

# The Hackers Handbook

## Part 1 - Cracks & Numbers

## Part 2 - The Cracking Guide

=====

Using the cracks:

Most of these cracks can be installed either by using the Sector Editor option of Norton Utilities, or by using ResEdit...

Norton Utilities:

Run Norton Utilities and go to the Sector Editor option in the pull down menus. Select this. Open the drive the file is on. Open the file to be modified. Search for the string requiring modification using the find option. Select the bytes to be modified. Type in the changes.

ResEdit

Run ResEdit and select the file to be modified. Click on the resource indicated (ie - Code 1) If there is more than one entry under that heading select the entry indicated in the crack. Go to the address indicated (Offset - this is usually shown as \$0000 and is in the leftmost column) At this location you should see the code you have to change. Select the code to be changed. Type in the changes.

=====

][ in a Mac

Search 6100 B754 42AF 3F

Change 4E71 B754 42AF 3F

][ in a Mac 2.0

Search 4EBA 02C2 42A7 3F3C

Change 4E71 4E71 42A7 3F3C

=====

1st Base

Move to block 0232, position 006F, and change to 01

Move to block 0005, position 008C, and change to 01

Move to block 0233, position 019F, and change to 60

Move to block 0233, position 01B3, and change to 01

Move to block 0233, position 01C7, and change to 01

Move to block 0005, position 0082, and change to 80

=====

4th Dimension 2.01 (or 4D Runtime)

A-342165175449	B-302260105256	C-362106850509	D-205200607255
D-225490055617	D-302200129276	D-342002870616	E-245191050449
E-332300119683	H-203030825071	H-243178434494	H-244656412618
H-282650130833	H-302304109610	H-382704134633	I-302502133617
M-362304172827	N-302000207053	N-382908192038	O-205376978623
O-262105273925	O-302101218161	O-342301152649	P-205230003253
Q-243126514449	R-205270127273	S-243160352309	S-244397274027
S-342590516249	T-302092506051	U-302191537161	V-302290527273
V-342104143616	W-243387755207	W-322505173725	X-242064960694
X-382806163033	Y-332305915083	Y-342104173749	Z-342000985694

=====

4th Dimension 2.2 (or 4D Runtime)

A-342165175449	H-243178434494	O-262105273925	U-302191537161
B-302260105256	H-244656412618	O-302101218161	V-302290527273
C-362106850509	H-282650130833	O-342301152649	V-342104143616
D-205200607255	H-302304109610	P-205230003253	W-243387755207
D-225490055617	H-382704134633	Q-243126514449	W-322505173725
D-302200129276	I-302502133617	R-205270127273	X-242064960694
D-342002870616	M-362304172827	S-243160352309	X-382806163033
E-245191050449	N-302000207053	S-244397274027	Y-332305915083
E-332300119683	N-382908192038	S-342590516249	Y-342104173749
H-203030825071	O-205376978623	T-302092506051	Z-342000985694

=====

4th Dimension 3.0.1 34868520554560

Partial Crack of 4 D 3.0.1

1. Install the program
2. Make a copy of the program
3. Make the following changes in the copy:

At Code 31

Change Offset \$22E

From 66 to 60

Change Offset \$290

```

From      6700 FE82 to 4E71 4E71
Change    Offset    $44C
From      6600 10FE to 4E71 4E71
4. Run the copy and insert the serial number:34868520554560
   - This will create a preferences file on the hard drive
5. Delete the copy and run the original because the changes
   cause crashes in the program. You will however no longer be asked for
   a key disk at startup.
4th Dimension 3.0.1 On Line Help
Change Code #3      at      $422E
From:      6718      to      4E71

```

#### 4D 2.0.x APPL

By following the directions below, you should be able to use just about an serial # you want (of the form A-123456789012) so share share SHARE AWAY!  
(The following has been tested on 4D 2.0.10 and the 4D Runtime which came with it, though any 4D 2.x version should be similar enough)

CODE 1+\$2544, From \$FFAE, To \$FF56

(if you are using a different version of 4D, search for the pattern:

486E FFAE 486E FF56

and change either of the two negative numbers so that one equals the other (either change the FFAE to be FF56, or change the FF56 to be FFAE).

#### 4D Runtime

CODE 1+\$2498, From \$FFAE to \$FF56

(again, see note above if you have a different version of this file)

Note: It is CONCEIVABLE that the offsets may have changed between versions, so if you are having particular difficulty locating the pair of PEA instructions, scan for 486EFF sequences, and keep an eye out for a routine that looks like this:

```

MOVEQ      #$1A,D0                | 701A
MOVE.L     D0,-(A7)               | 2F00
JSR        *-$22FE                ; 00171D1E | 4EBA DD00
MOVE.L     (A7)+,D0               | 201F
MOVEQ      #$41,D1                ; 'A'      | 7241
ADD.L      D1,D0                  | D081
MOVE.W     D0,D6                  | 3C00
MOVE.B     D6,-$00A9(A6)          | 1D46 FF57
MOVE.B     #$2D,-$00A8(A6)        ; '-'      | 1D7C 002D FF58
PEA        -$0052(A6)             | 486E FFAE
PEA        -$00AA(A6)             | 486E FF56
JSR        *-$1FE8                ; 00172052 | 4EBA E016
MOVE.B     (A7)+,$0010(A6)        | 1D5F 0010
MOVEM.L    (A7)+,D4-D7            | 4CDF 00F0
UNLK       A6                     | 4E5E
MOVEA.L    (A7)+,A0               | 205F
ADDQ.W     #$8,A7                 | 504F
JMP        (A0)                   | 4ED0

```

#### 4D Compiler 1.0

This patch does two things: A) tells the program not to look for the keydisk and B) yes, it found the keydisk. Search for the following:

4267 487A FCCE 42A7 487A FD94 42A7 4EAD 003A 101F 6716

Replace with:

4E71 4E71 4E71 4E71 4E71 4E71 4E71 4E71 4E71 4200

#### 4D Boxing

To patch 4D Boxing so you don't have to type in the boxer's name change CODE ID 3 at offset \$4080 from:

0C40FFFFE66E64EAD0D6A302DBC0AE5402F3300002F0C4EAD07AA

to:

2F0B2F0C302DBC0AE5402673000018DB66FC285F265F70004E71

Instead of using the above patch you can get as many tries as you want by changing code 3+\$40B2 from 6C to 60 and try the names below. See if you can match faces with the names and save the faces as screen dumps or write a description of the boxer.

The boxer's names are:

Lars Lugnut, Hammer McGee, Blam Blam, Glump Fistwhistle, Lefty Enright, Weegie Wonka, Clinch Roberts, Mac the ouch, and Butch McKenna

#### 4D Network crack

Find: "4F BF CE 60 0E 42"  
then change: "4F BF CE 60" TO "4E 71 4E 71"

=====  
4th Right Butterball (case sensitive)  
=====

8 Ball Pinball Deluxe 6267EM11002

Place the contents from all three disks into a folder and run the application. Let it uncompress all three files, when it gets to the Registration Dialog, CANCEL it and exit to Finder. Run Resedit and open up Code resource #4 and use the Find Offset menu item to change the following two offsets:

Offset	Code	Change
1B8E	660E	600E
1BAC	670E	600E

or try

After you first take it off the disks, run it once so that it will decompress itself, then cancel and open it with ResEdit.

To use anything as a registration number:

This part changes the application tampering check

Change CODE 4+\$1BAC From: \$670E To: \$600E

This part changes the dialog handling procedure

Change CODE 4+\$2E47 From: \$670E To: \$600E

OK, now to spice up your game:

To get infinite lives: {How do you end the game? I dunno... Try it for practice!!!} Change CODE 5+\$3EEA From: \$661C To: \$601C

To set your number of lives:

Change CODE 5+\$371E From: \$0004 {Start with 4 lives} To: Whatever!

Ex. 1 = \$0001 2 = \$0002 9 = \$0009 10 = \$000A

11 = \$000B 16 = \$0010 17 = \$0011

Get the idea? Remember to make sure it's 4 characters long when you type it in! Also, when you play, you'll only see a '-' for your ball, because it thinks that because you've got n balls left, and it ends at 4 (5?), you've got 4 (5?) - n (Probably a negative number) left!

=====  
ABCBase

Search for: A9F4 42A7 Change to : 4E71

Search for: A9F4 4246 Change to : 4E71

or try

Search for:A9F44246 Change to :4E714246

=====  
Accelerator A300-31239-CP4U A300-11114-CP4U A300-12935-CP4U  
=====

Access PC 2.02 500056261

=====  
Accountant Inc. Pro 18225  
=====

Accutext 2.0 10900016

=====  
AddDepth AD-100-2-1272-46699  
=====

Adobe Illustrator

Name in ARTY 256 resource, organization in ARTY 257 resource.

Adobe Illustrator 3.x AAW3021019783

=====  
Adobe Photoshop 1.1

PCA100000100-953 PCA100002582-359 PDA100001185-501 PDA100001517-722

Adobe Photoshop 2.0 PCA100000915-575

Adobe Photoshop 2.01 PCA100000915-575 PCA107011754-639

Adobe Photoshop 2.5a "shakti" all LOWER CASE

=====  
AD Star Trek Screen Saver KAM-21289-8489 STM-00670-6681 EAM-30306-9708

or

Change 'ADga' 1+\$864

from: \$6706 to: \$6006

AND

Change 'ADga' 1+\$882

from: \$6604 to: \$6004

AND

Change 'ADga' 1+\$896

from: \$6704 to: \$6004

AND

Change 'ADga' 1+\$8F4

from: \$57C0      to:      \$4E71

Anything will work as a serial number when running the Installer program - you cannot just drag the control panel into your System Folder. The Name, Organization, and Serial Number are stored in the 'InaP' resources in the After Dark control panel. They are encrypted - didn't bother to figure that out.

Or

The crack is in the script file, resource ADga #1

Offset	Original	Cracked
2AC	67	60
362	6700FEE4	4E714E71
7A4	66	60
864	67	60
88E	6FE0	4E71
896	67	60
8B6	6DE8	4E71
8E6	6DD4	4E71

Airborne

Search for: 671242673F3C01F442A7 Change to: 601242673F3C01F442A7

```
AgentDA      102800455
AgentDA 2.0   101208510
```

Aldus Fetch 1.0

51-1003-102157313      51-1000-201176607

Aldus FreeHand 3.0/3.01

02-1235-002302134	02-3008-000036469	02-4008-200010087
02-6023-000345263	12-1234-123456789	

Aldus IntelliDraw 1.0      Try any of the other serial numbers for Aldus

Aldus PageMaker 4.01/4.2

02-3008-000036469      02-4008-200010087      02-6023-000345263

Aldus PrePrint 1.5

02-0001-100000000 11-1000-200027072 11-1009-200021734

Aldus Preprint 1.0/1.5

11-1009-200021734      11-1000-200027072

Alias Sketch SMKB8MMKZ6SM8EV

Aligns Sketch 1.5      SMDF0HB3THRH4LJ

Alter Ego (male version)

Search for:24D05DE03584 Change to :23D05DE03584

Search for:B07A09B005A5 Change to :D1BC0DA43EC8

## Ancient Art of War

Search for:4EAD02DAB07C00226700010042A7

Change to :246DE8BC2B6A0002E9F260000102

## Animal Kingdom

Search for: 3CBA000C4EBA Change to: 4E714E714EBA

# Animation Toolkit1

Search for: 6608 45FA 0020 3012 9041

```
Change to :600A " " " " " " " " " " " " " " " "
```

Animation Works 45482

App-Doc Linker: 817GrGn5jkfh78h

## Arkanoïd II

If you don't like relying on chance for the right power capsule to drop down, there is a way to make yourself a winner. First, boot the program and begin to play as you normally would. Then, type: `dsimagic` Then, resume your play. You'll see a capsule called DS drifting down the screen. Catch it and press A to regain sound, then press the following keys to obtain the type of power capsule and feature you want:

A= Sound on/off                      B or W= break to next round\*                      C= catch:

D= extra balls (3 total)      F= go to last round (33)      L= laser:

M= get three balls      P= player (extra life)      S= slow;  
 X= let the computer play      0= pause      9= resume.  
 \*On some versions, when you press B, you see a screen called Boss Comming instead of the next level.

#### Armor Alley

3P6GXEh    8CW659X    H3PJ69D    HQQCDHA    JMN95C    DE5A8R3

#### Armor Alley 1.0.1

To play a multiplayer game of Armor Alley, each copy needs to be registered with a different serial number. These serial numbers are for Armor Alley™ 1.0.1. Some may have typos. Just make sure there is no Armor Alley prefs file in the system folder so you can register Armor Alley with a new serial number.

PWPWD92	PWPX939	PWX2QHX	PWX8TX3	PWX963Y	PWX99W6	PWXCAF9
PWXDEB2	PWXFL8Q	PWXL55F	PWXL98N	PWXN59J	PWXQHGF	PWXQNAH
PWXQNDN	PWX56SM	PWXT8BA	PWXWNQ9	PX29LNM	PX2B5N8	PX2BAHW
PX2D8E9	PX2DTE5	PX2E9T8	PX2EQSG	PX2ES8L	PX2F9T6	PX2HF8Q
PX2J9YE	PX2JN98	PX2LFLM	PX2LLT5	PX2MD9A	PX2MW6X	PX2NPX5
PX2PY2R	PX2QAE8	PX2QP3X	PX2T3B6	PX2TJL9	PX2W6DW	PX2W6HY
PXC6FHX	PXC8A59	PXC8DWS	PXCBG5J	PXCEJJ9	PXCETED	PXCF5SS
PXCGRFQ	PXCHWSM	PXCJ3Q2	PXCJD35	PXCMN6B	PXCP3CA	PXCT52Y

#### Armor Alley 1.1

EXC2H3Y	EXC53RH	EXC5F33	EXCA992	EXCE8AT	EXCEDJM	EXCJMBF
EXCLBL6	EXCMTCN	EXCNCEP	EXCQRF5	EXCRR6X	EXCSDLL	EXCY2PP
EXD3XPA	EXD89FT	EXDB85R	EXDFPA5	EXDGGPG	EXDH8NL	EXDLAB2
EXDMWHM	EXDREBM	EXDS2QL	EXDTCHB	EXDTY9M	EXDYGQX	EXE3NMF
EXE669P	EXE9583	EXE9QQ3	EXEALLY	EXEDA9C	EXEEXRF	EXEFRMC
EXEHR25	EXEMPJL	EXEQR3E	EXESPMC	EXESXH2	EXEW6T5	EXEXSS3
EXF26LF	EXF3NWH	EXF58G6	EXF5HF6	EXFCBTG	EXFCJXJ	EXFFBFB
EXFFEHW	EXFLMYX	EXFNQ82	EXFR2NC	EXFSNBN	EXFWLQX	EXFWRHR
EXFX6NQ	EXG2A96	EXG563R	EXG8YW2	EXG9G9F	EXG9T2H	EXGBD55

It seems that any variation of the C9X53TA serial number works fine. i.e.

C9X53TA

C9X53TB

C9X53TC

etc.

also:

A3A56T3

A3A56T5

A3A56T8

A3A56D8

#### Ascend

Change code #80 offset 05f0 from 66 to 67.  
 and just enter a name in the licensed to:  
 and leave the rest blank under registration.

Ashlar Vellum    01399

#### Atlas 1.2

Search for:4EBAF9AA

Change to:4E714E71

Search for:67044EAD02E242AD

Change to:60044EAD02E242AD

#### AutoDoubler b12

tioga

#### AutoMenus.

Search for: 4A00 6600 00B0

Replace w: 4A00 6000 00B0

This will allow unlimited boots past the demo period.

#### Aztec CAztec C (1.00c)

Change block 71 (decimal) byte \$1A9 from 01 to 00

#### AZTEC C-68K-C (COMMERCIAL VER)

COPY BOTH DISKS WITH DISKUTIL OR ANY PROGRAM THAT WILL COPY BOTH DISKS. THERE ARE NO BAD BLOCKS ON THE DISK. APPLY THE FOLLOWING BLOCK PATCHES:

BLOCK 214 BYTE 107 FROM 01 TO 00

BLOCK 212 BYTE E0 FROM XX XX XX XX XX XX  
 TO 30 30 30 30 00 00

WHERE XX IS THE VALUE OF THE SERIAL # ON YOUR DISK. APPLY THIS TO SYS:

TO SYS2:

PATCH BLOCK 63 BYTE 97 FROM 01 TO 00

BLOCK 61 BYTE 6F FROM XX XX XX XX  
 TO 30 30 30 30

THERE'S A HIDDEN SERIAL NBR. ON THE DISK. IT'S ON BLOCK 212 BYTE E5-E6. JUST ZAP IT TO 00 00. NO NEED TO DO IT ON THE SECOND DISK AS THE SERIAL NBR.

(VISIBLE) IS JUST JUNK AND THE INVISIBLE ONE IS GONE.

Aztec C 1.06D,F

Search for:52456000FF2E7001 Change to:52456000FF2E7000  
Aztec C 1.7

find: 6700 00E4 3D7C 0001 FFAC (BEQ nnnn, etc.)  
change to: 6000 "" "" "" "" "" (BRA nnnn, etc.)  
in the file: SHELL.

=====

BackBurner 03-1489-0280 03-1337-9988  
To fool BackBurner's personalization dialog into thinking any SN you enter  
is good, make the following changes to the BackBurner APP..  
Do a search for : 4FEF 0022 6712 4EBA 005C  
change to : 6012

=====

Balance of Power  
Search for:72A1D3C1 Change to :5AD060CA  
Search for:1B099629 Change to :1C099629  
Search for:8BAFE645DE98 Change to :EA697BA90AB5

=====

Bane of the Cosmic Forge  
To eliminate the codes, use ResEdit, open Bane (on disk A) change CODE  
1+\$8406 from \$0C6D 0001 C268 6606 to \$3B7C 0001 C268 4E71  
or  
Bypass the journal entry codes by changing CODE 14+\$4020 from \$4267 3F3C to  
\$6000 01DA.  
To bypass the rule book codes, change CODE 2+\$39E from \$4EAD 037A to \$6000  
01F8.

=====

Battle Chess 1.0  
To patch Battle Chess 1.0, so you don't need the codes, change CODE 14+\$3580  
from 486E FDB0 to 6000 00C0 and CODE 14+\$364C from 660E to 602E.  
or  
EFFECT: The password dialog will never show up  
HOW TO: LOCATECODE RESOURCE 14  
CHANGE THE TWO WORDS AT OFFSET 32A0 TO 4E71 4E71

Battle Chess 1.01  
To patch Battle Chess 1.01 so you don't need the codes, change CODE 14+\$35A8  
from 486E FDB0 to 6000 00C0 and CODE 14+\$3674 from 660E to 602E.

