From	Change To
\$0038DA	67	60

Original CRC Checksum = \$DE7F080B
Original WRAP Checksum = \$853084F4

Final CRC Checksum = \$6268FCBB
Final WRAP Checksum = \$85308BF4

Comments: Enter anything at the protection check.

Originator: FreeCopy 1.8 parameter

1.56 PowerMonger (Bullfrog Productions/Electronic Arts)

"PowerMonger" (Bullfrog Productions/Electronic Arts)

This patch is quite involved. We need to extract some compressed code from the disk, and from this recreate a file which xfdDecrunch can unpack. We can then patch the code, and re-crunch it. Perform the following steps carefully.

Stage 1

Using a utility such as TrackDOS, create a disk image file (901120 bytes long) of the PowerMonger disk.

Stage 2

Load the disk image file into Hex.

Click in the Start gadget and enter '675F4'. Press Return. The first 12 bytes of the file should now read '00000000 00000000 0000FF88' in hex.

Change these 12 bytes to read '0000FF80 0001B0D4 6D93928C'.

Click in the End gadget, erase the number '74A0B' and enter 'FF8B'. Press Return.

Save the file as 'RAM:tempfile.bytekilledata'

There are two small files in the PowerMonger directory of this distribution. Enter the following CLI command (as a single line, of course):
'Join PowerMonger/Head RAM:tempfile.bytekilledata PowerMonger/Tail AS RAM:tempfile.bytekilledexe'

Stage 3

Using a utility such as xfdDecrunch, decrunch the file 'RAM:tempfile.bytekilledexe' to 'RAM:tempfile'.

Now make the following changes to the file 'RAM:tempfile'.

File length: 110804

Offset	Change From	Change To
\$00AC9C	9070	303C
\$00AC9E	10	00

Original CRC Checksum = \$D3FAF504
Original WRAP Checksum = \$8D4B69EF

```
Final CRC Checksum = $4EE6FBB7
Final WRAP Checksum = $ED7F79EF
```

We can now use the ByteKiller 1.3 cruncher, included in the ByteKiller directory of this distribution, to compress the patched file, ready for writing back to the PowerMonger disk.

Enter the following CLI command: 'ByteKiller/ByteKiller.noforbid'
[This is a patched version of ByteKiller 1.3, which doesn't disable multi-tasking during crunching, or flash the screen.]

You should now see the following text in the CLI window:

```
BYTEKILLER V 1.3 EXTENDED VERS.
ADAPTED BY BLIZZARD / J.J. : 18.11.87
```

Allocate work space (KBbyte) :

Enter '200' and press Return. Type 'RAM:tempfile' when the following appears:

```
Filename to load (exit to leave, -(command) to execute CLI command.)
Filename/Command :
```

You should now see the following text:

```
original length : $0001b0d4
offset (max $0800) :$
```

Enter '0800' for the offset. The program will now begin crunching the data. If you have a slow Amiga, this may take some time. When done, you will see the following:

```
packed length   : $0000ff8c
```

create executeable file or data file ? (e/d):

Enter 'd', to create a data file, and type 'RAM:tempfile.bytekillerdata' when the following text appears:

```
save Filename (exit to leave, -(command) to execute CLI command.)
Filename/Command :
```

Stage 4

Now we have compressed the de-protected code, we need to replace the original data in the disk image file with this.

Load the disk image file into Hex.

Move to offset \$675F4. Choose 'Insert File...' from the Project menu, and select 'RAM:tempfile.bytekillerdata'.

The 12 bytes at the cursor should now read '0000FF80 0001B0D4 1F41F3FB' in hex. Change them to read '00000000 00000000 0000FF88'.

Move to offset \$77580. Change the 4 bytes here from '6D93928C' to '1F41F3FB'.

Save the file back to disk.

Stage 5

Use TrackDOS to write the modified image file to your copy of PowerMonger. If

everything has gone to plan, you should now be able to play the deprotected game.

