THE PARAMETER GUIDE

Compiled
By
Mike Moore

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Moore's Microware
417 Persimmon Road
Walnut Creek, CA 94598
Source ID: TCT492
Instructions

Thank you for buying The Parameter Guide. If you have any questions with this manual, please feel free to mail us at:

Moore's Microware
417 Persimmon Road
Walnut Creek, CA 94598

We are currently trying to collect as many parameters as possible. If you have any parameters that you would like to 'donate' to Moore's Microware, we would be more than glad to receive them. For any parameters we receive, we will give credit towards the next guide or update.

The additional parameter file contains many parameters that were left out of the Locksmith parameter file, because of their new policy concerning backups.

The advanced parameter file contains steps to 'break' or take out the copy protection of certain programs. Many different methods are used to do this. These steps are for the advanced user.

Moore's Microware cannot be responsible for any damages caused by using these parameters. Moore's Microware also cannot be responsible if the parameters do not work. These parameters are provided not for illegal purposes but for back-up only.

For ordering information please contact Moore's Microware at the address below. Dealer inquires welcome.

Thank you,

Mike Moore
Moore's Microware
417 Persimmon Road
Walnut Creek, CA 94598
The Source ID# TCT492
**NIBBLES AWAY II PARAMETERS**

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**NOTE:** The following company names and software titles are copyrighted and/or trademarked. Software titles are placed directly below the name of the company which reserves these rights.

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**NOTE:** Those parameters which are followed by one or more asterisks (*) have been contributed by NIBBLES AWAY II users, and have not been tested by COMPUTER:applications Inc.

<table>
<thead>
<tr>
<th>COMPANY NAME</th>
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<th>COPY TRACKS</th>
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<td>Adventure International</td>
<td>Eliminator</td>
<td>0-21</td>
<td>Addr=D5 AA 96</td>
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<tr>
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<td>SECTMOD [F=16,C=OFF,T=03,S=0D]</td>
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<td>Change address 2E from 20 to EA</td>
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<td></td>
<td></td>
<td>Change address 2F from 30 to EA</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Change address 30 from 72 to EA</td>
</tr>
</tbody>
</table>

| Apple Computer: | Visicalc /// | 0-22        | ADDR=SYNC            |
|                 | Apple Writer /// | 0-22       | ADDR=SYNC            |
|                 | Apple Logo         | 0-22        | ADDR=AA D6 EE        |
|                 |                      | 1-1         | NIBBLE COUNT=Y       |
|                 |                      |             | FIND MAX=03          |
|                 |                      |             | SHIFT N+ = 08        |
|                 |                      |             | SHIFT N- = 00        |

| Apple Writer II --- | 0-2          | ADDR=D5 AA DA (or D5 AA DB) |
|                     | (Corrected)  | 3-22        | ADDR=D5 AA 96         |

| Super Pilot ******** | 0-0          | ADDR=D5 AA 96 |
|                     | 2-22         | SECTMOD [F=16,C=OFF,T=0,S=0A] |
|                     |             | Change address 79 from 43 to EA |
|                     |             | Change address 7A from 41 to EA |
|                     |             | Change address 7B from C6 to EA |

| ARTSCI INC. | Magic Window ***** | 0-0          | ADDR=FC FF FF |
|            | Magic Mailer       | 1-22         | ADDR=D5 AA B5  |
|            | Magic Window II *** | 0-22        | ADDR=D5 AA 96  |
|            |                      |             | SYNC SIZ=0A, FIX AMNT=04 |

| Automated Simulations: | Temple of Apshai ** | 0-22          | ADDR=D5 AA B5 |
|                       |                      |             |             |
Avante-Garde Creations
Zero Gravity Pinball 0-22............Addr=D5 AA B5
Hi-Res Golf
Hi-Res Secrets ***** 0-22............Addr=D5 AA 96
Air Traffic Cont. ** 0-22............Addr=D5 AA B5

ADO SOFTWARE
Super Puckman ***** 0-0..............Addr=D5 AA D5
1-E..............Addr=DD AD DA

BPI: (REVISED)
Accounting -------- 0-22..............Addr=D5 AA 96
System
  FIX AMNT=04, GAPBYTE1=C8
  GLOBAL MOD BYTE D972 from 03 to 00
  11-11............Ins=AD FB E6 FF E6
  SYNC SIZ=0A

Broderbund Software:
Apple Panic -------- 0-D
Genetic Drift ------ 0-0..............Addr=D5 AA B5
  1-3..............Addr=BB D5 BB
  4.5-6 by 1.5
  7.5-8.5
  D-D..............Addr=D4 D5 BB
  E.5-12.5........Addr=AD B5 DE
Space Quarks ------ 0-0..............Addr=D5 AA B5
  1-2..............Addr=FF DF DE, DATA MAX=25
  3.5-5.5
  7-9 by 2
  A.5-8.5
  D-15

Space Warrior ------ 0-0..............Addr=D5 AA B5, DATA MAX=30
  2.5-3.5........Addr=DF AD DE
  5-8 by 3
  6.5-6.5
  A-10 by 3
Warlords ********** 0-F..............Addr=D5 AA B5
Tawala's Last ***** 0-22..............Addr=D5 AA B5

Redoubt

Budgetco:
Raster Blaster ---- 0-0..............Addr=D5 AA 96, SYNC
  DATA MIN=18, DATA MAX=40
  5-11 by 4......Addr=AD DE, DATA MIN=13, SYNC
  6-12 by 4......SYNC
  7.5-F.5 by 4...SYNC
  1.5-3.5 by 2...SYNC

CALIFORNIA PACIFIC
Ultima ************* 0-22............Find Max = 0B
Cavalier Computer:
Microwave --------- 0-22............Addr=D5 AA 96
   SECTMOD [F=16,C=ON,T=02,S=01]
   Change address DA from A9 to AD
   Change address DB from 60 to 03
   Change address DC from 8D to 81
   Change address DD from 7E to 60

Central Point Software:
Copy II Plus ***** 0-2............Normal
   Del Byte =20

C. P. U. Software:
Oil Rig *********** 0-0............Addr=D5 AA 96
   1-22............Ins=B2 AC AB AB AB

Continental Software:
Guardian ------------ 0-1............Addr=D5 AA B5
   2-11............Addr=D6 AA B5
   Ins=DF AA EB F7, SYNC SIZ=OA

LA Land Monopoly ** 0-2............Addr=D5 AA B5
   3-22............Addr=D6 AA B5

3-D Skiing ********** 0-22............Addr=D5 AA B5

Data Most:
County Fair ------- 0-22............Addr=D5 AA B5
   Snack Attack     SECTMOD [F=13,C=OFF,S=03,T=00]
   Change address 63 from 38 to 18
   Snack Attack ---- 0-22............Addr=D5 AA B5
   (revised)        SECTMOD [F=13,C=off,S=01,T=00]
   Change address 39 from 38 to 18

Swashbuckler ------ 0-22............Addr=D5 AA 96
   Casino 21       SECTMOD [F=16,C=OFF,S=03,T=00]
   Change address 42 from 38 to 18
   Canyon Climber ---- 0-2............Addr=D5 AA 96
   SYNC SIZ=0A, FIX AMNT=04
   11-17
   SECTMOD[F=16,C=OFF,T=00,S=01]
   Change address 48 from 00 to 84
   Change address 49 from 98 to 90

Space Kadet ********** 0-22............Addr=D5 AA 96
Mars cars Override Standardizer
Crazy Mazey

Tax Beater ********** 0-22............Addr=D5 AA 96
REAP        SECTMOD [F=16,C=OFF,T=0,S=03]
   Change address 42 from 38 to 18

Money Muncher ***** 0-22............Addr=D5 AA 96
Tubway, Aztec
Tharolian Tunnels

Data Soft:
Dung Beetles ------- 0-0..............Addr=D5 AA B5
1-1..............Addr=F5 F6 F7
4-22
SECTMOD [F=13,C=ON,T=00,S=01]
  Change address 6D from 01 to 7B
  Change address 6E from 61 to 69

Educware:
The Prisoner ***** 0-22..............Sync
Algebra I ********** 0-22..............Addr=D5 AA B5
Empire I World **** 0-22..............Addr=D5 AA 96
Builders 3-3.............Nibble Count
Prisoner II ******** 0-22..............Addr=D5 AA 96
  SECTMOD [F=16,C=ON,T=1F,S=0E]
  Change address D5 from AD to 2F
  Change address D6 from 99 to AF
  Change address D7 from F0 to 32
Rendezvous ********** 0-22..............Addr=D5 AA 96
  OVERIDE NIBBLE FILTER

FRONTIER COMPUTING
Adventure ********** 0-22..............Addr=D5 AA 96
(colossal cave)

Gebelii Software:
Firebird ---------- 0-0..............Addr=DD AD DA, SYNC
1.5-B.5........SYNC

HAYDEN
Sargon II ********** 0-2..............Addr=D5 AA B5
4-1A..............Addr=D5 AA F7

Howardsoft:
Tax Preparer ------ 0-22..............Addr=D5 AA 96

IDS:
Prism Print ******** 0-21..............Addr=D5 AA 96
  Override Standardizer
  SECTMOD [F=16,C=ON,T=21,S=00]
  Change address 27 from FB to 22

Infocom:
Deadline ------------ 0-22..............Addr=D5 AA 96
StarCross ********** 0-22..............Addr=D5 AA 96
INFORMATION UNLIMITED
Easy Writer Pro. ** 0-22.............Addr=D5 AA 85

Innovative Design Software:
Pool 1.5 -------- 0-15.............Addr=D5 AA 85
1E-21
SECTMOD [F=13, C=OFF, T=0B, S=07]
Change address 6A from 8D to 60
SECTMOD [F=13, C=OFF, T=00, S=03]
Change address 63 from 38 to 18

Inssoft:
Electric Duet ***** 0-22.............Addr=D5 AA 96
Ins= DE AA EB
Override Standardizer
Fix Amnt=04 Sync Siz=0A

Int'l Software MKTG
Math Magic ********* 0-22.............Normal

KRELL SOFTWARE
Logo **************** 0-22.............Normal
(1B error ok)
SECTMOD [F=16, C=ON, T=02, S=03]
Change Address 5B from D0 to EA
Change Address 5C from 03 to EA

LJK Enterprises:
Letter Perfect ---- 0-22.............Addr=D5 AA 85

Learning Company
Bumble Games ***** 0-22.............Addr=D5 AA 96
Bumble Plot
Rocky's Boots
Juggler's Rainbow

Level 10 Software:
Neutrons -------- 0-22.............Addr=D5 AA 96
Kaves of Karkhan
Rings of Saturn *** 0-22.............Addr=D5 AA 96 Sync

Lightning Software:
Master Type ------ 0-2.............Addr=D5 AA B5
3-22.............Addr=D4 AA B5
(Error on $1B OK)
SECTMOD [F=13, C=OFF, S=03, T=001]
Change Address 63 from 38 to 18
SECTMOD [F=13, C=OFF, S=0A, T=02]
Change address 2E from 23 to 2E

Magna Soft:
Tunnel Terror ------ 0-0................Addr=D5 AA B5
1-12................Addr=D6 AA B5
Ins=DF AA D7 EB, SYNC SIZ=0A

Micro Lab:
Peeping Tom ------- 0-0................Addr=D5 AA B5
1-1..................Addr=F5 AB BE
4-22
SECTMOD [F=13,C=ON,T=00,S=01]
Change address 6D from 01 to 7B
Change address 6E from 60 to 68

Roach Hotel ------- 0-0................Addr=D5 AA B5
1-1..................Addr=EE EA FE
4-22
SECTMOD [F=13,C=OFF,T=00,S=01]
Change address 75 from 01 to 7B
Change address 76 from 61 to 69

VisiFactory ------ 0-22................Addr=D5 AA 96
SECTMOD [F=16,C=OFF,T=00,S=03]
Change address 42 from 38 to 18
SECTMOD [F=16,C=OFF,T=01,S=00]
Change address 84 from 4C to AD
Change address 85 from 8E to E9
Change address 86 from AE to B7

Invoice Factory --- 0-22................Addr=D5 AA 96

Jigsaw ************ 0-0................Normal
A-17................Normal
1-9..................Addr=D3 96 F2

Visiblend ********** 0-22................Addr=D5 AA 96
(Errors on trks 3 & 4 OK)
SECTMOD [F=16,C=OFF,T=00,S=03]
Change address 42 from 38 to 18
SECTMOD [F=16,C=OFF,T=01,S=00]
Change address 84 from 4C to AD
Change address 85 from BE to E9
Change Address 86 from AE to B7

Miner 2049er ***** 1-22................Addr=D3 96 F2
0-0................Addr=D5 AA 96, USE NIBBLE COUNT

Microsoft:
Olympic Decathlon* 0-22................Addr=D5 AA B5

Mind Systems Inc:
AirSim 1 ---------- 0-2..................Addr=D5 AA B5
8-F
3-7..................Addr=FF FF AB
Spitfire ********** 0-2.AAAA 96
8-F
3-7.AAAA 96

Mind Toys:
Jabbertalky ------- 0-22.AAAA 96
Ricochet ------- 0-22.AAAA 96

MUSE:
Best of MUSE ***** 0-22.Sync
Three Mile Island
Global War
Know Your Apple *** 0-22.AAAA B5

Nikrom Technical Products:
Master ********** 0-2.AAAA 96
Diagnostics +Plus 3-3.AAAA 96
5-22.AAAA 96

Online Systems:
Cranston Manor ---- 0-22.ERASE DEST TRACKS
Expediter II ---- 0-22.ERASE DEST TRACKS
Gobbler -------- 0-22.ERASE DEST TRACKS
Jaw Breaker ------ 0-22.ERASE DEST TRACKS
Hires Adv #1 ------ 0-22.ERASE DEST TRACKS
Hires Adv #2 ------ 0-22.ERASE DEST TRACKS
Paddle Graphics ---- 0-23.ERASE DEST TRACKS
Hires Soccer ------ 0-22.ERASE DEST TRACKS
Thrilogy ---------- 0-22.ERASE DEST TRACKS
Hires Cribbage ---- 0-22.ERASE DEST TRACKS
Missile Defense --- 0-22.ERASE DEST TRACKS

Marauder -------- 0-22.AAAA 96, Overide Standardizer
SECTMOD [F=16,C=ON,T=03,S=07]
Change Address 90 from A8 to 60

Marauder ********** 0-22.AAAA 96, OVERIDE STANDARDIZER
SECTMOD [F=16,C=ON,T=11,S=07]
Change Address 90 from A8 to 60

Pegasus II ------ 0-22.ERASE DEST TRACKS

ScreenWriter II --- 0-22.Sync Siz=0A, Fix Amnt=04
SECTMOD [F=16,C=ON,T=03,S=0B]
Change Address 94 from 20 to EA
95 from 00 to EA
96 from 7F to EA
SECTMOD [F=16,C=ON,T=13,S=04]
Change Address 4D from 20 to EA
4E from 00 to EA
4F from 60 to EA

Softporn --------- 0-22...........Addr=D5 AA B5
Adventure 3.2 ERASE DEST TRACKS

Softporn --------- 0-22...........Addr=D5 AA 96
Adventure 3.3 ERASE DEST TRACKS

Threshold --------- 0-22...........Addr=D5 AA B5
ERASE DEST TRACKS

Ulysses & --------- 0-22...........Addr=D5 AA 96
Golden Fleece Erase DEST TRACKS

Time Zone (V1.0)
Disks A-L ---- 0-22...........Addr=D5 AA 96, 'OVERIDE STANDARDIZER'
then Disk A ------ SECTMOD [F=16,C=ON,T=03,S=05]
  Change address 5B from 4C to 60
SECTMOD [F=16,C=ON,T=03,S=03]
  Change address AB from A9 to 60

Cannonball Blitz -- 0-22...........Addr=D5 AA 96
SECTMOD [F=16,C=ON,T=17,S=0E]
  Change address CD from 49 to 60

MouskAttack ------- 0-22...........Addr=D5 AA 96
SECTMOD [F=16,C=ON,T=18,S=03]
  Change address B1 from 49 to 60

General Manager *** 0-22...........Addr=D5 AA 96
V1.5 SECTMOD [F=16,C=ON,T=1F,S=0E]
  Change address C1 from -- to 4B
  Change address C2 from -- to E0
  Change address C3 from -- to 49
SECTMOD [F=16,C=ON,T=21,S=01]
  Change address 2E from -- to 60

Sabotage ********** 0-22...........Normal
Alien Rain
Snoggle ********** 0-22...........Addr=D5 AA B5

Time Zone V1.1 **** 0-22...........Addr=D5 AA 96
SECTMOD [F=16,C=ON,T=03,S=0B]
  Change Address F0 from 20 to EA
  Change Address F1 from 00 to EA
  Change Address F2 from 17 to EA

The Artist ********* 0-22...........Addr=D5 AA 96
SECTMOD[F=16,C=ON,T=05,S=OA]
Change address B0 to EA
Change address B1 to EA
Change address B2 to EA
SECTMOD[F=16,C=ON,T=05,S=OB]
Change address 35 to EA
Change address 36 to EA
Change address 37 to EA
Change address D4 to 60
SECTMOD[F=16,C=ON,T=1C,S=07J
Change address 4D to EA
Change address 4E to EA
Change address 4F to EA

Hi-Res Football *** 0-22.............Addr=D5 AA 96, SYNC
Mission Asteroid ** 0-22.............Addr=D5 AA B5

OPTIMIZED SYSTEMS INC
Speed Read+ ***** 0-22.............Normal

Penguin Software:
Pie Man ------------ 0-22.............Addr=D5 AA 96

Spy's Demise ***** 0-22 by 2........Addr=D5 AA 96
Transylvania 1-21 by 2........Addr=D4 AA 96

Personal Business Systems:
Executive ----------- 0-22.............Addr=D5 AA 96
Secretary

Phoenix Software:
Zoom Grafix ------- 0-0..............Addr=D5 AA 96, Ins=DD AA ED B5
Sync Siz=0A
1-22.............Addr=D4 AA 96

Zoom Graphics ***** 0-22 by 2........Addr=D5 AA 96
2nd Edition Ins=DD AA ED B5
96

NOTE: Write Protect before booting!!
Adventure In Time * 0-C.............Normal

Birth of the ***** 0-9.............Normal
Phoenix

Sherwood Forest *** 1-1E...........Addr=D5 AA 96, Ins=EA AA EB 99
SYNC SIZ=0A, OVERIDE SYNC CONVERT

Picadilly Software:
Suicide -------------- 0-0.............Addr=D5 AA B5
11.5-22 by 1.5,Addr=DF AD DE
Star Blaster ------- 0-0.............Addr=D5 AA 96
7-20 by 1.5.....Addr=DF AD DE

Falcons *********** 0-0.............Addr=D5 AA B5
1.5-4.5x1.5.....Addr DF AD DE
5.5-5.5x1
7-Ax1
B.5-E.5x1.5
10-12x1
13.5-14.5x1
16-19x1.5
1A-1B.5x1.5

Professional Software Technology:
Executive --------- 0-22.............Addr=D5 AA 96, Override
Briefing System
SECTMOD [F=16,C=ON,T=21,5=00]
Change Address 27 from FB to 22

Quality Software:
Bag of Tracks ***** 0-0.............Addr=D5 AA B5, Ins=DF AA EF EF
SYNC SIZE=0A
1-15.............Addr=D5 AA B5

Riverbank Software
International ----- 0-C.............Addr=FF FF FF AA
Grand Prix

Sensible Software:
Image Printer ***** 0-2.............Addr=D5 AA 96
3-7.............Addr=F7 AA 96
9-22
SECTMOD [F=16,C=OFF,T=0,S=03]
Change address 42 from 38 to 18
SECTMOD [F=16,C=OFF,T=2,S=03]
Change address 2A from 2C to 4C
Change address 2B from 06 to 5D
Change address 2C from B7 to B4

Super Disk Copy *** 0-22.............Addr=D5 AA 96
(Version 3.7)
Errors OK
The Bug ************ 0-0.............Normal
15-15.............Gap Byte 2=FF
Gap Size=10
16.5-16.5

Sentient Software
Gold Rush --------- 0-22.............Addr=D5 AA 96

Silicon Valley Software:
Word Handler II --- 0-0.............Addr=D5 AA 96
11-22
1-C.............Addr=FF DF DE
Word Handler II *** 0-0C............Addr=FF DF DE
11-22............Addr=D5 AA 96

Sirius Software:
Autobahn -------- 0-0.............SYNC
4-6.............SYNC
9.5-C.5...........SYNC

Beer Run, Epoch --- 0-0.............Addr=DD AD DA, DATA MAX=25, SYNC
Copts & Robbers, 1.5-13.5........SYNC

Hadron, Snake Byte
NOTE: Errors will begin to occur somewhere between track C.5 and track 13.5, depending on the particular disk. This is normal.

Escape From ******* 0-2.............Addr=D5 AA 96
Rugistein 3-21.............Addr=D5 AA F7
22-22............Datamover

Gorgon ----------- 0-0.............Addr=DD AD DA, DATA MAX=25, SYNC
1.5-C.5...........SYNC
E.5-E.5...........SYNC
D.5-D.5............Addr=D5 AA B5, SYNC

Sneakers --------- 0-0.............Addr=DD AD DA, SYNC
1.5-C.5...........SYNC
D.5-D.5............Addr=D5 AA B5, SYNC

Gamma Goblins ----- 0-0.............Addr=DD AD DA, SYNC
1.5-B.5...........SYNC
D-D.............Addr=FF FF FF D5 AA EE
DATA MAX=30

Orbitron --------- 0-0.............Addr=DD AD DA, DATA MAX=25, SYNC
1.5-E.5...........SYNC
F.5-F.5............Addr=FF B5 D5 AA

Outpost --------- 0-0.............Addr=DD AD DA, SYNC
1.5-9.5...........SYNC
B.5-B.5............Addr=D5 AA AD, DATA MAX=25

Pulsar II --------- 0-C
13-19
1A.5-1D.5

Dark Forest ------- 0-0.............Addr=DD AD DA, SYNC
1-22.............Addr=D5 AA A5, SYNC
(Errors on 6-8 and last few tracks OK)

Twerps --------- 0-0.............Addr=DD AD DA, SYNC
1.5-E.5...........SYNC
1A-1A

Borg --------- 0-0.............Addr=DD AD DA, SYNC
1.5-B.5........SYNC
D-20............SYNC

Wayout ------------ 0-1C...........Addr=AD DA DD
22-22............Addr=AA D5 D5 FF D6 FF FD
21-21............Addr=AA, USE NIBBLE COUNT
 SYNC SIZ=0A, MATCH NM=06

Kabul Spy ********* 0-21............Addr=D5 AA 96
(both sides)
 SECTMOD [F=16,C=OFF,T=0,S=0
  Change address 49 from 20 to EA
  Change address 4A from 03 to EA
  Change address 4B from 20 to EA

Kabul Spy ********* 0-0............Addr=D5 AA 96
(Side 1)
1-21............Addr D5 AA F7
22-22............Addr=AA D5 D5 BD BD
 SECTMOD [F=16,C=OFF,T=0,S=0
  Change address 49 from 20 to EA
  Change address 4A from 03 to EA
  Change address 4B from 20 to EA
(Side 2)********** 0-21............Addr=D5 AA F7

Dark Forest ***** 0-22............Addr=D5 AA B5
 Overide Glitch detect

Freefall ********** 0-B............Addr=AD DA DD
20-20............Addr=FE AA D5 D5 FD FB
22-22............Addr=AA D5 D5 FF D6 FF FD
21-21............Addr=AA USE NIBBLE COUNT=Y
 SYNC SIZ=0A, MATCH NM=06

E-Z Draw 3.3 ***** 0-B............Addr=D5 AA 96
 D-22
 C-C............Addr=BE AB EB

Software Publishing Corp

PFS/PFS Report **** 0-13............Addr=D5 AA 96
 Overide Standardizer
 Gap Byte 1=C0, Gap Byte 2=D0
 Filter=C0-C8 (no inverse)

NOT E: Write Protect before booting!!