=====

BetterWriter 1.0.1 BW9112131832

=====

Big Thesaurus AxxxxBC (A + B = C & x = any number)

=====

Bola 32 1.1  
Search: FFEC 0C40 000A 661A  
Change: ^^^^ ^^^^ ^^^^ 4E71  
Search: FFEE B0AE FFE0 6610  
Change: ^^^^ ^^^^ ^^^^ 4E71  
Search: FF16 B0AE FFF2 6606  
Change: ^^^^ ^^^^ ^^^^ 4E71

=====

Borrowed Time  
Search for:2F104217205F4E90 Change to:203C99C455014E71  
or try  
Search for:A552F6C844B03DC01564 Change to:CF409035185773BB1995

=====

Brataccas  
Search for:2F104217205F4E90 Change to:203C99C455014E71

=====

Breach  
Search for:6604 70FF 6088 0C6E Change to:4E71

=====

Brock Keystroke  
Search for:67082F0E4EBAFEAE Change to:4E712F0E4EBAFEAE

=====

Bulk Mailer  
Search for:675A42A73F3C01 Change to:605A42A73F3C01

=====

Business Filevision  
Search for 6700023C421723B8 Change to 6000023C421723B8  
Search for 3E813B5FF2EE4A6D Change to 42573B5FF2EE4A6D  
Search for 6C064EF90040 Change to 60064EF90040

=====

Cachet CM0000045VPM CM0000567VOM

```

=====
Calculator Construction Set
  Search for:0C40 0000 6700 0006 4EED
  Change to :      4EFA .... ....
  or try
  Search for:4EAD00A20C40 Change to :4E714E710C40
=====

Canvas 2.0    1234567 (1st plus 6th digit equal 7th)  2005355
Canvas 3.0
  1000001    1234567    1320556    (1st plus 6th digit equal 7th)
  Or try:    3001700735    4753234241    2090414360
  To kill the ser# protection:
    6d00 fe94 0c6e
    600c
=====

Capitalist Pig 1.02
  CODE 4 +1F0E From 6706->6006
  also to cheat break in at the inital setup dialog and set a breakpoint at
  SetUpDia +200 which is a MOVE.L #$F4240,-13A(A6)
  THE #$F4240=1,000,000 DECIMAL = THE INITIAL FUNDS YOU START WITH
  SIMPLY CHANGE THIS VALUE TO SAY #100,000,000 OR WHATEVER YOU WANT
=====

Carbon Copy Mac    100003660    100003661
  No Checksum, etc. on the number - the serial number is REAL EASY to find with
  ResEdit, etc. Just change it and save changes, and presto - a "New Copy".
=====

C.A.T. IV 1.0 (Evaluation Copy)    SeRvIcEs
=====

CC Mail    UP8DW0XC�45ZGX
=====

CE Tiles 1.0 100369
=====

Championship Boxing
  Search for:660A 3D7C 2708 FF
  Change to :6000 000A "" "" ""
  Search for:6612 3F3C 2708 Change to:6012 3F3C 2708
  Search for:660A 303C 2708 Change to:600A 303C 2708
  Search for:6606 303C 2708 Change to:6006 303C 2708
  Search for:660E 3F3C 2708 Change to:600E 3F3C 2708
  Search for:6608 303C 2708 Change to:6008 303C 2708
=====

Chequebook
  Search for:671842673F3C040B Change to:601842673F3C040B
=====

Checkers & Reversi
  Search for:6708487A01904EBAF69
  Change to :66008487A01904EBAF696
  Search for:6708487A01524EBAF988
  Change to :6008487A01524EBAF988
  Search for:4EBA08C23E1F4EF9
  Change to :A9F408C23E1F4EF9
  Search for:4EBA0BF03E1F4EF9
  Change to :A9F408C23E1F4EF9
  Search for:4EBA04D03E1F4EF9
  Change to :A9F408C23E1F4EF9
=====

Checkmate
  EFFECT: The password dialog will never show up
  HOW TO: LOCATE CODE RESOURCE 1
    CHANGE THE BYTE AT OFFSET 0088 TO 60
    THEN LOCATE RESOURCE AMPC ID 42
    CHANGE THE WORD AT OFFSET 1D6EA TO 6060
    CHANGE THE WORD AT OFFSET 1D754 TO 4E71
=====

Checkminder
  Search for: 3B5F F6C8 4A6D F6C8 6707
  Change to:      6007
  Search for:101F 0A00 0001 670A
  Change to:      600A
  or try
  Search for:3B5FF6C84A6DF6C86706 Change to:3B5FF6C84A6DF6C86006
  Search for:101F0A000001670A Change to:101F0A000001600A

```

=====

## Checkers & Reversi

Search for:6708487A01904EBAF69 Change to:66008487A01904EBAF696  
Search for:6708487A01524EBAF988 Change to:6008487A01524EBAF988  
Search for:4EBA08C23E1F4EF9 Change to:A9F408C23E1F4EF9  
Search for:4EBA0BF03E1F4EF9 Change to:A9F408C23E1F4EF9  
Search for:4EBA04D03E1F4EF9 Change to:A9F408C23E1F4EF9

=====

## Chessmaster 2000

Search for:A8514EBA30A842A7 Change to:A8514EBA30A8602E  
Search for:584F4A406724362E0008 Change to:584F4A404E71362E0008

=====

## Civilization

The following list is all the questions you may be asked in the first few minutes of Civilization. They are very simple and you will be given an approximate page number. Every 5 or 6 items here I have given page numbers, so that should make the choice of what I am talking about fairly easy. If you answer wrong, you might as well quit. Wrong answers will tell you that you were wrong.

Picture of B2 Bomber	Flight and Electricity
Scroll in Star Map	Mysticism and Mathematics
Atom	Theory of Gravity and Physics
Old Car	Combustion and Steel
Piggy Bank	Trade and the Republic
Bridge	Construction and Iron Working
Black Pot on tripod(17)	University and Medicine
Sword with Scarf	Horseback riding & Feudalism
Statue of man with sword and scale	Alphabet
Combustion engine	Refining and Explosives
Soviet hammer cross	Philosophy and Industrialization
IBM PC Computer	Mathematics & Computers
Plain soldiers(35)	Republic and Explosives
Hand holding hammer over inc. house	Masonry and Currency
Coins and Dollars	Bronze Working
Three hands over flag	Philosophy and Literacy
Kite in lightning	Metallurgy & Magnetism
Circuit board	Engineering and Electricity
Circuit design under ruler	Wheel and Construction
Explosives	Gunpowder and Chemistry
Castle on Hill	Masonry and Monarchy
Man with Wings	Combustion and Physics
Two Atoms splitting	Nuclear Power and Superconductor
Molecular Splicing(47)	Medicine and the Corporation
Old gun with Gunpowder Bag	Invention and Iron Working
Factory emitting Smoke	Railroad and Banking
Old Phonograph	Engineering and Literacy
Shield and Spears	Bronze Working
Shaking Hands with Shovel and Axe	Mass Production and Communism
Open book with 3 closed in back	Writing and Code of Laws
Magnet(64)	Navigation and Physics
Map	Alphabet
3 Cars	Automobile and the Corporation
Abacus adding machine	Alphabet and masonry
Red Cross with Snaking lines	Philosophy and Trade
Smelting Ore cup pouring(78)	Gunpowder and University
Crown	Ceremonial Burial and Code of Laws
Suppliant Meditating	Ceremonial Burial
Ship Wheel	Map Making
Nuclear Explosion	Atomic Theory & Mass Production
Nuclear Sign	Electronics and Nuclear Fission
Pensive Sitting Statue(86)	Mysticism and Literacy
Wheel Scale with two arrows	Mathematics and Navigation
Plastic Engine	Refining and Space Flight
Train(92)	Steam Engine and Bridge Building
Recycle Sign	Mass Production and Democracy
Robotic Implements(112)	Plastics and Computers
Rocket	Advanced Flight and Electronics
View of Earth	Computers and Rocketry
Steam Engine	Physics and Invention
Pouring Steel	Metallurgy and Industrialization
Two Meters Plugged into Wall	Plastics and Mass Production
4 Men in front of Graph(118)	Banking and Industrialization



Eagle on Globe	Code of Laws and Literacy
Balls falling with arrows on sides	Astronomy and University
Hands Exchanging coins(122)	Currency and Code of Laws
Scholar's Cap	Mathematics and Philosophy
Writing Quill(124)	Alphabet

I couldn't find the location of the \$ in the game before, so finally i said to hell with it, i'll just find somewhere where it accesses it and hack there. (it seems to only decipher the \$ when it needs to and the encrypt/hide it as i had searched the entire range of program memory for it at various interrupt points.) ... Anyways to make buying a unit/improvementt give you \$32000 !!! just do this:

```
Civilization CODE #14
+4E48 6E00B6FA->363C7D00
+4E6E 9750->3083
```

To make it give you \$32000 whenever you sell anything (unnecessary if yopu do the first one, but the first one may be to much of a cheat for some people)

```
+5340 700AC1D0->303C7D00
+5352 D150->3080
```

of course these ruin the game, but hey so what you now know that you can dominate the game and thus do not have to waste the rest of '93 playing it.  
- courtesy of DOOM

```
=====
Claris Works      1120000
=====
```

```
Coach & Coach Pro
1000001  1234567  (1st plus 6th digit equal 7th)
=====
```

```
ColorIt 2.0      CI20A-xxxxx  (Notice that it is CI and not C1)
=====
```

```
Color Studio     CS27968  CS11305
=====
```

```
Comment 1234567 (1st plus 6th digit equal 7th)
```

```
Comment 2.0
```

```
Search for:B02E FFFE 6604
Change to : " " " " 4E71
Search for:4A28 0068 6600
Change to : " " " " 6000
Search for:670C 206E 0008
Change to :600C " " " "
```

This will cause it not to ever ask for name and serial number. if you really want a name and company name, type them in along with any serial number then use macsbug to exit to shell.

```
=====
Compactor Pro    16225913
=====
```

```
Compacter Pro 1.33
```

To register Compact Pro 1.33 and enable encryption, change CODE 4+\$2EA4 from \$67 to \$60. When it asks you for the registration code, type any 8 characters. If you want to reregister your copy (to change the name), change any number of bytes in the CLOC resource (don't change the size). If you have a copy of Compact Pro 1.33 that won't enable encryption (if there's an '\*' after your name in the about dialogbox and no set password... item in the Misc menu), make sure CODE 4+\$2F44 is \$66 (not \$60) and reregister.

```
=====
Concepts Atlas
```

```
Search for:4267 2F2E 0008 4EBA FED2 195F FFFE 600E
Change to :3F3C 0101 4E71 4E71 4E71 195F FFFE 600E
Eliminates updating of the free trials left number, Get unlimited tries.
=====
```

```
Copy II Mac
```

```
Search for:486EFECE3F3C00323F3C003C Change to:600002043F3C00323F3C003C
(gets rid of stupid startup message - versions 4.3 to 5.2)
=====
```

```
Crash Barrier    1982487924
```

```
open w/ resdit, open the 'cdev' resource. At offset $14D4, change:2F0E 4EBA
FDFA to:4E71 4E71 4E71
Worked for me (version 1.03).
```

```
Crash Barrier version 1.1      852328092
```

```
Change 'cdev' ID -4064 at offset $4724
From:      $6606
To:        $4E71
```

```
=====
CREEPY CASTLE V1.0 (ATTENTION: Patch also disables internal viruscheck!)
EFFECT: The password dialog will never show up
HOW TO: LOCATE CODE RESOURCE 4 IN FILE 'Data A'
        CHANGE THE WORD AT OFFSET 3D4E FROM 4E56 TO 4E75
        THEN LOCATE CODE RESOURCE 3
        CHANGE THE WORD AT OFFSET 7176 FROM 4EBA TO 7000
        CHANGE THE WORD AT OFFSET 7178 FROM E582 TO 7000
=====
```

Or try:

```
Open "Data A" with Resedit. Open CODE #3. At offset $57B6, change: 6704
7000 6050 to: 6054 7000 6700
```

This patch will disable the game's automatic virus checker for the mods and it's shorter somewhat. This will also make it so the trivia dialog will never show up:

```
Open "DATA A"
search for: 4EBA E582 3B40 A7C0
replace:    7000 4E71 .... ....
search for: 0C85 60EB 6953 670E
replace:    .... .... .... 600E
```

or:

To bypass the Trivia dialog in Creepy Castle, change CODE 3 (in Data A)+\$56FE from \$2F07 3F3C to 6000 00B8. You must also change the code checksum in CODE 4 (in Data A)+\$3DA6 from \$60EB 6953 to \$2267 9A4C so that the built in virus checker doesn't detect the change.

```
=====
Crimson Crown
```

```
Search for:2F104217205F4E90 Change to:203C99C455014E71
=====
```

```
Crush Beta      tioga (case sensitive)
```

```
Search the Resource Fork for:  6704 7001 6002 7000
```

```
and replace with:              6704 7000 6002 7000
```

There are 5 or 6 places where this string can be found. You must replace all of them. When entering the "0" for the "1" in 7001, make sure to enter just one "0" and write each sector. That's it... happy crushing...

```
=====
CURSE OF THE AZURE BONDS V1.0 (bw)
```

EFFECT: The password dialog will never show up

HOW TO: CHANGE THE WORD AT OFFSET 6772 IN CODE RESOURCE 7 TO 4E75

```
CURSE OF THE AZURE BONDS V1.1 (color) 2/1/91
```

EFFECT: The password dialog will never show up

HOW TO: CHANGE THE WORD AT OFFSEA IN CODE RESOURCE 14 TO 4E75

```
=====
Cutthroats
```

```
Search for:6FDA 1006 6706 3B7C Change to:6004
```

2nd Crack

Use Block Edit on block 44 and change byte 15D from 67 to 60 or try:

Move to block 002C, position 015D, change 67 to 60

```
=====
Daymaker 1.0      59A1NA4AA0AC1G
Daymaker 1.01     59A1NA4AA0AC1G      13A39ADAAHA1QU
Daymaker 2.0      59A1NA4AA0AC1G      0148D-0F68F9-1F100
Daymaker 2.03
```

If the installer does not recognize your disks as originals, simply make these changes to the installer with RESEDIT:

Open the Installer file

Open infn 1001

```
Offset $456      Change 6704 to 6004
```

```
Offset $562      Change 6704 to 6004
```

```
Offset $462      Change 6EDE to 4E71
```

or (This is a partial CRACK)

Open the 'DayMakerInstall' file with ResEdit: To make it think the disks are real install disks:

Change resource 'infn' ID 1500 at offset \$0004

```
From:    $4EBA 00BC
```

```
To:      $4E71 4E71
```

Change resource 'infn' ID 1001 at offset \$0030

```
From:    $4EBA 0ABA
```

```
To:      $4E71 4E71
```

To allow anything as a serial number:

Change resource 'infn' ID 1001 at offset \$019A

```
From:    $6F0C
```

```
To:      $600C
```

Change resource 'infn' ID 1001 at offset \$01B2  
From: \$6704  
To: \$4E71

=====

dBase Mac Use 0000000-00 for the serial number.

=====

#### Deja Vu

BEFORE MAKING THESE CHANGES, YOU MUST DO THE FOLLOWING:

(1) SECTOR COPY WITH FORMAT, TRACKS 1 TO 58 FROM THE ORIGINAL.

(2) THEN SECTOR COPY TRACKS 60 TO 79. TRACK 59 HANGS UP ON ALL COPIERS.

Search for:56C0 671E 7200 Change to:51C0 601E 7200

Search for:56C0 6722 223C Change to:51C0 6022 223C

Search for:6708 41F8 00EC Change to:6008 41F8 00EC

Search for:6748 486E FDEA Change to:6048 486E FDEA

Search for:56C0 6720 322D Change to:51C0 6020 322D

Search for:57C0 670C 41FA Change to:50C0 600C 41FA

Search for:57C0 6716 41FA Change to:50C0 6016 41FA

=====

#### Deja Vu (Rubicon)

Search for:67084EAD019A Change to:60084EAD019A

Search for:67061B7C0002F58B Change to:60061B7C0002F58B

=====

Delta Graph Pro 2000002464

=====

#### Desk Toppers

Search for:0C40 FFAF Change to:0C40 0000

=====

DiagnoSYS 1.0 B102131444366

=====

#### DietMac 1.0

Search for:426742A73F3C0 Change to:60FA42A73F3C0

=====

Dimensions 1.0 DAW100R3104865-875 DAW100R3100720-191

=====

#### DiskCopy 4.2

Change CODE 1, offset \$150C from \$67 to \$60 to get rid of the dialog box

=====

Disk Express II JV103761 JE103744 JI103774 JV103735  
JX103737 JX103763 JY103738 JZ103739

=====

DiskTop 4.0 06412 (any five numbers should work)

Disktop 4.01/4.02 (any five numbers should work)

=====

#### DMS+

Search for:0C6D0034899067000618 Change to:0C6D0034899060000618

#### DMS 4.0a (messy crack, but effective)

Search for:4A5F671A4267 Change to:4A5F601A4267

Search for:B06D82B0671A4267 Change to:B06D82B0601A4267

Search for:101F6602A9F4 Change to:101F6002A9F4 (3 times)

Search for:C0016766102E0008 Change to:C0016066102E0008

Search for:B240662E486E Change to:B240602E486E

Search for:4A6DCF126766102E Change to:4A6DCF126066102E

=====

#### Dollars & Sense

BLOCK #	BYTE	WAS	CHANGE TO
---------	------	-----	-----------

425	146	6704	4E71
-----	-----	------	------

	0FC	6700	6600
--	-----	------	------

468	1E0	487A	6606
-----	-----	------	------

ALL NUMBERS ARE IN HEX, USE BLOCKEDITOR OR FEDIT TO PATCH DISK. IF YOU DO NOT FIND THES BYTES ON THESE BLOCKS, YOU MAY HAVE TO SEARCH THE DISK.

#### Dollars and Sense A

Move to block 00B8, position 017C, change 56C0 to 4E71

#### Dollars and Sense B

Move to block 01A9, position 0146, change 6704 to 4E71

Move to block 01A9, position 00FC, change 6700 to 6600

Move to block 01D4, position 01E0, change 487A to 6606

#### Dollars and Sense C

Move to block 019E, position 01EF, change to 4E71

Move to block 019E, position 01F1, change to 4E71

#### Dollars and Sense 1.3

Search for:0A00000167683F3C0102 Change to:0A00000160683F3C0102

=====

## =====

Double Talk  
Change serial number in DATA resource near the line 3d0. The serial number is not exactly the same, its swapped to avoid detection.

## =====

DRAGONS LAIR 2  
-> open FEDIT or similar sector editor

-> Search for: 426D 027A 0C6D

-> Replace with 4E71 4E71 0C6D

Be sure the folder format is EXACT! Put all files in a folder called DL2. The code is a 5 digit code, and this patch allows for any 5 digit combo. Even if you type a wrong serial code it will run the game anyway. Don't forget to remove 32bit QuickDraw when running the game.

P.S. it hates MultiFinder.

When your game is over. Just hit "0" to start over.

Another patch that will get rid of the jump to the serial code dialog box

-> search for 6100 04C2

-> replace with 4E71 4E71.

The patch seems to work just fine and without the code dialog you do not have to insert a code.

## =====

Dragon's Lair 3  
Unlike DL2, the DL3 app. is buggy under certain circumstances. Even though the data files are installed on the hard disk, DL3 will try to look in the floppy drive, anyway!

Here's wathca do:

Copy file "disk1" to disk named "EscDisk1"

Copy file "disk2" to disk named "EscDisk2"

.  
.  
.

etc...

You might as well run it off floppies so copy "Escape" app. to "EscDisk1" as well. DRAGON'S LAIR WILL NOW RUN FINE!

## =====

DragonWave 2.0  
Open up the DragonWave 2.0 application with ResEdit. Open CODE resource 18.  
Move to hex offset \$F5A and replace the 6720 with 6020 and save it to disk.

## =====

Dragonworld  
Search for:4EBA00524A406748 Change to:604E00524A406748

## =====

Dreams of the Phoenix Fix  
Many DOTP programs DAs and FKEYS have trouble on the Mac II. In particular DA Installer + Q&D Terminal, Q&D Dialer, AAvailable key, super note pad.the problems vary from minor inconvenience to crashing. This patch will fix them all. It won't hurt them in any way :-)

Search for:3082 2040 0000 4E75

Change to : " " " " A000 " "

has to do with self modifying code. Change all occurrences.

## =====

DX-7 Patch Editor 1.15  
Search for:84383F3C0001A Change to:76BE3F3C0001A

## =====

EG Word 51122400002818

## =====

Electric Checkbook  
Search for:3E1F206EFCF0 Change to:4E71206EFCF0

## =====

Electric Checkbook 1.1  
Search for:67DE4A466728487A Change to:4E714A466028487A

Empower Name:Administrator PW:Admin

Empower I & II Name:Administrator PW:Admin

## =====

Enforcer 2.9 (Old Vers) 876855327801

## =====

Ensemble Ver 1.0  
Read block 338 (\$152) change bytes as follows

byte 1A from 67 to 4E

1B from 92 to 71

7E from 67 to 60

If the original bytes are not correct then perform the following searches:  
Search for:675642673F3C0001 Change to:605642673F3C0001  
Search for:67922F0BA983 Change to:4E712F0BA983

=====

Evelyn Wood (versions .5 to 1.0)

Search for:34443F3C0001A9 Change to:256E3F3C0001A9

=====

ExperLisp 1.4

Search for:670E2FFE0008486E Change to:600E2FFE0008486E

Search for:6738486DF1DCA851 Change to:6038486DF1DCA851

ExperLisp 1.02

Search for:67384860F200A851 Change to:60384860F200A851

Search for:670E2F2E0008486E Change to:600E2F2E0008486E

=====

Faces

Search for:4240 4840 80FC 0030 4840 3D40 Change to:4280 etc.

It will ask you who beat Napoleon at Waterloo. The answer is Welling.

or

Here is the complete crack:

**CRACK PATCH**

Open Faces 1.0 with ResEdit

Open CODE 3

Change CODE 3+\$652 (just a few characters over from \$650)

from: 486D 01CA

to: 603A 4E71

AND

Change CODE 3+\$694 (just a few characters over from \$690)

from: FEED

to: FED4

Open Color Faces 1.0 with ResEdit

Open CODE 3

Change CODE 3+\$7C2 (just a few characters over from \$7C0)

from: 486D 017A

to: 603A 4E71

AND

Change CODE 3+\$804 (just a few characters over from \$800)

from: FEED

to: FED4

=====

Fact Finder 1.0

Factfinder A

Search for:6604A0026002A0033D400012 Change to:6604A0026002A0034E714E71

Factfinder B

Search for:670A206EFEF62D50 Change to:600A206EFEF62D50

Factfinder ?

Move to block 015E, position 016C, change to 4280

=====

Fahrenheit 451

Search for 0C42 005A 6F00 0014

Change to "" "" "" "" 4E71 4E71

The mod is (using FEdit) Sector 59 of the Fahrenheit 451 file - offset 39F  
(or if you like Seg #2 of CODE) - change JSR (4EBA 00A0) to NOP's (4E71  
4E71).