Comments: This patch removes the manual protection. You will no longer be asked to enter a number from the manual.

Originator: Original somewhat complex patch by Endless Piracy, modified and simplified (conceptually, at least) for this document by Mark Knibbs

1.57 Pro Tennis Tour II (Blue Byte/Ubi Soft) 2.25

"Pro Tennis Tour II" (Blue Byte/Ubi Soft) 2.25

File to alter: "CODE.TOS" on disk "PTT_II"
File length: 44084

Offset	Change From	Change To
\$00008C	6100 176C 4E71	4E71

Original CRC Checksum = \$88DCF48B
Original WRAP Checksum = \$482A455E

Final CRC Checksum = \$A0BA02B0
Final WRAP Checksum = \$5AB90E59

Comments: You will no longer be asked to enter a code from the table.
To find out whether you have this version, search for the string '2.25' in the CODE.TOS file.

Originator: LockPick parameter

1.58 Railroad Tycoon (MicroProse) 855.01

"Railroad Tycoon" (MicroProse) 855.01

File to alter: "game" on disk "RAILA"
File length: 328628

Offset	Change From	Change To
\$03ACDE	6626	4E71

Original CRC Checksum = \$D4EA9816
Original WRAP Checksum = \$4BEF139D

Final CRC Checksum = \$2C93FE7A
Final WRAP Checksum = \$4BEF2B52

Comments: Select any train on the protection screen.

Originator: Mark Knibbs

1.59 Scroller 2 (The Soft Alternative) 1.01

"Scroller 2" (The Soft Alternative) 1.01

File to alter: "scroller2" on disk " "
File length: 4580

Offset	Change From	Change To
\$00092C	487A 000A 203C	0273
\$000930	23DF 0000 3749	4E74

Original CRC Checksum = \$BE004ED7
Original WRAP Checksum = \$E66258BA

Final CRC Checksum = \$F1D2A04D
Final WRAP Checksum = \$FB3607DC

Comments: This patch removes the Rob Northen on-disk copy-protection. This patch is for the version of Scroller 2 on the September 1994 issue of 'Amiga Computing' magazine. This program is really badly written. You don't need to kill the system like Scroller 2 does. It can't even make use of a hard disk. The same patch can be applied to the fixed version of the Scroller 2 executable on the October 1994 issue, but the CRC checksums above will be incorrect.

Originator: Mark Knibbs

1.60 Seymour Goes to Hollywood (Codemasters)

"Seymour Goes to Hollywood" (Codemasters)

File to alter: "VC" on disk "SEYMOUR GOES TO HOLLYWOOD"
File length: 15920

The alterations needed here are quite involved. I will assume that you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

Click in the End string gadget and change 3C47 to 3C41.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 31904 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000074	61	60
\$000076	0728	0630

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file

RAM:VCmain.im should be 15426 bytes long.
 Load the VC file from your (copy of the) Seymour Goes to Hollywood
 disk.
 Move to offset \$1E8. Select 'Insert File...' from the Project menu,
 and select the file 'RAM:VCmain.im'.
 Save the file as 'VC' on your Seymour Goes to Hollywood disk.

Original CRC Checksum for VC file = \$BA85B475
 Original WRAP Checksum for VC file = \$77E897AB

Final CRC Checksum for VC file = \$5DE90254
 Final WRAP Checksum for VC file = \$5C37A324

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.61 Silent Service (MicroProse) 825.03

"Silent Service" (MicroProse) 825.03

File to alter: "Silent Service" on disk "Silent Service"
 File length: 103868

Offset	Change From	Change To
\$0128D4	4E56 FFE0 7001	4E75
\$017742	4E56 FFEA 7000	4E75

Original CRC Checksum = \$F86617C9
 Original WRAP Checksum = \$0E70A74A

Final CRC Checksum = \$C539AF12
 Final WRAP Checksum = \$9E3B370B

Comments: This patch removes the on-disk and manual protection. You
 will no longer be asked to identify a ship.

