CHANGES THIS UPDATE:
1. ADDITIONS: TIME ZONE 1.1, CANNONBALL BLITZ, MOUSKATTACK, INTERNATIONAL GRAND PRIX, VISIFACTORY, INVOICE FACTORY, EXECUTIVE BRIEFING SYSTEM, GOLD RUSH, ZERO GRAVITY PINBALL

WE ALSO HAVE A STEP BY STEP PROCEDURE LIST ONLINE FOR USE WITH NIBBLES AWAY ![. YOU CAN ACCESS IT WITH THE FOLLOWING, AT COMMAND MODE:
TY (12) TCD328> NAII.STEPS

NIBBLES AWAY }

PARAMETER SHEET
(FORMATTED FOR 80 COLUMN PRINTOUT)

LISTED BELOW ARE THE PARAMETERS TO CHANGE TO BACK-UP CERTAIN PIECES OF SOFTWARE WHICH REQUIRE MORE THAN THE DEFAULT VALUES. IF A NUMBER IS LISTED IN THE RIGHT-HAND COLUMN, IT CORRESPONDS TO THE NUMBER OF THE AUTO-LOAD FILE WHICH WILL PERFORM THE LISTED FUNCTION. TO USE THE AUTO-LOAD FILES, SEE CHAPTER 6 IN THE NIBBLES AWAY ][ MANUAL.

TO USE THE PARAMETERS LISTED BELOW, CHANGE THE PARAMETERS LISTED UNDER 'PARAMETERS TO CHANGE' AND THEN COPY THE RANGE OF TRACKS SPECIFIED UNDER COPY TRACKS. IF 'BY' IS LISTED, THIS SHOULD BE ENTERED AS THE 'TRACK INCREMENT', IF IT IS NOT LISTED, THE DEFAULT VALUE OF 01 SHOULD BE USED. PARAMETERS WHICH ARE ASSIGNED VALUES CAN BE ACCESSED UNDER THE CONTROL PARAMETER MODIFIER. THE PARAMETERS 'ADDR' AND 'INS' LISTED BELOW SHOULD BE ENTERED UNDER 'ADDRESS MARK' AND 'INSERT MARK', RESPECTIVELY, IN THE BACKUP MODIFIER.

WHEN THE WORD SECTMOD APPEARS BELOW, IT MEANS THAT A SECTOR IS TO BE CHANGED USING THE TRACK/SECTOR EDITOR. THE DESTINATION DISK SHOULD BE PLACED INTO DRIVE 1, THEN PERFORM THE CHANGES LISTED. THE COMMAND FORMAT IS:

SECTMOD [F=NN, C=XX, S=YY, T=ZZ] / CHANGE ADDRESS A1 FROM A2 TO A3

THE MEANING OF NN, XX, YY, ZZ, A1, A2 AND A3 ARE EXPLAINED BELOW:
NN---THIS WILL BE EITHER 13 OR 16, AND REPRESENTS THE DISK FORMAT TO BE USED, THIS SHOULD BE SET BY SELECTING THE 'O' OPTION IN THE TSE AND THEN PRESSING 'F' UNTIL THE PROPER FORMAT IS SHOWN IN INVERSE.
XX---THIS WILL BE EITHER ON OR OFF AND SHOULD BE SET USING THE CHECKSUM OPTION ON THE OPTIONS PAGE, AS ABOVE ('C' TO TOGGLE).
YY---THIS IS THE SECTOR TO BE READ IN.
ZZ---THIS IS THE TRACK TO BE READ IN.
(SEE NIBBLES AWAY ][ MANUAL FOR DETAILS ON HOW TO SET THESE)
AFTER SETTING THESE OPTIONS, USE THE 'R' OPTION TO READ THE GIVEN SECTOR INTO THE BUFFER. THEN CHANGE THE INFORMATION IN THE SECTOR FOLLOWING THE CONVENTION LISTED BELOW:
A1---THIS IS THE LOCATION TO BE CHANGED IN THE BUFFER.
A2---THIS IS THE OLD VALUE.
A3---THIS IS THE NEW VALUE.