=====

Falcon MC

Game Controls :

Pause ----- P,Q,ESC

Return to Cockpit ----- Command R

Quit ----- Command Q

All Sound ----- Command S

Music ----- Command M

Switch MouseSticks ----- Command T

Exiting the Simulation :

Abort Mission ----- Command A

End Mission ----- Command E

Eject ----- Command Option E

Jettison Keys :

Jettison tanks ----- Option T

Jettison all A-G stores ----- Option K

Jettison ECM pod ----- Option C

General Controls :

Autopilot on/off -----	A
Chat ( head-to-head only ) -----	'
Ranging TWI on/off -----	H
View stores -----	V
Waypoint increment -----	U
Waypoint decrement -----	Y

Detail Controls :

None -----	Command 1
Far Terrain -----	Command 2
Gradient Horizon -----	Command 3
Mountains -----	Command 4
Medium Terrain -----	Command 5
Complex Rivers -----	Command 6
Ground Detail -----	Command 7
All -----	Command 8

Flight Controls :

Forward stick -----	(UP ARROW), I, numeric keypad 8
Back stick -----	(DOWN ARROW), M, numeric keypad 2
Left stick -----	(LEFT ARROW), J, numeric keypad 4
Right stick -----	(RIGHT ARROW), L, numeric keypad 6
Increase throttle -----	1, -
Afterburner -----	/, numeric keypad *
Left rudder -----	[
Right rudder -----	]
Speed brakes -----	B
Flaps -----	F

Weapon Controls :

Trigger -----	Spacebar, numeric keypad 0
Select air-to-air weapon -----	Return, numeric keypad =
Select air-to-ground weapon -----	Delete, numeric keypad /
Target select -----	T
Clear target lock -----	X, numeric keypad CLEAR
LCOS on/off -----	0

Landing Keys :

Activate ILS HUD -----	\
Landing gear up/down -----	G
Wheel brakes on/off -----	W

REO controls :

Rader on/off -----	R
Boresight scan rader mode -----	<
Tracking scan rader mode -----	>
Map display on/off -----	C

Countermeasures :

ECM pod on/off -----	E
Chaff -----	Tab, numeric keypad .
Flares -----	', numeric keypad ENTER

View Keys :

Front view -----	3, numeric keypad 1
Left view -----	4, numeric keypad 7
Right view -----	5, numeric keypad 9
Rear view -----	6, numeric keypad 3
Track view -----	7
Camera view -----	8
Chase view -----	9
Missile view -----	0

View Control Keys :

Display info on/off -----	D
Zoom in -----	F1, Option 1
Zoom out -----	F2, Option 2
Rotate left -----	F3, Option 3
Rotate right -----	F4, Option 4
Rotate over -----	F5, Option 5

```

Rotate under ----- F6, Option 6
Widen fisheye ----- F7, Option 7
Narrow fisheye ----- F8, Option 8
Set wide fisheye ----- F9, Option 9
Set narrow fisheye ----- F10, Option 0
=====
Feathers & Space
  Search 670638BCFFC2600C
  Change 60" (6 TIMES)
=====
Ferrari Grand Prix 1.27
  Search for:02801234FFFF48E77FFE41FA Change to:424021FCD9CDB9030A804E75
=====
File Force 1.0 X-442540368699
=====
FileGuard 2.0.2 Mike
FileGuard 2.7.1 77151-111159-201238 00111-683277-201548
FileGuard 2.7.2 67188-222480-206181 77151-111159-201238
FileGuard 2.7.3 04264-904468-226561
  Change HIGH 5+$52
  from: $4EBA 05E2
  to: $4E71 4E71
  This will block the whole routine 'CheckLicence' which checks if it is
  registered, and if another computer on the network has the same serial
  number.
=====
File Maker
  SEARCH:6702 2854 200C 57C0 REPLACE:60
FileMaker Pro 1120000
=====
Filevision
  on block CE of the file Filevision, at byte 1B0 change 6604 to 4E71
  Filevision Alternate Crack:
  Find 6700 FEC6 (SHOULD BE ON BLOCK 227, BYTE 118) CHANGE TO..4E71 4E71
=====
Finder 7 Menus 1.3/2.x cc5187efH28b911af
=====
First Class Server 35058
=====
First Things First 101006058 101006048
First Things First 2.0 2001762695
First Things First 3.0 3001515541 3001677975
or
  Change CSEG 128+$6D3E (A few characters over from 6D38)
  from: 6716
  to: 4E71
  Restart after altering the Extension so that it will re-load the altered
  commands. Now it will accept anything as a valid serial number.
=====
FLIGHT SIMULATOR 1.0
  Use Fedit and open the FS file "Load2"
  Search for: 6700 0068 Change to:41FA FEA0 20BA FE98 4E75
=====
FolderBolt 1.02 00993699
=====
Fokker Triplane v.a
  Search for:41FA001E20B8 change to 42804E7520B8
Fokker Triplane v.b
  Search for:43FA145241FA144620FC change to 6000011641FA144620FC
  Search for:6600FE9A41FAFCCE Change to:4E714E7141FAFCCE
  Search for:6600FE7EA9B44EBA Change to:4E714E71A9B44EBA
  Search for:660041E62F3407D4 Change to:4E714E712F3407D4
  Search for:00106EFADFFC00000032207C00072700
  Change to :00106EFADFFC600000AA207C00072700
=====
Forecast v1.2/1.3
  Search for:4EAD022A101F6754 Change to:4E714E71101F6754
=====
Form Z
  If this expires you can get around it by changing:
  code resource #24 at addr 09D6 and 09D7 to 4E71
=====

```

Foxbase 1.1 Serial Number:FMD027877 Activate:emzxppei  
Foxbase 2.0 Serial Number:FMD027877 Activate:emzxppei

=====

FrameMaker 2.1	2-01320-27	2-01880-14	2-02071-17
FrameMaker 3.0	2-01320-27	2-01880-14	2-02071-17
FrameMaker 3.0	2-150753-47	2-151967-07	

=====

FreeHand 08-1004-0268684

Freehand 3.0	02-1235-002302134	02-3008-000036469	02-4008-200010087
	02-6023-000345263	04-1000-000006699	11-1009-200021734
	06-0001-100000000		

=====

#### Frogger

They named the Frogger program "Finder" and made it invisible, locked, and Bozo bit set, so just use setfile and undo all three and copy it to your disk, and then set the original back to the way it was. Now you have Frogger as a single file!!! One note of interest: After each game it executes the file named "finder" Since that was what it was called. So if you don't want to have to reclick on it everytime you want to play, then make sure the Frogger program is named finder.

=====

#### FrontDesk

Search for:4EAD046A101F675C Change to:4E714E71101F4E71

=====

Frontier 1.0 ULF.10108.100

=====

Full Impact 1.1 0000000-00 (XXXXXXX-AA X=any #, AA = sum of x's)

=====

FullWrite Pro 1.5 0000000-00 (XXXXXXX-AA X=any #, AA = sum of x's)

=====

#### Fun Pak

Search for:4A5F670848 Change to:4A5F600848

=====

#### Futura

Finder copy all the Files on the Futuria disk and then take Fedit to the file Futuria.  
Search for:4EBA FC18 205F 4EFA FE16 Change to:4E71 4E71 205F 4EFA FE16  
or try  
Search for:3CBA000C4EBA Change to:4E714E714EBA

=====

FWB HD Toolkit 10033B7E 10829C71

or

#### HDT PRIMER

Search for: 6714 2F3C 0000 121F  
Replace w : 6014 .... ....

Or

#### HDT PRIMER Version 1.2.1

Change 'CODE' ID 2 at offset \$1B82  
From: 6714  
To: 6014

#### HDT WORLD CONTROL

Search for: 6712 486D E46C 2F3C  
Replace w : 6012 .... ....

Or

#### HDT WORLD CONTROL Version 1.2.1

Change 'CODE' ID 2 at:  
Offset: \$107C  
From: \$6720  
To: \$6020  
Offset: \$134C  
From: ?  
To: \$6012

=====

#### Gato

SEARCH: 4A01 6700 0006 4EAD REPLACE: 4A01 6000 0006 4EAD

#### Gato 1.2

On a MacClone Copy of Gato  
Search for:4EAD044A206EFFF8D1FC000000F2  
Change to :4E714E71206EFFF8D1FC000000F2  
Search for:4EAD044A4EFA00164EFA00120C000001  
Change to :4E714E714EFA00164EFA00120C000001



```

Then using MacZap 3.0, read block E6 using Address marks of D5ADAD (I think).
Change the Address marks to the normal marks and write the block back to the
disk. Use Fedit to write the changes to the code and unprotect,unlock & make
visible the file CTEX.
2nd Gato 1.2
search:4A01 6700 0006 4EAD
replace      60
Gato version 1.3:
find 6B00 00F6 203C 0000 0258 change to 6000 00F6 203C 0000 0258
Gato
  Search for 4A01670000064EAD change to 4A01600000064EAD
=====
Geometry
  Search for:4E714E714E714E710280ABCD Change to:424021FC9FFBB5030A804E75
=====
GIF Converter 2.2.8      62-37-77-f4-de-a8-8b-b2
GIF Converter 2.1.1      62-37-77-f4-de-a8-8b-b2 (worked with the 2.3b2 beta)
=====
Go 1.02
  Go Questions
    The first golden age in the history of Japanese Go occured in which
    century?
      17
    Traditionally, the stones used in the game of Go are kept in what kind of
    containers?
      bowls
    The high quality white stones in the game of Go are made from what
    substance?
      clam shells
    Traditionally, the black stones in the game of Go are made from what
    substance?
      slate
    What is the term for mutual life in the game of Go?
      seki
    The Go game board 19 x19 has 361 positions called what?
      points
    What does one player say to the other when making a play that threatens
    capture of opponent stones?
      atari
    In what month and year was the first international computer Go competition
    held in Taiwan?
      November 1986
    Where are the first four handicap stones placed at the beginning of a game
    of Go?
      star points
    How long has Go been played?
      40 centuries
=====
GraceLAN 1.1.1 and 2.0      359006812187
=====
Gradient Designer      Try "KPT273" to unlock the expert mode
=====
GraphMaster 1.1      US100000598
=====
Great Plains Accounting      User:MANAGER PW:ACCESS
=====
Grid Wars
  To make grid wars easily copyable, try this:
  Search for:C934 C1B6 9592 F588 5DF2 D666 0D2A A200 CHANGE TO:C834
  THEN
  Search for:5CBE 4BDE 27DC 8052 D7DC B346 9FF4 18BE CHANGE TO:5DBE
  Make these changes to a sector copy, then bit copy track#72 with any bit
  copier or try
  Search for:F329AE80 Change to:F329CF46
  Search for:03BE03BF Change to:9E188868
  Search for:C62EBB4297E2 Change to:C12EBB4297E2
=====
Griffon Terminal
  Search for:6712 4267 3F3C Change to:60...
  Search for:670A 2F0E 4EBA Change to:60...
=====
Guaranteed Undelete 2.0      211204515      211252619

```

```
=====
GUNS OR BUTTER (with problems)
EFFECT: The password dialog will never show up
HOW TO: LOCATE CODE RESOURCE 9
CHANGE THE WORD AT OFFSET 18EE TO 4E71
CHANGE THE WORD AT OFFSET 18F0 TO 4E71
CHANGE THE WORD AT OFFSET 18F6 TO 4E71
CHANGE THE WORD AT OFFSET 18F8 TO 4E71
=====
```

```
Haba Checkminder
Search for:0CAE000181CDFED8676C Change to:0CAE000181CDFED8606C
=====
```

```
HABA-COMM
SEARCH: 3B5F F3D2 4A6D F3D2 662C
REPLAC: 602C
SEARCH: 101F 0A00 0001 670A
REPLAC: 600A
2nd Crack
search for: 672C 2E3C 0000 change to: 60
=====
```

```
Habadex 1.1
Search for:0167 0A2F 0E Change to:0160...
=====
```

```
Hacker
Search for:2F104217205F4E90 Change to:203C99C455014E71
or try
Search for:A552F6C844B03DC01564 Change to:CF409035185773BB1995
=====
```

```
HardBall II
Open HARDBALL II with ResEdit, open Resource CODE 4. At offset 2A6, Change
70FF to 7000. At offset 2B2, Change 70FE to 7000. There, that should get you
pass the code wheel portion (this crashed my computer).
or:
Try changing code 4 at offset $928 from $67 to $60
=====
```

```
Harrier
To make Harrier Strike Mission easily copyable, try this:
Search for:03FA 87EC EFD4 BB42 870C 10AC 476C DC5A CHANGE TO:02FA
THEN
Search for:9A84 1198 6996 BA8C 1116 7900 C18E 52F0 CHANGE TO:9B84
Make these changes to a sector copy and then bit copy track#4 with any bit
copier.
=====
```

```
Hayden SAT
Search for:660845FA003A Change to:4E7145FA003A
Search for:66103F3C0000 Change to:4E713F3C0000
=====
```

```
Hayden Speller
Search for the hex string: 225F 508F 4ED1 4E56 FFC0
Change (starting from 4E56) to: 4E71 4EF9 0000 E888
or try
Search for:4E56 FFC0 41EE Change to:4E71 6000 0AA8
or try
Search for:4EBA02BA2E1F4E5E Change to:4E714E712E1F4E5E
or try
Search for:20070A0000016700 Change to:4E71700000016700
=====
```

```
Hearts 2.2
Using TeachText, create a file named 'RP' that contains the word 'Hearts'.
Put this together with the files from the Hearts disk on a HD.
Hearts will not work on a floppy. It must be on a hard drive to work because
on a floppy, it thinks there is a disk input output error (-36) when it tries
to read the RP file. The original copy protection wouldn't let you copy the
RP file from the floppy using the finder or other file copying programs.
Hearts checks this file and its contents to see if you have a valid copy. You
had to bit copy the whole disk to make a copy. Although a normal copier
couldn't read the file, the Hearts program could but only if it was on the
protected disk. It can't if it was on an unprotected disk because it uses a
different driver meant for the protected disk. This limitation doesn't apply
to the harddrive though. There is one major bug: you can't insert a disk
after you start Hearts until you restart the Mac because the Mac will crash.
If Hearts doesn't work on your Macintosh because it crashes at MCOD 45+$42,
```

```
try changing MCODE 45+$3E from 6A to 60. This will skip over the part: +$42
MOVE.B    #$D5,$00FCC0E1 +$4A MOVE.B    #$AA,$00FCC0E3 The address
$FCC0xx is probably hardware I/O addresses for the old Macs. I couldn't
figure out what the $FCC0xx was for. These addresses are not the same on all
Macs and programs that use them are bound to crash on some Macs.
This program works only under System 6.07 or earlier, not under System 7.0
```

```

Home Accountant 1.02
  Search for:6D081D7C0001000C Change to:4E711D7C0001000C
  Search for:302DFE34B06D Change to:302DFE32B06D
  Search for:662C42672F0E4EBA Change to:4E7142672F0E4EBA
=====
HyperCard 2.1 Light
  To gain user level five do the following:
  In the first card of the HomeStack: Hit [Command] + M
  Type:go cd "User Preferences" [enter]
  magic [enter]
  Select Level Five (Scripting)
  They hid half the user levels on me with an opaque button over UserLevel
  3,4,5 I think it was. To get high access just type: <Command>-M
  Then type: Set userlevel to 5 <return>
=====
I know it's here someplace
  Search for:6700010642673F3C Change to:6000010642673F3C
  Search for:66027C016000FF62 Change to:4E71C016000FF62
=====
Illustrator 3.0 AAW3021019783
=====
Image Express
  Search:3B5F F33A 4A6D F33A 6622
  Change: 4E71
  Search:4EAD 0B62 4EAD 166A 4EAD 16DA
  Change:4E71 4E71 4E71 4E71 4E71 4E71
  Search:4EAD 257A A9F4 4E5E 4E75
  Change: 4E71
Projector:
  Search:4A6D FDCE 664C 4EAD 056A
  Change: 4E71
Transporter:
  Search:3B5F FBB8 4A6D FBB8 6600 01E6
  Change: 4E71 4E71
  Search:57C0 4A00 6700 010E
  Change: 4E71 4E71
=====
Infini-D 1.0 01-1400-6350 31-9326-1679
Infini-D 1.02/1.1.1 31-9326-1679
Infini-D 1.02
  Hex Changes:
  Search for: 4EBA 0796
  (You should find this 2 times, at Sectors 392 & 3FE)
  Change to : 4E71 4E71
Infini-D™ 2.0.1 01-1400-6350
=====
INIT Info Pro B102131444366
=====
Inline Sync 122343
=====
Inspiration 3.0.1a 4130T1247J6521
  Change CODE 1+$66CA (A few characters over from 66C8)
  from: 67
  to: 60
  AND
  Change CODE 24+$724 (A few characters over from 720)
  from: 67
  to: 60
  AND
  Change CODE 24+$74A (A few characters over from 748)
  from: 67
  to: 60
=====
Interlace 1.1/1.2
  Search for:00106600003A Change to:00104E714E71
  Search for:51C9FFF84A4266 Change to:51C9FFF84A4260
=====
ISHIDO V1.1 bw
  EFFECT: The password dialog will never show up
  HOW TO: LOCATE CODE RESOURCE 2
  CHANGE THE TWO WORDS AT OFFSET 0742 TO 4E71 4E71
Ishido/The Way Of the Stones Color V1.1c

```

EFFECT: The password dialog will never show up  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE TWO WORDS AT OFFSET 07E0 TO 4E71 4E71

Kid's Desk To get to administrator mode type Command-Option-A

#### Kid Talk

Search for:6730 3F3C 0002 Change to:6030 3F3C 0002  
Search for:67B4 426D F750 Change to:4E71 426D F750  
or try  
Search for:6602520059016AF4 Change to:6018520059016AF4

#### KINGS BOUNTY V1.0

EFFECT: The password dialog will never show up  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE TWO WORDS AT OFFSET 47E4 TO 4E71 4E71  
or try: (v1.01)  
Search for:4EBA FB96 Change to:4E71 4E71  
or try: (v1.01)  
Search for:4EBA FBA6 Change to:4E71 4E71  
Here's a little trick to get more gold, leadership, and commission...  
Open one of your saved games.  
with Norton, go to Sector 8 of your file.  
On line 160: XXXX AAAA BBBB CCCC  
the A's and B's are your leadership, put the same value in each, the C's are  
your commission/week. Yes, there is a 64K limit to your leadership and comm.  
On line 448: AAAA AAAA  
all the A's are your gold, just put 0F in the first AA and you'll have about  
250 million.

Kiwi Envelopes 3.0 KE301120RA KE304244RC  
Kiwi Envelopes 3.1.1 KE311870RK KE301120RA KE304244RC  
KE311870RK KE311870RK

KiwiFinder 1.0 VB1011672KF KE304244RC KE301120RA KE311870RK KE311870RK

#### Kiwi Power Windows 10KPW002996b

with ResEdit, in the second "LDEF" (ID 27420(?)), change the first four bytes  
from "FFFF FFFF" to "0000 0000". You will now be able to postpone registering  
at startup. Each time you start-up you have to postpone again.

#### Kung-Fu Chivralry

The continue password for Kung-Fu Chivralry is 90179240. This number is  
stored in hex format at CODE 5+\$4EE2 and occupies 4 bytes. To make it so that  
you can continue no matter what you type, change CODE 5+\$4EE8 from \$6600 0070  
to \$4E71 4E71. If you do this and you don't want to continue, just type  
command-Q and the current game will end and the program will go back to the  
main screen.

#### Legacy

change: 6702 604C 4EAD 0112 to: 60...  
and  
change: 670C 487A 00CC 4EAD to: 60...