Originator: LockPick parameter

1.62 SimEarth (Maxis)

"SimEarth" (Maxis) [version unknown]

There are two files to alter, corresponding to the low-res and high-res
 versions of the game.

Low-res version

File to alter: "SimEarth" on disk "SimEarthLores"
 File length: 252804

Offset	Change from	Change to
--------	-------------	-----------

\$00A7AA 6706 4E71

Original CRC Checksum = \$A1C944BA
Original WRAP Checksum = \$4A48168A

Final CRC Checksum = \$B975776F
Final WRAP Checksum = \$4A482F1F

High-res version

File to alter: "SimEarth" on disk "SimEarthHires"
File length: 290676

Offset	Change from	Change to
\$00D8CA	6706	4E71

Original CRC Checksum = \$05D48223
Original WRAP Checksum = \$CFBD4730

Final CRC Checksum = \$371E4F4C
Final WRAP Checksum = \$CFBD5FC5

Comments: This patch removes the password requester.

Originator: Marc Christiansen (tolot@utolot.toppoint.de). Thanks Marc!
Please let me know the version number of your copy of
SimEarth.

1.63 Sorcerer (Infocom)

"Sorcerer" (Infocom)

Release 13 / Serial number 851021

File to alter: "story.data" on disk "Sorcerer Disk"
File length: 109056

Offset	Change From	Change To
\$00001D	D7 CC	;New game checksum
\$00C1D6	0C	01

Original CRC Checksum = \$D886E08C
Original WRAP Checksum = \$1B6E0D62

Final CRC Checksum = \$76CFBDFD
Final WRAP Checksum = \$1B791862

Release 15 / Serial number 851108

File to alter: "story.data" (see comments below)
File length: 108683 (" " ")

Offset	Change From	Change To
--------	-------------	-----------

```
$00001D  E3  D8 ;New game checksum
$00C1D6  0C  01
```

```
Original CRC Checksum = $BE9A90B4
Original WRAP Checksum = $0B30A688
```

```
Final CRC Checksum = $8AC8A725
Final WRAP Checksum = $0B3BB188
```

Release 18 / Serial number 860904

```
File to alter: "story.data" (see comments below)
File length: 111052 ( " " " )
```

```
Offset    Change From Change To
$00001D  E6  DB ;New game checksum
$00CADA  0C  01
```

```
Original CRC Checksum = $B0CE80BC
Original WRAP Checksum = $FD28208A
```

```
Final CRC Checksum = $71F1FDDE
Final WRAP Checksum = $FD332B8A
```

Comments: This removes the Infotater copy-protection. The current code will always be bloodworm, and the corresponding colour sequence is of course white, gray, black, red, black. There is one small proviso here. The current code is decided very early on in the game. If you have saved a game from the original version before the trunk is opened, then even if you load this into the deprotected version, the code remains the same. This shouldn't be a major problem, as the Guild Hall section is so small. If you have Amiga LTOI I, the Sorcerer data file is in the Sorcerer directory on disk 1. Releases 15 and 18 were not (as far as I know) available on the Amiga; release 15 was included in PC LTOI I, for example. To use these versions with Infocom's Amiga interpreter, you need to pad the file length to a multiple of 512 bytes.

Originator: Mark Knibbs

1.64 Spellbreaker (Infocom) Release 87 / Serial number 860904

"Spellbreaker" (Infocom) Release 87 / Serial number 860904

```
File to alter: "Story.Data" on disk "Spellbreaker Disk"
File length: 129024
```

```
Offset    Change From Change To
$00001D  DC  D7 ;New game checksum
$005536  06  01
```

```
Original CRC Checksum = $A309647D
```

Original WRAP Checksum = \$D97A0903

Final CRC Checksum = \$534C558A

Final WRAP Checksum = \$D97F0E03

Comments: About half-way through the game, Belboz asks you to prove that you are truly yourself, by asking you one of six questions. You do not find out whether you answered correctly until later in the game. This patch makes Belboz always ask the same question: "Which mage had the motto, 'The hardest trick is making it look easy.'?". The answer is of course Barsap.