IF MULTIPLE CHANGES ARE LISTED, THEY SHOULD BE PERFORMED IN SEQUENCE.
AFTER MAKING CHANGES TO A SECTOR, IT SHOULD BE WRITTEN BACK OUT TO THE
DISK WITH THE 'W' OPTION.

NOTE: PARAMETERS FROM NIBBLES AWAY I MAY BE USED IN NIBBLES AWAY ] IF THEY
ARE ENTERED USING THE NAME OF THE DESIRED PARAMETER LISTED IN THE NIBBLES
AWAY I MANUAL. NIBBLES AWAY I PARAMETERS MAY NOT BE ENTERED UNDER THE
GLOBAL MODIFIER IN NIBBLES AWAY .

WARNING: THE FOLLOWING COMPANY NAMES AND SOFTWARE TITLES ARE COPYRIGHTED
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THE COMPANY WHICH RESERVES THESE RIGHTS.

THE USER ASSUMES ALL RESPONSIBILITY FOR THE USE OF THIS INFORMATION!

<table>
<thead>
<tr>
<th>COMPANY NAME:</th>
<th>PROGRAM NAME</th>
<th>COPY TRACKS</th>
<th>PARAMETERS TO CHANGE</th>
<th>AUTO-LOAD FILE</th>
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<tr>
<td>ADVENTURE</td>
<td>INTERNATIONAL:</td>
<td>0-21</td>
<td>ADDR=D5 AA 96</td>
<td></td>
</tr>
<tr>
<td>ELIMINATOR</td>
<td></td>
<td></td>
<td>SECTMOD [F=16,C=OFF,T=03,S=0D]</td>
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<td></td>
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<td></td>
<td>CHANGE ADDRESS 2E FROM 20 TO EA</td>
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<td>CHANGE ADDRESS 2F FROM 30 TO EA</td>
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<td></td>
<td>CHANGE ADDRESS 30 FROM 72 TO EA</td>
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</tr>
<tr>
<td>APPLE COMPUTER:</td>
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<td>0-22</td>
<td>SYNC</td>
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<td>VISICALC</td>
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<tr>
<td>APPWRTER</td>
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<tr>
<td>AVANTE GARDE CREATIONS:</td>
<td></td>
<td>0-22</td>
<td>ADDR=D5 AA B5</td>
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<tr>
<td>ZERO GRAVITY</td>
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<tr>
<td>BPI:</td>
<td>ACCOUNTING</td>
<td>0-22</td>
<td>ADDR=D5 AA 96</td>
<td>15</td>
</tr>
<tr>
<td></td>
<td>SYSTEM</td>
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<td>INS=AD FB E6 FF E6</td>
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<td></td>
<td>SYNC SIZ=0A</td>
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<tr>
<td>BRODERBUND SOFTWARE:</td>
<td></td>
<td>0-D</td>
<td></td>
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<tr>
<td>APPLE PANIC</td>
<td></td>
<td>0-0</td>
<td>ADDR=D5 AA B5</td>
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<tr>
<td>GENETIC DRIFT</td>
<td></td>
<td>1-3</td>
<td>ADDR=BB D5 BB</td>
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<tr>
<td></td>
<td></td>
<td>4.5-6</td>
<td>BY 1.5</td>
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<td>7.5-B.5</td>
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<td></td>
<td>D-D</td>
<td>ADDR=D4 D5 BB</td>
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<td></td>
<td></td>
<td>E.5-12.5</td>
<td>ADDR=AD B5 DE</td>
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<tr>
<td>SPACE QUARKS</td>
<td></td>
<td>0-0</td>
<td>ADDR=D5 AA B5</td>
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<tr>
<td></td>
<td></td>
<td>1-2</td>
<td>ADDR=FF DF DE, DATA MAX=25</td>
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<tr>
<td></td>
<td></td>
<td>3.5-5.5</td>
<td>BY 2</td>
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<td></td>
<td></td>
<td>7-9</td>
<td>A.5-B.5</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>D-15</td>
<td></td>
<td></td>
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<tr>
<td>SPACE WARRIOR</td>
<td></td>
<td>0-0</td>
<td>ADDR=D5 AA B5, DATA MAX=30</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>2.5-3.5</td>
<td>ADDR=DF AD DE</td>
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<td>5-8</td>
<td>BY 3</td>
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<td>6.5-6.5</td>
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<tr>
<td></td>
<td></td>
<td>A-10</td>
<td>BY 3</td>
<td></td>
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</tbody>
</table>
L J K ENTERPRISES:
LETTER PERFECT ---- 0-22............ADDR=D5 AA B5