#### Lemmings 1.4.2

Change CODE 2+\$1DE0  
from: \$6DC4  
to: \$4E71  
AND  
Change CODE 2+\$1DE6  
from: \$6610  
to: \$6010

#### Lemmings Codes

Rating: FUN	Rating: TRICKY	Rating: TAXING	Rating: MAYHEM
1 - (none)	1 - HCEONONPDX	1 - MFMCCJONFM	1 - NKMFLGCLHP
2 - IJJLDNCCCN	2 - CINNONHQDL	2 - FMCKKKMMOFO	2 - KNOHGONMHS
3 - NJLDLCADCY	3 - CAJJLDMBEV	3 - ICGNOONPFM	3 - ONHGGKONHM
4 - HNLHCIOECW	4 - KJHLDMCCEO	4 - CKNOMFMQFL	4 - FLGKJOMOHK
5 - LDLCAJNFCK	5 - OHLICADEO	5 - GCJKNLHBGT	5 - HGCNOMNPHL
6 - DLCIJNLGCT	6 - HLDMCMOEEX	6 - KKKLLHGCGL	6 - GOOMMNHQHX
7 - LCANLLDHCO	7 - LDMCCJNFEP	7 - NKNDHGC DGR	7 - GCJKLDMBIQ
8 - CINNLDLICJ	8 - DCMJLLGEY	8 - ILDLGKOEGL	8 - KJILDMGCIX

9 - CEKHMDLJCO	9 - ICGNLNMHEC	9 - LDLGCJOFGU	9 - NILDMGCDIU
10 - MJHMDLCKCW	10 - CMNLLDMIEO	10 - DLGKJOLGGO	10 - ILDMGKOEIO
11 - OJOLHCGLCO	11 - CCJIMDMJEP	11 - LGCNOLDHGL	11 - LLLIGCJMFJK
12 - HMDLCIOMCJ	12 - KKIOLICKEP	12 - GKNOLDLIGU	12 - DMGKJOLGIR
13 - MDLCAKLNCS	13 - OHOLICALAJ	13 - GCJIMLHJGY	13 - MGCNOLDHIO
14 - DLICIJNMOUM	14 - HMDMCINMEL	14 - KKIMDLGKGO	14 - GKNOLDMIIX
15 - LCANNMDPCJ	15 - MDMCAJLNEU	15 - NIMDLGGLGO	15 - GGJIMDMJIL
16 - CINNMDLOCS	16 - LMBIJNOOEY	16 - IMDLGONMGX	16 - KJIMDMGKIQ
17 - CAKHLFLBDU	17 - ICANNMLPEQ	17 - MDLGCJMNGM	17 - NKMDMGCLIP
18 - IJJLNHCCDS	18 - CINLMDMQET	18 - DLGOJMMOGJ	18 - IMDMGKNMIW
19 - NJNNHCADDR	19 - CCKHNNIBFP	19 - LGGNMMDPGW	19 - OLIGCKMNIW
20 - HLFLCMNEDW	20 - KJKLFMCCFU	20 - GKN00LHQGT	20 - LIGKJ000IQ
21 - LNHCAKNFDS	21 - NILFMCGDFT	21 - GCJINNHBU	21 - MGCNOMDPIX
22 - FLCMKLLGDJ	22 - KNNICONEFU	22 - KJKLFLGCHJ	22 - GKNOMDMQIQ
23 - LCAOLLFHDS	23 - NNICGKOFFO	23 - OINNHGCDHL	23 - GGJILFMBJU
24 - CIOLLFLIDL	24 - NMBKJONGFU	24 - ILFLGONEHR	24 - OJILFMGCJO
25 - CEJHOFHJDO	25 - MCCOMLFHFY	25 - LFLGCJOFHY	25 - NKLFMGCDJJ
26 - OKHMFCLCKDM	26 - BKNONFIIFP	26 - NHGOKONGHM	26 - ILFMGONEJU
27 - NJMFLCACDU	27 - CCJKMFMJFU	27 - LGCNOLFHFO	27 - LNIGCJMFJU
28 - HMNHCIOMDQ	28 - OKKONICKFY	28 - G000LNHIHQ	28 - FMGKJOLGJU
29 - ONHCAKNNDN	29 - OIMFMCCLFJ	29 - GCJIOFHJHV	29 - MGCNOLFHJR
30 - FHCMKLMODO	30 - KMFCKNMFT	30 - KJIMFLGKHQ	30 - GKNONNIIJQ

=====

Leprechaun 3.0 68uwx58 (case sensitive)

To crack Leprechaun 3.0 change CODE 6+\$292 from \$4EBA to \$6062

=====

LetraStudio 1.5 rename font to "Stand Font (Corinthian Bold)"

=====

Lexi-Cross:

In Code 5 at Offset \$05AE:

Change 67 to 60

or

CODE	Offset	From	To
5	\$5AE	\$67	\$60
5	\$590	\$4EBA 227C	\$4E71 4E71

Now you don't even have to hit <CR>

=====

Liaison 3.0 40026825185 40063496992 40063576094

Liaison 2.0 40026825185 40063496992 40063576094

=====

LIFE AND DEATH V1.01

EFFECT: You don't have to call back the doctor before surgery

HOW TO: LOCATE CODE RESOURCE 2

CHANGE THE WORD AT OFFSET 5842 FROM 674A TO 604A

=====

LightSpeed C Ser. # Removal

IN CASE YOU MIGHT NEED TO, THE SERIAL NUMBER IS HIDDEN IN LIGHTSPEED C FILE  
SECTOR OFFSET 281, BYTE 320 IN DECIMAL ASCII, CAN'T MISS IT.

=====

Lock Finder 5.0 & above.

Fedit search for

3C38 0210 BE6D FF16 6730

to

" " " " 6030

3C38 0210 BE6D FF16 674E

to

" " " " 604E

=====

Lode Runner

Search for:6058 4EBA 00EA

Change to :4E71 " " " "

Search for:7E01 602E 4FBC

Change to :7E1C " " " " " "

Lode Runner (new)

Search for:6100EBE642A7 Change to:4E714E7142A7

=====

Luscher Profile

Search for:3DF19C0F2E Change to:5C3702278B2C

=====

Mac+ ][

Search For:6700 0250 2C7C 0001 8000

```

Change To:4E71 4E71 **** *
Mac+// 3.0
Search for:670002502C7C00 Change to:4E714E712C7C00
=====
Mac a Mug
Search for:4569248718D6 Change to:24AFBAA30A42
Search for:31E370F7C897 Change to:36E370F7C897
=====
MacAttack 1.0
Move to block 002F, position 0174. Change 67FA to 4E71
MacAttack 1.4
USE MACTOOLS, AND UNLOCK, UNPROTECT, AND MAKE VISIBLE ALL FILES. THEN, USE
FEDIT, OPEN UP 'PLAYFIELD1'. Find 67FA 4EAD and change to 4E71 4E71
COPY THE FILES OVER USING MACTOOLS (LOCKED DISK) AND COPY PLAYFIELD1, SYSTEM
& THE TWO FILES SCORES & STEMP, YOU NEED THEIR SYSTEM BECAUSE IT HAS TEN FONTS
FOR THE GAME. YOU CAN, IF YOU WISH, TAKE THIS FILE AND USING RESEDIT, COPY
THE FONT FILES FROM THE SYSTEM AND THEN PASTE THEM INTO PLAYFIELD ONE. THEN
YOU MAY USE ANY SYSTEM FILE.
MacAttack 1.6
Search for:F49E 67FA 4EAD 023A 41ED Change to:F49E 4E71 4EAD 023A 41ED
=====
MacBackup 2.3
Search for:67000026317C0001 Change to:60000026317C0001
MacBackup 3.0
Search for:4EBA 0170 4A40 6700 0016 4EBA
Change to :4E71 4E71 4A40 6700 0016 4EBA
MacBackup 3.5
Search for: 4EBA 0170 4A40 6700 Change to:4E71 4E71 4A40 6700
=====
MacCommand
Search for:4E EA 00 10 31 FC 00 01 Change to:60 00 E8 F4
Copy files MC, HIscore, and startup screen and MCScreen.
or try
41FA 007A 209F 203A to 4E75 007A 209F 203A
or try
Search for:66142A7AECAA Change to:4E712A7AECAA
Search for:6700001441FA01BE Change to:4E714E7141FA01BE
Search for:6700000841FA Change to:6000000841FA
=====
MacDraft 1.0
Search for:675042674EAD0D4A1C1F Change to:605042674EAD0D4A1C1F
or try
Search for:6726 2F0E 4EBA FF90
Change to :60^^ ^^^^ ^^^^ ^^^^
Search for:4EAD 00E2 395F FFFE
Search for:4E71 4E71 ^^^^ ^^^^
MacDraft 1.1
Search for:6726 2F0E 4EBA FEC4
Change to :60^^ ^^^^ ^^^^ ^^^^
Search for:4EAD 00EA 395F FFFE
Change to :4E71 4E71 ^^^^ ^^^^
or try
Search for:675042674EAD0D4A1C1F Change to:605042674EAD0D4A1C1F
or try
To unprotect MacDraft v1.1, try this:
Search for: 6744 1F3C 0002 486E FEE2 4EAD 0CEA 1007 Change to:6644...
Make this Change to a sector copy, then:
1. Using MacZap Tools, Change data marker to D5 FC AD,
then read block 3A hex from original.
2. Change marker back to default(D5 AA AD),
then write block to sector copied disk.
=====
Mac Edge
Search for:4EAD00E24A6DFA486624 Change to:4E714E714A6DFA484E71
Search for:4EAD00C24A6DFD14662C Change to:4E714E714A6DFA484E71
Search for:4EAD00C24A6DFD9C662C Change to:4E714E714A6DFA484E71
Search for:4EAD00D24A6DF5346624 Change to:4E714E714A6DFA484E71
Search for:4EAD00C24A6DF8286624 Change to:4E714E714A6DFA484E71
Search for:4EAD00E24A6DF81E6624 Change to:4E714E714A6DFA484E71
Search for:4EAD00DA4A6DE6526624 Change to:4E714E714A6DFA484E71
Search for:4EAD00D24A6DEC06661C Change to:4E714E714A6DFA484E71
MacEdge II

```

```

Search for:672E4267487A Change to:4E714267487A Search for:67524267487A
=====
MacFATS 1.0
  Search for:660000E43F3C Change to:600000E43F3C
=====
Mac Fortran
  Change 6700 000A 43FA to 6000 000A 43FA
  Change 6602 604C to 4E71 604C
Mac Fortran 2.0a
  Search for:361F6616487A0C54 Change to:361F4E71487A0C54
  Search for:6602604C3F3C Change to:4E71604C3F3C
  Search for:0016A0174A39 Change to:00164E714A39
Mac Fortran 2.0b
  Search for:6100FF226600001647A06B4 Change to:4E714E714E714E7147A06B4
=====
MacGammon/Cribbage
  Search for:FA75C74C511 Change to:FB74C74C511
  Search for:68518EDF775C Change to:69508EDF775C
=====
Mac Golf
  Search for:21c2 022e 4a40 6700 002e Replace with:21c2 022e 4a40 6000 002e
MacGolf (font Change for nonstandard System)
  Search for:487A04Ef487AFFE4A900 Change to:4E714E714E714E714E71
  Search for:3F3AFFDEA8873F3C000EA88A Change to:3F3C0189A8873F3C000CA88A
=====
MacIndexer 1.0
  Search for:670000EA486DF9 Change to:600000EA486DF9
=====
MAC JACK II & POKER
  Works on both games.
  OPEN FINDER
  SEARCH FOR:20 07 4F BC 00 FF REPLACE WITH:60 16...
  RENAME FINDER THE GAME YOU ARE CRACKING. YOU WILL HAVE TO USE FEDIT OR MAC
  TOOLS TO RENAME AS THE FINDER DOES NOT ALLOW ITSELF TO BE RENAMED FROM THE
  DESKTOP
  (To Change the routine that ejects and make it exit to the Finder, useful on
  Hard Disks)
  SEARCH FOR:A0 17 3D 40 00 0E 4E 5E REPLACE WITH:A9 F4
=====
MacLabeler 1.0
  Search for:00022E4E4D00 Change to:40022E4E4D00
=====
MacLink 6.0 00678935
=====
MacMatch
  Search for:661642676016 Change to:671642676016
  or try
  Search for:4EBA0690101F6702A9F4 Change to:4E714E71101F6002A9F4
=====
Mac Pascal
  Move to block 0209, position 0039, Change 41EE to 6000
  Move to block 0209, position 003B, Change FFB0 to 008A
  Move to block 0229, position 0105, Change 41EE to 6000
  Move to block 0229, position 0107, Change FFB0 to 008A
  Move to block 024B, position 01FB, Change 41EE to 6000
  Move to block 024B, position 01FD, Change FFB0 to 008A
  (Disk vs. file level)
  SECTOR COPY THE DISK, THEN PERFORM THE FOLLOWING PATCHES..
  SEARCH DISK FOR 41EE FFB0 Change EACH TO 6000 008A
  (I FOUND IT IN ABOUT 8 PLACES)
  SEARCH FOR B26E 0008 6702 60
  TO 60
  (FOUND ON 2 BLOCKS)
MacPascal V2.0 'Beta Plus'
  Search for: 61 00 00 62 66 00 00 0A 61 00 00 C2
  Change to 40
=====
MacPassword 3.8.7 Nov301954May261951
MacPassword 3.8.8/3.9.0 Nov301954May261951
=====
MacPlot 1.6
  Search for:673842673F3C Change to:603842673F3C

```



MacPlots // 1.01

Search for:EBAFD3642A7 Change to:4E714E712A7

MacPublisher (mounted as 1st volume)

Search for:316E001400164268001CA007 Change to:317CFFFF00164268001CA007

MacPublisher (mounted as 2nd volume)

Search for:316E001400164268001CA007 Change to:317CFFFE00164268001CA007

MacPublisher 1.25

Search for:4EAD055241ED0552 Change to:4E714E7141ED0552

MacPublisher 1.3

Search for:6760 102D FF22 Change to:6660102DFF22

Search for:6626 102D FF22 Change to:6726102DFF22

Search for:6606 197C 0001 Change to:6706197C0001

MacPublisher II 2.0

Search for:83102DFF0E6724 Change to:83102DFF0E6024

Search for:1F0A010001C0016700 Change to:1F0A010001C0016000

Mac Racquetball

For harddrives. Enable you to use MacRacquetball on it without the reset.

Search for:D8FF 6C00 007A 4267

Change to : 60

Search for:4EBA 5E92 91C8 317C

Change to :4E71 4E71

at x6 dt \*70,3885198

MacRISK patch for Mac II:

Search:C1E8 000C 48C0 Replace:C1E8 000C 4E71

I don't know what the programmer was trying to do, but the above patch will allow MacRISK to work on the Mac II without ExitToShell happening all the time. All it does is replace and EXT.L D0 with a NOP. D0 was already in long form from the result of a MULS and on the Mac II the EXT.L was making D0 go negative. Not too good for a handle size... (Try running it in 1 bit mode if you have problems)

The above patch will \_ONLY\_ work in 1 bit mode. To make MacRISK work in all modes on all Macs do the following long patch:

Search For:

4E56 FFFC

486D FBCC A910 XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX XXXX XXXX XXXX XXXX XXXX  
XXXX XXXX XXXX 4E5E 4E75 5341

Replace:

4E56 FFFC

486D FBCC A910 203C 0000 5080 A122 4A40  
6702 A9F4 2B48 FBC8 A029 206D FBC8 2050  
2B48 FBBA 3B7C 0040 FBBE 2B7C 0014 0000  
FBC0 2B7C 0156 0200 FBC4 206D FBCC 4868  
0002 486D FBBA 486D FBC0 486D FBC0 4267  
42A7 A8EC 4E71 4E71 4E71 4E71 4E71 4E71  
4E71 4E71 4E71 4E71 4E71 4E71 4E71 4E71  
4E71 4E71 4E71 4E5E 4E75 5341

This patch completely rewrites the "save the bits" routine. If you really want all the details disassemble from "SAVESCRE"+0 to see the new code.

MacRobots

Search for:3CBA000C4EBA Change to:4E714E714EBA

MacroMind 3D

T100-12407-CPU4

D300-31239-CP4U

MacroMind Accelerator

A300-12935-CP4U

A300-31239-CP4U

MacroMindDirector

D300-12935-CP4U D300-31239-CP4U D300-11114-CP4U D300-13580-CP4U

MacroMindDirector 3.0

D300-31239-CP4U D300-11114-CP4U D300-12935-CP4U

For a general serial # scheme for Director 3.0 try:

d300-AxBxC-CP4U where the x is anything you want and (A+B)/2=C.

For example d300-69696-CP4U works.

Or:  
I think all you need for a Macromedia serial number is D310-12345-CP4U. The first set of numbers stands for the "D" in Director. The "310" is the version 3.1. "CP4U" is for all mac programs. Therefore, using this formula you can get the serial number for any Macromedia program. For example Macromedia Three-D would be T110-12345-CP4U for the 1.1 version, and A300-12345-CP4U would be for the Accelerator version 3.0. The "12345" is any five numbers you want.

=====

#### MacSnoop

Open the application with resedit, open code resource #2.  
Go to hex offset \$1CA2, change the 67 to 60  
The Date expiration is now disabled.

=====

#### MacSpace

Search for:0C4600726F00 Change to:0C4600006F00

=====

#### MacSpin

Search for:486EFF364EAD0BBA Change to:486EFF364E714E71  
Search for:FF360A0000016706 Change to:FF360A0000016006

#### MacSpin 1.1

Search for:486EFF364EAD0F0A Change to:486EFF364E714E71  
Search for:FF360A0000016706 Change to:FF360A0000016006

=====

#### MacTopas 1.0 dealer demo

Search for: 6742 204D D1FC FFFF 62BE 2F10 4EBA  
Change to : 6042  
Search for: 6718 7001 2F00 7200 2F01 4878 013F  
Change to : 6018  
Search for: 4884 4CEE 18F0 FE8A 4E5E 4E75  
Change to : 4E71  
Search for: 4EBA FE80 4E5E 4E75 8A44 7261  
Change to : 4E71 4E71  
Search for: 4EAD 1FCA 204D D1FC FFFF 951C 4A90 6640  
Change to : 4E71 4E71 .... .... .... .... 4E71

=====

#### MacType

Search for:6700000A43FAFEFF Change to:6600000A43FAFEFF

=====

#### MacVegas

Search for:3BF7C2464539 Change to:DE35C2464539  
Search for:AEDC95E81883 Change to:A9DB95E81883  
Search for:BFFED16009A0 Change to:B8F9D16009A0  
Search for:1FBF526604BB Change to:18B8526604BB  
Search for:D93248536E6E Change to:DE3548536E6E  
Search for:664DB7AD9395F2 Change to:614AB7AD9395F2

=====

#### MacZap 3.0 (removes serial number from Copy and Tools)

Change block 288 byte \$AE to 0000 0000  
Change block 307 byte \$0A to 1122 3344  
Change block 383 byte \$DE to 0000 0000  
Change block 394 byte \$78 to 1122 3344

#### MacZap 4.1 Serial # Removal

For all three of the Mac Zap series programs the serial number may be searched for and replaced. It is not converted to hex. For instance if your number is '30' = \$00003045 in ASCII, you may change those to \$00000000 or anything else you wish. But first apply the patches below.

#### MAC ZAP COPY 4.1

Search for:B380 0C80 1122 3344 6600 025A  
Change To :4E71 4E71 4E71 4E71 4E71 4E71

#### MAC ZAP PATCHER 4.1

Search for: B380 0C80 1122 3344 66ED  
Change To : 4E71

and

Search for: 0010 A9C4 6600 E943  
Change To : 4E71 4E71

#### MAC ZAP TOOLS 4.1

Search for: 11 2233 66ED  
Change To : 4E71  
Search for: 0010 A9C4 6600 E8E9  
Change To : 4E71 4E71

=====

#### Maelstrom 1.02

I was plugging along through the Maelstrom code when I came upon a way to have the bonus timer count forward instead of backwards.

Look for 700A 91AD FCB2 4AAD

change to 700A D1AD

This changes the SUB.L D0,-\$034E(A5) to ADD.L D0,-\$034E(A5)

or

1. Invincibility. When you should die because of a collision or a hit, it says "Sweet!" instead and you live. Shields are no longer needed.

CODE Resource #2:

Location 06DE:

Old Data: 66                      New Data: 60

Location 0752:

Old Data: 66                      New Data: 60

Location 0B14:

Old Data: 67 1E                      New Data: 4E 71

Location 0B22:

Old Data: 66 10                      New Data: 4E 71

2. Initial goodies (3x fire power, long shots, rapid fire, retro brakes). Luck and shields are no longer important when you're invincible, so they're not fooled with.

CODE Resource #3:

Location 0ECA:

Old Data: 42 6D FC EA 42 6D FC EC

New Data: 2B 7C 00 01 00 01 FC EA

Location 0ED6:

Old Data: 42 6D FC F0 42 6D FC F2

New Data: 2B 7C 00 01 00 01 FC F0

3. Initial bonus points in a new wave. Set it to whatever you want.

CODE Resource #3:

Location 1284:                      Old Data: 00 00 07 D0

or

Run Maelstrom, start a game, and then drop into MacsBug. type the following commands:

sm (a5)-30e 1

sm (a5)-30c 1

sm (a5)-30a 1

sm (a5)-308 1

sm (a5)-306 1

then type:

g

When you return to the game, you'll find you have quite a few goodies. You can selectively cheat by only executing a subset of those "sm" commands.

#### Maelstrom 1.03

To eliminate the small rocks COMPLETELY, change CODE #2

+CB0 From 4EBA 21DE to 4E71 4E71

+C98 From 3F3C 0003 to 3F3C 0000

or

The Official Maelstrom 1.03 Cheat Guide

Here is a list of points.

Small asteroid -> 300 points

Medium asteroid -> 100 points

Big asteroid -> 50 points

Vortex -> 500 points

Autonomous mine -> 700 points

Super nova -> 1000 points

Hitting a steel asteroid -> 100 points

Blowing up a steel asteroid -> 5000 points

Big Enemy -> 1000 points

Little enemy -> 2000 points

Picking up a stranded pilot gives you and extra life.

Here is a list of cheats for Maelstrom 1.03:

The Official Maelstrom 1.03 Cheat Guide

To start playing on any level you like, hit the 'L' key while you are at the main screen. A dialog box will come up that lets you choose what level to start on. The 'Turbofunk' option makes the game run as fast as it can, instead of the constant 30fps it normally uses.

Here are some neat little cheats that make Maelstrom interesting. You'll need Maelstrom 1.03 for all of these cheats, DO NOT try them with an earlier version (you might crash your machine).