PFS Graph ********** 0-22............Addr=D5 AA 96
 Overide Standardizer
 Gap Byte 1=C0, Gap Byte 2=D0
 Filter=C0-C8 (no inverse)

(For above 2, SYNC SIZ=0A may help)
Special Delivery Software:
Personal -------------------------------------------------- Addr=D5 AA 96
Finance Manager

Utopia Graphics *** ---------------------------------------------------- Addr=D5 AA 96
System

Turn on 3.3 filter
SECTMOD [F=16,C=ON,T=0,S=0]
Change address 42 from 38 to 18

Galactic Wars ***** ----------------------------------------------------- Addr=D5 AA 96
Bridge Tutor

Software:
DB Master (old) ---------------------------------------------------- Addr=D5 AA 96
6.5-22.5

DB Master (new) ---------------------------------------------------- Addr=D5 AA 96, SYNC
6.5-22.5

DB Master ********** -------------------------------------------------- Addr=D5 AA 96, Sync
Utility pac #1 6.5-22.5........Sync
DB Master 3.02

Strategic Simulations:
Cartels & ------- ---------------------------------------------------- Addr=D5 AA B5
Cuthroats 2-22.---------------------------------------------------- Addr=DB D5 DE
Operation 1-1.------------------------------------------------------ Addr=D5 AA DA FF
Apocalypse

Cartels & ********* -------------------------------------------------- Addr=D5 AA 96
Cuthroats V1.1 1-22.------------------------------------------------ Addr=D4 AA B7

Torpedo Fire ------- -------------------------------------------------- Addr=D4 AA B7
Southern Command

Battle of Shiloh ** -------------------------------------------------- Addr=D4 AA B7
Warp Factor
Computer Air ***** ---------------------------------------------------- Addr=D4 AA B7
Combat

S.Hoot E.M. ********* -------------------------------------------------- Addr=D4 AA B7
U.P.I.N.S.PACE
S.E.V.U.S.
President elect *** ---------------------------------------------------- Addr=D4 AA B7
Computer QB ********* -------------------------------------------------- Addr=D4 AA B7

Sublogic:
FS-1 ----------------------- 0-0
1.5-21 by 1.5..Addr=DB AB BF
REDUCED ERROR CHECK
7-8.............REDUCED ERROR CHECK
9.5-9.5...........REDUCED ERROR CHECK
Saturn Navigator -- B-22............Addr=D5 AA FD, FIND MAX=08
   (Errors on $11 and $17 OK)
   6.5-6.5............FF FF D5 AA, FIND MAX=0C
   0-4..............Addr=D5 AA B5
   11-11
Escape ------------ 0-22............Addr=D5 AA 96
A2-PB1 Pinball ---- 0-0..............Addr=D5 AA 96, DATA MAX=25
   1-15.............Addr=DB AB BF

Synergistic Software:
Escape from ------ 0-22............Addr=D5 AA 96, 'OVERIDE STANDARDIZER'
                   'OVERIDE NIBBLE FILTER'

Arcturus

Adventure to ***** 0-22............Addr=D5 AA 96
Atlantis
   'Overide Standardizer'
   'Overide Nibble Filter'

U-Boat Command **** 0-22............Addr=D5 AA 96
   'Overide Standardizer'

Crisis Mountain *** 0-22............Addr=D5 AA 96, 'Overide Standardizer'
                   'Overide Nibble Filter'

Sytonic Software:
Interlude --------0-22............Addr=D5 AA B5

Terrapin:
LOGO (both disks) **0-22............Addr=D5 AA 96

Turnkey Software:
Ceiling Zero ------ 0-2............Addr=D5 AA B5
                   3-11.............Addr=D6 AA B5
                   Ins=DE AA EB F9, SYNCH SIZ=0A

UNITED SOFTWARE
Supergraphics ***** 0-23............Addr=D5 AA 96

USA Software:
Apple World ------- 0-23
Star Dance ------- 0-22............Addr=D5 AA B5

VIDEX CORP
Pre-Boot System --- 0-22............Addr=D5 AA 96

VisiCorp:
Visicalc 3.3 ------ 0-0..............Addr=D5 AA 96
                   2-22............Addr=D5 AA B5
   (Errors toward end OK)
Visicalc III ****** 0-22...........Addr=D5 AA 96 Sync
Advanced (loader)
Advanced(program)** 0-22...........Addr=D5 AA 96, Ins=DE AA EB
Sync Siz=0A, Fix Amnt=04

Visidex *******- 0-22...........Addr=D5 AA 96, Ins=DE AA EB FD
Sync Siz=0A, Fix Amnt=04

Visiterm *******- 0-22...........Addr=D5 AA 96, Ins=DE AA EB FC

Visitrend *******- 0-22...........Addr=D5 AA 96, Ins=DE AA EB
/VISIplot

Desktop Plan II --- 0-22...........Addr=D5 AA 96, Ins=AA EB FD
Sync Siz=0A, Fix Amnt=04

Visifile *******- 0-22...........Addr=D5 AA 96, Ins=DE AA EB
Sync Siz=0A, Fix Amnt=04

Visischedule------ 0-22...........Addr=D5 AA 96, Ins=DE AA EB EC
Sync Siz=0A, Fix Amnt=04

XPS Software:
Apple Callin------ 0-D...........Addr=D5 AA 96
Apple Callin ****** 0-0...........Addr=D5 AA 96
  1-22...........Addr=D5 AA B5
  11-11...........Addr=D5 AA 96
LOCKSMITH 4.1 PARAMETERS  
---------  ---------  

LOCKSMITH 4.1 IS THE MOST CURRENT VERSION. IF YOU ARE A REGISTERED OWNER OF LOCKSMITH, YOU WILL BE NOTIFIED WHEN A NEW LOCKSMITH VERSION IS AVAILABLE.

TO ACCESS OUR SOURCE FILES TYPE FROM COMMAND:  
'BASICV SPINES>TC4E640>TCA640.LOCK'  
ALL SOURCE FILES LISTED BELOW WILL THEN BE AVAILABLE FROM A MENU.

SEE SOURCE file TECHNICAL.NOTES for additional information on how to use the LOCKSMITH program (LOCKSMITH TECHNICAL NOTES).

SEE SOURCE file LOCKSMITH.EXAMPLE for an example of how PARAMETER information is entered.

SEE SOURCE file PARAMETERS for Parameter information.

If ever there is to be a name change due to any reason, SOURCE users can look under ‘POST’ AND ‘APPLE’ along with our user name ‘TCA640’ for info on the new name.

For those customers who have LOCKSMITH 4.1 and WATSON, there is now a patch available. It is: WTDAY/TYM/AY/ERMGAY/LXQWF/

Please remember that this ‘Patch’ is for LOCKSMITH 4.1 only! You may update your LOCKSMITH 4.0 to LOCKSMITH 4.1 at no charge by sending your LOCKSMITH disks to us by registered mail (please include a letter requesting an update and your return address).

If your LOCKSMITH disk is a version previous to LOCKSMITH 4.0 then a $20.00 (U.S. FUNDS) payment should be included with your request for updating (for orders to be returned outside of North America, an additional $5.00 (U.S. FUNDS) payment for shipping must be included).

If you have not done so already please send in your LOCKSMITH REGISTRATION CARDS as we cannot give technical advice without your card on file. Also provide your serial number on all correspondence to us by mail (including SOURCE MAIL), or whenever you reach us by telephone. Thank you.

This file may be reproduced in part or its entirety so long as it is not altered.

OMEGA will not provide parameters for any business or utility program that provides an archival (backup) disk along with the original at the ‘POINT OF SALE’. In addition, OMEGA will not provide parameters for the following vendors of games because they have a replacement policy of $6.00 or less with the return of the original. Contact the vendor of the program for information. Software vendors wishing to be added to this list should send a letter to us describing their backup and replacement policies.

DATAMOST, SUB-LOGIC, SIR-TECH, SIERRA, BRODERBUND, ACCENT SOFTWARE,
SYNERGISTIC SOFTWARE, GEBELLI SOFTWARE, SENTIENT, ON-LINE SYSTEMS, AUTOMATED SIMULATIONS

To our LOCKSMITH customers:

Do to a dramatic increase in the number of requests for information on LOCKSMITH parameters, we would like to inform you of the process for acquiring this information.

Subscribers to the SOURCE can access our public files for the latest list. This file is updated regularly. If a program doesn't appear on this list, it is unlikely that we have the information in the office. This is because we will be updating the files whenever we get new information and that updating will be done within 48 hours after its receipt.

In order to better serve a greater number of callers, we will not issue specific parameters over the phone. For those who desire a monthly list, we will accept postage paid legal-size envelopes sent to us and will mail parm lists as they change. This way you will be able to receive a 'subscription' to the list without having to phone us. Please indicate the date of the last 'Parameter List' that you have to avoid duplication.

Omega also maintains a bulletin board that contains these files. It may be accessed by phoning (modem only) 312-648-0307 days between 5pm and 8am and weekends between 5pm Friday and 8am Monday Central Time.

Omega Microware, Inc. issues these parms as a Customer Service. We do not guarantee that the parms will backup all versions of a particular program.

When attempting to use the 'NIBBLE-EDITOR' option in LOCKSMITH, be aware that you must have a good understanding of 'DOS', machine language interpretation and be willing to experiment. These are qualities that OMEGA MICROWARE, INC. cannot transfer to you. These prerequisites must come from your own learning experience.

The following information is offered as suggested reading material for an insight into how regular 'DOS' works. Proper understanding of 'DOS' is a prerequisite to the analysis of how a protected disk is formatted.


In addition to these books, the use of 'Disk Utilities' such as OMEGA'S 'THE INSPECTOR' and 'WATSON' may help you to better comprehend the subject matter contained therein.

<table>
<thead>
<tr>
<th>SYMBOL</th>
<th>MEANING</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>tracks to copy</td>
</tr>
</tbody>
</table>
NORMAL = not synchronized
= data listed to the right is PARMs to be changed before
  copying track(s) indicated
BY = shows track increment (1 if not otherwise indicated) (C/R
defaults to 1)
** = user supplied, not verified as to accuracy

***** PLEASE BE SURE TO READ THE INSTRUCTIONS BELOW AS WELL AS THE
  INSTRUCTIONS CONTAINED IN YOUR LOCKSMITH MANUAL *****.

NOTE—When following instructions below, do each step in the order
  listed. Change parms before copying tracks indicated to the left of
  the colon. Previously entered parms remain as changed unless changes
  are indicated in subsequent lines. Where tracks are indicated with
  single number (Ex: 9.5 in FS-1 or T0 in many others) they are entered
  as both beginning and ending tracks.

IF A PARTICULAR PROGRAM IS NOT LISTED, TRY T0-T22 NORMAL. PROGRAMS
  THAT ONLY REQUIRE T0-T22 NORMAL ARE NOT LISTED DUE TO SPACE
  CONSTRAINTS.

ADVANCED VERSION VISICALC FOR APPLE III
  T0-T22 sync: 18=50 19=00 40=04 46=96 75=00 76=00 77=00 78=00
  79=12
AKALABETH **
  T0-T18 sync: 44=DD
ALIEN TYPHOON **
  T0-TE sync
ALIEN TYPHOON **
  T0 norm
  T1-T5 by 1: 46=AD
  T6-TE by 1: 44=DE
APPLEOIDS **
  T0-T22 normal
  T3.5 normal
  T21.5 normal
APPLE LOGO (NO PARMs AVAILABLE BECAUSE A BACKUP DISK IS SUPPLIED AT
  THE POINT OF SALE)
APPLE PFM (NO PARMs AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT
  THE POINT OF SALE)
APPLE PILOT (NO PARMs AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED
  AT THE POINT OF SALE)
APPLE PRINT USING **
  T0-T23 sync
APPLE PROGRAM MANAGER
  T0-T22: 10=04 16=40 46=96 51=00 53=0B 54=12 81=CF 82=F3 83=FC
APPLE WORLD
  T0-T23
APPLE III BUSINESS GRAPHICS
  (NO PARMs AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT THE
  POINT OF SALE)
APPLEWRITER III (NO PARMs AVAILABLE BECAUSE AN ARCHIVAL DISK IS
  SUPPLIED AT THE POINT OF SALE)
AUTOBAHN
  T0 normal
  T4-T6 sync: 74=00
  T9.5-TC.5 sync
BANDITS
  TO NORMAL
  T1.5-T1A.5 NORMAL
  T1C.5-T1F.5 SYNC: 45=00 57=00 44=AE
BASIC MAILER
  T0-T22: 4F=0B

BATTLE OF SHILOH **  Same as TORPEDO FIRE
BEER RUN  **
  T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
  T1.5-TD.5 sync
BEER RUN  **
  T0 norm
  T1.5-TD.5 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20 19=00
  44=DD 45=AD 46=DA

BLADE OF BLACK POOL
  TO SYNC
  T1.5-TF.5 NORMAL: AE=00
  T11-T22 SYNC: 01=FF
BORG **
  T0 SYNC: 18=20 19=00 40=20 44=DD 45=AD 46=DA 72=00 73=00 77=00
    78=00 79=12 7C=00
  T1.5-TB.5 SYNC  TD-T20 SYNC
BORG **
  T0: 18=20 19=00 40=20 4D=00 4E=00 52=00 53=00 54=12 57=00
    72=00 73=00 77=00 78=00 79=12 7C=00 44=DD 45=AD 46=DA
  T1.5-TC.5 SYNC
  TD-T20 SYNC

BPI BUSINESS ACCTING SYSTEM (4 DISKS) (revised 10-26)
  T0-T22: 19=00 21=02 58=19 59=06 5A=1A 5B=FF BD=44 BE=E6 BF=45
    C0=FF C1=40 C2=01 C4=44 C5=D5 C6=45 C7=AA C8=40 C9=04
    CA=00

BRAIN SURGEON OR MASTER DIAGNOSTICS PLUS
  T0-T22 NORM
    T4: 4C=1B 57=00 E9=02 D2=0

CARTELS AND CUTTHROATS **  Same as TORPEDO FIRE

CASTLE OF DARKNESS
  T0 sync: 46=96
  T1-T23 sync: 44=AB 45=AB 79=12

CASTLE WOLFENSTEIN
  T0-T22 sync: 46=B5 79=12

COMPUTER AIR COMBAT
  T0-T22: 25=19 65=00 6B=00
COMPUTER AMBUSH  **  Same as TORPEDO FIRE

COMPUTER CONFLICT  **  same as TORPEDO FIRE

COMPUTER FOOSBALL
  T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
  T1.5-T9.5 BY 1 SYNC
  TA SYNC
  (IF ERROR 2 OCCURS ON TRACK 9.5 US MANUAL RETRY AND READ TILL NO
   ERROR)
COMPUTER NAPOLEONICS  **  Same as TORPEDO FIRE

COMPUTER QUARTERBACK
  T0-T22 NORM: 25=19 65=00 60=00

CONGLOMERATES COLLIDE **
  T0-T22 NORM
T1B: 36=01

CONGO
T0-T22: 46=96 4D=00 4E=00 21=02 26=06 51=00
CONTEXT CONNECTION same as Desk Top Plan II
COPTS & ROBBERS
T0: (parms same as Gorgon)
T1.5-TF.5 by 1 sync: (parms same as Gorgon)
CRANSTON MANOR **
T0-T22 normal
T18: 53=00 44=D5 45=FE 4C=1B 57=00
CROSSWORD MAGIC
T0-T22 sync: 46=96 75=00 76=00 77=00 78=00 79=12 4B=AA
CRUNCH, CRUMBLE & CHOMP **
T0-T22 sync
CYBERSTRIKE
T0 norm
T4-TB sync: 46=F5 79=12
T11-T1C sync: 46=B5
CYCLOD
T0 NORMAL: 36=01
T1.5-TE.5 SYN: AE=00 1A=01 45=FF 60=00
T1F-T20 NORMAL
DARK FOREST **
T0-T22 sync
DARK FOREST **
T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
T2-T22 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=D5 45=AA 46=AF
DATADEX
T0-T2 sync: 79=12 46=96
T3.5 sync
T5-T22 sync
DATA FACTORY 5.0
T0-T22 SYN: 46=96 79=12 71=19 75=00 76=00 77=00 78=00 (boot
copy when you get rapid beeping open door-press reset screen
shows 'break in 5' close door-press reset)
DATA PLAN **
T0-T22 sync
DB MASTER and UTILITIES DISK
T0-T5 sync: T6.5-T22.5 BY 1 norm (AFTER COPYING--Write
Protect copy before running)
DB MASTER VER. 3.02 **
T0 NORM
T1-T5 SYN
T6.5-T21.5 NORM
T22.5: 4D=00 46=96 54=12 (AFTER COPYING--WRITE PROTECT DISK
BEFORE RUNNING)
DEAD LINE same as ZORK II **
DESKTOP PLAN II
T0-22: 19=00 21=02 58=19 59=06 5A=1A 5B=FF BD=44 BE=EB BF=45
C0=FD C1=40 C2=01 C4=44 C5=D5 C6=45 C7=AA C8=40 C9=04
CA=00
DISK LIBRARY **
T0-T22: 40=09 53=00 16=77 46=96 47=AA 48=AA 4B=AA 54=12 21=02
DISK ORGANIZER II **
TO norm  T2-TB sync
T1: 4C=1B apply patch NC30 (vers. 4.0 only)
     4C=1B 57=00 E9=04 (version 4.1 only)

DISK RECOVERY **
TO norm  T2-T4 sync   TA-TB sync

DRAGON GAMES
TO-T22 NORM
T4: 4C=1B 57=00 E9=02 D2=00

ELECTRIC DUET **
TO-T22: 40=08 16=08 41=FF 19=00 81=DE 82=AA 58=0B 59=FF

EPOCH (revised as of 10-26)
T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
T1.5-TF.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
             19=00 44=D5 45=AA 46=DA

ESCAPE FROM ARCTURUS
TO-T22 SYNC: 4D=00

ESCAPE FROM RUNGISTAN
TO-T22 NORMAL
T22 SYNC: 46=96

EXECUTIVE SECRETARY
TO-T22: 46=96 54=12

EXPEDITER
TO-T22 normal (all versions)
T3 & T1F: 4C=1B D2=00 APPLY PATCH NC30 (version 4.0 only)
     4C=1B 57=00 E9=02 D2=00 (version 4.1 only)

FALCONS **
T0 sync  T1.5-T19.5 by 1 sync

FALCONS ** (new as of 12-21-81)
T0 normal
T1.5-T4.5 by 1.5: 18=20 34=AA 44=DF 45=AD 46=FE
     (if the above parms don’t work try: 18=40 19=00 34=AA
     40=40 44=DF 45=AD 46=00 4E=00 4D=00 52=00 53=00)
T5.5   T7-TA by 1   TB.5-TE.5 by 1.5   T10-T12 by 1
T13.5-T14.5 by 1   T16-T19 by 1.5   T1A-T1B.5 by 1.5

FINANCIAL CONTROLLER (all 5 disks) **
TO-T22 sync

FLY WARS
T0: 4C=1B
TO-T1D NORMAL
TE.5-T22.5 SYNC: 54=12 7C=00

FOOSBALL
T0 NORMAL: 00=FE 01=DD 02=AD 03=DA 0B=0C
T1.5-T8.5 SYNC: 0F=01 10=01 12=7E 21=17 25=02
TA NORMAL
TC SYNC

FREEFALL
T0 NORMAL: 00=FE 01=DD 02=AD 03=DA 0B=0C
T1-T17: AA=01 01=FF AF=01
T11: 36=01

GAMMA GOBLINS ** Same as SNEAKERS

GENETIC DRIFT
T0: 18=50 19=00 40=20 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00
T1-T3: 44=BB 45=D5 46=BB
T4.5-T6 by 1.5   T7.5-TB.5 by 1
TD: 44=D4 45=D5 46=BB
TE.5-T12.5: 44=AD 45=B5 46=DE

GOBBLER
TO-T22: 4E=00
T3: 4C=1B D2=00 45=BD 4E=01 34=FF 54=12 52=00
(NOTE- In this set of parms changing 4C to 1B will NOT
invoke NIBBLE COUNT preservation since parm D2 is set to
00.)

GOLDEN MOUNTAIN **
T0 NORM
T1-TD BY 2 SYNC
T2-TE BY 2 NORM

GORGON (new as of 11-1-81)
T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
T1.5-TE.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=DD 45=AD 46=DA

GORGON
T0 NORMAL
T1.5-E.5 by 1 normal: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=DD

HAYDEN ALIBI **
TO-2 NORM
T3-T22: 51=00 52=00 53=00 54=12 19=00 18=50 57=00 44=D4 46=B5
T1B: 4C=1B E9=02

HAYDEN APPLESOFT COMPILER
TO-T22 sync: 46=96 71=19 79=12
NOTE - Errors on T10-T1E OK. Also, very sensitive to drive
speed!!

HAYDRON ** Same as GORGON

HIRES GOLF **
TO-T22 norm: 4E=00 46=B5 54=12

HIRES SECRETS
TO-T22: 46=96 54=12 34=FB

HOME ACCOUNTANT
TO-T22 NORMAL: 46=96 54=12

IMAGE PRINTER
TO-T7 SYNC
T9-T22 SYNC
T8: 4C=1B 57=00 E9=02 D2=00 44=FE 45=AB 54=12 50=00 51=00 52=00
53=00

INVOICE FACTORY <2 Disks>
TO-T22: 46=96 54=12

JELLYFISH
TO SYNC: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00
40=20
T1.5-T1F.5 SYNC: AE=00 00=FF 1B=01 01=A0
T11: 4C=1B

KABUL SPY
TO: 4C=1B
T1.5-T10.5 SYNC
T11: 36=01
T12-T20: AE=1B 01=FF
T23: 4C=1B

LEMMINGS
TO SYNC: 18=20 19=00 40=20 44=DD 45=AD 46=DA 72=00 73=00 77=00
78=00 79=12 7C=00
T1.5-TB.5 SYNC
TD-T20 SYNC
LETTER PERFECT
T0-T22: 44=00 45=AB 46=AA
MAGIC WINDOW and MAGIC SPeller and MAGIC WORD
T0-T22: 4F=08
MICRO BASEBALL **
T0-T4 normal  T5-T22 sync
MICRO COURIER
T0-T22 normal: 46=96 54=12
T1F: 81=97 82=EB 40=08 41=FF 19=00 58=0B 59=FF
MICRO TELEGRAM  Same as MICRO COURIER
MICROWAVE
T0-T22 norm
T11: 4C=1B 57=00 E9=02  (USES NIBBLE COUNT SEE TECH NOTES)
MILLIKEN MATH
T0-T22: 4C=18 46=85 54=12 50=00 51=00 52=00 53=00
MISSILE DEFENSE
T0-T22 sync
MULTI DISK CATALOG III **
T0-T22 sync
OLYMPIC DECATHALON
T0-T22 sync: 46=85 A8=00 71=18 79=12
OO-TOPOS
T0-T22: 21=02
OO-TOPOS (New Version) **
T0-T22: 4D=00 4E=00 21=02 2C=06 48=EE 49=FF
ORBITRON (same as Gorgon)
OPERATION APOCALYPSE
T0-T22: 25=19 65=00 6B=00
OUTPOST (same as Sneakers)
PADDLE GRAPHICS
T0-T22 NORM
T23: 36=01
PALACE IN THUNDERLAND
T0-T22: 25=19
PEGASUS II
T0-T22 normal: 4E=00 (all versions)
T3: 4C=1B apply PATCH NC30 (version 4.0 only)
   4C=1B 57=00 E9=02  (USES NIBBLE COUNT SEE TECH NOTES)
   (version 4.1 only)

**** NOTE FOR PFS USERS. THESE PARMS MAY WORK FOR SOME DISKS AND THEN
NOT FOR OTHERS DUE TO THE PROTECTION SCHEMES IN EFFECT. PLEASE BE
ADvised that these parms below are all the information that we have
FOR THESE PARTICULAR PROGRAMS BY PFS. ****

PFS GRAPH
T0 NORMAL
T1.5-21 BY 1.5 NORMAL: 44=DB 45=AB 46=BF 40=20 4E=00 54=12
T7-T8 NORMAL
T9.5 NORMAL (AFTER COPYING -- WRITE-PROTECT DISK BEFORE RUNNING)
PFS ** (OLD VERSION)
Same as PFS REPORTS (track 0 error may occur) After copying
--Write Protect disk before running!
PFS REPORTS (OLD VERSION)
T1-T13 normal
T0: 40=08 41=FF 16=08 19=00 58=0B 59=FF 54=12 12=02 44=93 45=F3
46=FC 47=FF 81=93 82=F3 83=FC 84=FF

PFS (NEW VERSION)
Same as APPLE PROGRAM MANAGER

PFS & PFS REPORTS ANOTHER VERSION **
T0-T22 NORM
T2:40=08 41=FF 16=08 19=00 58=0B 59=FF 54=12 12=02 44=93 45=F3
46=FC 47=FF 81=93 82=F3 83=FC 84=FF (after copying Write protect before running!)