If you have Amiga LTOI I, you will find the Spellbreaker data file in the Spellbreaker directory on disk 1.

Originator: Mark Knibbs

1.65 Starglider (Argonaut Software/Rainbird)

"Starglider" (Argonaut Software/Rainbird)

File to alter: "SG" on disk "StarGlider"

File length: 342296

Offset	Change From	Change To
\$00A50B	FF	00
\$00A61B	FF	00

Original CRC Checksum = \$929CF11A

Original WRAP Checksum = \$18DF3344

Final CRC Checksum = \$19386170

Final WRAP Checksum = \$18DF3542

Comments: You will always be asked to enter the word at page 2, paragraph 3, word 3 ('BELIEFS') in the English novella, or page 30, paragraph 7, word 1 ('KATRA') in the German novella.

Originator: Mark Knibbs

1.66 Stationfall (Infocom) Release 107 / Serial number 870430

"Stationfall" (Infocom) Release 107 / Serial number 870430

File to alter: "Story.Data" on disk "Stationfall Disk"

File length: 129024

Offset	Change From	Change To
\$00001C	2871	2732 ;New game checksum
\$00BEE3	32	01
\$00BEE7	84	00
\$00BEE9	76	56

```
$00BEEF  04  01
$00BEF3  67  00
```

```
Original CRC  Checksum = $C3825000
Original WRAP Checksum = $918218F1
```

```
Final CRC  Checksum = $A6EE0A42
Final WRAP Checksum = $92E11A10
```

Comments: Instead of entering the number corresponding to the current GST from form QX-17-T, just enter the current GST (displayed at the top of the interpreter window).

If you have Amiga LTOI I, you will find the Stationfall data file in the Stationfall directory on disk 3.

Interestingly, the game doesn't store all the numbers on form QX-17-T. It derives the course heading you should enter from the current GST as follows (round down to the nearest integer at each stage):

$$\text{Heading} = ((\text{GST} \div 50 - 132)^2) \div 4 + 103$$

The above patch simply changes the calculation to:

$$\text{Heading} = \text{GST}.$$

Originator: Mark Knibbs

1.67 Storm Across Europe (Strategic Simulations, Inc.) 1.0

"Storm Across Europe" (Strategic Simulations, Inc.) 1.0

```
File to alter: "Storm" on disk "Storm"
File length:  318212
```

```
Offset      Change From Change To
$0039F3     BA 0BA0   71 4E71
```

```
Original CRC  Checksum = $1CA83A90
Original WRAP Checksum = $8BB4B883
```

```
Final CRC  Checksum = $53D7858F
Final WRAP Checksum = $48E3B8CC
```

Comments: You will no longer be asked to enter a word from the manual.

Originator: Mark Knibbs

1.68 Super Seymour Saves the Planet (Codemasters)

"Super Seymour Saves the Planet" (Codemasters)

```
File to alter: "VC" on disk "SEYMOUR - 23.7.92"
File length:  8372
```

The alterations needed here are quite involved. I will assume that

you are using the 'Hex' file editor. You will also need FImp from the Imploder 4.0 distribution.

Load the VC file into Hex.

Click in the Start string gadget and enter the value 1E8.

The start of the file should read 'CHF!'. Change this to 'IMP!'.

Click in the End string gadget and change 1ECB to 1EC7.

Save the file as 'RAM:VCmain.im'

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain should be 23544 bytes long.

Load the file 'RAM:VCmain' into Hex. Make the following changes:

Offset	Change From	Change To
\$000056	6100 0C08 4E71 4E71	
\$000682	67 60	

Save the modified file back as 'RAM:VCmain'.

From a CLI/Shell window enter the command 'FImp RAM:VCmain'. The file RAM:VCmain.im should be 7880 bytes long.