You'll also need MacsBug; it is widely available on AOL and other information services. To install it, just drag 'MacsBug' and 'DebuggerPrefs' into your

System Folder and reboot.  
Once you've installed MacsBug, load up Maelstrom 1.03 and hit 'P' to start playing the game. When you want to use a cheat, hit the interrupt switch on your Macintosh to drop it into MacsBug; take care to hit the right switch: one reboots the machine, the other will drop you into MacsBug. On Machines like the ][si (which doesn't have an interrupt switch), hold down the Command key and hit the Power On key to drop you into MacsBug.

Now for the cheats:

Type: SW (A5)-\$338 1 <return> for ACME XQJ-37 Retro Thrusters

Type: SW (A5)-\$336 1 <return> for Machine Guns

Type: SW (A5)-\$334 1 <return> for Luck

Type: SW (A5)-\$332 1 <return> for Long Shots

Type: SW (A5)-\$330 1 <return> for Triple Shots

Type: SW (A5)-\$384 #X <return> where X is the number of lives you want

Type: SW (A5)-\$32C #300 <return> for Maximum shields

After you've finished cheating, Type: G <return> to continue playing.

I was plugging along through the Maelstrom code when I came upon a way to have the bonus timer count forward instead of backwards.

Look for 700A 91AD FCB2 4AAD

change to 700A D1AD

This changes the SUB.L D0,-\$034E(A5) to ADD.L D0,-\$034E(A5)

#### MAIL CENTER

Search for:A94F B12F 06D8 E629 C230 C3FE 548C D0C8 Change to:A84E...

Search for:6E48 9651 FBA4 96A0 7AB6 830E BC1A 2724 Change to:6F49...

Make these Changes to a sector copy -- now its fully broken. If you copy it to a hard drive, also copy the invisible file called 'VIDEX KEY FILE'

#### MAIL INSTALL

To crack VIDEX MAIL CENTER INSTALL, do this:

Search for:6F6C D0F5 28A1 9AD7 E41A 703B B19B EE0E

Change TO :6F6C D0F5 29A0

Search for:9E19 B170 0844 8BF8 8845 5A9A 428B C85F

Change TO :9E19 B170 0844 8AF9

#### Manx C

There are patches to the Manx Aztec C compiler system which remove the need to insert the KEY DISK every time it is started up:

Shell 1.D sect:32 byte:BC was:4E560000 now:70004e75

Shell 1.F sect:39 byte:FE was:4E560000 now:70004e75

they also work after the shell and system are copied to the Hyperdrive.

#### Manx C 1.0

Move to block 00D6, position 0107, Change 01 to 00

#### Manx C 1.06d

Search for:52456000FF2E7001 Change to:52456000FF2E7000

Master Juggler G00161 G09123 G00000 G04294 GU013228

#### Master Type

Change block \$0074, byte \$01A5 from \$40 to \$50, on the MasterType file

2nd Crack:

SEARCH FOR:

00010000180000

1^2^3^ & SO ON, REPLACE WITH THE FOLLOWING STARTING FROM BYTE 15 SO AFTER THE 0018 (ABOVE) SKIP OVER NINE 00'S, AND START CODING...

REPLACE WITH: 303C3F0033C00000E5E0303CFFB93F006056

NOW, SEARCH FOR:A0023F00 (SHOULD BE ON SAME BLOCK ABOUT, 10-20 BYTES DOWN)

REPLACE WITH:A0026098

3rd Crack:

Move to block 0153, position 0149, Change 3F00 to 6098

Move to block 0153, position 01B0, Change 3F00 to 6098

#### Math Blaster

Search for:56C0 4400 1B40 FF40 Change to:51C0 4400 1B40 FF40

Mathematica 2.03 Disk 1 PW 1862-40876-83824-2660

#### McCad PCB Design (versions 3.1 to 3.8)

Search for:4E343FC00001A9F0 Change to:3CE23FC00001A9F0

#### McCad Schematic 1.0

Search for:55C23F3C0001 Change to:40A23F3C0001

```

McCad PCB/SMT 1.0
  Search for:53A83F3C0001 Change to:42683F3C0001
=====
Meeting Maker   MV 000563 Administration Password:admin
=====
Megadesk
  Search for:670C3F3C00021F3C Change to:600C3F3C00021F3C
  Search for:670001144EBAEDFC Change to:4E714E714EBAEDFC
=====
Megafiler
  Move to block 02A2, position 01C4, Change to 3EBC
  Move to block 02A2, position 01C6, Change to 0100
  Move to block 02A2, position 01C8, Change to 4E71
  Move to block 02A2, position 01CA, Change to 4E71
=====
MegaForm 2.0
  Search for:670000EE4267 Change to:600000EE4267
MegaForm 2.1
  Search for:670000EE4267 Change to:600000EE4267
=====
MegaMerge 3.0
  Search for:670000EE42673F3C Change to:600000EE42673F3C
=====
MGM Cad 2.5 II   220301
=====
MGM Station 1.0
  Search for:671C302EFFFFE Change to:601C302EFFFFE
  Search for:101F0A0000016704 Change to:101F0A0000016004
MGM Station 1.01
  Search for:6728302EFFFFC Change to:6028302EFFFFC
  Search for:67044EAD0262 Change to:60044EAD0262
=====
MicroLeague Baseball ][
  For the MLB Application:
    Search:4EAD 0652 2000 6708 Patch:4E71 4E71 2000 6008
  For the General Manager Application:
    Search:4EBA 11EA 4A80 Patch:4E71 4E71 4A80
=====
Microphone II 3.0   B 008617
MicroPhone II 4.0
  Contains a bug that prevents the program from downloading files to mounted
  volumes with more than 32768 blocks free. Here's a ResEdit patch you can
  apply to fix the problem. Use this only if you feel comfortable using ResEdit
  and ONLY with a copy of MicroPhone II 4.0. Do not modify your master disks.
  Patch 1 fixes XMODEM and YMODEM. Patch 2 fixes Kermit.
  patch 1:
    In code segment 21 (decimal) at offset 192 (hex)
      302E FFC4 48C0
    should be changed to:
      4280 302E FFC4
  patch 2:
    In code segment 31 (decimal) at offset 11A8 (hex)
      302E FFEA 48C0
    should be changed to:
      4280 302E FFEA
=====
Microplanner 4.4
  Search for:6722487A0052 Change to:6022487A0052
Microplanner+ 5.2 - 5.7
  Search for:670000D42F0E Change to:600000D42F0E
=====
MIGHT & MAGIC II  COLOR V1.0.2 (with possible FREEZE, try out)
  EFFECT: The password dialog will never show up
  HOW TO: LOCATE CODE RESOURCE 4
    CHANGE THE TWO WORDS AT OFFSET 02F4 TO 4E71 2D49
=====
Mind Prober
  Search for:6718486DF314A851 Change to:6018486DF314A851
=====
MindShadow
  Search for:2F104217205F4E90 Change to:203C99C455014E71
  or try

```

```

=====
Mindsight 1.1
  Search for 29243F3C0001 Change to:21CE3F3C0001
=====
MiniCAD 2.01
  Search for:5E2E9F4E75504154204E56FEEC Change to:5E2E9F4E755041542000000000
  Search for:FA3F2EFFFFE486EFEF14EAD0202 Change to:FA3F2EFFFFE486EFEF100000000
MiniCAD 2.43
  Search for:BC6E000C6F0000F442A7 Change to:BC6E000C600000F442A7
  Search for:200C670000C64247 Change to:200C600000C64247
MiniCad 4.0+      1400-07710400
=====
Minotaur
  Network Crack - change CODE 6+$1D90 from $67 to $60
=====
Mission Thunderbolt
  In the application:      $129 Change 1EF0-1FB0 to 0000-0000
  Then just type RETURN when asked to enter the code
Mission Thunderbolt 1.06
  STRS #129, Change $1BF0-1CAF to 0000-0000
or
  Change CODE 11+$280C
  from:      $67F6
  to:        $60F6
=====
The Mist
  Search for:F92C443C994E Change to:D15DF737994E
  Search for:609421A47948 Change to:679421A47948
  Search for:101A69D0A505 Change to:71DCF456E3E0
=====
MitemView 11089
=====
Monopoly 2.01
  To get rid of the question dialog, change CODE 8+$3BBC from $66 to $60.
=====
MORE
  Name in STR 63. Organization in STR 64. Personalized information is encoded.
=====
More Disk Space      1982487924
More Disk Space 1.1
  Key words for successful use of MDS
  To install, make a diskcopy image, boot from that floppy (very important)
  Go into options under file. Select which disk to install on (or sets of
  disks).
  Install (File menu)
  2nd most important thing:
  Don't let it go automatic on you. The automatic is eating people although
  we've had NO NO NO NO NO NO NO problems with it here or our collective 750
  meg
  of hard drives on 7 machines. You can still reap the benefits of MDS by just
  smashing programs and games etc MANUALLY. You'll still get 30-40 meg of hard
  drive space, your programs will not launch any slower, sometimes faster even
  and you won't have to publish any more messages about how it ate your
  precious
  files that you didnt have backed up properly.
  To remove MDS
  Run program from HD
  hold down command key
  File menu's formerly dimmed "install" item will appear undimmed as "Remove"
  Just make sure you have your hard disk selected in the options dialog or it
  won't know which machine to remove from.
=====
Morph 1.1      1300670063
=====
Mouse Stampede
  Change 3F3C00064EBA03EC60000096 to 4E714E714E714E714E714E71
  or
  Change 3F3C00064EBA0CEC60000096 to 4E714E714E714E714E714E71
=====
Mouse Write 1.1
  Search for 67602F0E4EBA Change to 60602F0E4EBA

```

```

Search for 67000088206E Change to 60000088206E
Search for 66062F0E4E Change to 60062F0E4E
Mouse Write 2.3
  Search for 66062F0E4EBAFF18 Change to 60062F0E4EBAFF18
  Search for 67000088206E0008 Change to 60000088206E0008
  Search for 66062F0E4EBAFD00 Change to 60062F0E4EBAFD00
  Search for 67062F0E4EBAFC62 Change to 60062F0E4EBAFC62
=====
Movie Magic
  To break the copy protection of Movie Magic, here's what ya do. Use ResEdit
  to find the place where the copy protected name is stored. Simply backspace
  over it, deleting it. The name is also stored in the footnotes. If you
  disable it, the machine will bomb if anyone tries to use a footnote. So place
  an invisible box over the footnote box so no one will even think of using it
  in the first place.
=====
MS Chart
  Search for:6081BEDD608BBEDD Change to:4E71BEDD608BBEDD
=====
MS Excel v1.0
  Search for:608EBEDD Change to:B1036ADD
  or try
  Search for:37CF0267DD79 Change to:00CF0267DD79
MS Excel crack 1.0
  Search for:0000 A5A5 Change to:045B BAAB
  2nd crack
  Change 37CF 0267 DD79 to 00CF...
MS Excel 3.0 00-065-0300-92000809
MS Excel Ser. # Removal
  TO REMOVE THE HIDDEN SER# ON EXCEL, SEARCH FOR 7A43 5856 425A. CHANGE THE
  **NEXT** 3 WORDS TO 0000 0000 0000. SOME MAYBE ZEROS ALREADY.
=====
MS File
  Search for:126082BEDD Change to:124E71BEDD
MS File 1.02
  Search for:608FBEDD608E Change to:678FBEDD608E
MS File 1.04
  Search for:608EBEDD608F Change to:678EBEDD608F
=====
MS Word 1.05
  Find:DD60 84BE DD Change:DD4E 71BE DD
MS Word 1.15
  Search for:608EBEDD Change to:4E71BEDD
MS Word A
  Search for:DD608BBEDD Change to:DD4E71BEDD
MS Word B
  Search for:DD6084BEDD Change to:DD4E71BEDD
=====
MS Multiplan 1.02
  Find:1260 8007 BE Change:4E71...
=====
Multi-Ad Creator 100911030 100733861
  For the General ManagerApplication:
  Search :4EBA11EA 4A80 Patch:4E71 4E71 4A80
MultiAd Creator 100733861 100063800 100066120
Multi-Ad Creator 2.0 000002784 100911030
Multi-Ad Creator 2.2 100911030 000002784
Multi-Ad Creator 3.0 000716055
  In the application CODE 14
  Offset 1C56 CHANGE 6776 TO 4E71
  1D28 6700 007E TO 4E71 4E71
  1D2E 6700 00F2 TO 4E71 4E71
  1D4A 6708 TO 4E71
  1E26 662A TO 4E71
  This both cracks the program and removes the network check
Multi-Ad Creator 3.5
  Forget the install process... Copy the disk files to hd and extract the
  files yourself & put into a folder (files from disk 1&2 have to be done this
  way, the other can be run on their own), now in the application change
  CODE 10 offset 000E from 67 -> 60
  this works and gives me and registered to blank, serial #
=====

```

```

Multi Ad Search 100063800 100066120
=====
Multi-Disk      PS001604(001)
=====
Mutant Beach    000234    003557
=====
myDiskLabeller 1.0
  Search for:660005B041ED0352 Change to:4E714E7141ED0352
=====
My Office
  Search for:660000A228136700 Change to:600000A228136700
=====
Negotiation Edge
  Search for:FDD0 6718 486D Change to:FDD0 6018 486D
=====
Net-Cal 1.3
  Search: FFDE B0AE FFDA 6F0C
  Change: ^^^^ ^^^^ ^^^^ 600C
=====
Nightwatch
  Nightwatch is a slick new protection scheme for hard disks. It is supposed to
  prevent anyone from accessing your hard disk, but really doesn't do much
  good. Basically it alters the hard disk so it seems to be permantely write
  protected. If the disk is write protected, you can write out the Desktop
  file, and the mac won't mount it.
  How to crack it!
    1) Bring a disk with the System on it and Mactools from copy ii mac. MAKE
    SURE that mactools is the "startup" application, so you won't even get into
    the finder and see this desktop shit.
    2) Boot the disk on the nightwatched system and you'll be up into mactools
    with the 'nightwatched' hard disk mounted, ready to be leached!
  (For more fun, bring another HD and leach the whole fucking thing!)
  Alternately, you can set startup to any application and use disktools or
  disktop to open up nightwatch.
=====
Nisus 3.0      90040236
Nisus 3.0.1    90040236
=====
Nok Nok      9300 49591    9300 49799    9300 59593
=====
Notify        0005940166
=====
Now Up-To-Date 1.0  UDA-100-0001-011445453986
Now Up-To-Date 2.0  UDU-200-0001-002377188121
=====
NUBase 1.3    00000000-00
=====
NuPaint      10111220
=====
O.G.R.E.
  Search for:6700 000E A017 21FC 0000 Change to:6000
  Must use the system that comes with the game (lots of resources).
  HFS disks:remove all files from folders.
=====
Oids
  Segment 12      Offset      OLD      NEW
                  1F58      670C      4E71
                  1F5E      EC70      EC72
                  1F62      EC72      EC70
or:                1F7C      670C      4E71
                  1F82      EC2E      EC30
                  1F86      EC30      EC2E      (for version 1.3)
=====
OmniPage 3.0      0102E-%001705    0132A-%002643
OmniPage Pro 2.0  2801G-%001327
OmniPage Pro 2.1  0102E-%001705    0132A-%002643
=====
Omnis 3+
  Search for:66122F2E0008 Change to:60122F2E0008
  Search for:662420060A00 Change to:4E7120060A00
=====

```



## One on One

Search for:2CE0075B427401C5 Change to:42BFD8BD9A4B3915

Search for:D8EFF320B611 Change to:D8BD96C6C05D

## Operation Combat

It took me a few hours, but I finally figured out a crack for this program.

The only problem is that you cannot quit except through the monitor... You

know, press the interrupt switch and type SM 0 A9F4, G 0

Anyway the crack is as follows:

In Fedit, find the following hex string:

102D 9E0A 6700 FEE2 4EBA 1A2E

REPLACE the 6700 above with 6000. This trades a BEQ for a BRA. Works great.

## Operation Desert Storm (B&amp;W &amp; Color)

Search Application: 6700 FF44 2F2C FFEC

Change Application: 4E71 4E71 2F2C FFEC

## Operation Tsunami

Level Passwords (case sensitive):

Normal: Hard:

## Level 1

Area 2 FrGdSL ThrfrG

Area 3 vdThWr ndMkDs

Area 4 ldThtH cplsfl

## Level 2

Area 1 GvHsnl lNtnsB

Area 2 Bgttns tzngTh

Area 3 nThtTh mnThNm

Area 4 sWhBlv fThFth

## Level 3

Area 1 thnHmM rndfTh

Area 2 ghtNtP SnndfT

Area 3 BtHvtr hHlySp

Area 4 nLLfJh rtMtth

## Level 4

Area 1 ThrSxt wTwnty

Area 2 nKngJm ghtTwn

Area 3 sVrsnf tyNwnt

Area 4 ThHlBb nLVrsn

## Level 5

Area 1 lPrsGd PrsJss

## Out of This World

CODE #5 Offset +325C Change 67C0 to 4E71

File 0146 is a GIF that has a secret message....

Codes:

1 LDKD	2 HTDC	3 CLLD	4 FXLC	5 KRFK	6 XDDJ
7 LBKG	8 KLFB	9 TTCT	10 DDRX	11 TBHK	12 BRTD
13 CKJL	14 LFCK	15 BFLX	16 XJRT	17 HRTB	18 HBHK
19 JCGB	20 HHFL	21 TFBB	22 TXHF		

## OverVUE

Search for:1842 8112 3C00 314E Change to:0242 8112 3C00 314E

## OverVUE 2.0?

Move to block 030B, position 019C, Change to 0000

Move to block 030B, position 01A0, Change to 0000

or

Search for 184281123C00314E change to 024281123C00314E

## Oxyd

Here are the first 2nd to 11 level codes:

2. 218780766	3. 10232399	4. 32882199	5. 13794470
6. 28197802	7. 17887807	8. 51761122	9. 83882268
10. 6071220	11. 58037867		

## PacerForum

License Key

5 user Key - B-6MX00096002114

## PacerTerm 1.0

B-43C78920099091

## Pagemaker 1.0

```

Search for:4E56FFFE422E0008486E Change to:205F301F1F3C00014ED0
Pagemaker 1.1
  Search for:6B0000F4203C0000 Change to:600000F4203C0000
  Search for:670E42674EBAFCF0 Change to:600E42674EBAFCF0
  Search for:670C42674EBAFCD4 Change to:600C42674EBAFCD4
Pagemaker 1.2
  Search for:676E42672F074EAD Change to:606E42672F074EAD
Pagemaker 4.0    02-3008-000036469    02-4008-200010087    02-6023-000345263
Pagemaker 4.01   02-3013-000-196593
Pagemaker 4.2    08-1003-000357503    02-0004-000094245    02-4008-200010087
                  02-6023-000345263
Pagemaker Ser. # Removal:
To erase the serial number of Page Maker:
- Start Fedit
- Open File Page Maker
- Read sector 0 of the file
  - At location $158 you will find a string like "xxxx 69xx xxxx 69xx xxxx
    xxxx" which is the serial number. They, of course, encoded it but with a
    simple key. They used the creator string "ALDU" and pass each letter in
    turn to encode each number of the serial number.
    Ex.: $71 XOR $41 (A) = $30 (0)
          $7E XOR $4C (L) = $32 (2)
          $69 XOR $44 (D) = $2D (-)
          and so on...
  - If you just change the numbers to put out a 00-000-00000, the program
    bombs out of its skull.
  - A little more digging uncovers the preceding two bytes. $156 is the
    address where the serial number check begins. It is normally a $0D so the
    checking doesn't begin until the 6th number ($15D) in the serial number
    string (which starts at $158).
  - $157 is the number of digits to print in the serial number box when the
    program starts. If the number is less then $0C (original number), the
    string "Serial number" before the actual number doesn't get printed.
  - So, to turn the number to 00-000-00000:
    * Read sector 0 of the Page Maker file
    * Go to byte $156
    * Hex modify 0D0C XXXX 69XX XXXX 69XX XXXX XXXX to 140C 717C 6965 717C
      6965 717C 7465
    * Write the sector back
=====
Painter  (Fractal Painter)      0000000AAA    0013951HZY    0014731DJN
Painter 1.2
  To make it so you can use any serial number (7 digits, 3 letters), change
  GWIL 1+$322 from $6600 FEF8 to $4E71 4E71. Registered copies will not have a
  GWIL 1 resource and can't be registered without one. After registering, a
  CPHR 0 resource is added that holds your name and serial number.
Painter 2.0    0011187QB0 (The last 3 are letters)
  GWIL
  GWIL    main    CHANGES
  +21A    +FE     6718->6018
  +286    +16A    6FB8->4E71
  +2E2    +1C6    6FAC->4E71
  +322    +206    6600 FEF8 -> 4E71 4E71
  +3DA    +2BE    6EB6->4E71
  +40A    +2EE    670C->4E71
  CODE 2
  +12EA   6600 FE46 -> 4E71 4E71
  +131C   6FDB -> 4E71
  +134C   6FD8 -> 4E71
=====
Panorama II
  Hex Changes
  Search for: 6730 4EBA 02E8 4AAC 90AE 6602 A9F4 (Found on sector 494)
  Change to : 6730 4E71 4E71 4E71 4E71 4E71 4E71
Panorama 2.01   01-1400-6350 1-19292-VQLFEB
=====
Pararena 2.0
  Change CODE 2+327C
  from: 4EBA FED6 1E00 4A2D E383
  to:   1B7C 0000 E383 6000 0016
  AND

```

Change CODE 2+32A0  
from: 1007  
to: 7001

=====

#### Patton Strikes Back

Search for: 4E56 E136 48E7 1F08 41FA  
Change to : 4E75

=====

PB Tools (Billy Steingbergs) PB1310340 or there might be a space after  
the PB

=====

#### Penguin's Revenge

Search for:4EBA56C089191012 Change to:4E7556C089191012

=====

#### PenPal 1.3.1

Open the file "PenPal™ Prefs" in the Preferences Folder (Sys 7) or the System  
Folder (Sys 6):

Add resource 'PPPS' 128. Type in your name (in ASCII - the right hand  
column), then enter the number of characters (in hex) at the beginning of  
the resource (in HEX - the left column).