LEVEL 10 SOFTWARE:
NEUTRONS ---------- 0-22.............ADDR=D5 AA 96

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=00]
CHANGE ADDRESS 63 FROM 38 TO 18
SECTMOD [F=13,C=OFF,S=0A,T=02]
CHANGE ADDRESS 2E FROM 23 TO 2E

MAGNA SOFTWARE:
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

MIND TOYS:
JABBERTALKY ------ 0-22.............ADDR=D5 AA B5

RICOCHET -------- 0-22.............ADDR=D5 AA 96

ONLINE SYSTEMS:
CRANSTON MANOR ---- 0-22.............ERASE DEST TRACKS
EXPEDITER ] [ ------ 0-22.............ADDR=D5 AA 96

GOBBLER --------- 0-22.............ADDR=D5 AA B5

JAW BREAKER ------- 0-22.............ADDR=D5 AA B5

HIRES ADV #1 ------ 0-22.............ADDR=D5 AA B5

HIRES ADV #2 ------ 0-22.............ADDR=D5 AA B5
BUDGCO:

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

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

CONTINENTAL SOFTWARE:

GUARDIAN --------- 0-1............. ADDR=D5 AA B5
  2-11............. ADDR=D6 AA B5
  INS=DF AA EB F7, SYNC SIZ=0A

DATAMOST:

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
SWASHBUCKLER ------ 0-22............. ADDR=D5 AA 96
CASINO 21          SECTMOD [F=16,C=OFF,S=03,T=00]
  CHANGE ADDRESS 63 FROM 38 TO 18

DATASOFT:

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

GEBELLI SOFTWARE:

FIREBIRD --------- 0-0............. ADDR=DD AD DA, SYNC
  1.5-B.5........... SYNC

HOWARDSOFT:

TAX PREPARER ------ 0-22............. ADDR=D5 AA 96

DOS 3.3

INFOCOM:

DEADLINE --------- 0-22............. ADDR=D5 AA 96

DOS 3.3

INNOVATIVE DESIGN SOFTWARE:

POOL 1.5 --------- 0-15............. ADDR=D5 AA B5
  1E-21
  SECTMOD [F=13,C=OFF,T=0B,S=07]
  CHANGE ADDRESS 6A FROM 8D TO 6B
  SECTMOD [F=13,C=OFF,T=00,S=03]
  CHANGE ADDRESS 63 FROM 38 TO 18
PADDLE GRAPHICS --- 0-23.............. ADDR=D5 AA B5
2.............. ADDR=D5 AA B5, SYNC 20
HIRES CRIBBAGE --- 0-22.............. ADDR=D5 AA B5, SYNC 20
MISSILE DEFENSE --- 0-22.............. ADDR=D5 AA B5, SYNC 20
PEGASUS II -------- 0-22.............. ADDR=D5 AA B5
SOFTPORN --------- ADVENTURE 3.2
SOFTPORN --------- ADVENTURE 3.3
THRESHOLD ---------
ULYSSES & --------
GOLDEN FLEECE
TIME ZONE (V1.0)
DISKS A-L ----
THEN DISK A ------
TIME ZONE (V1.1)
DISKS A-L ----
THEN DISK A ------
CANNONBALL BLITZ --
MOUSKATTACK --------
P E R S O N A L B U S I N E S S S Y S T E M S:
EXECUTIVE -------- 0-22.............. ADDR=D5 AA 96, 'OVERIDE STANDARDIZER'
SECRETARY
P I C A D I L L Y S O F T W A R E:
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
P R O F E S S I O N A L S O F T W A R E T E C H N O L O G Y:
EXECUTIVE -------- 0-22.............. ADDR=D5 AA 96, 'OVERIDE STANDARDIZER'
R I V E R B A N K S O F T W A R E:
INTERNATIONAL ----
GRAND PRIX
S E N T I E N T S O F T W A R E:
GOLD RUSH ------- 0-22.............. ADDR=D5 AA 96
DOS 3.3
S I L I C O N V A L L E Y S O F T W A R E:
WORD HANDLER II --- 0-0.............. ADDR=D5 AA 96
11-22
1-C.............. ADDR=FF DF DE
SIRIUS SOFTWARE:

AUTOBahn 0-0............SYNC
  4-6............SYNC
  9.5-C.5............SYNC

BEER RUN, 0-0............ADDR=DD AD DA, DATA MAX=25, SYNC
COpts & ROBBERs, 1.5-13.5............SYNC
EPOCH, 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.

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 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

SOFTWARE:

PHOTAR 0-22............ADDR=D5 AA 96

SPECIAL DELIVERY SOFTWARE:

PERSONAL 0-22............ADDR=D5 AA 96

FINANCE MANAGER

SOFTWARE:

DB MASTER (OLD) 0-5............ADDR=D5 AA 96
  6.5-22.5

DB MASTER (NEW) 0-5............ADDR=D5 AA 96, SYNC
  6.5-22.5

DOS 3.3

DOS 3.3
STRATEGIC SIMULATIONS:

CARTELS & ------------ 0-0 ........................ ADDR=D5 AA B5 10
CUTTHROATS 2-22 .... DE
OPERATION 1-1 ........................ ADDR=D5 AA DA FF
APOCALYPSE
TORPEDO FIRE ------ 0-22 ........................ ADDR=D4 AA B7

SUBLOGIC:

FS-1 .......................... 0-0
1.5-21 BY 1.5 .................. ADDR=DB AB BF
7-8 ........................ REDUCED ERROR CHECK
9.5-9.5 ................. REDUCED ERROR CHECK

SATURN NAVIGATOR -- B-22 ........................ ADDR=D5 AA FD, FIND MAX=08 14
(PROGRAM ERRORS ON $11 AND $17 OK)
6.5-6.5 ................. FF FF D5 AA, FIND MAX=0C
0-4.5 ........................ 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'
ARCTURUS

TURNKEY SOFTWARE:

CEILING ZERO ------ 0-2 ........................ ADDR=D5 AA B5
3-11 ........................ ADDR=D6 AA B5
INS=DE AA EB F9, SYNC SIZ=0A

USA SOFTWARE:

APPLE WORLD ------ 0-23
STAR DANCE ------ 0-22 ........................ ADDR=D5 AA B5

VISICORP:

VISICALC 3.3 ------ 0-0 ........................ ADDR=D5 AA 96
2-22 ........................ ADDR=D5 AA B5
(ERRORS TOWARD END OK)
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
SYNC SIZ=0A, FIX AMNT=04
VISITREND .......................... 0-22 ........................ ADDR=D5 AA 96, INS=DE AA EB
SYNC SIZ=0A, FIX AMNT=04
/VISIPLTO

DESKTOP PLAN II --- 0-22 ........................ ADDR=D5 AA 96, INS=AA EB FD 16
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
SYNC SIZ=0A, FIX AMNT=04