Load the VC file from your (copy of the) Super Seymour Saves the Planet disk.

Move to offset \$1E8. Select 'Insert File...' from the Project menu, and select the file 'RAM:VCmain.im'.

Still at offset \$1E8, change the 'IMP!' string to 'CHF!'.

Save the file as 'VC' on your Super Seymour Saves the Planet disk.

Original CRC Checksum for VC file = \$CE90F0BF

Original WRAP Checksum for VC file = \$C2AA3DFD

Final CRC Checksum for VC file = \$C08E471E

Final WRAP Checksum for VC file = \$078BF80F

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.69 Super Tetris (Spectrum Holobyte)

"Super Tetris" (Spectrum Holobyte)

File to alter: "tetris" on disk "tetris"

File length: 198868

Offset	Change From	Change To
\$00519E	67 60	

Original CRC Checksum = \$A54FDC9D

Original WRAP Checksum = \$6844877B

Final CRC Checksum = \$04B15765

Final WRAP Checksum = \$68448E7B

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

1.70 Sword of Aragon (Strategic Simulations, Inc.) 1.0

"Sword of Aragon" (Strategic Simulations, Inc.) 1.0

File to alter: "sword" on disk "Sword of Aragon"
File length: 151252

Offset	Change From	Change To
\$010CE0	67	60

Original CRC Checksum = \$0D060DD7
Original WRAP Checksum = \$6C334345

Final CRC Checksum = \$D00DA0B8
Final WRAP Checksum = \$73334345

Comments: Enter anything at the protection check.

Originator: Mark Knibbs

1.71 The Amazing Spiderman (Oxford Digital Enterprises/Empire)

"The Amazing Spiderman" (Oxford Digital Enterprises/Empire)

File to alter: "Spidey" on disk "Spidey"
File length: 145516

Offset	Change From	Change To
\$0064DE	66FA	4E71
\$0064E4	66F4	4E71

Original CRC Checksum = \$24D0FD58
Original WRAP Checksum = \$B286008F

Final CRC Checksum = \$320F1ABB
Final WRAP Checksum = \$CB091918

Comments: Enter anything or press Return when asked the questions.

Originator: Mark Knibbs

1.72 Theme Park Mystery (Joined Up Software/Imageworks)

"Theme Park Mystery" (Joined Up Software/Imageworks)

You need to use a disk editor for this patch, such as DiskX or the EditorTool in ProjectD 2.0.

Locate block 1483, track 67, sector 9, head 0.

Search for the hex string 4EB9 0001 B75A (at offset \$C4).
Replace this with 4E71 4E71 4E71.

Locate block 1714, track 77, sector 9, head 1.

Search for the hex string 0000 0000 0000 0010 (at offset \$1B2). Replace the first 4 bytes of this with 8B26 336F.

If your disk editor has a facility to correct the DOS block checksum,
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.73 The Settlers (Blue Byte) [English version]

"The Settlers" (Blue Byte) [English version]

File to alter: "TheSettlers" on disk "The Settlers 3"
File length: 192700

Offset	Change From	Change To
\$006A6A	6600 FDBA	4E71 4E71
\$007D00	67	60
\$00BAAE	67	60
\$00C3B8	67	60
\$00CCEA	67	60
\$017C3E	67	60
\$0250BE	66D0	4E71

Original CRC Checksum = \$0FC5A797
Original WRAP Checksum = \$FB3B4E6C

Final CRC Checksum = \$AA085B16
Final WRAP Checksum = \$B884935B

Comments: Enter any three symbols to satisfy the protection check.
It is conceivable that I haven't yet found all places to patch in the executable. If you find that strange things happen, or that the machine locks up or crashes after a while, please let me know.

Originator: Mark Knibbs

1.74 Thunderboy (Time Warp Productions)

"Thunderboy" (Time Warp Productions)

File to alter: "thunderboy" on disk "ThunderBoy"

File length: 49628

Offset	Change From	Change To
\$0001E0	206C	600E
\$0005F8	6108	4E71

Original CRC Checksum = \$2A222214
Original WRAP Checksum = \$BA38AD4A

Final CRC Checksum = \$D71E1527
Final WRAP Checksum = \$8D2DAD4A

Comments: This patch removes the on-disk copy-protection.