Examples:

Me - Length = 2 so...

02 (Hex for 2) + 'Me'

The Cool Guys - Length = 13 so...

0D (Hex for 13) + 'The Cool Guys'

Everyone in the World - Length = 21 so...

15 (Hex for 21) + 'Everyone in the World'

If you want it to be blank, just type 00 in the left hand column.

=====

#### Pensate

Search for:1B7C 0001 DD00 Change to:4E71 4E71 4E71

=====

#### Performer 1.21

Search for:660000064EFA Change to:4E714E714EFA

Search for:EBA00E20C400018 Change to:31FC01F301204E71

=====

#### Performer 1.22

Search for:660000064EFA Change to:4E714E714EFA

Search for:185700715A08000 Change to:679F38F9570472B8

=====

#### Personal Press 2C91036

=====

Persuasion 2.0 08-0000-000000000 08-2001-200201529 02-3008-000036469

=====

#### PFS

Search string--6704600003B23B7C (TWICE). Changed the first byte (the 67) to  
60 (a BRA) and it worked--

#### PFS A.03

Search for:660845FA00283012 Change to:4E7145FA00283012

Search for:6604426760083F3C Change to:4E71426760083F3C

=====

#### PFS File/Report

Search for:600003B2 Change to:4E714E71

=====

#### PGA Tour Golf

To patch it so you don't need the codes, change CODE 1+\$3C70 from  
2F3000004EAD078A to 4E714E714E714E71 and change CODE 1+\$3C92 from 67 to 60.

=====

Photoshop PCA 100000100-953 PDA 100001185-501 PDA 100001517-722

Photoshop 2.0 PDA200100141-356 PCA200102249-484

PCA107011754-639 PCA200110733-522 PCA100002582-359

PDA100001185-501 PDA100001517-722 PDA100000915-575

PCA100000100-953 PMW200100345-605 PDA100001018-372

PCA200108975-448 PCA200102474-344 PHW200100021-751

=====

#### Pinball Construction Set

Search for:22084EBAFE86 Change to:203CE1B2FAA1

Search for:207983AEFE9B Change to:224DDAE58809

Search for:225F32CE4CCB3450 Change to:4C00ED28F7A071BA

Search for:ED7AFD9F8384 Change to:ED289BF79E9A

=====

#### PIPEDREAM V1.1

EFFECT: The password dialog will never show up  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE BYTES AT OFFSET 25 FROM AD 01 4A TO 71 4E 71  
IN CODE RESOURCE 3, CHANGE THE BYTE AT OFFSET 16060 FROM 6F TO 60

or

Change CODE 3+\$17EA (A few characters over from 17E8)  
from: 025A  
to: 0172  
This simple crack just jumps over waiting for you to enter the password, and  
lands right at the part where it sets the memory that says you got the  
password right.

=====

#### PlayMaker Football 2.0

Find CODE 90+\$608 is \$6700 FF18  
change CODE 90+\$59E to \$4E71 and CODE 90+\$5F2 to \$6018  
change the message in DLOG 800 to  
"Press Command-G and hit OK until the game begins.  
Then you will never see this dialog box again."

or

Code #90  
+54A 66D6->4E71  
+552 670A->600A  
+464 6714->4E71

=====

#### Pool of Darkness

In the application:  
Check 'CODE' \$B \$6d92 2 \$4ead \$01d2  
Modify 'CODE' \$B 4  
\$6d92 \$4e71 \$6d94 \$4e71 \$6dc8 \$600c \$6dec \$4e71

=====

#### POOL OF RADIANCE V1.1

EFFECT: The password dialog will never show up  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE TWO WORDS AT OFFSET 3E94 TO 4E71 4E71

=====

Practica Musica 00215052 PM220569 692878  
Practica Musica 2.295 226835

=====

Premiere 1.0 PRB100101253-785  
Premiere 2.0 PRW200100586-763

=====

Preprint 1.0/1.5 11-1009-200021734 02-0001-100000000 11-1000-200027072

=====

PressWise 02-000-00000

=====

#### Prince of Persia

EFFECT: The Potion Level never appears  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE WORD AT OFFSET 1F70 FROM 660A TO 600A

or

To Patch Prince of Persia 1.0 so there are unlimited chances to get the right  
potion in the potion level, change CODE 3+\$55A6 from \$5240 to \$7000. Note:  
The potion level has to be done again only if you quit Prince of Persia and  
run it again later.

To get rid of the potion level altogether, change CODE 2+\$1DF2 from \$0002 to  
\$FFFF. This is for new games and opening from the file menu. Change CODE  
2+\$1DD6 from \$3B6D BA64 BA62 to \$3B7C FFFF BA62 for opening from the desktop.

#### Prince of Persia saved games:

The format of the save files for version 1.0 is 2 bytes each for:  
minutes left; fraction of a minute out of \$2D0 (max is \$2CF); level (\$F is  
potion level, \$E is last level or princess level, \$C and \$D are level 12 part  
1 and part 2: Jaffer level, \$1-\$B is level 1 to 11 and \$0 is the demo level);  
potions; unknown; prizes (people killed, items obtained, big potions etc);  
how many times prince died; checksum (which=\$1B39 - min\*\$B - frac - level\*\$11  
- potions\*\$25 - unknown\*\$C1 - prize\*\$17 - died\*\$D).

To eliminate the need to calculate the checksum, change CODE 2+ \$15AC from  
\$663A to \$4E71.

(POP 0.15B saved files do not have prizes or died and are therefore, only 12  
bytes instead of 16. The checksum does not include prizes or died.

To eliminate the need to calculate the checksum for 0.15B, change CODE  
2+\$181C from \$662E to \$4E71.)

Prince of Persia speed up:

The 'TurboPOP' updater program changes CODE 2+\$102 from \$90 to \$D0 to speed up the animation.  
Prince of Persia Editor 2.01  
Change CODE 3+\$05FA (A few characters over from \$05F8)  
from: 4EBA FE84  
to: 4E71 4E71  
AND  
Change CODE 3+\$0990  
from: 670E  
to: 600E

=====

Print Shop 1.0 - 1.2

Search for:21FCD9BEB4030A804E75 Change to:4E714E714E714E710280

=====

Professional Bibliographic System 2.52

Search for:6700022C42A74EAD Change to:6000022C42A74EAD

Professional Bibliographic System 2.6

Search for:670001A042A74EAD Change to:600001A042A74EAD

=====

Professional Composer

Search for:670001FC3F3C7D00 Change to:600001FC3F3C7D00

=====

Psion Chess

Search for:00024E926700DA56 Change to:000247FA4D484E71

Search for:000100010141 Change to:010001000141

Psion Chess 1.5

Search for:4E926700DA34 Change to:47FA4D264E71

Search for:000100010141 Change to:010001000141

=====

Public Utilities 1.0

B102145276305

003182327

=====

Puppy Love

Search for:67064EAD02FA6028 Change to:4E714EAD02FA6028

Search for:4EF90040000A Change to:A9F40040000A

=====

Quark XPress 3.1

XU60541345 XU51210588 XU50002863 XU58494583 XU60541345

XX51123585 XU43914334 XU43950295 XU44134121 XU44317350

XU51785218 XU51849192 XU52404768 XU52443418 XU52628863

XU52911967 XU52928917 XU53277674 XU55081085 XU55082842

XU55082949 XU55404875 XU57046139 XU57046246 XG50002863

XR22000765 XR22246199 XU23262295 XU23326276 XU43158960

\*\* TIP \*\*

Use a number that you know works and add 107 to it.

If you replace XU with XM the installer accepts the SN and I believe installs a multi-user version.

QuarkXpress Network Bypass:

(as of 6/29/91)

For each additional copy you need to run on the network do the following:

- Make a copy of the original program.
- Open the copy with ResEdit and open the DATA resources.
- Now open the DATA ID 0 resource.
- Search for the string QuarkXPress (check spelling and case).
- The next character after the string is a "<" symbol.
- Change the "<" character to the character "1" for the second copy you want to run on the net and to "2" for the third copy and so on.
- Now close ResEdit and save your changes.

NOTE: For each additional copy you want you MUST make a copy of the original to modify. That should get you on your way to lots of copies on the net.

=====

Quartet 1.0

Search for:F5CCF5C800640000 Change to:0000F5C800640000

=====

Quest

Search for:611C 4CDF 7FFE Change to:4E71 4CDF 7FFE

=====

QuickFormat 6.3 & 7.0 QF!DD45FPDACC16LS

QuickFormat 7.0

Byte Changes (You should find the SEARCH string only ONE TIME!)

Search: 4EBA FE14 4EAD 02E2 4EBA FEBE 4EBA FF22 4EBA F82A

```

Change:
QuickFormat 7.1
CODE 3 +$3B6 From $6606 to $4E71
=====
QuicKeys II 2.0 23545 69402 6817 115565 40391 6817
QuicKeys 2.0 23545 62402
QuicKeys 2.1 115565
QuicKeys 2.1.2
    Search for:6F00 FE38 2F2E FFFC A983 7001 B06E FFEC Change to:4E71 4E71...
    Search for:662C 426748 6EFE A048 6EFE A970 4C2F 00 Change to 4E71...
    Search for:7001 B06E FFEC 57C0 4400 1D40 0008
    Change to :103C 00FF 4E71 4E71 4E71...
QuicKeys 2.1.2a 104511
QuicKeys 2.1.3 19628
or
    Change 'QkyC' -14341+$3A80
    from: $56C0 to: $4E71
    The personalization data is stored in 'Qky2' ID 1. When you register it, with
    this crack, it will use the serial number 19628, which is presumably the
    default one. To see the personalization, go to 'About QuicKeys™...' in the
    option menu when editing keysets.
=====
QuickMail 2.2 40866
    Crack for 2.0 serial numbers patch:
    Open up the QUICKINIT file with ResEdit:
    Look in INIT 25 "QuickInit", offset $24, for an ASCII sequence of digits
    (they directly follow a string that looks like QuickMai, e.g.,
    QuickMai00000). ASCII modify them to any serial # you want, preferably
    something far away from what other people are using. You see, that serial #
    is a BASE serial number, from which the Quickmail software will increment x #
    of times, where x is the # of users allowed by that particular pack. There is
    one more spot where it's stored, and that's in the DATA -14144 resource,
    offset $5C, again, it's five ASCII digits. Change them to the same # you
    installed into the INIT 25 resource.
    Once you've made your changes, be sure to save them, and then reboot with the
    new files installed in your System Folder to see them take effect. I know
    it's not a patch to remove the serial number check process altogether, but
    since I do not know how the scheme is intrinsically tied to the actual
    workings of the client/server mechanism, I'd rather not play around with that
    and possibly create reliability problems. If you want to invest loads of time
    looking into it, feel free and please post the results; but I think if all
    you want to do is get your office up and running with Quickmail for everyone,
    then this should meet your needs.
=====
QuickSANE 1.0 QS-91337004
=====
Quickset
    Search for:670000144267 Change to:600000144267
=====
QuikCircuit 2.0
    Search for:670C3F3C000E4EAD Change to:600C3F3C000E4EAD
    Search for:67081D7C0001000860104267 Change to:4E711D7C0001000860104267
=====
Racter
    Search for:0FF58205DEA9 Change to:08F58205DEA9
    Search for:F7BBCA71CA64 Change to:967DCE5BE849
=====
Ragtime 1.0
    Search for:4E56FFC041EEFFC0316E00080016216E000A0012A017
    Change to :4E75FFC041EEFFC0316E00080016216E000A0012A017
Ragtime 3.0 Serial Number:6601120 Production Number:8739401
Ragtime 3.1 Serial Number:6601120 Production Number:8739401
=====
Railroad Tycoon
    Krak Patch
    Hex search for:
    28 00 02 B0 69 06 84 66 08 08 AD
    Hex change the bold values to 4E 71
    This should appear on sector 301, byte 25848 of the file.
or
    Find Hex string 0684 6646 486E

```

Replace it with 0684 4E71 486E

When you hit the choose the locomotive screen, any choice you make will be valid The krak listed above allows the game to continue to limit your play to two trains at a time.

#### Rambo

Search for:DB49D669B2FD Change to:DC49D669B2FD  
Search for:4B6F26851ED8 Change to:2AA9BB036063

RAMdisk 3.16 Leave three blank spaces after your name to register

RapidTrak 600001201

RayDream Designer 2.0.3 RDD5-1230-48398 RDD5-1550-52358

#### Real Poker

Search for:43FA FE80 32BC FFDC  
Change to:4E71 4E71 4E71 4E71  
Make the files "Saloon File" & "Poker Data" visible. Also, there is a poker font in the fonts file you have to have on your system.

Red Ryder 11.0 Find:6630 42A7 4879 434F 4445 3F3C Replace 42A7 with 6030

#### Claris Resolve 1.0

Hex Changes:  
Search : 486E FFFC 4EBA FCF6 4A00 588F 670E  
Change : 4E71 4E71 600E

#### Retrospect Remote Authorization Numbers:

650-729-7746 543-999-2682 647-741-1178 595-161-0202 577-533-0106  
545-366-9586 602-708-6450 592-374-9842 577-330-3898 652-350-7410  
Registration Number: 05030000180

#### Robosport

How to remove the copy protection from Maxis' game "RoboSport":  
Search for 4EAD 066A 4FEF 000A 3E00 4A47, using a Utility such as ResEdit or SUM Tools.(This sequence is in code resource 2 at offset 2A8C if you look with ResEdit. Replace the first two words with 7001 7001, and everything should be OK.

Or try:

EFFECT: The password dialog will never show up  
HOW TO: LOCATE CODE RESOURCE 2  
CHANGE THE WORDS AT OFFSET 2A82-98 (2A82, 2A84, ..., 2A98) TO 4E71  
CHANGE THE WORDS AT OFFSET 2AB2-C8 (2AB2, 2AB4, ..., 2AC8) TO 4E71

Or try:

#### COMPATIBILITY NOTES

If you play RoboSport on a MAC PLUS or MAC CLASSIC, turn OFF the Preview Movie Sound option in the Preferences Window otherwise the program may lock during Turn Generation due to a sound chip incompatibility. You need MORE THAN 1MB RAM to play RoboSport under MultiFinder. If you only have 1 MB RAM, you must play RoboSport under the Finder. RoboSport is not compatible with the Apple CD-ROM init. RoboSport is not compatible with the Now Menus in the Now Utilities.

#### APPLETALK NOTES

To remove a SECONDARY machine from an AppleTalk network game, the person on the PRIMARY machine must:

- (1) Select REMOVE SECONDARY from the EDIT MENU
- (2) Click the radio button next to the player you want to remove, and
- (3) Click on the REMOVE SECONDARY button.

AppleTalk Zones are not supported in this version of RoboSport-only direct machine to machine AppleTalk.

#### KRAK NOTES

Run the program. <IN PROGRAM> Marvel at the cool sounds. Go to the dialog box in which you're asked to input the three symbols appearing on some page in the manual. Pick any three symbols. Break into TMON. <IN TMON> Choose MAGIC RETURN from User window. <IN PROGRAM> Hit OK button. <IN TMON> GOSUB a few times; do not GOSUB over pascal case statement beginning (TRACE through it to avoid hanging TMON). Notice quite a few BRAs to Code0005+BCC. Decide too many IFs to handle, so hack logic at source, decision stage (Code0003+15A, Code0003+16E). A #\$00 returned from decision routine in D0 means a faulty code, a #\$01 returned in D0 means good code. Change all MOVE #\$00,D0 to MOVE #\$01,D0 so every code is good.

KRAK IT YOURSELF  
Hex Search:  
70 00 60 12 52 6E FF EC  
Hex change:  
...01...  
Hex Search:  
70 00 4E 5E 4E 75 4E 56  
Hex change:  
...01...

or

CODE 2+2A8C  
from: 4EAD 066A 4FEF 000A  
to: 4E71 4E71 4E71 7001

#### Rogue

To make Rogue easily copyable, try this:  
Search for:3BEA 7702 C370 54EC 8BA8 208E F5E8 139C Change to:3AEB  
Make these Changes to a sector copy; then bit copy track #33 with any  
bit copier.  
or try  
Search for:29DC948CA37E Change to:01AD2787A37E  
Search for:34E06DF0C594 Change to:33E06DF0C594

#### Sargon III

Search for:660845FA0020301290416604 Change to:4E7145FA0020301290416604

#### S.C.OUT Codes

2	RAFAFE	LAXUDI	4	ZOLATU	XOVUPI	6	MILOZI	ZOKILE
8	BETIXA	LOMACE	10	JEFIME	TUDEJE	12	JAKURI	BOJIRA
14	JILEZO	MUBALI	16	LAMANE	VOXOLI	18	TEBUMU	NUCIDO
20	DOKALE	CEMATE	22	XUJIFU	RUJELI	24	MOLOJA	VONIFU
26	MIXEDU	ZUMAVO	28	XUKEXE	BIFUTA	30	DAMUDA	PAKUNE
32	BEMUMA	KAVIMO	34	NUREXA	RURAPI	36	JEJAPI	NAFAXI
38	FACABA	MENIMI	40	MELENA	TIVAFI	42	BIJAME	LITOVO
44	POMINU	TALOLA	46	DUNAVE	FIVIDO	48	BUXALI	CUFIBO
50	MAMOFU	LAVONO	52	ZOBATA	REDECA	54	DUMANI	LUMERA
56	FUZIBU	NICONA	58	JEBINI	LAKEXO	60	PIJERU	MUVUKA
62	TIKOKE	PIVECI	64	XIPAXI	VEDAPU	66	CIFABU	FADAMA
68	NODOTI	MUFUPO	70	MACINE	CUDODI	72	KUMEKI	MAXULE
74	DEMIFA	KATAXE	76	CIZEBE	DEFIVE	78	ZICODA	KOVABI
80	ZOFOKU	FITOJI	82	DUTEJO	XUXETE	84	REJITA	NIRIPE
86	NAPEMI	XERECA	88	KENAVO	VUDERU	90	DIRONO	JIRURE
92	TEBOVI	KORAKA	94	NELARI	TAXEDA	96	NUPAXO	VACETE
98	FADIMA	DONIKO	100	LUTANO	ZETIPO			

Infinite Lives cheat is CODE 9 +1AE 536D 9254 66 ->4E71 4E71 60

#### Scriptor 1.4

Search for:5EA43F3C0001A9 Change to:4FA63F3C0001A9

#### Sculpt 3D 101164

#### Secret of the Silver Blade

you can bypass the journal entry codes by changing CODE 14+\$4020 from \$4267 3F3C to \$6000 01DA. To bypass the rule book codes, change CODE 2+\$39E from \$4EAD 037A to \$6000 01F8.

or

EFFECT: The password dialog will never show up  
HOW TO: CHANGE THE WORD AT OFFSET 16AE IN CODE RESOURCE 15 TO 6052

These are the journal entry codes:

- 1) word #5 entry #3 page #28 = BLACK
- 2) word #2 entry #5 page #28 = TALKING
- 3) word #4 entry #6 page #28 = MINERS
- 4) word #1 entry #13 page #29 = BLIND
- 5) word #3 entry #9 page #29 = TALE
- 6) word #5 entry #11 page #29 = BEHOLDER
- 7) word #3 entry #15 page #30 = FROST
- 8) word #4 entry #18 page #30 = SILVER
- 9) word #2 entry #19 page #31 = AMULET
- 10) word #1 entry #22 page #31 = DYING
- 11) word #6 entry #23 page #31 = MAGES
- 12) word #2 entry #24 page #32 = GUARD



13) word #4 entry #25 page #32 = WELL  
 14) word #3 entry #27 page #32 = STORY  
 15) word #6 entry #28 page #32 = VORPAL  
 16) word #3 entry #30 page #33 = GEMS  
 17) word #4 entry #33 page #33 = AM  
 18) word #6 entry #34 page #33 = FLAMING  
 19) word #6 entry #37 page #34 = SMALL  
 20) word #1 entry #40 page #35 = LEDGER  
 21) word #3 entry #43 page #36 = MARCUS  
 22) word #3 entry #47 page #37 = YULASH  
 23) word #3 entry #46 page #37 = MULMASTER  
 24) word #2 entry #48 page #38 = GLOWING  
 25) word #7 entry #51 page #39 = HOUSE  
 26) word #4 entry #55 page #40 = SERVED  
 27) word #4 entry #59 page #41 = WOUNDED  
 28) word #4 entry #63 page #42 = AMAZONIAN  
 29) word #1 entry #67 page #43 = MAD  
 30) word #5 entry #70 page #44 = CIRCLE

These are the rule book codes:

1) word #3 "CIVILIZATION"	page #9 = TOWN
2) word #4 "USING MENUS"	page #2 = MENU
3) word #5 "BEGINNING TO PLAY"	page #2 = GAME
4) word #4 "INTRODUCTION"	page #1 = OFFICIAL
5) word #5 "GETTING STARTED QUICKLY"	page #1 = BLADES
6) word #4 "BEFORE YOU PLAY"	page #1 = COPY
7) word #4 "COMBAT"	page #10 = COMPUTER
8) word #4 "ENCOUNTERS"	page #10 = COMES
9) word #1 "MODIFYING CHARACTERS"	page #3 = THE
10) word #6 "MAGIC"	page #8 = OPTIONS
11) word #4 "ADVENTURING OPTIONS"	page #7 = CONTROL
12) word #6 "ENCAMP"	page #7 = LIKE
13) word #1 "NON-PLAYER CHARACTERS"	page #4 = DURING
14) word #4 "CHARACTER STATUS"	page #4 = THAT
15) word #4 "VIEWING CHARACTERS"	page #4 = DISPLAYS
16) word #3 "ADVENTURING"	page #6 = UP
17) word #1 "DISPLAY SCREENS"	page #6 = SECRET
18) word #1 "ADVENTURING"	page #6 = AFTER
19) word #2 "CHARACTER STATUS"	page #4 = STATUS
20) word #3 "VIEWING CHARACTERS"	page #4 = COMMAND

=====

Sensible Grammar      103855      119303

=====

ShadowLan      "Paris" allows 5 users to connect.