PHANTOMS FIVE
T0 normal T2-T1C: 44=DD

PHOTAR
T0-T22 SYNC

POOL 1.5
T0-T15: 21=02
T1E-T21

PUCKMAN
T0: 54=12 T1-TD: 54=09

PULSAR II
T0 sync T1C.5-T1D.5 sync
T2-TC sync: 44=DD
T13-T19 sync T1A.5-T1B.5 sync

QUICK FILE FOR APPLE III (NO PARMS AVAILABLE BECAUSE A BACKUP IS SUPPLIED AT THE POINT OF SALE)

QUICK LOADER **
T0 norm T2-T11 sync

RAS TER BLASTER (for old RAS TER BLASTER only)
T0 normal
T5-T11 by 4 sync: 44=AD 45=DE 53=00
T6-T12 by 4 sync T7.5-TF.5 BY 4 sync T1.5-T3.5 BY 2 sync

RAS TER BLASTER (New versions)
T0: 46=96 54=12
T5-T11 by 4 sync: 44=AD 45=DE 46=00 72=00 73=00 75=00 78=00 79=12
T6-T12 by 4 sync T7.5-TF.5 by 4 sync T1.5-T3.5 by 2 sync

RE TROBALL **
T0, T4-T6, T9-TC, TE-T10, T12-T14, T17-T1D ALL NORMAL
T20-T22: 4D=00 4E=00

RINGS OF SATURN **
T0-T2 sync T3-T22 normal T5 sync T9 sync

SABATOGE **
T0-T22 norm
T3: 4C=1B Apply patch NC30 (version 4.0 only)
4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES) (version 4.1 only)

SARGON II **
T0-T1A normal: 19=00 54=12 47=FF 4C=18 48=FF 50=00 51=00 52=00 53=00

SCREENWRITER II ** (THESE PARAMETERS MAY OR MAY NOT WORK, WE HAVE NO OTHER INFORMATION.)
T0-T22: 4D=00

SHATTERED ALLIANCE
T0-T22: 25=19
SHATTERED ALLIANCE (NEW)
T0: 4C=18 47=FF 53=0B 54=12
T1-T22: 44=D4 46=B7

SINGA SHAPE MANAGER **
T0-T22 sync

SNAKEBITE ** same as GORGON

SNEAKERS
T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
T1.5-TD.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=DD 45=AD 46=DA

SNUGGLE **
T0-T9 norm
or
T0-TF norm T10.5-T11.5 sync

SOUHERN COMMAND **
T0-T22: 25=19 6B=00 34=D5 35=AB

SPACE EGGS
T0 norm T2-6 norm T11-13 norm
T14-1A: 44=DD

SPACE QUARKS
T0: 18=50 19=00 40=20 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00
T1-T2: 44=AB 45=D4 46=AB
T3.5-T5.5 by 1
T7
T9: 44=FE 45=DD 46=AF
TA.5-B.5 by 1: 44=AA 45=DE 46=BB
TD-15 by 1

SPACE WARRIOR
T0: 18=50 19=00 40=20 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00
T2.5-T3.5: 44=DF 45=AD 46=DE
T5-T8 by 3 T6.5 TA-T10 by 3

STAR BLASTER **
T0 NORM
T7-T20.5 BY 1.5 SYNC: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=DF 45=AD 46=DE

STAR CRUISER **
T0-T3 by 3 sync T5-Tb by 1 sync T11-T12 by 1 sync
T4 sync: 44=AA 45=DD 46=BB

STAR MINES **
T0 norm
T1-T2 norm: 46=AD
T4-TA norm

STAR RATERS **
T0-T5 norm (TRACK 5 ERROR MAY OCCUR)

STAR THIEF
T0-T13 NORMAL (TRACK E-13 ERRORS MAY OCCUR) (all versions)
T22: 4C=1B Apply PATCH NC30 (version 4.0 only)
4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)
(version 4.1 only)

SUPER APPLE BASIC **
T0-T22 norm  T3 norm-extended retry
SUPERSCRIBE II (NO PARMS AVAILABLE BECAUSE A BACKUP IS PROVIDED AT THE POINT OF SALE)
TAX PREPARER
   T0-T22: 46=96 54=12 4C=19
TINY TROL
   T0-T22 normal  T3.5-T5 BY 1.5
TORPEDO FIRE
   T0 normal  T1-T22: 4F=0B
TRANSEND 2
   T0-TT22 SYNC
TWERPS **
   Same as Gorgon
   Plus TIC: 4C=1B 57=00 E9=02 D2=00
TWERPS **
   T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
   T1.5-TE.5 BY 1 SYNC: 72=00 73=00 77=00 78=00 79=12 7C=00 44=DD 45=AD 46=DA
TIC SYNC
   U-BOAT COMMAND **
   T0-T22: 4E=00 51=00 52=00 40=02 1E=30 1B=19 1D=18 44=00 45=00 46=EB 47=AF 48=FB 49=EB
ULYSIS **
   T0-T22 norm
   T3: 4C=1B apply PATCH NC30 (version4.0 only)
      4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)
      (version 4.1 only)
VC-EXPAND (NO PARMS AVAILABLE BECAUSE A BACK-UP IS SUPPLIED AT THE POINT OF SALE)
VISICALC (DOS 3.3 version)
   T0-T15 normal (T1 ERR Is OK)
VISICALC (APPLE III)
   (NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT THE POINT OF SALE)
VISIDEX (change as of 11-18-81)
   T0-T22: 40=04 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=FD 21=02 46=96 54=12
VISIFILE 1.01 ONLY! Same as DESK TOP PLAN II except PARM CO=FD should be CO=EC
VISISCHEDULE
   T0-T22: 40=04 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=EC 21=02 46=96 54=12
VISITERM
   T0-T22 normal
   T6: 40=08 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=FC
VISITREND/VISIPLOT (IF THESE PARMS DO NOT WORK, WE HAVE NO OTHER INFORMATION)
   T0-T22 normal
   T7: 40=08 16=08 41=FF 19=00 81=DE 82=AA 58=0B 59=FF
WARP FACTOR ** Same as TORPEDO FIRE
WORD HANDLER
   T0: 46=96 54=12
   T11-T22
   T1-TC: 44=FF 45=DF 46=DE (8 ERRORS O.K.)
WORD HANDLER II
TO: 46=96 54=12 53=00
T1-T22
T1-TC: 44=FF 45=DF 46=DE
(NOTE-IF AN 8 ERROR OCCURS RECOPY TRACK IT HAPPENED ON UNTIL NO ERROR.)

WORD JUGGLER FOR APPLE III (NO PARMS AVAILABLE BECAUSE A BACKUP IS SUPPLIED AT THE POINT OF SALE)

ZORK (old versions)
T0-T22: 1E=0B
T3: 4C=1B (patch NC30 for version 4.0)
     4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)
     (version 4.1 only)

ZORK I and ZORK II AND ZORK III (new versions)
T0-T22: 46=96 40=14

IF A PARTICULAR PROGRAM IS NOT LISTED, TRY T0-T22 NORMAL. PROGRAMS THAT ONLY USE T0-T22 NORMAL ARE NOT LISTED DUE TO SPACE CONSTRAINTS.

PATCHES listed below should be entered before starting copy routines unless otherwise indicated. These patches work only for version 4.0. They are built into version 4.1. Entering them into 4.1 will result in an 'incorrect patch' error.

PATCH NAME - ENTER AS LISTED BELOW
PATCH MULT - MULTN QG/RP THIS PATCH, WHEN APPLIED FIRST, ALLOWS MULTIPLE PATCHES TO BE APPLIED.
PATCH LSGP - LSGP NJMFM/G//LA/LG/M/ZNGEKCPSWQ USE AS DIRECTED.
PATCH NC30 - NC30 WDXQQSJ/EQQSJ/EY/ USE AS DIRECTED (WHEN PARM 4C IS CHANGED TO 1B)
PATCH SI9K - SI9K WRTY/ AWRTU/NAWRTQ// ALLOWS USING SILENTYPE OR TRENDCOM PRINTERS

*** NOTE ***
WHEN USING PATCHES, ENTER THEM AS SHOWN WITH NO SPACES.

1. Please check your drive speeds frequently (inside your manual see page 9 under #8 for directions and also the 'WARNING' on page 10 in relation to this test)

2. It is also advised to use the 'DISK SURFACE CERTIFY' test on the diskette to be copied to, prior to copying (inside your manual see page 9 under #7 for directions and also the 'WARNING' in relation to this function).

3. Always 'WRITE PROTECT' the original prior to copying (if the original is not already 'WRITE PROTECTED').

4. Switching drives sometimes enables a copy to be made.

5. If you detect 'error codes' in the STATUS AREA while making a backup, just keep going. Many programs function ok despite 'error codes' appearing during the backup procedure. That is the true test of a working backup.
6. Make sure that you are using the equipment that is specified in the LOCKSMITH MANUAL. We do not claim that LOCKSMITH will work on equipment other than what is listed in the manual. If you are using equipment that claims to be APPLE compatible, it in fact may not be compatible with the LOCKSMITH program. We will not assume responsibility for claims of APPLE compatibility in conjunction with the LOCKSMITH program. Please contact the Vendor of your APPLE compatible product for advice. Thank you.
Central point Software puts out a parameter list on the Source. If you can access to it, you can receive the file by typing:

```
TY SFILLES>ST2008>PARAMS
```

Files with a '*' attached to it have not been tested.

The Following Programs copy normally (T0-T22) or by copy disk (from main menu)

A.B.M. *
Algebra one and two *
Ampermagic *
Apple Access /// *
Apple Adventure *
Apple Barrel *
Apple Business Basic *
Apple Fortran
Apple // Pascal 1.1
Apple Pilot & Super Pilot *
Apple Visischedule /// *
Applesoft Compiler *
Appointment Handler *
Best Of Muse *
Bill Budge's 3D Graphics *
Bridgemaster *
Colossal Cave Adventure *
Computer Stocks & Bonds *
Counting Bee *
CTW/Apple Spotlight - Instant Zoo *
Demon's Forge *
DLM Software *
Dungeon Campaign *
Early Games *
Education Activities Software *
Electric Duet *
Escape *
Fastgammon *
First Class Mail *
Frazzle *
Global War *
Graphics Magician
Graphtrix *
Hellfire Warrior *
Hi-res football
His Majesty's Ship Impetuous (Dos 3.2) *
Interactive Fiction *
Invasion Orion *
Invoice Factory *
Key Perfect *
Know Your Apple *
Magic Mailer *
Megawriter *
Meteor Multiplication *
Micro Cookbook *
Microsoft Adventure *
Microwave *
Milliken Series *
Murder by the Dozen *
Music Maker *
Mystery House *
Nibbles Away I *
00-Topos
PIK (Apple /// Boot Program) *
Pinball Construction *
Power Text *
Prism *
Pro Football *
PSAT Word Attack Skills *
Quick File *
Sea Dragon *
Spreadsheet *
Stellar Invaders *
Step by Step I & II *
Sterling Swift Products *
Stocks & Bonds *
Store Manager *
Strip Poker *
Tax Manager *
Tax Preparer *
Three Mile Island *
Time Manager *
Tube Way *
Typing Tutor *
V.C. *
Versaform *
Vocabulary Builder *
Wilderness Campaign *
Wizard & The Princess *
Word Handler *
World’s Greatest Blackjack Game *
Write Away *
Copy II Plus Parameters

3-D Graphics System *
  T0-8
  T11-12
  T15-17
  -- or try
  T0-2
  T4-8
  T11-18

Accountant *
  T0-22: 3C=1 4B=1

Ace Calc & Ace Writer *
  T0-22
  -- or try
  T0-22: 10=96

Adaptable Skeleton *
  T0-T22: 10=96 9=0 19=AA 1F=AA

Address Book *
  T0-22: D=1 10=96 24=96

Advanced Visicalc For the Apple IIe and Apple /// *
  T0-22: 10=96 24=96 D=1

Adventure to Atlantis *
  T0-22: 10=96 24=96 9=0 31=0 D=1

AE *
  Front
    T0: A=3 E=DD F=AA 10=AD
    T1.5-C.5 Step 1
  Back
    Copy Disk Normally

Agenda Files *
  T0-T22: 10=96

Air Simulator I *
  T0-f

Air Traffic Controller *
  T0-22: 10=96
  T23: 31=0 50=1 10=96

Aklabeth *
  T0: 9=0 31=0
  T2-3: E=DE F=AA 10=AD
  T6-18

Algebra Series *
  T0-22: 10=96 9=0 24=96 D=1 31=0
Alien Rain & Typhoon
T0-5: 9=0 31=0 d=d5 f=0
T6-TE: E=DE

Alkemstone *
T0-22: A=3 10=96

Alpha Bytes *
T0-22: 9=0

Apple Adventure *
T0-22: d=1 10=96 24=96

Apple Cillin II *
T0-C

Apple // Business Graphics *
T0-22: D=1 10=96 24=96

Apple //e Business Graphics *
T0-22: D=1 10=96 24=96

Apple /// Business Graphics *
T0-22 (Error 2 OK)

Apple Logo *
T0-T22
T1: A=1 4B=1 50=1 E=AA 1C=AA 3B=1 4D=8

Note: Keep retrying Track 1 until it works. Drive speed very important!

Apple Panic *
T0-D

--> or try
T0-5: 9=0 F=0
T6-D: E=DE

Apple Pilot *
T0-22: D=1 10=96 24=96

Apple World *
T0-23

Applewriter II (and e)
T0-22: 10=96

Applewriter II 80 column Pre-boot *
T0-22: D=1 10=96 24=96 19=FF 1A=FF 1F=FF 20=FF 9=0

Applewriter //e *
T0-22: D=1 10=96 24=96 3F=1

Applewriter II Pre-boot
T0-23: 10=96 9=0 3F=1

--> or try
TO-22: D=1 10=96 24=96 19=FF 1A=FF 1F=FF 20=FF 9=1

Applewriter ///
TO-22: D=1 10=96 24=96

A2-PB1
TO: 10=96
T1-15: A=3 E=DB F=AB 10=BF 44=1 45=D 46=F

Arsene Larbin *
TO-23: 10=96

Autobahn *
TO
T4-6: D=1
T9.5-C.5

Automated Accounting for Microcomputers *
TO-22: 10=96

Aztec *
TO-22: D=1 10=96 24=96

Back-it-up II *
TO: 10=96 0=0
T1.5-B.5: 10=BS A=3

Back-it-up II+ 2.3 *
TO-D: 10=96 9=0
(Error on T1 ok, drive speed is important)

Bag of Tricks *
TO-15: OE=D6 3E=2 34=1 35=DF
--> or try
TO
T1-15: E=D6
Sector Edit TO, Sector 8, Dos 3.2 patched, Change address A0 from 20 to 60

Bandits *
t0
T1.5-1A.5
T1C.5-1F.5: D=1

Basic Francais *
TO-23: 10=96

Basic Tutor Series *
TO-22: 9=0 10=96

Battle Cruiser *
TO-22
T4: 44=0

Battle for Normandy *
TO-22: E=D4 10=BF 34=1 37=6E 38=FE
--> or try
Battle of Shilo *
T0-22: E=D4 10=B7 34=1 38=FE

Beer Run
T0: 9=0
T1.5-D.5: D=1 3B=40

Bill Budge’s Space Album *
T0-B

Bill Budge’s Trilogy of Games *
T0-A

Birth of the Phoenix *
T0-T9

Bolo *
T0-22: D=1 9=0 24=96 10=96

Bomb Alley *
T0-22: E=D4 10=B7 34=1 37=6E 38=FE

Borg *
T0: 10=96 9=0
T1.5-B.5: d=1 24=96 A=3 E=DD F=AD 10=DA 3B=40
TD-20
--> or try
T0: E=DD F=AD 10=DA D=1 22=00 23=00 24=00
T1.5-B.5
TD-20

Brain Surgeon *
T0-22
T11 error 1 OK

C-Dex Training Program *
T0-22: e=d6 F=AB 10=96 1A=AB 1D=AB 20=AB

Cannonball Blitz *
T0-22
T3-F: 3B=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)
--> or try
T0-22: 10=96
Sector Edit Dos 3.3 patched Track 17, Sector E. Change Address
CD from 49 to 60
--> or try
T0-22: 10=96
Sector Edit Dos 3.3 patched Track 17, Sector E. Change Address
C8 from 49 to 60

Caraibes *
T0-23: 10=96

Cartels and Cut Throats *
T0-22: E=D4 10=B7

Casino *
T0-22: 10=96

Castle of Darkness *
T0: D=1 24=96 10=96 9=0
T1-22: E=AB F=AB

Castle Wolfenstein
T0-22: D=1 31=0

Caverns of Freitag *
T0-22: 9=0 10=96

Caves of Olympus *
T0-22: 10=96 9=0

Ceiling Zero *
T0-2
T3-11: 9=0 E=D6 1C=D6 34=1 38=F9 4F=1

Chess 7.0 *
T0-22: 10=96 9=0
---> or try
T0-22: 10=96 9=0 8=1 3E=2

Le Chomeur *
T0-23: 10=96

Choplifter
T0: A=3 44=1 45=D 9=0 0=F 50=3
T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12
T9: 45=8 46=D
T4-A: 45=2
TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1
T20: 45=6 D=0 4F=0

Note: Choplifter, serpentine, david's Midnight Magic and Starblazer use track arcing and are very sensitive to drive speed, if you have problems, try reversing drives.

Another Choplifter note: Just use a single drive. Error 5 on track 1C.5 is OK.

Computer Air Combat *
T0-22: E=DB F=DB 10=DE 8=1

Computer Ambush *
T0-22: E=D4 10=B7 34=1 37=6E 38=FE

Computer Baseball *
T0-22: E=D4 10=B7 34=1

Computer Math games *
T0: 10=AD A=3
T1-2: 10=DB
T3-22: 10=96
Computer Napoleonics *
T0-22: E=DB F=D5 10=DE 8=1

Computer Quarterback *
T0-22: 3A=1 37=6E 3E=2 9=0 E=D4 10=B7

Congo *
T0-22: D=1 9=0 24=96

Cops and Robbers *
T0: 10-96 9=0
T1-5-5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Coveted Mirror * side 1
T0-22 step 2: 9=0 10=96 E=D5
T1-17 step 2: 9=0 10=96 E=D4
T19 step 1: 9=1 10=96 E=D4
T1B-T21 step 2: 9=0 10=96 E=D4

Coveted Mirror * side 2
T0-22: step 2: 9=0 10=96 E=D5
T1-21: step 2: 9=0 10=96 E=D4
Note: boot on side 2

Cranston Manor
T0-22
T18: 3B=1 A=1 4B=1 4D=8 50=1 (error 6 OK)

Crime Wave
T0-10 step 2: E=D5 F=AA 10=96 9=00 6=04 31=00
T1-11 step 2: E=D4 F=AA 10=96 9=00 6=04 31=00

Crisis Mountain *
T0-22: 10=96 24=96 9=0 31=0 D=1
--> or try
T0: 10=96
T3-22: 9=0 3A=0 50=20

Crossfire *
T0-B: 9=0
T1: 3B=1 A=1 4B=1 4D=8 50=1 (error 6 OK)

Crush, Crumble and Chomp *
T0-22: 10=96 9=0

Cubit *
T0-22: 10=96 9=0 31=0 24=96

Dark Crystal *
Copy Disk (from main menu) all four sides
Sector edit Disk 1a:
Track 5, sector F, change address A8, A9, AA to EA EA EA
Track 7, sector C, Change addresses 22, 23, 24 to EA EA EA

Datestones of Ryn *
T0-22: A=3 10=96
David’s Midnight Magic
T0: A=3 44=1 45=D 9=0 0=F 50=3
T1-A: 44=0
TB: 44=1 31=0 43=0 45=8
TC-19 Step .5: 10=F5 F=FD 51=1 4F=1 D=1

Dawn Patrol *
T0-22: 9=0 10=96

DB Master * (Old versions)
T0-5: 10=96 24=96 D=1
T6.5-22.5: D=0

DB Master Utility Packs 1 & 2 *
T0-T5: 10=96 24=96 D=1
T6.5-22.5: D=0

Deadline *
T0-T11: 10=96 1E=BC

Desktop Plan II *
T0-22: 10=96 34=1 36=2A
--> or try
T0-22: 10=96 34=1 36=2A 37=EB 3E=2

Dictionary 2.1 *
Copy disk (From Main Menu)
Sector Edit Track 8, Sector F
Change Address 13 to 4C
  14 to 24
  15 to 6E

Disk Organizer *
T0
T1: 3B=1 A=1 4B=1 4D=B 50=1
(Error 6 OK)
T2-4: D=1
TA-B

Disk Recovery *
T0-22: 10=96 9=0 A=3
(Error trk 1 OK, May take a few retrys)

Dung Beetles *
T0
T1: A=3 E=F5 F=F6 10=F7
T4-22
Sector Edit Track 0, Sector 1, Dos 3.2
Change Address 6D from 01 to 7B
  6E from 61 to 69

Dungeon *
T0-22: 10=96 9=0

Einstein Computer *
Copy disk (from main menu)
Sector edit Track 8, sector 4
Change Address 2A, 2B, 2C to 4C E2 91

Eliminator *
T0-21
Sector Edit Track 3, Sector 0, Dos 3.3 Patched
Change Addresses 2E, 2F, 30 from 20, 30, 72 to EA, EA, EA.

Escape from Alcatraz *
T0-22: 10=96 9=0 31=0 8=1
--> or try
T0-22: 10=96 24=96 9=0 31=0 D=1

Escape from Rungistan *
T0-2: 10=96
T3-22: 10=F7
--> or try
T0-21

Executive Briefing System *
T0-22: 9=0
Sector Edit Track 21, Sector 0, Dos 3.3
Change Address 27 from FB to 22

Executive Secretary *
T0-22: 9=0 8=1 10=96

Expeditor
T0-22: 10=96
T3: 3B=1 a=1 4B=1 4D=8 50=1
T1F
(Error 6 OK)

E-Z Draw 3.3 *
T0-22: 9=0 E=D7 10=96 8=1 A=2 4=F3 3A=3 D=1 24=96 31=0

Firebird *
T0-D: 10=96 9=0
T1.5-B.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Flight Simulator *
T0: 10=96
T1.5-21 Step 1.5: E=DB F=AB 10=BF A=3 4E=1
T7-8
9.5

Format II *
Copy Disk (from main menu)
--> or try
T0-T22: 10=96
Sector Edit Dos 3.3 Track B, Sector 5
Change Addresses 4, 5, 6 from A9, 03 BD to 4C 31 68

Galactic Attack *
T0-22: 10=96 24=96 D=1

Galactic Gladiators *
Game Show *

TO-22: 9=0

General Manager *
(Master Program)

TO-22: 9=0

--> or try

TO-22: 10=96
Sector Edit track 1F, Sector E, Dos 3.3
Change Address C1, C2, C3 to 4B, E0, 49

Sector Edit Track 21, Sector 1, Dos 3.3
Change Address 2E to 60

--> or try

Copy Disk (From main menu)
Sector Edit:
TD, SE, Address 2C from 60 to EA
T21, SB, Address D7 from E3 to CB
T21, SE, Address 1, from 8 to 60

--> or try (version 20N)

Copy Disk (from Main Menu)
Sector Edit: T20, Sector B
Change address 09 from 20 to EA
OF from 20 to EA
10 from 00 to EA
11 from 70 to EA

--> or try (version 2.0Y)

Copy Disk (from main menu)
Sector edit Track 20, sector B, Dos 3.3 Patched
Change Addresses:
27 from 00 to EA
28 from 70 to EA
29 from 20 to EA
(try the following if the above changes does not work)
2A from OF to EA
26 from 20 to EA

Geometry and Measurement * (Volume 1 & 2)

TO-22: D=1 10=96 24=96

Gertrude’s Puzzles *

TO-22: 10=96 9=0

Gobbler *

TO-22: 9=0
T3: 3B=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)

Gold Rush *

TO-22: D=1 9=0 24=96 10=96

Gorgon *

TO: 10=96 9=0
T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40
Graphics Processing *
TO-22: 19=DD 1A=AA (Main Disk)
Copy disk (from main menu) the utilities disk.

Guadalcanal Campaign *
TO-22: E=D4 10=B7 34=1 37=6E 38=FE

Hadron *
TO: 10=96 9=0
T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Hi-res Computer Golf *
TO-22: 19=DF D=1 34=1
--> or try
TO-22

Hi-res Computer Golf (Version 2) *
TO-22: 10=96
(Both Sides)

Hi-res Secrets *
TO-22
--> or try
TO-22: 10=96 4=FB 19=DF 1F=DF A=1

Home Accountant *
TO-22: 9=0 10=96
--> or try
TO-22: 9=0
--> or try (Version 2.0)
TO-22
--> or try (Version 2.1)
Copy disk (from main menu)

Home Money Minder *
TO-22: 10=96 9=0

Hyperspace Wars *
TO-22: 9=0

Incredible Jack *
TO-22 (Write protect!)
--> or try
TO-22: 10=96 24=96
T23: D=1 9=0

Instant Zoo *
TO-22: D=1 10=96 24=96

Jaw Breaker *
TO-22: 9=0
T3: 3B=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)

Jigsaw *
TO
T1-T17: D=1 24=96 E=D3 F=96 10=F2 9=0 31=0
-- or try
T0: 10=96 0=0 31=0
TA-T17: 10=96 9=0 31=0
T1-9: E=D3 F=96 10=F2 9=0 31=0

Kabul Spy *
Side 1
T0
T1-21: 10=F7
T22: A=5 E=AA F=D5 10=D5 11=BD 12=BD
Sector edit Track 0, Sector 0, Dos 3.3 Patched
Change Addresses 49, 4A, 4B from 20, 03, 20 to EA, EA, EA.

Side 2
T0-21: 10=F7

Knight of Diamonds *
Side 1
T0-22: D=1 10=96 24=96 34=01 37=00
Write protect!