Originator: Mark Knibbs

1.75 Vaxine (The Assembly Line/US Gold)

"Vaxine" (The Assembly Line/US Gold)

File to alter: "vaxine"
File length: 260672

Offset	Change From	Change To
\$002C1C	67	60

Original CRC Checksum = \$815122D0
Original WRAP Checksum = \$DB26B6E7

Final CRC Checksum = \$09FDDBCA
Final WRAP Checksum = \$E226B6E7

Comments: Select any code.

Originator: LockPick parameter

1.76 Wings (Cinemaware)

"Wings" (Cinemaware)

File to alter: "Wings" on disk "Reel 1"
File length: 224424

Offset	Change From	Change To
\$00FE08	2F2C D1B8 486C C172	

Original CRC Checksum = \$55F274F1
Original WRAP Checksum = \$7C8E02FF

Final CRC Checksum = \$77BDC19A
Final WRAP Checksum = \$634E1345

Comments: Enter anything at the Pilot Authorisation screen.

Originator: FreeCopy 1.8 parameter

1.77 Wizball (Ocean)

"Wizball" (Ocean)

File to alter: "wizload" on disk "protec"
File length: 1536

Offset	Change From	Change To
\$000004	01	00
\$000124	6100 0168 103C	0000

Original CRC Checksum = \$A3923416
Original WRAP Checksum = \$423BB653

Final CRC Checksum = \$55F7FF1C
Final WRAP Checksum = \$93FFB7BB

Comments: This patch removes the on-disk copy-protection.
The version of Wizball that I have was distributed as part of
the old 'Tenstar pack' software bundled with Amiga 500s.

Originator: Mark Knibbs

1.78 Wonder Dog (Core Design)

"Wonder Dog" (Core Design)

You need to use a disk editor for this patch, such as DiskX or the
EditorTool in ProjectD 2.0.

Locate block 1344, track 61, sector 2, head 0.

Search for the hex string 79 0007 6342 4ED0 (at offset \$123).
Replace this with 7A 001E 6000 022C.

Locate block 1345, track 61, sector 3, head 0.

Move to offset \$154 (this is the first of a large number of
zero bytes, immediately following the hex string \$0010 4E75).
Change the first 16 zero bytes to the following:
317C 6046 0052 217C 9926 BE13 122E 4ED0

If your disk editor has a facility to correct the DOS block checksum,
DO NOT DO THIS.

Comments: This patch removes the Rob Northen on-disk copy-protection.

Originator: Mark Knibbs

1.79 Wonderland (Magnetic Scrolls) 1.27f (April 5 1991)

"Wonderland" (Magnetic Scrolls) 1.27f (April 5 1991)

File to alter: "all.2" on disk "Wonderland Two"
File length: 708814

Offset	Change From	Change To
\$008200	41EC 9076 6106	4E71 4E71 4E71

Original CRC Checksum = \$7582737E
Original WRAP Checksum = \$3306F7BD

Final CRC Checksum = \$516E4530
Final WRAP Checksum = \$391739C2

Comments: The program will no longer ask for a word from the manual.

Originator: Mark Knibbs, based on a patch to 'Magnetic Scrolls Collection Volume 1' by Crystal.

1.80 Zool 2 AGA (Gremlin Graphics) A1200 Computer Combat version

"Zool 2 AGA" (Gremlin Graphics) A1200 Computer Combat version

This is probably the most involved patch in this list. The main problem is that the 'z2' file that needs to be patched is compressed with the Rob Northen (relocatable) cruncher. We have to decompress this file manually to retain all relocation information, patch the decompressed file, and finally re-compress the file and save it back to disk.