=====

Shanghai

Search for:55083F3C0001A9 Change to:41783F3C0001A9

=====

Sherlock Holmes

Search for:660000044E75 Change to:4E714E714E75

=====

Signpost 2.0.

This bypasses the hardkey and accepts anything put in for name and serial #.  
 However, it seems to hang when plotting to a file... (help needed).

For name and serial check.

Search for: 6C00 000C 7003 3F00 A9C8 6000

Change to : 6000

Search for: 6700 000C 7003 3F00 A9C8 6000 FF56

Change to : 6000

For hardkey bypass

Search for:6600 0008 3D6E 8002 801E 302E

Change to :6016 4E71

This might work for the "program has been modified"

Search for: 6700 0006 4EFA 0018 558F 3F2E

Change to : 4E71 4E71

=====

Silverlining      please (use on second attempt)

=====

SimCity

Typing when the cursor is in the toolbox:

FUND :gets you an infusion of cash

JOKE :displays a joke

SM00 :smooths coastlines

```

ERAD :eradicates all plants & animals life.
SimCity
  Change CODE 2+6E44
  from: 2F2D C298 A915 2F2D C298 A91F
  to: 4E71 4E71 4E71 4E71 4E71 4E71
  AND
  Change CODE 2+6F1E
  from: 4EBA 00AC 3D40 FFFE 4A6E FFFE
  to: 7001 426D D544 3D40 FFB6 6056
=====
SimEarth Crack
  This patch to SimEarth 1.0 eliminates the annoying quiz at the beginning.
  This patch appears to work on both the color and black & white versions. The
  first patch disables the quiz for new planets, the second for loading
  existing planets. They simulate a successful call to the quiz procedure.
  CODE 11 offset $61C (newgame)
  change 4EAD 008A (color version) or 4EAD 00EA (B&W) to 4E71 7001
  CODE 14 offset $D8 (loadgame)
  change 4EAD 008A (color version) or 4EAD 00EA (B&W) to 4E71 7001
  or
  EFFECT: The password dialog will never show up
  HOW TO: CHANGE THE WORD AT OFFSET 127E IN CODE RESOURCE 2 TO 4E71
SIMEARTH V1.1
  EFFECT: The password dialog will never show up
  HOW TO: LOCATE CODE RESOURCE 2
    CHANGE THE WORD AT OFFSET 47E4 TO 4E71
    CHANGE THE WORD AT OFFSET 47E6 TO 4E71
  Typing when the cursor is in the toolbox:
  FUND :gets you an infusion of cash
  JOKE :displays a joke
  SM00 :smooths coastlines
  ERAD :eradicates all plants & animals life.
=====
Sketcher 1.0 0400102LUA
=====
SkyFox
  Search for:2F104217205F4E90 Change to:203C99C455014E71
=====
Smooth Talker 1.0A
  Search for:124321FAFF56022E0C400000 Change to:000021FAFF56022E0C40FFB9
Smooth Talker 1.0B
  Search for:6608 45FA 0038 3012 Change to:4E71 45FA 0038 3012
  Search for:6614 4267 3B7C Change to:4E71 4267 3B7C
=====
SoftPC Pro C7SC707UT9T3 hbadc1s8pvv1
=====
SoftPC Windows barb70t35710
=====
SoftAT 2.5 2ld0jl1j1ssl7 wvu1e0335rv1
  Change 'CODE' ID 10 at:
  Offset: $0D80
  From: $4EAD 0782
  To: $4E71 4E71
  Change 'CODE' ID 15 at:
  Offset: $1D82
  From: $670C
  To: $4E71
  Offset: $1D8E
  From: $6612
  To: $6012
  Offset: $19F8
  From: $6610
  To: $6010
  Offset: $1AB2
  From: $660E
  To: $600E
  To get the max speed out of SoftAT this is what to do:
  1 run system 6.0x
  2 don't use 32bit QD
  3 put the monitor in 16 colour mode or B&W mode
  4 give SoftAT as much memory as you can
  5 put SoftAT and the HD file (at least) on a RAM disk

```

6 run under FINDER only, not Multifinder  
It sounds like a pain, but with "SystemSwitcher", it's easy.

```
=====
SoftNode      Password:3ubgr065j1w1      ikkt51borw1
              Serial Number:ND-39003394/001
=====
```

```
Songpainter
  Search for:4EAD 00D2 101F 6712 Change to:4E71 4E71 101F 6012
=====
```

```
Sound Designer 1.1
  Search for:55083F3C0001A9 Change to:41783F3C0001A9
=====
```

```
Space Quest II  112929060100656
=====
```

Space Rogue

The codes are:

Page 1:scout Page 7:have Page 8:when Page 9:seasoned Page 10:dock Page  
12:shown Page 14:else Page 15:three Page 18:instance Page 19:deadly  
Page 20:shields Page 21:control Page 22:helm Page 24:gates Page  
25:quickly Page 28:flashy Page 39:should Page 41:colonization

```
=====
Spectre (pre-1.0)  XVL224U  8FL224V  XME224W  C8E224X  Q7D224Y  GDD224Z
Spectre 1.0
=====
```

These are serial numbers for Spectre 1.0. To play multi player games, you need to have each copy registered under a different serial number. Just copy your Spectre, delete the 'STR ' resource ID 997 in the copy using ResEdit (this erases the old serial number so you can reregister using a new one), and run the copy. When it asks you to register your copy, use one of these serial numbers. Use a different serial number for each copy.

Extra Note: try typing GOD (or dog) when playing the game, at the option selection screen or in the demo.

LV8252W	LV82HPQ	LV836AJ	LV83ADH	LV83G43	LV83KT5	LV866AC
LV86CYN	LV86RMG	LV87E8A	LV87JB9	LV87PZT	LV87TQV	LV8AE84
LV8ALWE	LV8AZK8	LV8BN62	LV8BS8Z	LV8BXXK	LV8C3NM	LV8ENSU
LV8EUU6	LV8F9GY	LV8FW3S	LV8G26R	LV8G7VB	LV8GBLD	LV8JW3L
LV8K4RW	LV8KHEQ	LV8L5ZJ	LV8LA4H	LV8LFT3	LV8LKJ5	LV8P5ZC
LV8PCPN	LV8PRCG	LV8QDXA	LV8QJ29	LV8QPQT	ZC224R6	DMT24BV
8FL224V	XME224W	C8E224X	Q7D224Y	GDD224Z	9ET2FG2	

or

To make anything a serial number:

Change CODE 2+\$19DE from: 660C to: 600C AND

Change CODE 2+\$19EE from: 67A4 to: 4E71

To really spice up the customizable tank:

Change CODE 25+\$2F8 from: 6744 to: 6044

This will allow you to have up to 127 for your 3 attributes. For a really fun game, try putting things in negative!

Spectre 2.0d AVN2227 XPW23Z5.

Spectre Supreme (MacExpo Version) DMT24BV BVU247M FLH242T LNB24WB  
VDP257N

NOTE: There is a bug in the way the program searches for the matrix file, so to launch the application, double click the matrix file. Perhaps this bug might be because it passes \$910 to FS<something> instead of the correct low-memory global (maybe #920 (CurDirStore))? Your guess is as good as mine...

To allow anything as a serial number...

Change CODE 2+\$2A26

from: 6614 to: 6014

AND

Change CODE 2+\$2A3E

from: 6796 to: 4E71

The name and serial number are stored in the 'STR ' resource ID 997.

To spice up the customizable tank

Change CODE 23+\$310

from: 6624 to: 4E71

AND

Change CODE 23+\$334

from: 6708 to: 6008

or

Search the Spectre App for : 4eba fcf6 1e1f 1007 6614 1007

Change the Specter App to : 6014

Search the Spectre App for : 6797 42a7 4240 102e fefc 5840

Change the Spectre App to : 4e71

or

Patch to Fix Spectre Supreme 2.0b3

To Find:

6614 3F3C 2AFA 4EAD 07EA

Replace with:

6014 3F3C ....

To Find:

6796 42A7 4240 102E FEFC

Replace with:

4E71 42A7 ....

After these patches, you can enter ANY number or string as a serial number.

To remove the serial number so that you can repersonalize it, just delete

'STR

' 997, and run the program again.

or

Copy the STR resource from the 1.1 developer version. Replace the STR in 2.0b3 with the one from 1.1. This will give you one serial number. For another serial number, delete the STR resource in 1.1d, load it up and enter any serial number. Repeat the process to get a copy of 2.0b3 with a different serial number.

=====

Speedbeep

To register Speed Beep, CMD-Opt-Shf-Click on Title and "RoNertL"

Speedbeep 2.0.6        PRETZEL

=====

SpeedReader II

Search for:670260504EBA Change to:4E7160504EBA

=====

Speed up Finder 4.1

Search:6100 B754 42AF 3F Change:4E71 B754 42AF 3F

Speed up Finder 4.1

Open Finder with the Open File command in FEdit, then find these hex strings and change to 4E71's (NOP's). If they're not at these exact locations, just do a hex search for the strings.

Sector:13 Pos:308

Look for:486E FFF8 A8A1 486E FFE0 A8A1 Change all to:4E71

Sector:13 Pos:380

Look for:486E FFE0 A8A1 486E FFE8 A8A1 486E FFE0 A8A1 Change all to:4E71

This stops the FrameRects (Zooming effect) from happening when you open or close a window from the Desktop, kinda weird, why do this? I don't know!

=====

Spirit of Excalibur - Color

EFFECT: The password dialog will never show up

HOW TO: CHANGE THE BYTE AT OFFSET 1830 IN CODE RESOURCE 1 TO 60

=====

Spreadbase 1.0/1.0.1        OSI-1-F-001-00105-100    OSI-1-F-002-00105-100

(That is osi for the first 3 digits)

=====

SPSS            510456

=====

Star Fleet

To avoid Star Fleet a certain word on a certain line on a certain page. Open Resedit, load the Star Fleet disk, Open "Star Fleet I". Then open "STR#" then open "STR ID=10000". Then delete all of the text in all of the strings. Save the changes and then quit. When you get to the security screen, just hit continue.

=====

Star League Baseball

Search for:7CA835C80D5C Change to:7BA835C80D5C

Search for:88A2E158DD9D Change to:E9647CFC9CF6

=====

Stella 1.2

Search for:24A03F3C0001A9 Change to:07443F3C0001A9

=====

Stratego 1.1.1

change CODE 10+\$1628 from \$4EAD 0672 to \$4E71 7001 to get rid of the codes.

=====

Studio 1        4682119240

=====

Studio 8 Crack

In ResEdit open code ID 3. At offset \$011A change \$671A to \$601A.

Any 10 digit password will now work

Studio 8 v2.0        9248372456

Studio 32 3006003068

### Studio Session

This crack works for both the Player and the Editor.

Use a sector editor to change the following.

Search for:CD08 CD66 FD5A Change to:CA08 CA66 FD5A

StuffIt Deluxe 2.0 A 09000 A XXXXX (Any 5 digit number)

StuffIt Deluxe 2.01 A 09000 A 12345

Stuffit Deluxe 3.0 beta

Use any disk editor.

Search for: 1107 02FF D663 0ED4

Replace with: D660

:Eliminates the expiration date.

Stuffit Deluxe 3.01 Bxxxxx The first number can NOT be a zero

To change the registration info, edit the data fork of StuffIt Deluxe. The serial number is a 4 byte hex value at offset \$144. If you want to find out what serial number you used, take the negative if it was a 'B' serial number and subtract 50000 from it. Your name follows the serial number with a preceding length byte. You can just change the serial number bytes to 0, run the program and reregister.

StuffIt Lite 3.0

L297000000	L347000001	L397000002	L447000003	L497000004	L547000005
L597000006	L647000007	L697000008	L747000009	L267000010	L317000011
L367000012	L417000013	L467000014	L517000015	L567000016	L617000017
L667000018	L717000019	L237000020	L287000021	L337000022	L387000023
L437000024	L487000025	L537000026	L587000027	L637000028	L687000029
L207000030	L257000031	L307000032	L357000033	L407000034	L457000035
L507000036	L557000037	L607000038	L657000039	L177000040	L227000041
L277000042	L327000043	L377000044	L427000045	L477000046	L527000047
L577000048	L627000049	L147000050	L197000051	L247000052	L297000053
L347000054	L397000055	L447000056	L497000057	L547000058	L597000059

StuntCopter MUHAHA

S.U.M. II D952906J

SuperATM 3.5 GHB100R3100136-472

SuperDisk

On message, open Control Panel, Touch: Alerts, Security, More Options, Memory

SuperLaserSpool 042401

SuperOffice 2.0

For the release 102600776 102600768

For the Upgrade 1026001535 1026001527 1026001451

SuperPaint 3.0

Name, Organization, and Serial Number info for SuperPaint 3.0

When the Aldus Installer installs SuperPaint 3.0, it will install an Application with only one 'Ploc' Resource, which is a location of the preferences file (ID 0). It also creates an invisible file called 'SomeFile', type 'rsrc'/creator 'RSED' containing only one resource - 'Ploc' ID 1. The format of this resource is similar to that of an owner resource - 1 byte indicating the length, then the data of that length. This would contain your serial number (i.e 'US 30-300...'), not encrypted. When you run SuperPaint for the first time, it expects that file to be in the same directory as the application, otherwise it says 'Personalization Failed.....'. If that file is there, it will ask you for your name and organization, and display your serial number. Then, it will add resource Ploc ID 1 to the Application with your Name, Organization, and Serial Number stored as consecutive encrypted strings. Since strings are 256 bytes,  $256 * 3 = 768$  bytes = Size of the resource. The application never checks this resource, so you can screw with it to your hearts content, as long as it stays the same size. As for the format of the resource, I played with it and came up with this:

The first and second bytes are intact (the length, and the first character of the string). The rest of the string seems to conform to this format:

First Nibble of the byte:

0 1 2 3 4 5 6 7 8 9 A B C D E F

becomes (BitXor \$2)

2 3 0 1 6 7 4 5 A B 8 9 E F C D  
Second Nibble of the byte:  
0 1 2 3 4 5 6 7 8 9 A B C D E F  
becomes (BitXor \$A)  
A B 8 9 E F C D 2 3 0 1 6 7 4 5

E.G.

\$41 (Hex)/'A' (Char)/65 (Dec.) would become (BitXor 2A)

\$6B (Hex)/'k' (Char)/107 (Dec).

Look for an application to convert this for you!

Hint: To depersonalize SuperPaint just delete PLoc ID 1, Open ResEdit, Create a New File, add resource type 'PLoc', create a new resource, type in anything as a serial number, get the length, convert it to hex, then insert that as the first character. Run SuperPaint, and it should ask you for you name/org with that serial number!

#### =====

#### Super Tetris Color

Patch App by first verifying that CODE 6+\$2B0 is \$D9A4.

If this is the case, it is changed to \$D7A0.

#### =====

#### System 7 Pack 3.3

Code 1 +6800 670A -> 4E71

Code 1 +6840 6738 -> 4E71

Here are a couple of serial numbers for System 7 Pack:

817GRGN5JKFH78H - Registers APP-DOC linker portion

CC5187EFH28B911AF - Registers Finder 7 Portion

If you register the APP-DOC linker portion first then you can also register the Finder 7 Portion..

#### =====

#### Tekalite

Search for:670001DC486EFC92 Change to:600001DC486EFC92

=====

TeleMagic M27964

TeleMagic MU 10 Logon: Mac, Pasword: Master

=====

Teleport Fax KZW3

#### =====

#### Temple of Apsai

Search for:40C346FC2700205F Change to:4E7546FC2700205F

Search for:CE353F359647 Change to:E6448C3E9647

Search for:779D2ABD0651 Change to:709D2ABD0651

Search for:1F137229B20C Change to:7ED5EFC06EE0

=====

Theorist 1.10 T-110-001351

Theorist 1.1 T-100-001351 T-110-001351

Theorist 1.11 T-111-003367

=====

Think Pascal 050000 65500 01064 66514

#### =====

#### Think Tank 128

Find:6608 3D6E FDAC 000C 6004 3D47 000C Change to:4E71...

Find:670C 487A 01A6 4EBA DBA4 6000 0188 Change to:60...