Side 2
TA-T22
T0-9: D=1 10=96 24=96 4B=1
(Error 6 OK)
-- or try
(both sides)
T0-22: 10=96 24=96 D=1
Write protect!

Knights of the Desert *
T0-22: E=D4 10=B7

Krell Logo *
T0-22
-- or try (new versions)
T0-22: 10=96
Sector edit patched Track 2, Sector 3
Change Addresses 5B, 5C from D0, 03 to EA, EA.
-- or try (new versions)
T0-22: 10=96 9=0
Sector Edit patched track 2, sector 3
Change Addresses 5B, 5C from D0, 03 to EA, EA.

Legacy of Lygawin *
Side 1
T0-22: D=1 10=96 24=96 34=01 37=00
Write protect!

Side 2
TA-T22
T0-9: D=1 10=96 24=96 4B=1
(Error 6 OK)
-- or try
(both sides)
T0-22: 10=96 24=96 D=1
Write protect!
Letter Perfect *
T0-22: 10=96 9=0

List Handler and Utility (Older versions) *
T1-11
T0: 9=0 A=3 44=1 45=D 50=3
T12-22.5 step .5: D=1 E=F5 F=D7 10=F7 45=8 46=D 51=1

Note: Uses track arcing and is very sensitive to drive speed. If you have problems, try reversing drives or use just one drive.

List Handler Version 1.1 *
Program Disk
T1-11
T0: 9=0 A=3 44=1 45=D 50=3
T12-19.5 step .5: E=D7 F=D7 10=DF 45=8 46=D 41=1
T20-22.5 step .5: E=0 F=FD 10=D4

Utility Disk
T1-11
T0: 9=0 A=3 44=1 45=D 50=3
T12-22.5 step .5: D=1 E=D2 F=D7 10=DF 45=8 46=D 51=1

LJK Edit 6502 *
T0-22: 10=96 9=0

Magic Window II *
T0-23 (Error 2 on Track 23 OK)
(try 3C=4 if you have any problems)
--> or try
T0-22

Magic Window I *
T0-22
--> or try
T0-22: 10=96 24=96 D=1

Magicalc *
T0-22: 9=0

Mars Cars *
T0-22: 10=96

Mask of the Sun *
(Both Sides)
T0-22: 10=96

Sector Edit Side 1, Track 2, Sector D, Patched
Change Addresses 42 from 8F to EA
43 from C0 to EA
Do NOT write protect backup

(try the following edit if you have problems)
Sector Edit Side 1, Track 0, Sector 3, Patched
Change Address 42 from 38 to 18

Master Type (Old versions) *
T0-2
T3-22: E=D4
(Error on Track 1B OK)
Sector Edit Track 0, Sector 3, Dos 3.2 patched
Change address 63 from 38 to 18
Sector Edit Track 2, Sector A, Dos 3.2 patched
Change Address 2E from 23 to 2E

Math Strategy *
T0-22: 10=96 24=96 D=1

Marauder *
T0-22: 10=96 9=0
Sector Edit Track 3, Sector 7, Dos 3.3
Change Address 90 from A8 to 60

MECC *
Volumes 1 and 2
T0-22
T2: 10=96 9=0
Volumes 3, 4, and 7
T0-22: 9=0 8=1

Micro Deutsch *
T0-22: E=D4
(Error 2 on Track 1B OK)

Microbe *
T0-22: 10=96 9=0 31=0
--> or try
T0-22: 10=96 24=96 9=0 31=0 D=1

Micro Skills *
T0
T1-22: 10=96 19=aa 1C=AA 31=00
Sector Edit Track 0, Sector 3,
Change address 42 from 38 to 18

Microwave *
T0-22
T11: 3B=1 A=1 4B=1 4D=8 50=1
--> or try
T0-22: 10=96
Sector Edit Track 2, Sector 1, Dos 3.3
Change Addresses DA from A9 to AD
DB from 60 to 03
DC from 8D to 81
DD from 7E to 60
--> or try
T0-22

Miner 2049er *
T0: 4B=1 10=96
T1-3: E=D3 F=96 10=F2 A=3 9=0 31=0 8=1 D=1 24=96 6=6 1C=96 1D=D3
1E=E5 19=03
T4-22: 4B=0
--> or try
TO: 4B=1 10=96
T1-22: 4B=0 E=D3 F=96 10=F2 A=3 9=0 31=0 8=1 D=1 24=96 6=6

Minit Man *
TO-22 step 2: 10=96 9=0
T1-21 step 2: E=D4

Missle Defence *
TO-22: D=1

Missing Ring
TO-22: D=1 24=96 10=96 34=1
Do NOT write protect

Mission: Asteroid *
TO-22
--> or try
TO-22: 10=96 24=96 D=1

Mission: Escape *
TO-1D

Mix and Match *
Copy disk (from main menu)
--> or try
TO-22: 9=0 10=96

Money Street and Utilities *
TO-22
(Errors OK)

Mouskattack *
TO-22: 10=96
Sector Edit Dos 3.3 patched, Track 18, Sector 3
Change Adress B1 from 49 to 60

Multi-Disk Catalog *
TO-8
T3: A=1 E=AF 3B=1 4B=1 4D=8 50=1

Multiplan
TO-22: 10=96

Neutrons *
TO-22: A=3 10=96

Nibbles Away II
(Version C2)
TO: 10=96
T1-E: E=D7 10=97
T10-15
(Version C3)
T0-15: E=D7 F=AA 10=97
Error 2 on Track F OK.

Nightmare Alley *
TO-22: 10=96 9=0 34=1 31=0
North Atlantic '86 *
T0-22: E=D4 10=B7 34=1 37=60

Olympic Decathlon *
T0-22: 9=0
--> or try
T0-22

Operation Apocalypse *
T0-22: E=DB F=D5 10=DE 8=1

Orbitron *
T0-1: 9=0 31=0
T1.5-F.5
Write protect back-up

Outpost *
T0: 10=96 9=0
T1.5-B.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Peeping Tom *
T0
T1: E=F5 F=AB 10=BE 9=0
T4-22
Sector Edit Track 0, Sector 1, Dos 3.2
Change Address 6E from 60 to 68

Pegasus II *
T0-22
T3: 38=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)

Personal Finance Manager *
T0-22: 10=96

Personal Secretary *
T0-22: 10=96 9=0

PFS File Report, Graph //e
Copy disk (from Main menu)
Make sure to write protect the back-up!

Phantoms Five
T0: 9=0
T2-1C: 3A=0 50=20

Pinball (A2-PB1) *
T0: 10=96
T1-15: A=3 E=DB F=AB 10=BF 44=1 45=D 46=F 30=3 D=1

Pirate Adventure *
T0-22: 10=96 24=96 D=1

Pool 1.5 *
T0-15
TIE-21
Sector Edit Track B, Sector 7, Dos 3.2 patched
Change Address 6A from 8D to 60
Sector Edit Track 0, Sector 3, Dos 3.2 patched
Change Address 63 from 38 to 18

President Elect *
T0-22: E=D4 10=B7 34=1

Prisoner I & II *
T0-22: 10=96
Sector Edit Track 1F, Sector E, Dos 3.3
Change Addresses D5 from AD to 2F
D6 from 99 to AF
D7 from F0 to 32

Le Propio *
T0-23: 10=96

Pulsar II *
T0
T1C.5-1D.5: D=1
T2-C: E=DD
T13-19
T1A.5-1B.5

Quest *
Side 1
T0-22 step 2: 10=96 19=DA 1F=DA 3C=1
T1-21 step 2: E=D4
Side 2
T0-22

--> or try:
T0-22: E=0 F=AA 6=4 9=0 10=96 31=0

Raster Blaster
T0: 10=96
T5-11 step 4: D=1 9=0 31=0 A=2 E=AD F=DE 3B=40
T6-12 step 4
T7.5-F.5 step 4
T1.5-3.5 step 2

Rendezvous *
T0-23: 10=96 9=0
--> or try
T0-22: 10=96 24=96 D=1 9=0 31=0
Sector Edit Track 0, Sector 0
Start With Address 8C (Which has a value of $4C) and enter:
A9 4C 6D 1B BB A9 1B 8D 19 BB A9 BB 8D 1A BB 4C 80 BA

Rescue at Rigel *
T0-22: A=3 10=96

Ricochet *
T0-22: 10=96 )=0 m8=1
Roach Hotel *
  T0
  T1: A=3 E=EE F=EA 10=FE
  T4-22
  Sector Edit Track 0, Sector 1, Dos 3.2 patched
  Change Address 75 from 01 to 7B
  Change Address 76 from 61 to 69

Robot Wars *
  T0-22: D=1 31=0
  -- or try
  T0-22

Rocky's boots *
  T0-22: 10=96 9=0

Sabotage *
  T0-22
  T3: 3B=1 A=1 4B=1 4D=8 50=1
  (Error 6 OK)

Sammy Lightfoot *
  T0-10: E=D5 F=AA 10=96 9=0 6=4 31=0

Sargon *
  T0-1A: 10=F7

Screen Writer II *
  Copy Disk (From Main Menu)
  Sector Edit Track 3, Sector B, Dos 3.3
  Change Addresses 94, 95, 96 from 20, 00, 7F to EA, EA, EA.
  Sector Edit Track 13, Sector 4, Dos 3.3
  Change Addresses 4D, 4E, 4F from 20, 00, 6D to EA, EA, EA.

Sea Dragon *
  T0-22
  -- or try
  T0-22: 10=96 24=96 D=1

Seafox *
  T0: A=3 44=1 45=D 9=0 0=F 50=3
  T1-B: 4=FD 31=0 43=0 45=10 4F=1 46=12
  T9: 45=8 46=d
  TA-B: 45=2
  TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

  Note: Very sensitive to drive speed. Try reversing drives
  or use one drive if you have problems.

Sensible Speller *
  (Older versions)
  T0-10: 10=96 9=0
  -- or try
  T0-22: 10=96 9=0 3B=40
  T1: 4B=1 A=2 50=2 E=D4 F=D4 3B=1
  (Drive speed on track 1 is very important. Adjust you speed
  to match original disk)
"or try
  T0-22: 9=0 10=96
  Error 2 on Track 1 maybe OK. Very sensitive to drive speed
  Retry Track 1 a few times.

Serpentine *
  T0: A=3 44=1 45=0 0=F 50=3
  T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12
  T9: 45=8 46=D
  TA-B: 45=2
  TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

  Note: Very sensitive to drive speed. Try reversing drives
  or use one drive if you have problems.

-- or try
  Same as above, but copy tracks 20-22 on last set.

Sherwood Forest *
  T0-22

-- or try
  Copy disk (from main menu) until process hangs.
  Then bit copy as follows: T1F-22

Snack Attack (Old version)
  T0-12
  Sector Edit Track 1, Sector 3, Dos 3.2 patched
  Change Address 63 from 38 to 18

Snack Attack *
  T0-12
  Sector Edit Track 1, Sector 3, Dos 3.2 patched
  Change Address 39 from 38 to 18

Sneakers *
  T0: 9=0 10=96 44=1 45=10 D=1
  T1.5-C.5: 44=0
  TD.5: 44=1

-- or try
  T0: 9=0 10=96 44=1 45=10 D=1
  T1.5-C.5: 44=0
  TD.5

-- or try
  T0: 9=0 44=1 45=10 10=96 3C=1
  T1.5-C.5: 44=0 (Error 1 on Track A OK)
  TD.5: 44=1

Snoggle *
  T0-9: 9=0 8=1

Softporn Adventure *
  T0-22: 9=0
  T3: 3B=1 A=1 4B=1 4D=8 50=1
  (Error 6 OK)

Space Eggs *
  T0: 9=0
  T2-6
Space Invaders
T0-22: 10=96

Space Vikings *
T0-22
--> or try
T0-22: 10=96 21=DA 8=1 A=3

Spectre *
T0-22: 10=96 9=0 8=1
T3-22: 31=0 E=C5 10=85

Speed Reading *
T0-22: 9=0 10=96

Spelling Strategy *
T0-22: 10=96 24=96 D=1

Spider Raid (New Versions) *
T0
T1-17: A=3 E=92 F=93 4F=1 10=95 44=1 46=A 9=0 8=1 D=1
24=96 3F=1 34=1 36=2A 37=97 31=0 43=0

Note: Very sensitive to drive speed. Try reversing drives
or use one drive if you have problems.

Spitfire Simulator *
T0-F
T15

Spy’s Demise *
T1-11 step 2: 9=0 10=96 E=D4
T0-12 step 2: 8=4 31=0
(Error 2 on track 12 OK)
--> or try
T0-10 step 2: 9=0 10=96
T1-11 step 2: E=D4
--> or try
T0-12 step 2: 6=4 31=0 E=D5

Star Blaster *
T0: 10=96 9=0
T7-20 step 1.5: E=DF F=AD 10=DE

Star Blazer *
T0: A=3 44=1 45=D 9=0 0=F 50=3
T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12
T9: 45=8 46=D
TA-B: 45=2
TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1
T20: 45=6 D=0 4F=0

Note: Choplifter, serpentine, david’s Midnight Magic and Starblazer
use track arcing and are very sensitive to drive speed. If you have
problems, try reversing drives.
Another note: Just use a single drive. Error 5 on track 1C.5 is OK.

Starcross *
T0-22: 10=96

Starship Commander *
T0-22: D=1 10=96 24=96

State of the Art Accounting *
T0-22: 3C=4
(Write protect before booting)

Stock Portfolio System *
T3-22
T0-2: 4=FD 8=1 10=AD
--> or try
T3-22
0-2: 4=FD 8=1 10=96

Super Gradebook *
T0-22: 10=96

Super Graphisme /// *
T0-23: 10=96

Super Pilot *
T0: 10=96
T2-22
Sector Edit Track 0, Sector A, Dos 3.3 patched
Change Addresses 79 from 43 to EA
7A from 41 to EA
7B from C6 to EA
--> or try
T0-22: 10=96 24=96 D=1
Use Copy disk (From main menu) for lesson and super co-pilot 1 & 2

Super Taxman II *
T0-22: 10=96 24=96 D=1
Write Protect backup before using

Super Text *
T0-22: D=1 31=0

Super Text 40/80 *
T0-22: 9=0

Superscribe II *
T0-22: 10=96
T3: 3B=1 A=1 4D=8 5D=1 (Error 6 OK)
T1F: 3B=1 A=1 4D=8 5D=1 (Error 6 OK)

Suspended *
T0-22: 10=96 1E=BC
--> or try
T0-22
--> or try
T0-23: 10=96 9=0 3F=1
--> or try
Copy disk (from main menu)
Write protect back-up

Swashbuckler *
T0-22
Sector Edit Track 0, Sector 3, Dos 3.3 patched
Change Address 42 from 38 to 18
--> or try
T0-22: D=1 10=96 24=96

Tawala’s last redouby *
T0-22: D=1

Tax Man
T0-22
--> or try
T0-B
--> or try
T0: 10=96
T1-B: 10=DA
T11-12: 10=B5
T13: 10=96

Temple of Apshai *
T0-22: A=3 10=96

Terrain Logo *
Format Target Disk
T0-22: 10=96
Write protect back-up

Test Construction *
T0-22: 10=96

Threshold
T0-22
T1-23 Step 22: 3B=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)

Thunderbombs *
T0-10 step 2: E=D5 F=AA 10=96 9=00 6=04 31=00
T1-11 step 2: E=D4 F=AA 10=96 9=00 6=04 31=00

Time Zone *
Side A
T0-22: 9=0
T1: 3B=1 A=1 4B=1 4D=8 50=1
Sides B-L
Copy Disk (from main menu)

Torpedo Fire *
T0-22
--> or try
T0-22: E=DB F=D5 10=DE
--> or try
TO T1-22: E=DB F=D5 10=DE 8=1
--> or try
  --> or try
  T0-22: 9=0
  --> or try
    T0-22: E=D4 10=B7 34=1

Transend 1 *
  T0-23 (Error track 23 OK)
--> or try
  T0-22: 10=96

Transylvania *
  T0-22: E=0 10=96
--> or try
  T0-22 step 2: 9=0 10=96
  T1-21 step 2: E=D4
--> or try
  T0-22 step 2: 9=0 10=96 19=DA 1F=DA
  T1-21 step 2: E=D4

Twerps *
  T0: 9=0 10=96
  T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40
  TC

Type Attack *
  T0: 10=96
  T1-22: E=AD F=DA 10=DD 24=96 A=3 D=1

U-Boat Command *
  T0-22: 10=96 9=0 31=0 D=0 24=96
  (Ignore errors)

U-Draw II *
  T0-22: D=1 31=0

Ultima II *
  Copy Disk (From Main menu)
  Sector Edit Track 3, Sector C
  Change Addresses 84, 85, 86 to EA, EA, EA.
--> or try
  T0-22: 10=96 9=0 34=1 31=0
--> or try
  T0-22

Ultima /// *
  T0-23: 9=0 A=3 44=1 50=3 3B=1 A=1 D=1 10=96 50=1
  Write protect before running

Note: Ultima /// is very sensitive to drive speed. Disk drives Need to be within .1 of 200 milliseconds per revolution.

Ulysses & the Golden Fleece *
  T0-22: 9=0
  T3: 3B=1 A=1 4B=1 4D=8 50=1
(Error 6 OK)

--> or try
  Copy Disk from main menu
  T3: 3B=1 A=1 4B=1 4D=8 50=1
  (Error 6 OK)

Visicalc
  T0-16
  --> or try
  T0-16: A=3

Visicalc II Enhanced Version *
  T0-16 (Error 2 on track 1 OK)

Visicalc //e 128K Version *
  T0-22: 10=96 24=96 D=1 9=0 31=0

Visicalc Pre-boot *
  T0-22: 9=0 10=96
  --> or try
  T0-23: 10=96 9=0 3F=1

Visicalc /// (All versions) *
  T0-22: 10=96 24=96 D=1

Visidex
Visischedule
Visiterm
Visitrend/plot
  Use Copy disk (from main menu)
  Do NOT bit copy.

Visifile
  T0-22: 10=96 34=1 36=2A 37=EB 3E=2

The Voice *
  T0-22: 9=0 10=96

Warp Factor *
  T0-22
  --> or try
  T0
    T1-22: E=DD F=D5 10=DE 8=1
  --> or try
  T0-22
    T20: 9=0

Windfall *
  T0-22: 10=96

Witness *
  T0-22: 10=96 1E=BC

Wiz Plus *
  T0-22: 10=96 24=96 D=1
  (Errors OK)

Wizardry *
Boot side
TO-23: 10=96 24=96 D=1
Write protect back-up!
Scenario
TO-22: 10=96 24=96 D=1
--> or try
Both Sides
Copy Disk (From Main Menu)
TA-E: 10=96 24=96 D=1 4B=1
Write protect boot-side!
--> or try
Both Sides
Copy Disk (From Main Menu)
TO: D=1 10=96 24=96
TA-E: 4B=1 (Error 6 OK)
Write protect boot-side!
--> or try
Both Sides
TO-9: 10=96
TF-22: 10=96
TA-E: D=1 4B=1 10=96 24=96
(Keep trying until no errors)

Wiz Maker *
TO-22: D=1 24=96 10=96 34=1 8=1
Zardax *
TO-22: D=1 10=96 24=96
Zargs *
TO
T1-17: A=3 E=92 F=93 4F=1 10=95 44=1 46=A 9=0 8=1 D=1
24=96 3F=1 34=1 36=2A 37=97 31=0 43=0
Note: Very sensitive to drive speed. Try reversing drives or use one drive if you have problems.

Zaxxon *
TO-13
Sector Edit Track 0, Sector 7, Patched
Change Addresses 0, 1, 2 to 4C, C0, 08
--> or try
TO-13: 4B=1 9=0 10=96 24=96 19=CC 3C=1
(Error 1 OK)
--> or try
T3-12
TO-2: 4B=1 B=1 10=96 24=96
Zoom Graphics *
TO: 10=96
T2-22 step 2: 9=0 8=1 3E=2
T1-21 step 2: E=D4
Zork I, II, III *
TO-22: 10=96 1E=BC
--> or try
TO-22
or try (Zork II only)
T0-23: 10=96 9=0 3F=1
Essential Data Duplicator Parameters

(Compiled from many sources)

The following programs copy normally:

A.B.M.
ASCII EXPRESS II
ADVENTURE
ALGEBRA I
ALKEMSTONE
APPLE PANIC
APPLE PRESENTS - ERNIE'S QUIZ
APPLE PRESENTS - INSTANT ZOO
APPLE PRESENTS - SPOTLIGHT
APPLE PRESENTS - MIX AND MATCH
APPLE WRITER
APPLE WRITER II
APPLE WRITER III
APPLE WRITER 60 COLMN PRE-ROOT
ADVENTURE TO ATLANTIS
ASTROID FIELD
AUDIEX
AZTEC
BILL BUDGE SPACE ALBUM
BILL BUDGE TRILOGY OF GAMES
BUSINESS GRAPHICS
CAMPAIGN TRILOGY
CANNONBALL BLITZ
CANYON CLIMBER
CARTELS AND CUTTHROATS
CASTLE WOLFENSTEIN
CCA DATA MANAGEMENT
CHESS 7.0
COMPUTER AMBUSH
COMPUTER AMBUSH VER 2
COMPUTER BISMARCK
CONGO
COPY II PLUS
CRISIS MOUNTAIN
DARK CRYSTAL
DATA TREE
DEADLINE
DESKTOP PLAN II
DOS ENHANCER
DUNG BEETLES
EASY-WRITER
EDU-PAINT
EINSTEIN COMPILER
ELECTRIC DUET
EMPIRE I: WORLD BUILDERS
E-Z DRAW
FIRE BUG
GALACTIC EMPIRE
GALACTIC REVOLUTION
GAME SHOW & SUBJECTS
GERMAN/ENGLISH SPANISH
GERMANY 1985
HAIL
HEAD-ON
HELLFIRE WARRIOR
HOME ACCOUNTANT
INFORMATION MASTER
L.A. LAND MONOPOLY
LETTER PERFECT
LINGUSIT
MASTER TYPE
MATH GAMES
MERLIN ASSEMBLER
MICROBE
MINIT MAN
MISSION ASTROID
MUSICOMP
NIBBLES AWAY II
NIGHT MISSION PINBALL
ODYSSEY
OLYMPIC DECATHLON
OLYMPIC INSURANCE SYSTEMS
PFM
PINBALL CONSTRUCTION SET
PRESIDENT ELECT
PRISONER
REAR GUARD
RESCUE AT RIGEL
ROBOT WARS
SARGON II
SCREEN WRITER II
SENSIBLE SPELLER
SERIES RU-2
SERIES SP-2
SERIES FR-2
SORCERER OF SIVA
SPACE EGGS
SPANISH/ ENGLISH HANGMAN
SPECTRE
SPITFIRE SIMULATOR
SPY'S DEMISE
STARCROSS
SUPER COPY III
TAXMAN
TEMPLE OF ASPHI
TERRORIST
THE ROUTINE MACHINE
THREE MILE ISLAND
TORPEDO FIRE
TRANSYLVANIA
TUBEWAY
TYPING TUTOR
ULTIMA
ULTIMA ///
ULYSSES
VISICALC 3.3
VISICALC 88 CLMN PREBOCT
VISICALC II
VISIDEX
VISIFILE
VISI PLOT
VISISCHEDULE
VISITERM
VOCABULARY BUILDERS
WARP FACTOR
WIZARD AND THE PRINCESS
WORLDS GREATEST BLACK-JACK
ZOOM GRAFIX
ZORK I
ZORK II
ZORK III
Essential Data Duplicator Parameters

A2-FS1
  T0-T6 inc 1.5
  T7-T8
  T9.5-TA.5
  TC-T21 inc 1.5

AE (Side 1)
  T1.5-TD.5
  TE-T18.5 inc 1.5
  T0: parm 28=2 or 3

AE (Side 2)
  norm

AIRSIM-1
  norm - write protect before running

APPLE WORLD
  T0-T23

ARCADE MACHINE
  T0-T11
  T12.25-T21.25

BANK STREET WRITER
  T0-T1A
  T1B-T22: PPM #3 or #4

BATTLE FOR NORMANDY
  See Miner 2049er

BEER RUN
  T0: parm 28=2 or 3
  T1.5-TD.5: PPM #2

BENEATH APPLE MANOR (SPECIAL EDITION)
  T0-T22: parm Q=3

BILL BUDGE 3-D GRAPHICS
  norm - write protect before running

BORG
  T1.5-TB.5
  TD-TE
  T0: parm 28=2 or 3

BROADSIDES
  T0-T22: PPM #5 PR #6

BUG ATTACK
  T0-T22
  T1.D: PPM #2
  T22: PPM #2

CHECKERS (Odessa)
  T0-T6

CHOPLIFTER
  T0-TH: parm 28=2 00=3
  TC.25-T21.25
  T22
  Note: Sometimes very hard to copy