To perform this patch, you will need Imploder 4.0 and the Mon monitor program by Timo Rossi. Version 1.65 is the latest that I am aware of.

I will give the output from Mon as an example; note that all addresses will differ on your machine.

Stage 1

First, we need to patch the z2 file so that when run it decompresses but does not relocate.

From a CLI/Shell, CD to a directory which has at least 1.1Mb free.

Enter the command 'Copy z2d1:z2 z2.temp'.

Now make the following alterations to the file 'z2.temp':

Offset	Change From	Change To
\$000128	6100 00EC 4E71 4E71	;No reloc'ing
\$000254	2F40 01C0 4E71 4E71	;RTS to Mon

Original CRC Checksum = \$FB2F5374
Original WRAP Checksum = \$7795BDD7

```
Final CRC Checksum = $5EBC24DE
Final WRAP Checksum = $6AF323A1
```

Now the file 'z2.temp' is ready to be run from Mon.

Stage 2

Load Mon. Enter the command 'l z2.temp'. Mon replies:

```
MON> 4 hunks, first hunk at $003F9C38
```

Enter the command 'g'. After a short while, Mon replies:

```
MON> *** Returned ***
MON> PC=003F9C38 CCR=00 X=0 N=0 Z=0 V=0 C=0
MON> D0=00000001 D1=00000000 D2=00000000 D3=00000000
MON> D4=00000000 D5=00000000 D6=00000000 D7=00000000
MON> A0=003FC5D8 A1=00000000 A2=00000000 A3=00000000
MON> A4=00000000 A5=00000000 A6=00000000 A7=003FAB00
MON> H0+$000 003F9C38 487A 0238          pea      $3F9E72(pc)
```

The program has unpacked itself. We now need to save the hunks.

Enter the command 'sl' to print the segment list. Mon replies:

```
MON> Segment list:
MON> #   startloc   endloc   length
MON> 0   $003F9C38   $003F9E73   572
MON> 1   $00464CF0   $004859B7  134344
MON> 2   $004859C0   $004C8BD3  274964
MON> 3   $004C8BE0   $005D6DDF  1106432
```

Your startloc and endloc values will differ from these as I mentioned above, but the length values should be the same.

Enter the command 'j \$00464CF0 _134344-4 Hunk1', but replace the '\$00464CF0' in this with your startloc value for segment 1. This saves the first hunk to the file 'Hunk1'.

Enter the command 'j \$004859C0 _274964 Hunk2', but replace the '\$004859C0' in this with your startloc value for segment 2. This saves the second hunk to the file 'Hunk2'.

Enter the command 'ul'. This unloads the z2.temp code.

Exit Mon with the 'x' command.

Stage 3

Now we have the unpacked hunk data, we can make the unpacked executable.

In the 'Zool2AGA' directory in this distribution, there are three tiny files, named Part1, Part2 and Part3. Copy these to the same directory as the Hunk1 and Hunk2 files.

From a CLI/Shell, enter the command

```
'Join Part1 Hunk1 Part2 Hunk2 Part3 AS z2.unpacked'.
```

The resulting file 'z2.unpacked' is the decompressed version of the original 'z2' file.

Stage 4

Now we have to remove the protection from the 'z2.unpacked' file.

```
File to alter: "z2.unpacked"
```

```
File length: 409372
```

```
Offset      Change From Change To
$016C18     33FC      4E75
```

```
Original CRC Checksum = $C15A4773
```

```
Original WRAP Checksum = $9DCE8E6E
```

```
Final CRC Checksum = $9B07578B
```

```
Final WRAP Checksum = $83558E6E
```

Finally, use Imploder to compress the patched z2.unpacked file. Use any efficiency above 2, and ensure that Library mode is off. Save the compressed file to 'z2dl:z2', replacing the original z2 file.

If all went well, you should now be able to play your deprotected copy of Zool 2 AGA.

Comments: This patch removes the code-wheel protection. The protection screen will no longer appear.

Originator: Mark Knibbs