#### Think Tank 512

Search for:A002 6002 A402

Change to :4E71 "" "" "" ""

Search for:674E 486D E184

Change to :60"" "" "" "" ""

#### ThinkTank 512 1.0

Search for:A002 6002 A402 Change to:4E71 6002 A402

Search for:674E 486D E184 Change to:604E 486D E184

#### ThinkTank 512 1.1

Search for:6718 2F0E 4EBA FDDE Change to:6018 2F0E 4EBA FDDE

#### =====

#### Thunder7 1.52 updater

The Thunder7 1.52 updater expects you to update an uninstalled copy of Thunder7 1.51? Apply this patch and you can update your currently installed version:

Hex search for:

670E 206D FDCA 2050 0070

Hex change: 670E

to 4E71

=====

Tiles 1.0 100369

# Timbuktu 3.1 Serial Numbers

```

050018163839 050174884776 050243058119 050252496808 050299701200
050420220047 050470581085 050538983926 050567356715 050579697881
050594487420 050762732586 050813441353 050900000811 050971260731
052103887941 054518991799 060936195911 067591117475 067358023312
067174563045 067597854241 067598447877 067393760509 067086572435
067488972118 067295045299 067288614997 067586461043 194348358889
194349765253 194350935223 194351125878 194352881122 194353792211
194354250737 194355028487 194356685831 194357496910 194358884475
194359352810 194360472202 194361920335 194362198898

```

## Timbuktu 4.0.1/4.0.2

```

051-068-845-152 051-097-722-701 052-894-620-727 067-086-572-435
067-288-614-997 067-295-045-299 067-393-760-509 067-488-972-118
067-586-461-043 067-598-447-877 191-560-555-335 191-561-674-837
228-610-931-242 228-611-484-200 228-612-364-808 228-613-166-253
228-614-408-908 228-615-466-223 228-616-330-503 228-617-131-139
228-618-474-703 228-619-662-715 228-620-096-279 228-621-706-815
228-622-895-726 228-623-240-291 228-624-950-827 228-625-903-106
228-626-093-017 228-627-335-582 228-629-767-845 228-631-150-533
228-632-583-288 228-633-083-420 228-634-534-479 228-635-346-015
228-636-966-551 228-637-769-196 228-638-231-146 228-639-931-501
229-000-127-282 229-001-457-825 229-002-438-242 229-003-880-907
229-004-582-342 229-005-753-126 229-006-534-533 229-007-067-298
229-008-777-743 229-009-866-745 229-010-221-210 229-011-921-846
229-012-365-310 229-013-454-211 229-014-307-500 229-015-108-136
229-016-320-296 229-017-420-107 229-018-121-552 229-019-564-207
229-020-752-128 229-021-085-792 229-022-207-942 229-023-769-507
229-024-859-418 229-026-993-519 229-027-973-127 229-028-425-186
229-029-137-531 229-090-452-045 229-091-903-922 229-092-704-458
229-093-925-518 229-094-996-125 229-095-448-093 229-096-161-529
229-097-593-193 229-098-094-416 229-099-903-355 229-100-256-920
229-101-237-428 229-102-789-001 229-103-491-931 229-104-932-597
229-105-922-105 229-106-266-759 229-107-785-232 229-108-666-840
229-109-867-999 229-110-581-425 229-111-142-303 229-112-022-911
229-113-465-556 229-114-266-011 229-115-407-846 229-116-208-201
229-117-929-837 229-118-363-302 229-119-452-213 229-120-120-551
229-121-911-197 229-122-264-751 229-123-055-297 229-124-895-227
229-125-497-762 229-126-200-208 229-127-308-447 229-128-020-903
229-129-463-548 229-120-264-003 229-121-095-033 229-122-785-579
229-123-150-225 229-124-030-742 229-125-440-396 229-126-892-960
229-127-584-496 229-128-226-033 229-129-026-982 229-130-478-527
229-131-460-135 229-132-770-113 229-133-092-857 229-134-892-212
229-135-325-930 229-136-116-476 229-137-776-343 229-138-657-951
229-139-001-506 229-140-745-547 229-141-956-807 229-142-578-333
229-143-271-979 229-144-841-938 229-145-822-446 229-146-414-991
229-147-966-546 229-148-866-495 229-149-876-240 229-150-470-876
229-151-931-341 229-152-022-252 229-153-364-907 229-154-165-352
229-155-856-998 229-156-696-928 229-157-300-363 229-158-262-743
229-159-243-251 229-160-893-219 229-161-495-845 229-162-947-320
229-163-827-928 229-164-739-876 229-165-282-083 229-166-950-926
229-167-441-148 229-168-883-722 229-169-793-561 229-170-147-217
229-171-027-825 229-172-461-389 229-173-381-228 229-174-261-836
229-175-703-310 229-176-924-561 229-177-477-519 229-178-457-127
229-179-809-700 229-180-502-227 229-181-931-700 229-182-902-207
229-183-603-752 229-184-567-022 229-185-655-943 229-186-088-598
229-187-800-043 229-188-143-799 229-189-243-510 229-190-774-275
229-191-386-710 229-192-476-521 229-193-338-901 229-194-141-437
229-195-583-001 229-196-441-407 229-197-973-081 229-198-585-507
229-199-207-143 229-200-117-093 288-628-147-118 288-630-570-593

```

## Timbuktu 4.01

This patch works by changing the "check serial number" routine, to always accept the entered serial number as valid. Timbuktu checks the serial number in two places: (1) at startup in the INIT, and (2) in the DA when it is opened. Therefore, there are two patches:

Rsrc	ID	Patch	New Code
INIT	-15999	4E56 FFE6 48E7 1100 206E	205F 584F 1EBC 0001 4ED0
oTB2	1000	"	"

The INIT resource is in the Timbuktu startup document (naturally), but the oTB2 resource is in the Timbuktu Desk Accessory. In the version I had

(4.0.1), which is posted on this board, the offsets for the patches in the resources were:

Rsrc    Offset to patch

INIT    \$2E12

oTB2    \$2BC0

Just make sure you don't enter the same serial number twice on the same network. The format for the Timbuktu 4.0.1 serial numbers is:

###-###-###-###

=====

Timbuktu/Remote Serial Numbers Version 1.0.1 and 2.01

09270295376    0177671543    2255000010    3120741165    4140343176

4215201110    5179990010    5147206610    8153781543    910216537

3120741165    4140343176

Timbuktu Remote 2.01

2255000010    3120741165    4140343176    4215201110    4293156232

8153781543    9102165376

=====

Time Slips III    1230    702060    80718162

=====

TimesTwo 1.0    22U3U1/65U6581

=====

Tom Landry's Strategy Football version 1.02

CODE 36 "Section37"

Offset    Original    Cracked

-----

288    6600 00A2    601C 4E71

3C2    6604    4E71

or

Change CODE 7+\$45C

From:    \$661C    To:    \$4E71

Change CODE 7+\$468

From:    \$6708    To:    \$4E71

=====

TOPS 2.1    0247718M21

=====

Translator    100409599990

=====

Transylvania

Make all files visble using Set File or some such program. Copy all files except track2.text and track3.text onto another disk. Transylvania has the annoying habit of ejecting the disk and rebooting when you quit the program. You can cure this by doing the following: Use FEdit to look at Block#25 and change bytes 423 and 424 from A0 17 to ADF4. A017 is the OS Trap 'Eject' and ADF4 is the OS Trap 'ExitToShell' This will force the program to return to the Finder instead of ejecting and rebooting.

=====

Triple Play 1.0

The Back Gammon is the only program that is protected, The Serial # is on the modified block, so this crack kills the serial # also.

change : 6720 487A 00C0

to : 66"" "" "" "" ""

=====

Tristan LC    11300017816

To patch Tristan™ 1.03 so you don't need to type in the codes, change CODE 5 + \$7BE from A850 3F3C to 6000 0120. This should work for both the LC and the 13" version.

or try

EFFECT: The password dialog will never show up

HOW TO: LOCATE CODE RESOURCE 2

CHANGE THE WORD AT OFFSET 281A FROM 4EAD TO 4E71

CHANGE THE WORD AT OFFSET 281C FROM 0262 TO 4E71

TRISTAN V1.0

EFFECT: The password dialog will never show up

HOW TO: CHANGE THE WORD AT OFFSET 198E IN CODE RESOURCE 2 TO 4E75

TRISTAN V1.0.2

EFFECT: The password dialog will never show up

HOW TO: LOCATE CODE RESOURCE 2

CHANGE THE TWO WORDS AT OFFSET 37AC TO 4E71 4E71

=====

Trivia Arcade

Search for:6604 302E Change T0:67...



Search for:6756 3F3C Change TO:66...

2nd Crack

SEARCH:A002 4EBA 0052 4A40 6604 REPLACE:A002 4EBA 0052 4E71 4E71

SEARCH:0C5F 24D3 6756 REPLACE:0C5F 24D3 6056

=====  
Trivia Fever

Search for:0C4001A6 Change to:4E7501A6

=====  
True Forms 2.0 TC2009001554 TDA2008000217

=====  
Turbo Turtle

Search for 660845FA003A Change to:660845FA003A

Search for 66103F3C0000 Change to:4E713F3C0000

=====  
Typestry 1900582261

=====  
Typing Intrigue

Search for 672A 4267 486E Change to:4E71 4E71 486E

=====  
Ultima ][ Crack

Search: 6608 44FA 003C Replace 6608 with: 4E71

Search: 6616 4267 6016 Replace 6616 with: 4E71

You can then unprotect all the files, throw away "ForMaster", and have a finder-copyable version.

or try

Search for:660000083D7C0001FFEA Change to:4E714E713D7C0001FFEA

Ultima ][ Cheats

How to give yourself all the weapons, armor, All 99 abilities, 9999 HP and food:

Boot up Mac Tools and open the Player File on the Ultima disk. Change this on the file:

(XXXX= DON'T CHANGE)

0010: XXXX XXXX XXXX XXXX XXXX XXXX 0063

0020: 0063 0063 0063 0063 0062 270F 270F 270F

THOSE ARE THE ABILITIES... STRENGTH, AGILITY, STANIMA, CHARISMA, WISDOM AND INTELLIGENCE. YOU CAN CHANGE THE NUMBER TO ANYTHING UP TO \$63 BECAUSE THAT IS THE MAXIMUM, 99 DECIMAL.

THE NEXT THREE SETS OF NUMBERS AND LETTERS ARE HIT POINTS, PROVISIONS, EXPERIENCE, GOLD PIECES. \$270F (9999 DEC) IS THE MAXIMUM.

THIS LINE IS FOR GIVING YOUR CHARACTER SPELLS, WEATHER YOUR THIEF OR MAGIC USER:

0050: 0063 0063 0063 0063 0063 0063 0063 0063

| |  
----- SPELLS ----- CLOTH ARMOR

AT THE END OF THE LINE THERE IS CLOTH ARMOR. YOUR CHARACTER WILL HAVE THAT AND ALL THE ARMOR ON THIS LINE:

0060: 0063 0063 0063 0063 0063 0063 0063 0063

| |  
----- MORE ARMOR ----- DAGGER  
0070: 0063 0063 0063 0063 0063 0063 0063 0063  
| | | | | | | |  
MACE AXE BOW SWORD GREAT PHASER QUICK  
SWORD SWORD SWORD  
LIGHT SWORD

THE NEXT FEW LINES YOU CAN TYPE ANY NUMBER BETWEEN 0000 (DON'T HAVE IT) TO 270F (9999 OF THE ITEM). THESE ARE WORDLY POSSESSIONS:

0090: 0063 0063 0063 0063 0063 0063 0063 0063

00A0: 0063 0063 0063 0063 0063 0063 0063 0063

THE ITEMS ARE:[RINGS, WANDS, STAFFS, BOOTS, CLOAKS, HELMS, GEMS, ANKHS, RED GEMS, SKULL KEYS, GREEN GEMS, BUTTONS, TASSLES, COINS, IDOLS, TRILITHIUMS]

Ultima /// crack

FIND:0A00 0001 1B40 FB19 CHANGE TO:4E71 7000 1B40 FB19

You can then unprotect all the files, throw away "ForMaster", and have a finder-copyable version.

or try

Search for:0A0000011B40FB19 Change to:4E7170001B40FB19

=====  
UltraPaint 51736 88613

UltraPaint 1.0.3 19369 51736

=====  
Uninvited

Search for:00320C4000316748 Change to:00320C4000316048

Search for:0C40FFFA56C04A006720 Change to:0C40FFFA56C04A006020  
Search for:52404A4057C04A00660C Change to:52404A4057C04A00600C  
Search for:0C40001D57C04A006616 Change to:0C40001D57C04A006016  
Search for:0C40004756C04A00671E Change to:0C40004756C04A00601E  
Search for:0C40000956C04A006722 Change to:0C40000956C04A006022  
Search for:00410C4000406708 Change to:00410C4000406008

=====

Updiff 1.0            309438180

=====

UserLand Frontier            ULF.13106.100

=====

Utopia

Search for:A00F201FDFFC00000032 Change to:6000F4FC...

or try

Search for:3CBA000C4EBA Change to:4E714E714EBA

=====

Vegas Poker:

Open 'code' #1 with Resedit. At offset \$273E CHANGE FROM 66 TO 60

=====

Verificateur 1.8

Search for:67162F0E4EBAFF96 Change to:60162F0E4EBAFF96

=====

Vette!

This contains all the codes, keys, and some patches for VETTE!

Entering the codes:

If you enter the wrong code on your second chance, the game will let you play for a couple times until it says "Sorry, you've been caught driving a stolen vette!" and quit on you. You also only have a limited amount of commands to use. eg you can't shift passed 2nd gear or get back to car view from the helicopter. You can patch the game so you don't have to enter the codes. For the Black and white Vette! change the byte in CODE 1 "Main" at offset \$242 from \$66 to \$60.

For ColorVette! do the something with offset \$602 instead.

These are the commands that I could find:

view inside car:

cmd-1: left    cmd-2: forward    cmd-3: right

cmd-4: helicopter view            cmd-opt-4: reset controls

viewing extras

cmd-5 :show/hide dash

cmd-6 :show/hide mirror

B :show/hide buildings

G :show/hide gears

H :show/hide heading map

D :show/hide damage

W :wireframes on/off (B&W only)

V :show/hide horizon and hand

sound :E,S

helicopter controls

cmd-7 :up

cmd-8 :down

cmd-9 :tilt down

cmd-0 :tilt up

transmission:

+ :up shift to higher gear

- :down shift

R :reverse

numberkeys :set gear

],zero :neutral

X,Z :cruise

A :automatic

car controls:

left gas right

7,U 8,I 9,0

4,J break 6,L

1,M 2,M 3,,

use up/down arrow keys to select excuse for cop (or use -, + if you don't have arrow keys). Sometimes he might let you go.

These are all 32 of the questions and answers I found in the program:

How many square blocks is Chinatown? (page 30) 16

What year was the first Corvette exhibited? (page 40) 1953

In 1956, where was the Corvette/ Thunderbird challenge? (page 41) DAYTONA

Fuel injection was added in what model year? (page 41) 1957

What model year was the Stingray Corvette introduced? (page 42) 1963  
 What year was Golden Gate Park started? (page 29) 1887  
 What year was the Presidio established? (page 29) 1776  
 What year was Coit Tower built? (page 30) 1933  
 What year was the Golden Gate International Expo? (page 31) 1939  
 What year was the Moscone Center built? (page 32) 1981  
 At what rpm will the stock Corvette reach 245 bhp? (page 50) 4300  
 What is the curb weight (lbs) of the stock Corvette? (page 50) 3313  
 In inches, what is the height of the ZR1? (page 51) 46.7  
 What is the length of the Sledgehammer in inches? (page 53) 176.5  
 In inches, how long is the wheelbase of the Twin Turbo? (page 52) 96.2  
 What is the curb weight (lbs) of the Twin Turbo? (page 52) 3500  
 What is the displacement of the Countach engine in ccs? (page 55) 5167  
 What is the displacement of the Porsche engine in ccs? (page 54) 4957  
 Number of feet it takes the Testarossa to stop from 80? (page 56) 242  
 What is the total number of acres in the Presidio? (page 29) 1500  
 What is the nickname of the south of Market area? (page 31) SOMA  
 What year did the fastback shape of the Corvette return? (page 43) 1978  
 What year did the Corvette join the horsepower race? (page 42) 1964  
 What is the standing 1/4 mi speed (mph) of the stock Vette? (page 50) 95  
 What top speed (mph) was recorded at Bonneville in 1967? (page 43) 192  
 What is the fuel capacity of the Countach in gallons? (page 55) 31.7  
 What is the fuel capacity of the Porsche in gallons? (page 54) 22.7  
 What is the standing 1/4 mi speed (mph) of the Twin Turbo? (page 52) 111  
 What is the curb weight of the F40 in pounds? (page 57) 2650  
 In inches, what is the length of the Porsche 928? (page 54) 178.1  
 The length of the Testarossa wheelbase in inches? (page 56) 100.4  
 In inches, what is the height of the Ferrari F40? (page 57) 44.5

Vette! trick:

1. Get to a gear higher than first
2. Switch to manual
3. press '1' for first gear
4. press '2' for brake for a second
5. press '8' for forward and keep it down
6. press 'a' for automatic
7. press '1' again
8. press 'x' for cruise control if you haven't ran into to anything yet.

Vette Color V1.01

EFFECT: Use higher gears, if wrong password entered

HOW TO: LOCATE CODE RESOURCE 1

CHANGE THEWORD AT OFFSET 0822 FROM 661E TO 6018

=====

Victoire!

in the cdev +1DA6 661E->4E71

+1DCA 6738->4E71

This makes it think your registered, unless you go to the about box, and then it resets, i tried

+2CAE 64 -> 60

to stop this prob, but this skips to much, will have to spend

some more time to stop the about box problem, however i think it will work if you do not go to the about box.

=====

VideoWorks 1.0

Search for:A0073D40 Change to:4E713D40

This patch NOPs a call to Get\_Vol\_Info and may have some side effects. So far, none have surfaced.

=====

Videx Calender

Search for:57C1C0014A6E

Change to:50C1C0014A6E

=====

Videx FunPak

Search for:4A5F670848 Change to:4A5F660848 (every INSTANCE!)

=====

Videx MacCheckers

Move to block 0189, position 0155, change 67 to 60

Move to block 01C2, position 0137, change 67 to 60

=====

Videx MacGammon/Cribbage

BLOCK 202 CHANGE 1A8-1A9 FROM FA 75 TO FB 74

BLOCK 362 CHANGE 6B-6C FROM 68 51 TO 69 50

```

=====
Videx MacGammon
  Move to block 00CA, position 01A8, change FA75 to FB74
  Move to block 016A, position 006B, change 6851 to 6950
=====
Videx Mail Center Installer:
  Search for:6F6C D0F5 28A1 9AD7 E41A 703B B19B EE0E
  CHANGE  T0:6F6C D0F5 29A0
  THEN
  Search for:9E19 B170 0844 8BF8 8845 5A9A 428B C85F
  CHANGE  T0:9E19 B170 0844 8AF9
and to the Videx Mail Center app:
  Search for:A94F B12F 06D8 E629 C230 C3FE 548C D0C8
  CHANGE  T0:A84E
  THEN
  Search for:6E48 9651 FBA4 96A0 7AB6 830E BC1A 2724
  CHANGE  T0:6F49
  Make these changes to a sector copy -- now its fully broken. If you copy it
  to a hard drive, also copy the invisible file called 'VIDEX KEY FILE'.
=====
View to a Kill
  Search for:9083EDE76099 Change to:B8F25EEC6099
  Search for:39EB780FD09F Change to:3EEB780FD09F
  Search for:E9CDC07BFC7A Change to:880B5DFC273B
=====
Virtus WalkThrough 1.1      EDVWT157-000-36F6
=====
Wayne Gretzky Hockey
  CODE 10+FC4
  from: 4EBA FBF6
  to:    4E71 600E
=====
WellTris B&W
  In case you ended up with a version of Welltris that needs the flag codes to
  work here is a ResEdit crack that I picked up somewhere...
  Using ResEdit do the following:
    Open CODE resource with id 3
    Go to Hex Offset 1212
    Change the highlighted 66 to 60
  Open CODE resource with id 5
    Go to Hex Offset 1AC3
    Change the highlighted 56 to 75
    Go to Hex Offset 0A4E
    Change the highlighted 67 to 60
  Open CODE resource with id 6
    Go to Hex Offset 0D1C
    Change the highlighted 67 to 60
Weltris Color
  Open CODE resource with id 3
  Go to Hex Offset 122E
  Change the highlighted 66 to a 60
  Open CODE resource with id 5
  Go to Hex Offset 17C9
  Change the highlighted 56 to a 75
  Go to Hex Offset 0A44
  Change the highlighted 67 to a 60
  Open CODE resource with id 6
  Go to Hex Offset 0D1C
  Change the highlighted 67 to a 60
=====
Winter Games
  To make Winter Games by EPYX copyable, try this:
  Search for:0BFA 8712 F340 449C 9B98 109E 05F8 238C CHANGE T0:0AFA
  Make these changes to a sector copy, then bit copy tracks #78 & 79 with copy
  II Mac.
=====
Wishbringer
  Search for 6FDA100667063B7C change to 6004100667063B7C
=====
Wizardry
  Search for 0A00000167000090302EFFF2 change to 0A00000160000098302EFFF2

```

THAT REMOVES THE PROTECTION, BUT YOU STILL HAVE TO PUT SOME KIND OF DISK IN THE INTERNAL DRIVE WHEN IT ASKS FOR THE MASTER(ANY DISK). TO REMOVE THE EJECTS AND THE DISK REQUEST, DO THE FOLLOWING (AFTER YOU MAKE THESE MODS, IT WON'T WORK ON A HARD DRIVE THO..) (SO IF YOU HAVE A H.D., JUST DO THE FIRST PATCH)

Search for 205FA0173E804ED14E56FFCE change to 205FA0173EBC00004E56FFCE

Search for 216E000A0012A0173D40000E4E change to 216E000A00124E713D40000E4E

Search for 2F2E00084EBAFF66A853 change to 2F2E00084E714E71A853

Search for FFF46620487A067E487A0632 change to FFF44E71487A067E487A0632

THAT'S, EITHER THE FIRST PATCH, OR ALL OF THEM, THE FILES ARE FINDER COPYABLE AND NO MORE CHECKS.

or try

Wizardry 1.1

Search for 4EAD 059A 41ED 059A change to 4E714E7141ED059A

=====

Wordtris

(color version)

Search for: A915 3B7C 000C 962E 422D

Change to : 4E71

Search for: 6600 FF4C 2F0C A983 1006 4CEE 10E0

Change to : 4E71 4E71 2F0C 4E71

Search for: A991 486D 95F2 7003

Change to : 4E71

(B/W version)

Search for: A915 3B7C 000C 963C 422D

Change to : 4E71

Search for: 6600 FF4C 2F0C A983 1006 4CEE 10E0

Change to : 4E71 4E71 2F0C 4E71

Search for: A991 486D 9600 7003

Change to : 4E71

or

Open it with ResEdit and open CODE resource ID=1 with a hex editor. At position 07A0 you will find: 4EAD 056A 4A00 6606 4EBA 0BC8 A9F4 598F

Change this to: 4E71 4E71 4E71 4E71 4E71 4E71 4E71 4E71

=====

Word Perfect 2.01/2.04 V0000005961

=====

Xerion

the following commands to wired things:

Clear 5 - Next Level (Just like Dos Master said for Crazy Cars)

Clear 6 - Directly to the bounus stage

Clear 3 - Clears what ever is pulling you or making you wiggle

Clear 1 - Make the paddel larger

Clear 2 - Makes you catch the ball

=====

Xyphus

Search for each string seperately and change the 67's to 60's.

4EBA 5F6C 101F 6708

4EBA 5E6A 101F 6708

4EAD 007A 101F 6708

or try

Search for 670002502C7C00 change to 4E714E712C7C00

=====

If I swiped any Kracks or dialog from you, thanks for contributing.

=====