COPTERS & ROBBERS
  See Epoch

CRANSTON MANOR
  T0-T22
  T13: PPM #3

CRIME WAVE
CRITICAL MASS (Side A)
T0-T1
T22: PPM #3
CRITICAL MASS (Side B)
T0-T1
T22: PPM #3
CRITICAL MASS (Side B)
T0-T1
T22: PPM #3

CROSSFIRE
T0-T22
T1: PPM #3
CROSSWORD MAGIC (Both Sides)
T0-T22: PPM #2
CUSTOM MICRO SYSTEMS ASSEMBLER
T0-T23
D.B. MASTER AND UTILITIES
T0-T5
T6.5-T22.5
DISK EDIT 2.0
T0
T1.5-T5.5
T21.25-T22.25
DISK RECOVERY
T0
T1.25-T0.25: PPM #2
EPOCH
T0: parm 2B=2 or 3
T1.5-T5.5: PPM #2
EVOLUTION
T0.25-T18.25
FINANCIAL MANAGEMENT SYSTEM III
T0-T22
T3: parm 4=10 9=3 A=14 B=13 11=3: PPM #3 or #4
GAMMA GOBLINS
See Beer-Run
GORGON
T0: parm 2B=2 or 3
T1.5-T5.5: PPM #2
HADRON
See Gorgon
JAWBREAKER
T0-T22
T3: PPM #3
KNIGHT OF DIAMONDS
T0-T22: PPM #2
LABYRINTH
See Chocifter
LIST HANDLER & UTILITIES
T11
T12.25-T22.25: parm 0=3
T0: parm 0=0 2B=2
MIDNIGHT MAGIC
T0-T12
T13.25-T15.25
T22
MINER 2049er
T1-T22
T0: PPM #3 or #4
MINGS CHALLENGE
   See Miner 2049er
MONTY PLAY SCRABBLE
   T0-T22: PPM #5 OR #6
MOPTOWN
   T0-T22: parm 28=3
MULTIPLAN
   T0-T22
   TA: PPM #3 or #4
PEGASUS II
   See Jawbreaker
PFS: FILE, FILE IIe, GRAPH, & REPORTS
   T1-T22
   T0: PPM #3 or #4
   (Write Protect Before Booting)
POOL 1.5
   T0-T22: PPM #2
FUSAR II
   T0-T19
   T1A.5-T1D.5
QUEEN OFF THE PHOBOS
   T0-T1A
RENDEZVOUS
   See Miner 2049er
SABATOGE
   See Jawbreaker
SEA FOX
   See Cholifiter
SERPENTINE
   See Cholifiter
SNEAKERS
   See Beer-Run
SOFT PORN ADVENTURE
   See Jawbreaker
STAR THIEF
   T0-T13
   T22: PPM #3
SWASHBUCKLER
   T0-T22: parm 28=10
TAWALA'S LAST REDCUT
   T0-T22: PPM #2
TERRORIST
   T0-T1F
   T20.75-T22.75
THIEF
   T0-T22
   T4-T5: PPM #2
THRESHOLD
   See Crossfire
THUNDER BOMB
   T0-T11
TIC TAC SHOW
   T0
   T1.5-T4.5
   T5-T22
TIC TAC SHOW (SERIES DISKS)
   norm
TIME ZONE (Side A)
  See Miner 2049er

TIME ZONE (Sides B-L)
  norm

TRACK ATTACK
  See Choplifter

TRANSEND
  T0-T22: PPM #2

ULTIMA II
  See Rendezvous

WIZARDRY
  T0-T22 PPM #2

WORD HANDLER
  T11
  T3.25-T10.25
  T0-1A: parm 0=0 28=2
  Note: Sometimes very hard to copy

WORD RACE
  T0-T22: PPM #2

ZENITH
  See Choplifter
BACK IT UP II+ PARAMETERS

NOTE: CURRENT VERSION OF BACK IT UP II+ IS 2.3. THE VERSION # CAN BE FOUND ON THE LOGO PAGE ABOVE THE COPYRIGHT NOTICE.

AKEM-STONE
COPY TRACKS 0 -- 22 DECODE

ALIEN RAIN
COPY TRACKS 0 -- 5 NORMAL
CHANGE PARM 00 TO FE
CHANGE PARM 0D TO 21
CHANGE PARM 0E TO 00
COPY TRACKS 6 -- F NORMAL

APPLE ADVENTURE
CHANGE PARM 00 TO FE
COPY TRACKS 0 -- 22 NORMAL

APPLE PANIC
COPY TRACKS 0 -- 5 NORMAL
CHANGE PARM 00 FE
COPY TRACKS 6 -- D NORMAL

APPLEWRITER ///
COPY TRACKS 0 -- 22 SYNC
NOTE: BACK IT UP II+ VER. 2.1 USERS SHOULD CHANGE PARM 11 TO 02

ASTEROID FIELD
COPY TRACKS 0 -- 12 NORMAL
NOTE: YOU MAY HAVE TO COMPRESS TRACKS 0 -- 2 AND 11

AUTOBAHN
CHANGE PARM 00 TO FE
COPY TRACK 0 SYNC
COPY TRACKS 4 -- 6 SYNC
COPY TRACKS 9.5 -- C.5 SYNC

BEER RUN
COPY TRACK 0 SYNC
COPY TRACKS 1.5 -- D.5 SYNC

BILL BUDGES SPACE ALBUM
COPY TRACKS 0 -- 11 NORMAL

BILL BUDGES 3-D GRAPHICS PACKAGE
COPY TRACKS 0 -- 2 NORMAL
COPY TRACKS 4 -- 8 NORMAL
COPY TRACKS 11 -- 18 NORMAL

BORG
COPY TRACK 0 NORMAL
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DD
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 08 TO 0C
COPY TRACKS 1.5 -- B.5 DECODE/SYNC
COPY TRACK S D -- 14 DECODE/SYNC

BPI GENERAL LEDGER, ACCOUNTS RECEIVABLE, & PAYROLL
COPY TRACKS 0 -- 10 NORMAL
COPY TRACKS 12 -- 22 NORMAL
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 18
CHANGE PARM 17 TO 04
CHANGE PARM 18 TO AD
CHANGE PARM 19 TO FB
CHANGE PARM 1A TO E6
CHANGE PARM 1B TO FF
COPY TRACK 11 NORMAL

BUG ATTACK (NOTE: THIS REQUIRES VERS. 2.2)
COPY TRACKS 0 -- 12 NORMAL
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO AA
CHANGE PARM 02 TO D5
CHANGE PARM 03 -- 0A TO 00
CHANGE PARM 0B TO 0C
CHANGE PARM 16 TO FF
CHANGE PARM 21 TO 05
CHANGE PARM 22 TO 02
COPY TRACKS 1D -- 22 BY 5 SYNC/DECODE
NOTE: D-SPEED OF COPY DRIVE MUST BE ADJUSTED TO MATCH NIBBLE COUNT OF ORIGINAL DISK

CANNONBALL BLITZ
CHANGE PARM 11 TO 00
CHANGE PARM 16 TO FF
COPY TRACK 0 DECODE/SYNCHRONIZED
CHANGE PARM 16 TO 00
COPY TRACKS 1 -- 22 SYNCHRONIZED

CASINO
CHANGE PARM 00 TO DB
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO C0
CHANGE PARM 17 TO 08
CHANGE PARM 19 TO AA
CHANGE PARM 1E TO DB
CHANGE PARM 1F TO DB
COPY TRACKS 0 -- 22 USING DECODE OPTION

CASTLE WOLFENSTEIN
CHANGE PARM 00 TO FE
COPY TRACKS 00 -- 22 DECODE

CASTLES OF DARKNESS
CHANGE PARM 00 TO DB
COPY TRACKS 00 -- 22 NORMAL

COPTS & ROBBERS
COPY TRACK 0 DECODE
CHANGE PARM 00 TO FE
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 -- F.5 SYNCHRONIZED/DECODED

COUNTY FAIR
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 40
CHANGE PARM 17 TO 02
CHANGE PARM 18 TO AF
CHANGE PARM 1E TO DE
COPY TRACKS 0 -- 11 NORMAL

CROSS CLUES
CHANGE PARM 14 TO FE
CHANGE PARM 15 TO 60
CHANGE PARM 17 TO 04
CHANGE PARM 19 TO BF
CHANGE PARM 1B TO AA
COPY TRACKS 0 -- 22 USING DECODE OPTION

CROSSFIRE
COPY TRACKS 0 -- 22 SYNCHRONIZED

CROSSWORD MAGIC
CHANGE PARM 00 TO FE
COPY TRACKS 0 -- 22 SYNCHRONIZED/DECODE

THE CROSSWORD MACHINE
TRACKS 0 -- 22 NORMAL

CRUSH CRUMBLE AND CHOMP
COPY TRACKS 0 -- 22 DECODE

CYBER STRIKE
COPY TRACK 0 NORMAL
COPY TRACKS 3 -- B NORMAL
COPY TRACKS 11 -- 1C NORMAL

CYBORG
COPY TRACK 0 DECODED
CHANGE PARM 09 TO EB
COPY TRACKS 1 TO 22 DECODED

CYBORG (NEW VERSION)
CHANGE PARMS 05 -- 0A TO 00
COPY TRACKS 0 -- 22 DECODE/SYNCHRONIZED

DARK FOREST
CHANGE PARM 00 TO FE
CHANGE PARM 03 TO A5
CHANGE PARMS 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- 5 SYNC/DECODE
COPY TRACKS 9 -- 1F SYNC/DECODE

DB MASTER (NEW)
CHANGE PARM 0 TO FE
TRACKS 0 -- 5 SYNCHRONIZED INCREMENT BY 1
TRACKS 6.5 -- 22.5 SYNCHRONIZED INCREMENT BY 1
NOTE: DO NOT USE THE DECODE OPTION ON TRACK 1

DB UTILITY PACK
SAME AS DB MASTER

DESK TOP PLANNER
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 40
CHANGE PARM 17 TO 03
CHANGE PARM 18 TO AA
CHANGE PARM 19 TO EB
CHANGE PARM 1A TO FD
COPY TRACKS 0 -- 22 DECODE

DICTIO-NARY
REQUIRES VERSION 2.2
COPY TRACKS 0 -- 1F
CHANGE PARM 0B TO 05
CHANGE PARM 16 TO FF
COPY TRACK 20 USING THE DECODE OPTION
NOTE: THIS PRESERVES THE NIBBLE COUNT

DOG FIGHT (OLD)
TRACKS 0 -- 1 NORMAL INCREMENT BY 1
TRACKS 4 -- 10 NORMAL

DRAGON FIRE
TRACKS 0 -- 22 NORMAL
NOTE: THIS IS A 16 SECTOR DISKETTE

EPOCH
TRACK 0 NORMAL
TRACKS 1.5 -- F.5 NORMAL INCREMENT BY 1

EXPEDITER
TRACKS 0 -- 22 NORMAL
YOU MAY HAVE TO CHANGE PARM 13 TO 1D

E-Z DRAW
COPY TRACKS 0 -- 22 DECODE/SYNC

FACLONS: TRACK 0 NORMALLY
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DF
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DE
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 -- 4.5 BY 1.5
COPY TRACK 5.5
COPY TRACKS 7 -- A
COPY TRACKS 10 -- 12
COPY TRACKS 13.5 -- 14.5
COPY TRACKS 16 -- 17.5 BY 1.5
COPY TRACKS 19 TO 1A
COPY TRACK B.5

FIREBIRD
COPY TRACK 0 SYNC/DECODE
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DD
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 TO 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 TO B.5 SYNC.

FLIGHT SIMULATOR (SUBLOGIC)
ALL TRACKS NORMAL
TRACKS 0 -- 21 INCREMENT 1.5
TRACKS 7 -- 8 INCREMENT 1
TRACK 9.5

FOOSBALL
COPY TRACK 0 DECODED
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DD
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 TO 8.5 DECODED
COPY TRACK 9.5 DECODE/SYNC
CHANGE PARM 0F TO 01
CHANGE PARM 10 TO 01
CHANGE PARM 12 TO 7E
CHANGE PARM 21 TO 17
CHANGE PARM 25 TO 02
CHANGE PARM 26 TO 03
COPY TRACK A  DECODE/SYNC
COPY TRACKS B -- 14 DECODE

GAMMA GOBLINS
USE DECODE OPTION ON ALL TRACKS
COPY TRACK 0 Synchronizes
COPY TRACK D Synchronizes
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DD
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 - 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 TO B.5 SYNC./DECODE

GENETIC DRIFT
USE DECODE OPTION ON ALL TRACKS
COPY TRACK 0
CHANGE PARM 00 TO FC
CHANGE PARM 01 TO BB
CHANGE PARM 02 TO D5
CHANGE PARM 03 TO DD
CHANGE PARM 04 THROUGH 08 TO 00
CHANGE PARM 09 AND A TO BB
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- 3
COPY TRACKS 4.5 -- 6 BY 1.5
COPY TRACKS 7.5 -- B.5 INCREMENT 1
CHANGE PARM 01 TO D4
COPY TRACK D
CHANGE PARM 01 TO AD
CHANGE PARM 02 TO B5
CHANGE PARM 03 TO DE
COPY TRACKS E.5 -- 22.5 INCREMENT 1

GENERAL MANAGER
COPY TRACKS 0 -- 22 NORMAL
NOTE: TRACK 3 REQUIRES CHANGING PARM 13 TO 1D
DO NOT CHANGE PARM 13 ON ANY OTHER TRACK

GORGON
COPY TRACK 0
COPY TRACKS 1.5 -- F.5 SYNC.
NOTE: NEWER VERSIONS MAY USE SNEAKERS COPY INSTRUCTIONS

HELL FIRE WARRIOR
COPY TRACKS 0 -- 22 DECODE

HI RES CRIBBAGE
TRACKS 0 -- 22 NORMAL

HI RES ADVENTURE #2
TRACKS 0 -- 22 NORMAL

INVENTORY MANAGEMENT SYSTEM
COPY TRACKS 0 -- 22 DECODE

KAVES OF KARKHAN: TRACKS 0 -- 22 DECODE

LOGO
COPY TRACK 0
COPY TRACKS 2 -- 22 NORMAL
CHANGE PARM 16 TO FF
COPY TRACK 1
NOTE: YOU ARE PRESERVING THE NIBBLE COUNT ON TRACK 1

LOWER REACHES OF ASPHAI
COPY TRACKS 0 -- 22 DECODE
Mouskattack

Copy Tracks 0 -- 22 Sync
Change Parm 11 To 00
Change Parm 16 To Ff
Copy Track 0 Synchronized
Change Parm 16 To 00
Copy Tracks 1 -- 22 Synchronized

Mission Escape
Track 0 Decode Unreadable Tracks
Tracks 1 -- 1D Normal Increment By 1

Missile Defense
Tracks 0 -- 22 Normal

Oo-topos
All Tracks Decode Unreadable Tracks
Note: This Is A 16 Sector Diskette

Out Post
Copy Track 0 Compressed
Copy Tracks 1.5 -- 8.5 Normal
Change Parm 16 To Ff
Change Parm 00 To Fe
Change Parm 01 To Dd
Change Parm 02 To Ad
Change Parm 03 To Da
Change Parms 04 -- 0A To 00
Change Parm 0B To 0C
Change Parm 16 To Ff
Copy Track 9.5 Normal Note: You Are Pre Serving The Nibble Count
Change Parm 16 To 00
Copy Track A Decode/Sync
Copy Track 9.5 Decode/Sync

Pegasus II
Tracks 0 -- 22 Normal
Note: Change Parm 13 To 1D For Track 3 Only

Pfs & Pfs Reports
Copy Tracks 1 -- 13 Using Decode
Change Parm 01 To 93
Change Parm 02 To F3
Change Parm 03 To Fc
Change Parms 04 -- 0A To 00
Change Parm 11 To 00
Change Parm 15 To E0
Change Parm 17 To 04
Change Parm 18 To 93
Change Parm 19 To F3
Change Parm 1A To Fc
Change Parm 1B To Ff
Copy Track 0 Using Decode
Write Protect Diskettes Before Using

PFS (New Release)
Copy Tracks 0 -- 1 Decode/Synchronized Compressed
Copy Tracks 3 -- 22 Decode/Synchronized Compressed
Change Parm 14 To F8
Change Parm 15 To 60
Change Parm 17 To 04
Change Parm 19 To F3
Change Parm 1A To Fc
Change Parm 1B To Ff
COPY TRACK 2 DECODE/SYNCHRONIZED COMPRESSED (MAX RETRIES 2)

CHANGE PARM 14 TO FC
COPY TRACK 0 DECODE COMPRESSED (MAX RETRIES 2)
WRITE PROTECT THE DISKETTE BEFORE USING

PHANTOMS 5
TRACK 0 NORMAL
TRACKS 2 -- 10 NORMAL INCREMENT BY 1

THE PRISONER
COPY TRACKS 0 -- 22 NORMAL

PULSAR II
CHANGE PARM 0 TO FE
COPY TRACKS 2 -- C
COPY TRACKS 11 -- 19
COPY TRACKS 1A.5 -- 1D.5

RASTER BLASTER
COPY ALL TRACKS DECODE/SYNCHRONIZE
COPY TRACK 0
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO AD
CHANGE PARM 02 TO DE
CHANGE PARM 03 TO 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACK 1.5
COPY TRACKS 3.5 TO F.5 BY 4
COPY TRACKS 5 TO 11 BY 4
COPY TRACKS 6 TO 12 BY 4

REVERSAL
COPY TRACKS 0 -- 2 NORMAL
COPY TRACK 3.5 NORMAL
COPY TRACKS 5 -- 22 NORMAL

RINGS OF SATURN
COPY TRACKS 0 -- 22 DECODE

SABOTAGE
COPY TRACKS 0 -- 22 NORMAL

SAT ENGLISH (SIDE 1)
NOTE: THIS REQUIRES VERSION 2.2
THIS IS A TWO SIDED DISKETTE. USE THE DECODE OPTION ON
ALL TRACKS AND BOTH SIDES.
COPY TRACK 0 SYNCHRONIZED
CHANGE PARM 01 TO EE
CHANGE PARM 02 TO FC
CHANGE PARM 03 TO 97
CHANGE PARM 04 -- 0A TO 00
COPY TRACKS 1 -- 3 & TRACKS 6 -- 22
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO FF
CHANGE PARM 02 TO FF
CHANGE PARM 03 TO DB
COPY TRACKS 4 -- 5 SYNCH.
NOTE: THE COPY PROCESS MAY "HANG UP" DURING THE ANALYZE MODE OF TRCKS 4 & 5. THIS IS NORMAL; IF IT HAPPENS, PRESS RESET AND TRY THE TRACK AGAIN. IF YOU FAIL TO COPY THESE TRACKS PROPERLY, THE DISKETTE WILL CONTINUOUSLY ATTEMPT TO REBOOT.

SAT ENGLISH (SIDE 2)
NOTE: THIS REQUIRES VERSION 2.3
SEE ALL NOTES FOR SIDE 1. SIDE 2 IS VERY SIMILAR.
COPY TRACK 0 SYNC.
CHANGE PARM 01 TO 97
CHANGE PARM 02 TO EE
CHANGE PARM 03 TO D5
CHANGE PARM 04 -- 0A TO 00
COPY TRACKS 1 -- 3 & TRACKS 6 -- 22
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO FF
CHANGE PARM 02 TO FF
CHANGE PARM 03 TO DB
CHANGE PARM 26 TO 06
CHANGE PARM 28 TO 06
COPY TRACKS 4 -- 5 SYNC.

SNACK ATTACK
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 40
CHANGE PARM 17 TO 02
CHANGE PARM 18 TO AF
CHANGE PARM 19 TO DE
COPY TRACKS 0 -- 11 NORMAL

SNEAKERS
COPY TRACK 0 NORMAL
COPY TRACKS 1.5 -- F.5 SYNC

SNEAKERS (NEW)
USE DECODE AND SYNC ON ALL TRACKS
COPY TRACKS 0 & 1.5
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DD
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DA
CHANGE PARM 04 TO 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1.5 TO C.5
NOTE FOR TRACK 2.5 ONLY YOU WILL NEED TO CHANGE PARM 00 TO FF

SNOGLES (JOYSTICK)
COPY TRACKS 0 -- 2 NORMAL
CHANGE PARM 00 TO FE
COPY TRACKS 3 -- D NORMAL

SOFT PORN
TRACKS 0 -- 22 NORMAL
NOTE: ON TRACK 3 ONLY, CHANGE PARM 13 TO 1D

SOUTHERN COMMAND
CHANGE PARM 07 TO 00
COPY TRACK 0 DECODED
CHANGE PARM 01 TO D4
CHANGE PARM 03 TO B7
COPY TRACKS 1 -- 22 DECODED

SPACE EGGS
COPY TRACK 0 NORMAL
COPY TRACK 2 -- 6 NORMAL
COPY TRACKS 11 -- 13 NORMAL
COPY TRACKS 14 -- 1A NORMAL

SPACE RAIDERS
TRACKS 0 -- 4 NORMAL INCREMENT BY 1

SPACE WARRIOR
USE DECODE OPTION FOR ALL TRACKS
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DF
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DE
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- 5 BY 4
COPY TRACKS 2.5 -- 6.5 BY 4
COPY TRACK 3.5
COPY TRACKS 8 -- 11

SPECIAL DELIVERY SOFTWARE (YES, ALL OF IT!)
COPY TRACKS 0 -- 22 DECODED

STAR THIEF
NOTE: THIS REQUIRES VERS. 2.2
COPY TRACKS 0 -- 13 NORMAL
CHANGE PARM 16 TO FF
CHANGE PARM 21 TO 05
CHANGE PARM 22 TO 02
COPY TRACK 22 NORMAL
NOTE: YOU WILL HAVE TO OPEN THE COPY DRIVE TO ADJUST THE D-SPEED
THIS IS REQUIRED TO PRESERVE THE NIBBLE COUNT.

STRATEGIC SIMULATIONS
(ALL APPEAR TO BE THE SAME)
SEE SOUTHERN COMMAND

SUICIDE
COPY TRACK 0 DECODED
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO DF
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO DE
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 11.5 -- 20.5 BY 1.5 DECODED

SUPER SCRIBE
COPY TRACKS 0 -- 22 NORMAL
NOTE: FOR TRACK 3 ONLY CHANGING PARM 13 TO 1D MAY BE REQUIRED.

SUPER STELLER TREK
USE DECODE OPTION ON ALL TRACKS
COPY TRACK 0
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO EE
CHANGE PARM 02 TO EF
CHANGE PARM 03 TO FE
CHANGE PARMS 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- 22

SWASHBUCKLER
CHANGE PARM 00 TO DB
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO C0
CHANGE PARM 17 TO 08
CHANGE PARM 19 TO AA
CHANGE PARM 1E TO DB
CHANGE PARM 1F TO DB
COPY TRACKS 0 -- 22 DECODED

TEMPLE OF ASPHAL
COPY TRACKS 0 -- 22 DECODE

TETRAD
COPY TRACKS 0 -- 22 NORMAL

THIEF
USE THE DECODE OPTION FOR ALL TRACKS
COPY TRACK 0
CHANGE PARM 00 TO FE
CHANGE PARM 01 TO AE
CHANGE PARM 02 TO DE
CHANGE PARM 03 TO FE
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- 3
COPY TRACKS 6 -- 22
CHANGE PARM 01 TO DB
CHANGE PARM 02 TO AD
CHANGE PARM 03 TO FE
CHANGE PARM 0F TO 00
COPY TRACK 4 SYNCHRONIZED
CHANGE PARM 0F TO 01
COPY TRACK 5 SYNCHRONIZED AND COMPRESSED
NOTE: DRIVE SPEED MUST BE EXACTLY SET ACCORDING TO APPLE'S
D-SPEED TEST. VERS. 2.2 AND ABOVE MAY COPY TRACKS 4 & 5 BY
PRESERVING THE NIBBLE COUNT. TO DO THIS, CHANGE PARM 16 TO FF
AND DO NOT CHANGE PARM 0F OR COMPRESS TRACK 5.

THRESHOLD
COPY TRACKS 0 -- 22 NORMAL
NOTE: IT MAY BE NECESSARY TO CHANGE PARM 13 TO 1D FOR TRACK 1
ONLY

TWERP
COPY TRACK 0 COMPRESS
COPY TRACKS 1.5 -- E.5 NORMAL
COPY TRACK 1A

ULTIMA
PLAYER MASTER SIDE
0 -- 22 NORMAL
PROGRAM SIDE:
CHANGE PARM 00 TO FE
COPY TRACKS 0 -- 22 NORMAL
NOTE: SET RETRIES TO 3 AND RECOPY TRACKS WITH READ OR WRITE
ERRORS AS MANY TIMES AS REQUIRED TO COPY PROPERLY.

ULYSIS
COPY TRACKS 0 -- 22 NORMAL
NOTE: CHANGE PARM 13 TO 1D FOR TRACK 3 ONLY

VISICALC ///
COPY TRACKS 0 -- 22 SYNCHRONIZED
NOTE: BACK IT UP II + VER. 2.1 USERS CHANGE PARM 11 TO 02

VISICALC 16
(NOTE: VERY EARLY VERSIONS MAY COPY TRACKS 0 -- 22 NORMAL.
COPY TRACK 0 DECODED
COPY TRCKS 2 -- 16 DECODED

VISIDEX
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 60
CHANGE PARM 17 TO 03
CHANGE PARM 18 TO AA
CHANGE PARM 19 TO EB
CHANGE PARM 1A TO FD
COPY TRACKS 0 -- 22 DECODE

VISIFILE
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 40
CHANGE PARM 17 TO 03
CHANGE PARM 18 TO AA
CHANGE PARM 19 TO EB
CHANGE PARM 1A TO EC
COPY TRACKS 0 -- 22 DECODE

VISITREND/VISIPLT (SEPARATE VERSIONS COPY ALIKE)
COPY TRACKS 0 -- 6 DECODE
COPY TRACKS 8 -- 22 DECODE
CHANGE PARM 11 TO 02
CHANGE PARM 15 TO 40
CHANGE PARM 17 TO 02
CHANGE PARM 18 TO AA
CHANGE PARM 19 TO EB
COPY TRACK 7 DECODED

VISITERM
COPY TRACKS 0 -- 5 DECODE
COPY TRACKS 7 -- 22 DECODE
CHANGE PARM 11 TO 00
CHANGE PARM 15 TO 20
CHANGE PARM 17 TO 03
CHANGE PARM 18 TO AA
CHANGE PARM 19 TO EB
CHANGE PARM 1A TO FC
COPY TRACK 6 DECODED

WIZARD AND THE PRINCESS
COPY TRACKS 0 -- 22 NORMAL

WORD HANDLER
COPY TRACKS 11 -- 22 NORMAL
COPY TRACK 0 DECODE/SYNC.
CHANGE PARM 01 TO FB
CHANGE PARM 02 TO DF
CHANGE PARM 03 TO DD
CHANGE PARM 04 -- 0A TO 00
CHANGE PARM 0B TO 0C
COPY TRACKS 1 -- C SYNC.DECODE

ZORK I & II (NEW VERSIONS)
CHANGE PARM 05 TO 00
COPY TRACKS 0 -- 22 DECODE
ADDITIONAL PARAMETERS FOR LOCKSMITH

These parameters were excluded from the most recent locksmith parm list.

AIRSIM-1
T0-T2 sync: A8=B5 78=00 79=12 47=FF
T9-T22 sync
T3-T8 sync: 79=0E (T8 error OK)
(Write protect before running)

APPLE III BUSINESS GRAPHICS
T0-T22 SYNC: 18:50 19:00 40:04 46:96 75:00 76:00 77:00 78:00 79:12

APPLE PANIC **
T0 norm
T1-TC: 44=DD

APPLE WRITER (APPLE ///)
T0-T22 sync

APPLE WRITER II
T0-T22: 46=96 54=12

APPLE PFM
T0-T22: 10:04 16:40 46:96 51:00 53:0B 54:12 81:CF 82:F3 83:FC

CANNONBALL BLITZ **
T0-T22: 46=96 54=12 53=00
T3-TF: 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

CROSSFIRE **
T0-T22 normal
T1: 4C=1B APPLY PATCH NC30 (VERSION 4.0 ONLY)
4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)
(version 4.1 only)

CYBORG
T0-T22: 47=FF 48=F8 4D=00 4E=00 51=00 40=04

DATA REPORTER
T0-T22 norm: 4D=00 46=96 54=12

FIREBIRD
T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
T1.5-TB.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
19=00 44=DD 45=AD 46=DA

FS-1
T0 norm
T1.5-T21 by 1.5: 44=DB 45=AB 46=BF 40=20 4F=00 54=12
T7-T8
T9.5

GOLD RUSH **
T0-T22: 46=96 4D=00 4E=00 21=02 26=06 51=00

HIRES CRIBBAGE and HIRES FOOTBALL **
T0=T5 sync
T6-T22 normal

JAWBREAKER
T0-T22 norm
T3: 34=FF 44=DF 45=EF 46=F7 50=00 52=00 53=00 54=12

MOUSEKATTACK
T0-T22: 46=96 54=12 53=00
T23: 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

NIGHTMARE GALLERY **
T0-T22: 46=96 54=12 51=00 40=00 4E=00
PRESIDENT ELECT
T0-T22: 25=19 6B=00

SCREENWRITER II **
T0-T2: 4D=00

SUPERSCRIBE II
T0-T22 norm
T3 norm: 45=00 50=00

SUPERSCRIBE II ** Same as PEGASUS II

TAX PREPARER
T0-T22: 46=96 54=12 4C=19

THEIF
T0-T22: 83=FF 4F=08 53=00

T4-T5 sync: 38=02 1E=02 19=00 12=01 7C=00

TIGERS IN THE SNOW
T0-T22: 25=19 6B=00

TIME ZONE (Disk One)
T0-T4 sync
T5-T22 norm

TIME ZONE (All Other Disks)
T0-T22 norm

THRESHOLD
T0-T22 normal
T1-T23 by 22: 4C=1B (patch NC30 for version 4.0)

4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES) (version 4.1 only)

ULTIMA
T0-T22: 1E=0B

VISICALC (APPLE ///)
T0-T22 SYNC

VISICALC (APPLE /// ADVANCED VERSION)
T0-T22 SYNC: 18:50 19:00 40:04 46:96 75:00 76:00 77:00 78:00 79:12

WIZARDRY
T0-T9 normal
TF-T22 normal
TA-TE sync: 36:01
(Note- uses nibble count which requires drive speed adjustment with either the <> signs or by removing drive cover and adjusting actual speed. Also, you MUST put a write protect tab on the copy disk BEFORE running.)

WIZARDRY **
T0: 36:01 21:02 46:96 (USES NIBBLE COUNT SEE TECH NOTES)
T1-T22 sync: 36:00
(Note- see notes on above procedure for WIZARDRY)
NIBBLE AWAY PARMS

------------------------

THRESHOLD/ TRACKS 0-22 USE ERASE DEST
ULLYSES SAVE AS THRESHOLD (WORKS GREAT)
OUT POST SAME AS EPOCH
CROSS FIRE SAME AS THRESHOLD
AUTOBahn-Sync Auto Half
APPLE PANIC--Sync tracks 0-0
BACK IT UP--Copy trk 0 then 1.5-4.5
D.B. MASTER VER. 3--Copy using sync, but set C04 to 40, or between
25-28 depending on you disk drive
EPOCH--Same as sneakers
EXECUTIVE SECRETARY GOLD LABEL--(parms) C06/A9, C07/AB normal copy
FS1.FLIGHT SIMULATOR.-- You have to do this one by hand. Copy 0-21 in
1 1/2 increments, then copy 7, 8, 9 1/2
GORGON--Auto Half, copy track 0 then copy 1.5 till you get errors
(approx $F)
HEAD-ON--Auto Half
LOCKSMITH 3.1--COPY 0 THEN 2.5-4.5 THEN D-10
MULTI-DISK CATALOG III--All sync trks 0-23
ORBITRON--Same parms as sneakers use sync, then copy track 0 then
1.5-E.5, then change parm C03 to 03 then copy track F.5
PADDLE GRAPHICS--COPY 0-23
PEAGASUS II--Eras dest., Sync Auto Half
PORNOPOLY--Copy 0-23 half tracks
PULSAR II--Reduced error mode, 0-1A, then 1A.5-22
RINGS OF SATURN--(params) C06/FB, C07/FC use full traks in sync
SNEAKERS--(PARMS) C03/50, C00/50, C0D/01, C0E/02-Copy track 00, then
1.5-22
SNOGGLE--Auto Half
STAR CRUISER--Auto half
ULTIMA--Sync and reduced error
VISICALC 3.3--Sync copy

COPY ALL OF THE FOLLOWING USING SYNC
AND IF A LOT OF ERRORS USE REDUCED
ERROR MODE:

MISSLE DEFENSE
CRIBBAGE
SABATOE
THIRLOGY
OLD SUPER SCRIB

COPY ALL OF THE FOLLOWING ERASING THE
DEST. DISK AND IMMEDIATELY COPYING USING
HALF TRACKS AND MAYBE SYNC:

EXPEDITER
CRANSTON MANNOR
GOBBLER
SOFTPORN
NEW SUPER SCRIPT
HADRON- SAME AS BEER RUN
VISICALC ///-use sync

BEER RUN: PARMs C03/40
C0C/40
C0D/01
C0E/02
SELECT ERASE DEST:
COPY TRK 0 USING SYNC
COPY TRKS 1.5-D.5 SYNC

FIREBIRD C0C/10
C0F/31
COPY TRK 0 USING SYNC, ERASE DEST
COPY TRKS 1.5-B.5 SYNC, ERASE DEST.
COPY TRK C.5-D.5 USING DATA MOVER

LOCKSMITH (3.1) PARMs
------------------------
BACK IT UP--Copy track 0 then 1.5 to 4.5 inc 1. When booting, wait
until you hear drive head seeking, then open door. Close
door after menu appears.
D.B. MASTER--Copy tracks 0 to 5 sync, then tracks 6 to 22, normal
FLIGHT SIMULATOR--Copy tracks 0 to 21 inc 1.5, then tracks 7 to 8 inc 1
then track 9.5 to 9.5 inc 1
MICROSOFT ADVENTURE--sync, 0-23 full trks
ONLINE SYSTEMS SOFTWARE--Copy 0 to 5 in sync then 6-22 in normal copy
SUPER DISK COPY 3.4--All sync, 0-23 in full tracks. When booting
wait till disk drive begins to choke.
(brrr....) press reset. It will come up
working great.
TRANQUILITY BASE--Do the following type: /' 1 ' return ' 80 ' return ' esc ' esc ' then copy regular
VISICALC--Copy 0 to 23 in sync
ZORK--Do the following type:
/' 32 ' return ' 88 ' return ' /' 1 ' return ' 6 ' esc ' esc ' then copy regular
1. DB Master
2. Magic Window II
3. Tubeaway
4. Music Construction Set
5. War (Adventure International)
6. The Market Analyzer
7. Prisoner II
8. Empire I: World Builders
9. Software Dimension's Accounting Plus II
10. Aztec
11. Softerm
12. Data * Trans
13. Jump Jet
14. Homeword
15. Flight Simulator 2
16. How to Make Demuffin
17. How to Make Demuffin Plus
18. The Mask Of The Sun
19. The Serpent's Star
20. Hyperspace Wars
21. Copy II Plus 4.1
22. Zoom Grafix
23. A.P.I Accounting Series
24. The Galactic Adventures by SSI
25. Pandora's Box
26. Money Munchers
27. Zork I, Zork II, Zork III, Deadline, Starcross
28. Home Accountant
29. Apple Logo
30. Ultima II
31. Suspended
32. Visualcalc
33. PCS
34. Pig-Pen
35. Micro-Wave
36. Cannonball Blitz
37. A.B.M.
38. The Einstein Compiler
39. Graphic Processing System, Professional version
40. Viex Preboot Disks
41. Genesis the Adventure Creator
42. The Visible Computer
43. Lock It Up Protection
44. The Artist
45. Executive Briefing System
46. Data Factory
47. VisiTerm 1.1
48. Marauder
49. VC - Expand
50. Knight Of Diamonds
51. Shadowhawk
52. Softporn
53. Visidex
54. Visifile
55. Congo
56. Galaxy
57. Data Reporter
**Advanced Parameters**

**DB Master**

DB MASTER IS AN INTERESTING CRACK BECAUSE IT USES A VARIETY OF PROTECTION SCHEMES AND BECAUSE IT WORKS BACK AND FORTH BETWEEN THE PROTECTED ORIGINAL AND COPYA DATA DISKS. ALSO THE PROGRAMS ARE ALL WRITTEN IN APPLE SOFT, BUT NO CATALOG OR VTDC EXISTS, AND THE ENTIRE SYSTEM IS RUN THROUGH EXTENSIVE DOS ALTERATIONS TO CONTROL DISK ACCESS DIRECTLY THROUGH RUTS. BECAUSE THE CATALOG, VTDC, ERROR MESSAGE AND OTHER ROUTINES ARE NOT NEEDED, STONEWARE HAS OVERWRITTEN THESE AREAS OF MEMORY WITH SIGNIFICANT CHANGES.

TO PROCEED WITH THIS CRACK IT IS ESSENTIAL THAT YOU HAVE SOME WAY OF INTERRUPTING THE PROGRAM AND GETTING INTO THE MONITOR. EITHER THE OLD NON-AUTOSTART MONITOR ROM, INTEGRAL BASIC CARD, OR A GOOD NMI BOARD ARE A MUST. BENEATH APPLE DOS AND BAG OF TRICKS (OR ANOTHER GOOD ZAPPER) ARE ALSO ESSENTIAL, AND 'DISK-O-DOC II' ALONG WITH EITHER MON+ FROM MICROSEEDS OR THE INSPECTOR ARE VERY USEFUL. THIS CRACK WAS DONE ON THE NEWEST VERSION OF DB MASTER (VERSION 3.02!), AND WHILE THE GUTS OF IT WILL WORK ON THE EARLIER VERSIONS, SOME OF THE LOCATIONS (BOTH IN RAM AND ON THE DISK) ARE DIFFERENT.

**IMPORTANT** WHENEVER YOU ATTEMPT TO BOOT YOUR CRACKED OR HALF-CRACKED DB MASTER, BE SURE TO HAVE IT WRITE PROTECTED!! ** ALSO, IT IS ALWAYS A GOOD IDEA TO WRITE PROTECT YOUR ORRIGINAL DATA DISKS WHENEVER YOU RE-BLOCK THEM.

1) THE FIRST STEP TO THIS CRACK IS TO GET THE ENTIRE DISK TRANSFERRED OVER TO A DISK WITH STANDARD DOS FLAGS. THIS IS EASY FOR TRACKS 0-5 AS THE ONLY PROTECTION HERE IS THE ALTERATION OF THE ENDING ADDRESS AND DATA FLAGS FROM DE AA TO DF AB. AN IDB TYPE OF PROGRAM CAN BE WRITTEN (SEE OLD MUSE MESSAGE) TO READ THESE TRACKS WITH THE ALTERED FLAGS, AND THEN TO WRITE THEM ONTO ANOTHER DISK WITH STANDARD FLAGS. BE CAREFUL THOUGH TO INITIALIZE YOUR DISK WITH VOLUME 001 AS DB MASTER CHECKS FOR THIS.

2) TRACKS 6.5 TO 22.5 ARE HARDER TO DEAL WITH BECAUSE NOT ONLY ARE THE FLAGS ALTERED BUT ALSO THE TRACKS ARE HALF TRACKED AND YOU NEED TO GET THEM WRITTEN OUT ONTO THE STANDARD DISK ON WHOLE TRACKS. YOU CAN WRITE A HALF TRACK ROUTINE INTO YOUR IDB PROGRAM (SEE EARLIER HALF-TRACKING MESSAGE), OR IF YOU HAVE THE VIDEX ENHANCER II YOU CAN CREATE TWO KEYBOARD MACROS AND DO THE WHOLE JOB IN ABOUT FIVE MINUTES USING DISK-O-DOC II. D-O-D LETS YOU ALTER THE DOS FLAGS THEN READ ANY TRACK OR HALF TRACK, THEN SET THE FLAGS TO STANDARD AND WRITE THE TRACK BACK OUT TO ANY OTHER TRACK OR HALF TRACK. IT IS CUMBERSOME TO DO A WHOLE DISK THIS WAY UNLESS YOU HAVE THE VIDEX ENHANCER, BUT THEN IT IS A SNAP. WHEN YOU ARE DONE WITH THIS YOU HAVE A COPYA DB MASTER, BUT IT WON'T RUN WITHOUT SOME CHANGES.

3) FIRST YOU HAVE TO ALTER THE DOS SO THAT IT DOESN'T LOOK FOR THE ENDING FLAGS DF AB. THESE FLAGS RESIDE AT MEMORY LOCATIONS B935, B93F, B991 AND B99B, AND CAN BE FOUND ON THE DISK ON TRACK 0, SECTORS 2 AND 3 WHERE THEY CAN BE ZAPPED TO THE STANDARD VALUES.
4) NOW IS A GOOD TIME TO ZAP THE ROUTINE THAT SETS THE RUN FLAG (D6) TO 80 TO PREVENT YOU FROM LISTING THE PROGRAMS. YOU CAN EA EA THE ROUTINE ON TRACK 0, SECTOR E. NOW AFTER YOU HALT THE PROGRAM AND ARE IN THE MONITOR ALL YOU HAVE TO DO IS HIT CTRL-C FOR BASIC AND THEN LIST TO SEE WHAT IS GOING ON.

5) IF YOU BOOT THE DISK AT THIS POINT (WRITE PROTECT!), IT WILL START LOADING BUT WILL BURP WHEN IT GETS TO TRACK 6 BECAUSE IT WANTS TO READ TRACK 6.5. IF YOU LOOK AT THE DOS SEEKABS ROUTINE IN MEMORY AT B9A0-B99F YOU WILL SEE THAT IT HAS BEEN ALTERED TO JSR TO B430. EXAMINING B430.B446 SHOWS THAT THE COUNTERS FOR THE TRACK NUMBER BEING READ ARE COMPARED TO #$0C, AND IF FOUND TO BE GREATER ARE INCREMENTED BY ONE BEFORE RETURNING TO SEEKABS. THIS IS THE HALF TRACK ROUTINE, AND WORKS BECAUSE THE APPLE DISK DRIVE STEPPER MOTOR Requires 2 PULSES TO INCREMENT ONE WHOLE TRACK, AND ONLY 1 PULSE TO INCREMENT A HALF TRACK. #$0C IS DECIMAL 12, WHICH IS THE NUMBER OF PULSES REQUIRED TO GET TO TRACK 06. THIS ROUTINE TESTS FOR THE NUMBER OF PULSES BEING REQUESTED AND IF THEY ARE FOUND TO BE EQUAL TO OR EXCEED 12 ONE EXTRA PULSE IS ADDED. TO DISABLE THIS ROUTINE CHANGE B434 TO 60, B438 TO EA EA, AND B441 TO EA EA EA. THESE CAN BE ZAPPED ON TRACK 0, SECTOR D. YOU COULD ALSO CHANGE IT BY INCREASING #$0C TO $47 (DECIMAL 71) OR HIGHER, OR BY NOT JSRING TO THE ROUTINE IN THE FIRST PLACE, BUT THIS LATTER WAY IS DANGEROUS BECAUSE THE ROUTINE MIGHT BE ENTERED FROM MORE THAN ONE LOCATION.

6) NOW THE PROGRAM WILL RUN, BUT WHEN YOU TRY TO ACCESS A DATA DISK, IT BOMBS! WHY? WELL, BECAUSE THE PROGRAM THINKS THAT THE FLAGS ARE DIFFERENT ON THE DATA DISKS THAN THEY ARE ON THE PROGRAM DISK, AND BECAUSE OF THIS IT CHANGES THE FLAGS BEFORE READING THE DATA DISK. SINCE WE HAVE ALREADY CHANGED THE FLAGS TO STANDARD THE PROGRAM IS ACTUALLY SCREWING UP THE FLAGS BEFORE ACCESSING THE DATA DISK. IF YOU INTERRUPT THE PROGRAM AT THIS POINT AND EXAMINE B935, B936, B991 AND B99B YOU WILL FIND THAT THEY NO LONGER ARE DE AA, BUT ARE NOW DD A9, OR THEY HAVE BEEN DECREMENTED BY ONE EACH! SINCE ON THE ORIGINAL PROGRAM THE FLAGS ARE +1 HIGHER THAN STANDARD, THE PROGRAM GOES THROUGH A ROUTINE OF LOWERING THESE FLAGS BY -1 WHEN ACCESSING A DATA DISK, AND RAISING THEM BACK BY +1 WHEN REACCESSING THE PROGRAM DISK. WE NEED TO FIND THIS ROUTINE AND DEFEAT IT. A SCAN OF B944.B99F (THE DOS RDADR ROUTINE) REVEALS THAT THE DB MASTER VERSION IS NO DIFFERENT FROM STANDARD, SO THE CHANGE MUST BE MADE BEFORE RWC GETS THIS FAR. FINDING THIS ROUTINE IS A BIT DIFFICULT AND TAKES SOME SEARCHING, BUT EVENTUALLY WE ARE LEAD VIA THE AREA WHERE THE FILE MANAGER USED TO RESIDE (B37F.B39F) TO A SERIES OF ROUTINES AT B4E4.B52F WHICH ARE USED TO INCREMENT AND DECREMENT THE VALUES OF THE ENDING ADDRESS AND DATA FLAGS. BY CHANGING B50C TO EA EA EA, B511 TO EA EA EA, B516 TO EA EA EA AND B51B TO EA EA EA WE DISABLE THIS ROUTINE. THESE CAN BE ZAPPED ON TRACK 0, SECTOR E.

7) NOW THE PROGRAM WILL RUN, AND RUN JUST LIKE ANY NIBBLE COPIED COPY WILL RUN. THIS IS DANGEROUS. STONEWARE IS REALLY HUNG UP ON THE ISSUE OF NON FACTORY AUTHORIZED COPIES AND SO THEY HAVE PUT TRAPS IN THE PROGRAM TO CHECK THE PROGRAM DISK TO SEE IF IT IS FACTORY ISSUE OR A NIBBLE COPY. ANY ONE WHO HAS USED LOCKSMITH OR NAILI ON DB MASTER KNOWS THAT ALTHOUGH THE COPIES APPEAR TO WORK FINE, EVERY ONCE IN AWHILE THE DAMN THINGS EITHER HANG UP OR EAT YOUR DATA DISKS. THIS USUALLY HAPPENS AFTER YOU HAVE PROCESSED ALOT OF DATA. THE PARMS FOR THESE PROGRAMS ARE SPECIFIC THAT YOU MUST SYNCHRONIZE THE TRACKS, SO
DB MASTER IS CHECKING FOR THE PROPER SYNCHRONIZATION AND SCREWING YOU IF IT FINDS IMPROPER SYNCHRONIZATION. AFF7 IS THE BEGINNING OF THE STANDARD DOS ROUTINES THAT DEAL WITH THE VTOC AND THE DIRECTORY. SINCE DB MASTER DOES NOT USE ANY OF THESE ROUTINES, STONEWARE HAS CHOSEN THIS AREA OF MEMORY TO PUT IN SOME TESTS ON THE PROGRAM DISK, AND SOME DATA EATING ROUTINES. A STUDY OF B02F.B0F7 REVEAL A RAT’S NEST OF ROUTINES DESIGNED TO TAKE SAMPLE READINGS OF THE PROGRAM DISK’S CONTENT, TEST THEM, AND THEN TO BOMB IF THE EXPECTED RESULTS ARE NOT ACHIEVED. THE CONSEQUENCE OF FAILING THESE TESTS IS TO END UP AT B0E7 WHICH IS A ROUTINE THAT WIPES OUT MEMORY FROM $0400 ON. ALSO, WE FIND THAT TESTS ARE MADE OF LOCATIONS 3F1 AND 3F0, AND AFTER EXAMINATION OF THE FIRST THREE APPLESOF PROGRAMS, WE FIND THAT THESE LOCATIONS CONTAIN THE SERIAL NUMBER OF THE DISK!

IF YOU HAVE GOTTEN THIS FAR THE FIX FOR THIS AREA IS PRETTY STRAIGHT FORWARD, AND IT RESIDES ON TRACK 3, SECTOR 2. ZAP B068 TO EA EA EA, B073:EA EA EA 18 EA, (THE 18 IS CLEAR CARRY), B082:18 EA, B09F:EA EA EA EA EA A9 AND B097:EA EA. THEN MOVE ON TO B0D0 WITH 18 EA EA, B0D8:18 EA, B0E4:18 EA AND SET B0E7 THROUGH B0F5 TO 60’S. THERE IS UNDOUBTEDLY A MORE ELEGANT WAY TO HANDLE THIS, BUT THIS APPEARS TO DO THE JOB.

8) NOW THAT YOU HAVE DISABLED THE SERIAL NUMBER CHECK YOU CAN PROCEED TO ZAP THE SERIAL NUMBERS ON THE DISK AND MAKE THEM WHATEVER YOU WANT. THEY ARE RECORDED TWICE ONCE AT THE END OF TRACK 0, SECTOR E AND IN REVERSE ORDER AS THE LAST TWO BYTES ON TRACK 4, SECTOR E.

NOW YOU ARE FINISHED, AT LEAST I THINK SO. I HAVE TRIED OUT THE CRACKED VERSION AND IT APPEARS TO WORK FINE, BUT KNOWING STONEWARE, THERE ARE PROBABLY MORE TRAPS BURIED SOMEWHERE WAITING TO JUMP UP AND Gobble YOUR DATA. SO BE CAREFUL UNTIL YOU HAVE HAD ALOT OF EXPERIENCE WITH IT, AND IF YOU HAVE ANY PROBLEMS, LET ME KNOW AND WE’LL TRACK THEM DOWN.

THE UTILITY PACKS CAN BE CRACKED USING THE SAME LOCATIONS WITH A FEW SMALL CHANGES. DOUBLE CHECK WHAT YOU ARE ALTERING TO BE SURE. NOW YOU CAN START TO HAVE SOME FUN. THE REASON THE PROGRAM IS SO DAMN SLOW IS THAT IT IS ALL IN APPLESOF. SOMEBODY OUT THERE SHOULD SEE IF HE CAN GET THE PROGRAMS OUT AND COMPILE THEM! WOULDN’T THAT BE NICE. ALSO, IT WOULD BE A MAJOR BENEFIT TO MODIFY THE PROGRAM SO THAT IT ACCESSED A RAM CARD AND IF YOU HAD A 128K CARD THE SPEED INCREASE COULD BE SIGNIFICANT. GO TO IT!

Magic Window II
1. RUN COPYA
2. CTRL-C
3. 70
4. CALL-151
5. B925:18 60
6. B988:18 60
7. BE48:18
8. 9DBFG
9. RUN (COPYA THE DISK)
10. SECTOR EDIT: TRACK 0, SECTOR A, BYTE 02, TO EA EA EA

Tubeway
1. BOOT SYSTEM MASTER
2. CALL -151
3. B925:18 60
4. B942:18
5. B988:18 60
6. BE48:18
7. 9DBFG
8. RUN COPYA.
9. SECTOR EDIT: TRACK 0, SECTOR 3, BYTE 42, FROM 38 TO 18.
10. NOW YOU HAVE A COPYA VERSION. TO MAKE IT IN A FILE DO
    DO THE FOLLOWING.
11. SECTOR EDIT: TRACK 22, SECTOR E, BYTES CE AND CF, FROM 00 40 TO
    69 FF.
12. BOOT THE COPY. WHEN THE TITLE PAGE APPEARS PRESS THE SPACE BAR
    TO COMPLETE LOADING.
13. AFTER LOADING, TYPE C051 AND PRESS RETURN KEY
14. BOOT A SLAVE DISK THAT HAS NO HELLO BY TYPEING C600G
15. BSAVE TUBEWAY, A$900*L$8700 ON ANY INITIALIZED 3.3 DISK THAT
    HAS ROOM FOR A 138 SECTOR FILE.
16. ** IMPORTANT NOTE **
    IF YOU WANT THE PROGRAM TO CONTINUE WRITING THE HIGH SCORE TO
    YOUR DISK THEN PROTECT TRACK 3, SECTOR 0 IN THE VTOC. OTHERWISE
    WRITE PROTECT.

Music Construction Set
1. COPYA MCS ONTO BLANK DISK
2. PUT THE COPY IN THE DRIVE
3. BLOAD A4
4. CALL -151
5. 4C62:18
6. 4C66:18
7. BSAVE A4,A18944,L19276

War (Adventure International)
1. INIT A DOS 3.3 DISK
2. CALL-151
3. B925:18 60
4. B988:18 60
5. 3DOG
6. BRUN FID
7. FID THE FILES ONTO THE NEW DISK
8. BOOT THE NEW DISK
9. LOAD HELLO
10. SAVE HELLO
11. BLOAD WAR
12. CALL-151
13. 802:65
14. 3DOG
15. BSAVE WAR,A$E00,L$6C00
16. NOW YOU HAVE A COPYA-ABLE COPY

The Market Analyzer
1. COPYA THE DISK
2. SECTOR EDIT TRACK 1B SECTOR E, BYTES 62,63,64,76,77,78:
    CHANGE THEM ALL TO 'EA'

Prisoner II
1. COPY-A THE ORIGINAL DISK
2. UNLOCK IF.SHAPE
3. BLOAD IF.SHAPE
4. CALL -151
5. 57A2:78 58 61
6. 3DOG
7. BSAVE IF.SHAPE,A$5600,L%26E
8. LOCK IF.SHAPE

Empire I: World Builders
1. USE DEMUFFIN PLUS TO COPY ALL THE FILES TO STANDARD DOS 3.3
2. BLOAD IF.SHAPE
3. CALL -151
4. *575F: A9 9E 8D 89 79 A9 2A
   *5766: 8D 87 79 60
5. BSAVE IF.SHAPE,A$5600,L%282

Software Dimension’s Accounting Plus II
1. ALL FOUR DISKS ARE NOT COPY PROTECTED (COPYABLE)
2. THE FOLLOWING WILL ALLOW THE PROGRAM TO RUN PERFECTLY
   WITHOUT THE FIRMWARE CARD.

A. PUT THE FIRMWARE CARD IN ANY SLOT YOU LIKE (EXCEPT 0).
B. BSAVE FIRMWARE,A$CX00,L%100 ( X=_SLOT NUMBER OF CARD )
C. LOAD SYSHELLO.PRG
D. TYPE ‘22 HIMEM:36863’
E. TYPE ‘24 PRINT CHR$(4);”LOAD FIRMWARE,A$9000” ’
F. SAVE SYSHELLO.PRG
G. BLOAD APII.CODE
H. CALL -151
I. 197C:1D
J. 1B72:C3
K. BSAVE APII.CODE,A$800,L%1406

3. YOU NOW HAVE A VERSION OF ACCOUNTING PLUS II THAT NO LONGER
   NEEDS THE FIRMWARE CARD.

NOTE: THIS APPLIES ONLY TO VERSION 1.3 OF THE SOFTWARE
   BUT THE TECHNIQUE WORKS FOR OTHER VERSIONS...ONLY
   THE LINE NUMBERS AND/OR LOCATIONS ARE DIFFERENT.

Aztec
1. BOOT SYSTEM MASTER
2. CALL -151
3. B925:18 60
4. B988:18 60
5. BE48:18
6. B942:18
7. RUN COPYA AND COPY THE DISK.
8. NOW USE A SECTOR EDITOR AND ACCESS TRACK 0 SECTOR 3 AND CHANGE
   BYTE 42 FROM 38 TO 18.

Softerm
1. DEMUFFIN ‘SOFTERM’
2. TO RUN IT, TYPE ‘BRUN SOFTERM’

Data*Trans
1. BOOT DOS
2. CALL -151
3. B942:18
4. RUN COPYA
5. COPY DISK
6. SECTOR EDIT TRACK 0, SECTOR 3; BYTE 42 FROM 38 TO 18

Jump Jet
1. CTRL-C AFTER POWERUP
2. CALL -151
3. B925:18 60
4. B988:18 60
5. BE48:18
6. BRUN FID
7. FID TO A NORMAL DOS 3.3 DISK

Homework
1. COPYA DISK
2. SECTOR EDIT TRK:06 SEC:02, CHANGE BYTES: A3 A4 A5 TO: EA EA EA

Flight Simulator 2
1. USE ECHO 1.0 COPIER STRAIGHT. IGNORE ALL ERRORS!

How To Make Demuffin
1. Bload muffin
2. Call -151
3. Type the following
   1155:00 1E
   1158:D9 03
   1197:A0 20
   15A0:A0 D2 D3 C9 C4 C5 CE D4
   15A9:A0 C4 AE CF AE D3 AE
   15B6:B2
   15F7:C4 C5
   20A0:A9 1E BD B9 B7 20 FD AA 48
   20A9:A9 BD BD B9 B7 48 60
4. Bsave DEMUFFIN,A$803,L$1900

How To Make Dumuffin Plus
1. Boot 3.3 DOS
2. Type INT (For integer)
3. Bload MUFFIN
4. Call -151
5. Type the following
   D4D5C (Initialises the program aid relocation code)
   1900 B800.BFFF CTRL-Y (Relocates the routine)
   1900 B800.BA10 CTRL-Y
   1155:00 19 03
   1197:A0 20
   15A0:A0 D2 C5 D3 C9 C4 C5 CE
   15AB:D4 A BD BD B9 B7 68 60
6. Bsave DEMUFFIN PLUS,A$803,L$1900

The Mask Of The Sun
1. Boot DOS
2. CALL-151
3. B942:18
4. Run COPYA and copy disk
5. SECTMOD Track 0 Sector 3 Byte 42 from 38 to 18
6. Access the HELLO program with a text editor and delete the line
   that says to RUN the file that is called something like
   LL(V27)

THE SERPENT'S STAR
1. Do exactly the same as The Mask Of The Sun but then replace the
   DISK1 file with the same file from Mask of the Sun.

Hyperspace Wars
1. Boot 3.3 System Master and type FP
2. INIT HELLO on a new disk
3. BLOAD MUFFIN
4. CALL-151
5. Enter:
   1A08:D6
   1A76:D6
   1A63:18
   1BD5:60 24
   1DA6:D5
6. Then from monitor, run MUFFIN by typing: 803G
7. Now MUFFIN all the files onto the disk you INIT.
8. When asked what file, type '=' and copy over existing HELLO
   name.

Copy II Plus 4.1
1. INIT a slave disk and delete the HELLO program.
2. CALL-151
3. 9600<C600.C6FFM N 96F8:4C 59 FF
4. Insert COPY+ disk and type 9600G
5. 9800<800.9FFM N 96F8:4C 01 98
6. 9808:98 N 92B3:4C 59 FF N 9600G
7. 4A00<8000.BFFM N 5A00<800.8FFM
8. Boot slave disk from the first step 9) CALL-151
10. 800<5A00.5AFFM N 5A00:A2 00 BD 00 4A 9D 00 B0 EB D0 F7 EE 04 5A
    EE 07 5A AD 07 5A C9 C0 90 EB A9 60 8D FF 02 4C 10 10 N 1900:
    4C 10 10 N 7FD:4C 00 5A
11. BSAVE COPY 2+ UTILITIES,A$7FD,L$5223
12. Repeat steps 2-6
13. 3C9A:4C 59 FF N 1900G
14. Press RETURN when prompted
15. Boot Slave disk from first step
16. CALL-151
17. Type 8FB:A9 60 8D FF 02
18. BSAVE BIT COPIER,A$8FB,L$2805

Zoom Grafix
1. DEMUFFIN all the files to a normal disk
2. Boot normal DOS: insert disk containing the DOS 3.3 ZOOM GRAFIX
   files
3. LOAD GRAFIX II
4. Type: 1395 LM=0
5. SAVE GRAFIX II
6. LOAD GRAFIX
7. Type: 101 CR: ?CHR$(4):"MAXFILES1"
8. Type: 102 POKE 2049,97; KB=49152; KS=KB+16; NORMAL
9. Type: 104
10. Type: 150 VTAB 21: POKE 103,1: POKE 104,96:
    POKE 24576,0: POKE 36873,0:DR=36864
11. SAVE GRAFIX
12. LOAD GRAFIX SET-UP
13. Type: 105 POKE 47094,0
14. SAVE GRAFIX SET-UP

BPI Accounting Series
1. Boot your System Master and run Copyva. When you are asked for
   the source slot, hit CTRL-C then type CALL -151 for the
   monitor. Put this patch in Copyva as follows:
   *B925:18 60  *B988:18 60  *DE48:18
   Now type 3DOG, RETURN to get back to Applesoft and then type
   RUN80 and run Copyva on BPI. The disk drive should only burp
   when it hits Track 2, Sector F.
2. Boot up a sector editor and read Track 2, Sector 4. At Byte +20
   enter: A9 90 8D 14 A4 A2 BA 3E 15 03 CA D0 FA 4C 54 1E. After
   you write this back out to the disk you have a cracked Copyva
   version which runs perfectly.
3. BPI has also screwed around with all of the DOS commands so
   that you can't load, list or understand the programs. The
   changes are as follows:
   LOAD = LDLD
   RUN = B CTRL-K
   DELETE = I CTRL-K
   CLOSE = I CTRL-K
   READ = B CTRL-L
   EXEC = P CTRL-L
   WRITE = I CTRL-L
   POSITION = B CTRL-P
   OPEN = P CTRL-P
   APPEND = I CTRL-P
   RENAME = B CTRL-G
   CATALOG = P CTRL-G
   MON = PR#
   NOMON = B CTRL-Z
   PR# = P CTRL-Z
   INIT = I CTRL-Z
   FP = LIST
   MAXFILES = B CTRL-T
   INT = CALL
   BSAVE = B CTRL-E
   BLOAD = P CTRL-E
   BRUN = I CTRL-E
   VERIFY = BUZZOFF
   ZAP Byte +BE from 49 to 4F on Track 1, Sector 7 to change List
   to Lost so that you can list the programs using list.

THE GALACTIC ADVENTURES BY SSI
1. Copy the 2 disks using Nibbles Away II with Address D4 AA B7
2. Write Protect both copies
3. Boot up Disk #1 and hit CTRL-C to break it. This should be
   done after you near the disk head travel up and down in the
   drive.
4. Flip integer card switch up and hit reset then type D6:0 and
   <CR>. Next type 9DBFG to return to Basic.
5. Type '& LOAD "HELLO"'
6. Type '2 <CR>'
7. Remove write protect tab
8. Type '& DEL "HELLO" then '& SAVE "HELLO"'
9. Write protect the disk.

Pandora’s Box and Money Munchers
1. CALL-151
2. B992:EA EA
3. 9DBFG
4. Copy the entire disk with Copyva
5. Read Track 0, Sector 3 and change byte 91 to 'DE'
6. Write it back

ZORK I, Zork II, Zork III, Deadline, Starcross
1. BOOT YOUR SYSTEM MASTER
2. CALL=151
3. TYPE:
   B925:18 60
   B988:18 60
   BE48:18
4. 3DOG
5. POKE 47355,41:POKE 47356,0
6. RUN COPYA
7. MODIFY TO,S2:
   LOC $5D TO AD
   LOC $FB TO 29
   LOC $FC TO 0

Home Accountant
1. BOOT YOUR SYSTEM MASTER
2. CALL=151
3. B922:EA EA
4. 3DOG
5. BRUN FID
6. COPY ALL FILES

Apple Logo
1. COPY DISK
2. READ IN TO,S $A
3. FIND "A4 7E 4C 41 40"
4. CHANGE THE "A4" TO "AE"

Ultima II
1. Copy your Ultima II
2. Use a sector to read in track 3, sector C.
3. Change byte 84 to EA
4. Change byte 85 to EA
5. Change byte 86 to EA
6. Rewrite the Sector
7. This does not work for the galactic disk.

Suspended
1. BOOT NORMAL DOS
2. ICALL=151
3. *B925:18 60
4. *B988:18 60
5. *BE48:18
6. *3DOG
7. IPOKE 47355,41
8. IPOKE 47356,0
9. Run Copya
10. Use a sector editor and do the following:
    READ TRACK 0,SECTOR 2:
    CHANGE BYTE 5D TO AD
    " " FB 29
    " " FC 00
11. Write the sector back
Visicalc
1. BOOT REGULAR DOS 3.3
2. INIT A SLAVE DISK THEN DELETE THE HELLO PROGRAM.
3. BOOT VISICALC.
4. PRESS RESET---NOTE OLD-F8 MONITOR ROM REQUIRED OF SOMETHING THAT ALLOWS YOU RESET INTO THE '*' PROMPT.
5. 8800<800.8FFM
6. BOOT THE SLAVE DISK CREATED IN STEP 2.
7. A964:FF
8. 8800<8800.88FFM
9. 7FD:4C 37 5A ----> TO JUMP TO THE ENTRY POINT
10. BSAVE VISICALC,A$7FD,L$B7FF

PCs
1. COPY PCS WITH NIBBLES AWAY TRACKS 0-22 NORMAL.
2. USING BAG OF TRICKS INITIALIZE THE DISK USING THE PRESERVE DATA OPTION 16 SECTOR FORMAT.

Pig-Pen
1. INIT A 3.3 DISK
2. BOOT PIG PEN
3. RESET INTO MONITOR W/INTEGER CARD
4. TYPE: 800: 4C 00 00
   A964: FF
5. GET INTO BASIC
6. BSAVE IT TO YOUR INITED DISK
7. COPY THE PIG PEN HELLO

Micro-Wave
1. BOOT UP NORMAL DISK AND TYPE:
2. CALL-151
3. B925:18 60
4. B988:18 60
5. B348:18 60
6. 3DOG
7. RUN COPY-A AND COPY DISK
8. USE SECTOR EDITOR TO READ TRACK 1, SECTOR C
9. CHANGE BYTE 51 TO EA
    " 52 TO EA
    " 53 TO EA
10. REWRITE SECTOR & WRITE PROTECT DISK

Cannonball Blitz
1. COPY ORIGINAL USING COPY-A
2. USE SECTOR EDITOR AND LOAD TRACK 17, SECTOR E
4. CHANGE BYTE FROM 49 TO 60
5. REWRITE SECTOR

A.B.M
1. Boot up the disk and press Ctrl-C before it finishes booting
2. Type new and catalog the disk (this should catalog, if not re-boot and go back to step 1
3. Load the basic programs 1 by 1 saving each one to tape before loading the next. After 1 is saved re-boot a slave disk, load the program from the tape, make sure it looks right and save it
under the same name as on the A.B.M. disk (do this for each basic program on the disk).

4. Load the machine language programs and either make a note of where the start and the length by looking at location AA61-AA62 for length and AA72, AA73 for the starting address; or load them at location 2000 and estimate at the length.

5. After that is done move one machine program at a time into location 2000 and reboot the disk you’re saving the cracked version on, Bsave the same name and the location you put it at.

6. Now you load the machine program at the correct location in memory and resave it under the same name and the now correct address and length.

7. You should now be able to just run the hello program and the game should work. If not see if you can figure out what’s wrong and go back and redo that part of it.

8. HINTS
   If you cannot find the address and length of some of these machine programs, a few are listed in the basic programs.

   The address to load the 2 control programs can be found in the basic program "ADJUST". They both have the same address which is A$300. The length can be found near the end of the listing in ADJUST.

   The basic program ABM must be changed to just machine language. This can be done easily by just saving the machine language info between $80F and $2000 to tape then reloading it once re-booted and Bsaving it. The Hello and ADJUST programs must then be changed so that they say "BRUN ABM " instead of "RUN ABM ".

   The machine file "PIC" can be simply loaded (which puts it between $2000 and $4000), re-booted and Bsaved on your cracked disk with no problem whatsoever.

The Einstein Compiler
1. COPYA THE DISK
2. Sector edit track 8 sector 4, bytes 2A-2C change from BD 8E C0 to 4C E2 91.

Graphic Processing System, Professional version
1. DEMUFFIN THE FILES
2. LOAD HELLO
3. CALL-151
4. COB:60
5. SAVE HELLO

Videx Preboot disks
GENESIS the Adventure Creator
The Visible Computer
Any other program win Lock It UP Protection
1. If you have access to Lock It Up (version 5.1 or later, preferably), just use it to protect a disk on which you have put DEMUFFIN. You can then run DEMUFFIN under the altered DOS (if you don’t have Lock It Up, you will probably have to load DEMUFFIN from tape as putting it in memory and then moving it for the final crack does not work well with programs protected
with Lock It Up) and take all the files off.

2. Genesis and The Visible Computer have some additional protection that checks for the altered DOS. In Genesis, just list the program and delete the line that is a CALL to an address in DOS (A line number above 40000). In The Visible Computer you must load the long Applesoft program and then immediately type DEL 1,1 to delete the line that prevents listing. You will then find a line about 1/2 way through the program that is a CALL to a PEEKed address. Delete this and you will have cracked the program.

The Artist
1. COPY disk with COPYA
2. Boot DOS
3. Unlock MAIN MENU
4. BLOAD MAIN MENU
5. CALL -151
6. 4231: 60 60... (Type 36 60s all togather)
7. BSAVE MAIN MENU, A#4000, L#A4D

Executive Briefing System
1. INITIALIZE DESTINATION DISK.
2. COPY TRACKS 0-21 NORMAL
3. WITH A SECTOR EDITOR - TRACK 0 - SECTOR 0 - CHANGE BYTE #48 FROM 00 TO 4A.
4. TRACK 22 IS NOT USED.

Data Factory
1. BOOT 3.3 MASTER
2. CALL -151
3. *0942:18
4. 3DOG
5. BRUN FID
6. COPY BOTH DISKS
7. DO THE FOLLOWING ON BOTH DISKS-
   A. LOAD TDF
   B. DELETE LINE 5
   C. SAVE TDF
   D. BLOAD AMPER FACTORY.OBJ0
   E. CALL -151
   F. *8340: EA EA EA
   G. *BSAVE AMPER FACTORY.OBJ0,A#8240, L#1305

Visiterm 1.1
1. USE COPYA TO COPY THE DISK
2. UNLOCK VISITERM
3. BLOAD VISITERM
4. CALL-151
5. *2118:60
6. *9DBFG
7. BSAVE VISITERM,A#2000,L#01F0

Marauder
1. BOOT 3.3 DOS
2. CALL -151
3. *B#42:18
4. 3DOG
RUN COPYA
GOTO TRACK 11 - SECTOR 7 - BYTE 188 - CHANGE TO 60

VC - Expand
1. BOOT VC - EXPAND
2. CALL-151
3. #4000<900.2116M
4. BOOT SLAVE DISK
5. BSAVE VCX.BRUN,A$900,L$1816

Knight Of Diamonds
1. FRONT SIDE -
   A. BOOT LOCKSMITH 4.0
   B. COPY TRACK 0-9 SYNC
   C. COPY TRACK 10-22 SYNC
   D. CHANGE PARAMETER 36:01
   E. COPY TRACK 9-F SYNC
   F. WRITE PROTECT
2. SCENARIO
   A. CHANGE PARAMETERS 36:01 46:96
   B. COPY TRACK 0
   C. CHANGE PARAMETER 36:00
   D. COPY TRACKS 1-22 SYNC

Shadowhawk
1. BLOAD HEAD.PIC
2. CALL-151
3. 4000:60
4. BSAVE HEAD.PIC,A$2000,L$2150
5. BLOAD HAWK.PIC
6. 4000:60 60 60 60 60 60 60 60
7. 4008<4000.4007M
8. 4010<4000.400FM
9. 4020<4000.401FM
10. 4040<4000.403FM
11. 4080<4000.407FM
12. 4100<4000.40FFM
13. BSAVE HAWK.PIC,A$2000,L$2150

Softporn
1. TRANSFER THE FILES WITH MUFFIN OR DEMUFFIN ON A 3.3 DISK
2. BOOT DISK
3. HIT RESET
4. LOAD HELLO
5. GO TO MONITOR
6. 120D:60
7. 9DBFG
8. SAVE HELLO

Visidex
1. BOOT VISIDEX
2. HIT RESET
3. PUT NORMAL 3.3 DISK IN DRIVE
4. 8C2:EA EA EA EA EA
5. 9DBFG
6. BSAVE VD1,A$800,L$4800
7. BSAVE VD2,A$9CF0,L$10
8. BSAVE VD3, A$B600, L$100
9. WRITE AN EXEC PROGRAM TO
   A. BLOAD VD1
   B. BLOAD VD2
   C. BLOAD VD3
   D. CALL 2051

Visifile
1. COPYA VISIFILE
2. GOTO TRACK 22 SECTOR 4 BYTE 2D - CHANGE FROM OA TO 0F

Congo
1. BOOT 3.3 DISK
2. CALL-151
3. *C091 C091 D000<9D00.BFFFM
4. BOOT GAME DISK
5. HIT RESET AND GO IN MONITOR
6. *C090 C090 9D00<.D000.F2FFM C091
7. 7FD:4C 0B
8. 9DBFG
9. 16CA:4C 00 48
10. A964:FF
11. BSAVE CONGO, A$7FD, L$9F03

Galaxy (From Avalon Hill)
1. USE COPY II+ 4.1 TO COPY DISK. YOU MUST CHANGE THE DOS VERSION
   ON BOTH A AND B DRIVES TO DOS 3.2 FIRST.
2. USE MUFFIN TO CONVERT ALL THE FILES TO DOS 3.3
3. THATS IT! (COPYA VERSION!)

Data Reporter
1. COPYA THE DISK (IGNORE THE ERR)
2. RUN HELLO (ON ORIGINAL)
3. 'QUIT' THE PROGRAM
4. PUT COPY IN DRIVE
5. BSAVE HELLO.OBJ, A$9400, L$06FF
6. LOCK HELLO.OBJ
7. UNLOCK HELLO
8. 63999 PRINT D$; "BLOAD HELLO.OBJ":RETURN
9. SAVE HELLO
10. LOCK HELLO
11. THAT'S IT!
LOCKSMITH TECHNICAL NOTES

(based on most frequently asked questions)

We are maintaining an extensive and detailed list of disks which LOCKSMITH will copy, as well as any parameter changes or patches which the user must make to copy certain disks.

We are working hard to provide users with necessary parm changes as we determine them. We openly solicit user input regarding LOCKSMITH parameters which work for certain disks.

If, after you make the recommended parameter changes and you are still unable to copy the disk in question, follow these instructions:

1. Make sure your disk drive speed is correct.
2. Retry the copy reversing the order of the disk drives used.
3. If possible, attempt the copy on a different apple or set of drives to make sure that the problem is not your disk drives.
4. If all fails, write us about the problem including all pertinent information about what attempts you made to copy the disk. If we are able to solve your problem, we will contact you.

Some protected disks use a technique known as nibble counting. This technique is based on the fact that all APPLE disk drives run at slightly different speeds, and even the speed of a specific disk drive varies slightly over time. Disks which are protected by this method count the nibbles on a given track and record this unique number somewhere else on the disk. When the disk is booted by the user, the nibble count on the track in question is checked against the correct value. Simply copying the track will almost always write a different number of nibbles due to disk drive speed variation.

LOCKSMITH 4.1 has a provision for nibble counting, and will preserve nibble counts on any track requested. To request nibble count preservation, set parm 36 to 01. (This is automatically done for the user when parm 4C is set to 1B.) After the track is written to the copy disk, the nibbles are counted and compared to the original count to be preserved. The difference is shown as a four-digit hex number preceeded by '<' or '>' to indicate to the user which way to manually adjust the count. The count may be adjusted in one of two ways. Either the disk speed adjustment pot can be turned in the direction indicated by the '<' or '>' arrows (see user manual regarding disk speed adjustment), or a limited amount of adjustment can be done from software without actually adjusting the disk speed.

To adjust the nibble count from software, press either '<' or '>' as indicated, and wait until the speaker begins beeping. The speaker will beep rapidly once for each nibble that the track is being shortened or lengthened. Then press the return key (or any key other than '<' and '>') and allow the nibble count routine to test the track again. When the nibble count is within the tolerance value specified by PARM 37 (normally 00), the track will be considered copied correctly. This technique may seem cumbersome, but it is the only way in which a track may be copied while preserving the nibble
count

Note that nibble count adjustment from software (using ‘<‘ and ‘>’) will not work if a typeahead buffer is installed on the APPLE. To perform nibble count preservation, either remove the typeahead buffer, or adjust the disk speed pot directly.

When the nibble-editor is entered from the main menu, the track is read into the buffer with no LOCKSMITH analysis whatsoever. No nibbles will be indicated as self-sync (inverse), as this is determined when analysis occurs during a disk copy operation. Also, ctrl-B and ctrl-E will place the cursor at the beginning and end of the buffer, because track-start and track-end are also determined by analysis during disk copy.

To enter the nibble-editor after analysis by LOCKSMITH, perform a copy operation, specifying manual error retry. Open the door of the copy disk drive to cause a verify error (error code 8) and enter the nibble editor by selecting: 5. Nibble-Edit Current Track Data. In this way you may nibble-edit a track after LOCKSMITH has performed analysis on it.
Thank you for buying The Cheat Guide. If you have any questions concerning this guide please feel free to mail us at:

Moore's Microware
417 Persimmon Road
Walnut Creek, CA  94598

To use The Cheat Guide you must have some knowledge of Applesoft, DOS, and a little bit of machine language. This Guide was NOT made for beginners.

We are currently trying to collect as many cheat hints as possible. If you have any you would like to donate to Moore's Microware, we would be more then glad to receive them.

The cheating hints have been arranged in three groups. The first group are cheating hints that we have tested and have worked. We cannot say it will work with your copy. The second group are hints that we have not tested. The last group are hints that we have tested, but failed to work. The hints from this group could still possibly work with your copy of a game.

Moore's Microware cannot be responsible for any damages caused by using these hints. We also can not be responible if they don't work.

For many of the hints, you need to have a broken or un-copy-protected version of the program. For copy-protected disks and other information refer to the 'Notes' section in the back.

For ordering information contact us on the Source at TCT492 or CompuServe at 71016,150. Mail us at the address below. Dealer inquires welcome.

Moore's Microware
417 Persimmon Road
Walnut Creek, CA  94598

Thank you,

Mike Moore
Tested Hints

A.E.
1. Blood A.E.
2. Call -151
3. EE1: ## (##= The number of men wanted in hex.)
4. Type 7FDG to start.

Alien Ambush
1. Blood Alien Ambush
2. Call -151
3. 60E9: 80 (This is the most ships possible.)
4. 4000G

Beer Run
1. Blood Beer Run
2. Call -151
3. C64: ## (##= The number of men wanted in hex.)
4. 800G

Borg
1. Press shift-ctrl-M-N while you are playing to show the different levels.

Cannonball Blitz (More Men)
1. Blood Cannonball Blitz
2. Call-151
3. 868C: ## (##= The number of men wanted in hex.)
4. 7FDG

Cannonball Blitz (Fast Music)
1. Blood Cannonball Blitz
2. Call-151
3. 8F76: A0 01
4. 300G
5. Call 2045

Choplifter
1. While playing press ctrl-L
2. Type a number from 1-3 to go to that level.

Creepy Corridors
1. Blood Creepy Corridors
2. Call-151
3. 86A: 08 (This is the most men possible without messing up the program.)
4. 800G

Evolution
1. Use a sector editor
2. Read Track 5, Sector 5
3. Change Byte $31 to ##. (##= The number of men wanted in hex.)

Galaxian (Lower bonus ship score)
1. Brun Apple Galaxian
2. Hit Reset (Do not use autostart roms.)
3. 4886: ## (##= The thousands digit of bonus ship in hex.)
4. 48006

Gold Rush
1. Bloody Gold Rush
2. Call -151
3. BE3: ## (##= The number of men wanted in hex.)
4. 7FDG

Labyrinth
1. Run Labyrinth
3. Press 9 to get more ships
4. Press any number between 1-8 to go to that level.

Mars Cars
1. Blow Mars Cars
2. Call -151
3. 7024: ## (##= The number of cars wanted in hex.)
4. 3FDG

Microwave (Only One Enemy)
1. Press Reset when hi-res screen appears.
2. Call -151
3. 8146: 0
4. 81006

Miner 2049er (#1)
1. Run Game
2. Get to where the program asks you one or two players.
3. Type ‘#’ and a number between 0 and 9.
4. You will start at that level. (0= level 10)

Sea Dragon
1. Boot Game
2. Hit Reset when ship appears on left.
3. For unlimited air:
   A. 8C32: 00
   B. 8C59: 00
4. For no damage to sub:
   A. 8C61: EA EA EA
   B. 8C77: EA EA EA
   C. 8C6E: EA EA EA
5. 5C406

Serpentine
1. While playing the game do the following.
2. Press ‘Esc’
3. Press ‘!‘ and ‘$’
4. Repeat step 3 for as many ships as you want.

Snapper
1. Blow Snapper
2. Call -151
3. 851: ## (##= The number of men wanted in hex.)
4. 7FDG

Snoggle
1. Run Game
2. Press 'Shift-Ctrl-M' when you die (when the pie is falling apart)
3. This will give you 3 guys.

Soft Porn
1. Boot Game
2. Go into the Casino
3. Bet a negative sum at 21 and loose.
4. Repeat step 3 until you have enough money.

Space Kadet
1. Bload Space Kadet
2. Call -151
3. 5DDE: ## (##= The number of men wanted in hex.)
4. 7FDG

Space Quarks
1. Bload Space Quarks
2. Call -151
3. 3C54: ## (##= The number of men wanted in hex.)
4. BDFG

Taxman (No Ghosts)
1. Bload Taxman
2. Call -151
3. 505C: EA EA EA
4. 800G (Try 4000G if 800G fails.)

Taxman (More Men)
1. Bload Taxman
2. Call -151
3. 522B: ## (##= The level wanted to start at in hex.)
4. 5231: ## (##= The number of men wanted in hex.)
5. 800G (Try 4000G if 800G fails.)

Threshold
1. For Broken Copy:
   Bload Threshold
   Call -151
2. For Copy-protected disk:
   Boot Game
   Hit Reset after all loaded in
3. For Unlimited Ships:
   45B0: EA EA EA
   7ECD: EA EA EA
4. For No Laser Overheat:
   7666: 4C 7D 73
5. For Unlimited Fuel:
   7623: EA EA EA
   7839: EA EA EA
6. 8800G

Viper
1. Blood Viper
2. Call -151
3. CCD: C0
4. 7FD0

Wargle
1. Blood Wargle
2. Call -151
3. 7250: ### (### = The number of men wanted in hex.)
4. Start Game

Wavy Navy (Unlimited Ships)
1. Blood Wavy Navy
2. Call -151
3. 1E63: EA EA EA
4. 9316 (Use Ctrl-R to break out.)

Wizardry
1. Create a bishop in your party.
2. Inspect something, but instead of 1-8 type '9'.
3. Repeat step 2 until you get 'Success'.
4. Your bishop will now have 100,000,000 experience points!
Untested Hints

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**Akalabeth**
1. Boot Game
2. Create a Warrior character
3. Buy several magical amulets
4. Use them when you are not near a creature.
5. First you will be turned into a toad.
6. Continue using them, and will you be turned into a lizard man.
7. Each time you are turned into a lizard man, your attributes will increase immensely.

**Alien**
1. Type Ctrl-W.

**Bug Attack**
1. Blood Bug Attack
2. Call-151
3. 49D1: ### (###= The number of beetles wanted in hex.)
4. 8FDG

**Bug Battle**
1. Blood Bug Battle
2. Call-151
3. 3FE6: EA EA EA
4. 931G

**Color Planetoids**
1. Blood Color Planetoids
2. Call-151
3. 9BE7: ### (###= The number of ships wanted in hex.)
4. Start Game

**Falcons II**
1. Run Falcons II
2. Select (1) Ship
3. Hit Reset
4. Now you have 100 Ships.

**Frogger**
1. Blood Frogger
2. Call -151
3. 6504: ### (###= The number of frogs wanted in hex.)
4. Start Game

**Money Munchers**
1. Blood Money Munchers
2. Call -151
3. 1020: ### (###= The number of men wanted in hex.)
4. Start Game

**Neptune**
1. Blood Neptune
2. Call -151
3. 8290: ## (##= The number of ships wanted in hex.)
4. Start Game

Night Crawler
1. Load Night Crawler
2. Call -151
3. 340A: ## (##= The number of men wanted in hex.)
4. 3300G

Quad 6112 (More Men)
1. Load Quad 6112
2. Call -151
3. 980: ## (##= The number of men wanted in hex.)
4. 2FCG

Quad 6112 (Unlimited Men)
1. Load Quad 6112
2. Call -151
3. 3E87: EA EA EA
4. 2FCG

Raiders Of The Lost Ring
1. Run Game
2. Press Reset
3. 685A: ## (##= The number of ships wanted in hex.)
4. 803G

Spy's Demise
1. Load Spy’s Demise
2. Call -151
3. 60AB: ## (##= The number of men wanted in hex. Do not exceed $7F.)
4. 3F00G

Star Blazer
1. Load Star Blazer
2. Call -151
3. 1023: ## (##= The number of men wanted in hex.)
4. Start Game

Super Puckman
1. Load Super Puckman
2. Call -151
3. 84D: 0A
4. 147B: 04
5. 1C40: 60
6. 800G

Taxman II (No Ghosts)
1. Load Taxman II
2. Call -151
3. 84CA: 60 N F00G

Wargle
1. Load Wargle
2. Call -151
3. 7250: ## (##= The number of men wanted in hex.)
4. Start Game
Hints That Failed Our Test

Bolo
1. Bload Bolo
2. Call -151
3. 19A8: EA EA EA
4. 1038: EA EA EA
5. 1100G

Canyon Climber
1. Bload Canyon Climber
2. Call -151
3. 3FFF: ## (##= The number of men wanted in hex.)
4. 2000G

Eliminator
1. Bload Eliminator
2. Call -151
3. 17AC: ## (##= The number of ships wanted in hex.)
4. 7FDG

Falcons
1. Bload Falcons
2. Call -151
3. 685B: ## (##= The number of ships wanted in hex.)
4. 3FDG

Gobbler
1. Bload Gobbler
2. Call -151
3. 6046: ## (##= The number of men wanted in hex.)
4. 6000G

Hell Storm
1. Bload Hell Storm
2. Call -151
3. 6F25: ## (##= The maximum level to start at in hex.)
4. 6F4A: ## (##= The number of men wanted in hex.)
5. Start Game

Miner 2049er (#2)
1. Run Game
2. Get to where the program asks you one or two players.
3. Hit Reset
4. 764: EA EA EA
5. 841: ## (##= Level that player one starts at.)
6. 842: ## (##= Level that player two starts at.)
7. 981G

Snake Byte
1. Run Game
2. Press Reset
3. 16AE: ## (##= The number of snakes wanted in hex.)
4. 7265: ## (##= The level wanted to start out.)
5. 77EAG
Ribbit
1. Bload Ribbit
2. Call -151
3. 70DB: ## (##= The number of frogs wanted in hex.)
4. 7FDG

Rocket Command
1. Bload Rocket Command
2. Call -151
3. 4663: ## (##= The number of bases wanted in hex.)
4. Start Game

Sneakers
1. Bload Sneakers
2. Call -151
3. 6E88: ## (##= The number of ships wanted in hex.)
4. C050 C055
5. 329G

Succession
1. Bload Succession
2. Call -151
3. 6B71: ## (##= The number of men wanted in hex.)
4. D00G

Swashbuckler
1. Bload Swashbuckler
2. Call -151
3. AE0: ## (##= The number of men wanted in hex.)
4. 1800G

Thief
1. Bload Thief
2. Call -151
3. 4873: EA EA EA
4. 3FFDG
Whenever the last step in a game cheat is 'Start Game' you must do the following steps to start the game:

1. AA72, AA73
2. You will come up with something like this:
   AA72- #1 #2
3. Type the following using the numbers above:
   #2 #1 G

Many of the game cheats will work for copy-protected disks. This will only work on cheats that load in step one and call -151 in step two and do not say 'Start Game' as the last step. Do the following steps:

1. Boot Game
2. Let the game fully load in
3. Hit Reset (Do not use autostart Roms)
4. Follow the rest of the steps

'Hex' is the number system the computer uses. Ask your Apple dealer or someone for more information concerning the hex numbering system. ('FF' is the highest number in hex.)

Sometimes the game will not work if you put in too many extra men. Some will not work if you put a letter (A-F) as the hex number.
Nibbles Away II Update 1

---------- ---- -- --------

>>> Adventure International

Rear Guard *
0-22 : Addr = D5 AA 96
    Sectmod (F=16,C=OFF,T=03,S=03)
    Change address 00 from AE to 60

Sea Dragon *
0-21 : Addr = D5 AA 96
22-22 : Addr = FC 87 E9 BA
    Overide glitch detect, overide nibble filter, overide
    sync convert, overide standardizer, nibble count
    sync size = 08, shift N- = 00, findmax = 03

>>> Add Software

Super PacKman V3.0 *
0-E : Addr = DD AD DA

>>> American Educ Computer

Micro-Read Master *
0-2 : Addr = D5 AA 96
    4-22
    3-3 : Addr = F7 AB D5

Micro-Read 1-3 *
0-22 : Addr = D5 AA 96

>>> Automated Simulations

Temple of Apshai *
0-2 : Addr = D5 AA B5
    3-22 : Addr = D5 AA 96

Star Warriors *

Hellfire Warrior *

Rescue At Rigel *
0-22 : Addr = D5 AA B5

>>> Avante-Garde Creations

Jumpjet *
0-21 : Addr = D5 AA 96
22-22 : DATAMOVER

>>> Budgeco

Pinball Construction Set *
0-5 : Addr = D5 AA 96
    8-E
    11
    13-1B

>>> California Pacific
Bill Budge's Space Album *
  0-0 : Addr = D5 AA B5
  1-B : Addr = D5 AA AD

-----> Continental Software

LA Land Monopoly *
  0-2 : Addr = D5 AA 96
  3-22 : Addr = D6 AA 96

-----> Data Most

A Round About *
  0-10 : Addr = D5 AA 96
  11.5 - D.5 : Override Standardizer

-----> Double Gold Software

Lock It Up 4.1 *
  0-22 : Addr = EB D5 AA 96 FF
      Write protect before booting

-----> Dept. of Natural Sciences, ORU

Nutricleck-81 *
  0-22 : Addr = D5 AA 96

-----> Eduware

The Terrorist *
  Space I *
  Space II *
  0-22 : Addr = D5 AA B5

-----> Hayden

Reversal *
  0-0 : Addr = D5 AA 96
  1-15 : Addr = D5 AA B5
  3.5-3.5 : Addr = D5 AA B5

-----> Highland Computer

Mummies Curse *
  0-22 : Addr = D5 AA 96

-----> Howard W. Sams

P.D.Q. Data *
  0-22 : Addr = D5 AA 96

-----> Insoft

Graforth II *
  0-22 : Addr = D5 AA 96

-----> Lighting Software
Mastertype (16 Sector)
0-22 : Addr = D5 AA 96
Sync Siz= OA, Fix Amnt= 04
SECMOD (F=16,C=OFF,T=00,S=05)
  Change address 42 from 38 to 18
SECMOD (F=16,C=OFF,T=00,S=05)
  Change address FF from BB to B7

-----> Micro Lab

Madventure *
0-22 : Addr = D5 AA 96
   Ins = D5 AA AD

-----> Microsoft

TASC Compiler *
0-22 : Addr = D5 AA 96

-----> Muse

Castle Wolfenstein *
0-22 : Addr = D5 AA 96

The Voice *

Castle Wolfenstein *

U-Draw II *

Robot Wars *
0-22 : Addr = D5 AA B5

-----> Online Systems

Cranston Manor *
0-22 : Addr = D5 AA 96
18-18: Addr = D5 EF F7
  Find Max = 03, Shift N- = 00, Shift N+ = 08
  Use Nibble Count

Pegasus II *
0-22 : Addr = D5 AA 96
3-3 : Addr = FE BF DF
  Find Max= 03, Shift N+= 08, Shift n-= 00
  Use Nibble Count

ScreenWriter II (REVISED)
0-22 : Addr= D5 AA 96
Sync Siz= OA, Fix Amnt= 04
SECTMOD (F=16,C=ON,T=03,S=0B)
  Change Address 94 from 20 to EA
  Change Address 95 from 00 to EA
  Change Address 96 from 7F to EA
SECTMOD (F=16,C=ON,T=13,S=04)
  Change Address 4D from 20 to EA
  Change Address 4E from 00 to EA
  Change Address 4F from 6D to EA

Softporn *
0-22 : Addr= D5 AA 96
3-3 : Addr= D5 CF F7
  Find Max= 03, Shift N+= 08, Shift N-= 00
Use Nibble Count

Ulysses & the Golden Fleece *
0-22 : Addr= D5 AA 96
3-3  : Addr= D5 EF F7
Find Max= 03, Shift N+= 08, Shift N-= 00
Use Nibble Count

General Manager 2.0 (REVISED)
0-22 : ADDR = D5 AA 96
SECTMOD (F=16, C=ON, T=21, S=OB)
  Change Address 09 from 20 to EA
  Change Address 0F from 20 to EA
  Change Address 10 from 00 to EA
  Change Address 11 from 70 to EA

General Manager 2.0 (REVISED)
0-22 : Addr = D5 AA 96
SECTMOD (F=16, C=ON, T=20, S=OB)
  Change Address 09 from 20 to EA
  Change Address 0F from 20 to EA
  Change Address 10 from 00 to EA
  Change Address 11 from 70 to EA

Hires Adventure 0 *
0-22 : Addr= D5 AA 96

Cross Fire *
0-22 : Addr= D5 AA 96
  Erase Dest Tracks

Ultima II *
0-22 : Addr= D5 AA 96
Ins = D5 AA AD
  Override Sync Convert, Override Nibble Filter
SECTMOD (F=16, C=ON, T=3, S=0C)
  Change Address 84 to EA
  Change Address 85 to EA
  Change Address 86 to EA

The Dark Crystal *
0-22 : Addr = D5 AA 96
Disk 1, Side 1, SECTMOD (F=16, C=ON, T=8, S=8)
  Change F3 from BD to 60

The Dark Crystal *
0-22 : Addr = D5 AA 96
Disk 1, Side 1, SECTMOD (F=16, C=ON, T=5, S=F)
  Change Address A8 from 20 to EA
  Change Address A9 from F0 to EA
  Change Address AA from 5F to EA

Zaxxon *
1-12 : Addr= D5 AA 96
0-0  : Nibble Count
13-13
Lisa 2.5
0-22 : Addr= D5 AA 96
Sync

-----> Penguin Software
Transylvania *
Crimewave *
  0–22 by 2 : Addr = D5 AA 96
  1–21 by 2 : Addr = D4 AA 96
Thunderbombs *
Crime Wave *
  0–10 by 2 : Addr = D5 AA 96
  1–11 by 2 : Addr = D4 AA 96

-----} Quality Software

Bag of Tricks *
  0–0 : Addr = D5 AA B5
     Ins= DF AA EF EF, Sync Siz= 0A
  1–15: Addr= D5 AA B5 or D6 AA B5
Bag of Tricks *
  0–0 : Addr = D5 AA B5
     Ins= DF AA AB F7, Sync Siz=0A
  1–15: Addr = D5 AA B5

-----} Rainbow Computing

Stellar Track *
  0–22 : Addr= D5 AA B5

-----} Sensible Software

Disk Recovery V1.6 *
Disk Organizer V2.2 1981 *
  0–22 : Addr = D5 AA B5
     Error on track 1 o.k.

-----} Sentient Software

Cyborg *
Oos-Topos *
  0–22 : Addr= D5 AA 96
     Insr= AB AB AB

-----} Sirius Software

Wayout
Type Attack
  0–1C : Addr= AD DA DD
  22–22: Addr= AA D5 D5 FF D6 FF FD
  21–21: Addr= AA
     Nibble Count, Sync Siz= 0A, Match NM= 06
Repton *
Wavy Navy *
Flip Out *
  0–F : Addr= AD DA DD
     Errors after 0B o.k.
  22–22: Addr= AA D5 D5 FF D6 FF FD
  21–21: Addr= AA
     Nibble Count, Sync Siz= 0A, Match NM= 06
Repton *
  0–D : AA DA DD
Data Max = 25
20-20: Addr = FE AA D5 D5 FD FB
22-22
21-21: Addr = AA FD FE
Sync Siz = 0A, Match Num = 06

Space Eggs *
0-0 : Addr = D5 AA B5
11-13
2-6 : Addr = D5 AA BA
14-19: Addr = DD AA F7
1A-1A: Addr = F7 AA D5

-----> Sirtech Software

Wizardry *
0-22 : Addr = D5 AA 96
Sync, Erase Dest Tracks, Gap Size = 05, Sync Siz = 0A

-----> Software Emporium

Inferno *
0-22 : Addr = D5 AA 96

-----> Software Publishing Corp.

PFS Graph (REVISED) *
0-0 : Addr = 93 F3 FC FF
Insr = 93 F3 FC FF
Offset = 02, Sync Siz = 0A
1-13: Addr = D5 AA 96

PFS / PFS Report (REVISED) *
0-0 : Addr = 93 F3 FC FF
Insr = 93 F3 FC FF
Offset = 02, Sync Siz = 0A
1-13: Addr = D5 AA 96
Insr = D5 AA 96
Write Protect before booting

PFS File /// *
0-22: Addr = D5 AA 96
Ins = DE AA EB, Offset = 03

PFS File /// *
0-22: Addr = D5 AA 96
Ins = DE AA EB, Offset = 03, Override Standardizer
Set Sync add on FE and FF (Inverse)

-----> Softronics

Softerm *
0-2 : Addr = D5 AA 96
4-22: Addr = BE AA 96
3-3 : Addr = BE AA AB
Find Max = 03, Shift N = 00, Shift N+ = 08

-----> Strategic Simulations

Computer Ambush II *
0-22 : Addr = D4 AA B7
Tigers In The Snow *
Shattered Alliance *
Operation Apocalypse *
Germany 1985
  0-22 : Addr= D5 AA B5
Computer Conflict
  0-0 : Addr= D5 AA B5
  1-22: Addr= DA AA EB

-----> Synergistic Software

Microbe *
  0-22: Addr= D5 AA 96
  Override Standardizer, Override Nibble Filter
Global Program Editor *
  0-22: Addr= D5 AA 96
Microbe *
  0-0 : Addr= D5 AA 96
  1-22: Addr= D5 AA BF
  (Note: Save game feature will crash disk!)

-----> Ultrasoft

Mask of the Sun *
  0-22: Addr= D5 AA 96
  SECTMOD (F=16,C=OFF,T=02,S=0D)
  Change Address 41 from 9D to EA
  Change Address 42 from 8F to EA
  Change Address 43 from C0 to EA
  SECTMOD (F=16,C=OFF,T=00,S=03)
  Change Address 42 from 38 to 18
The following is an alphabetical list of programs that The Parameter Guide has parameters for. To the right of each program name is a 2 or 3 letter code which stands for the copier that copies it. Most of the programs can be copied by more then one copier.

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| BUMBLE GAMES / PLOT                      | -N2       |
| CAAIBES                                   | -CU       |
| C-DEX                                     | -CU, EDD  |
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| CARTELS AND CUTTHROATS                    | -LS, EDD, N2, CU |
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| COMPUTER QUARTERBACK                      | -LS       |
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