

# LOCK PICK



64/128



# **LOCK PICK 64 / 128**

**This is the first in a series of books that will be published by us on a regular basis. Volume 2 will be more comprehensive and will go into much more detail on the where's and whys of software protection. Registered owners of Volume 1 will be able to purchase Volume 2 and 3 for \$20.00 each.**

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# LUNAR OUTPOST

By EPYX

PROTECTION: DOS ERROR

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt, type the following:

```
F C000 CFFF 00 <return>
```

This will fill memory from \$C000 to \$CFFF. This area must be cleared so that we can write a patch program. Now type the following:

```
:C049 4C AA C0 <return>
```

That's all the patch is. Now let's save it to disk. Insert your blank formatted disk into your drive #8, then type:

```
S"PATCH" 08 C049 C04C <return>
```

This will save our patch in memory from \$C049 to \$C04C.

Now, turn off your computer and then turn it back on again. You can also press the reset button on your computer or cartridge if you have one. At the cursor prompt, type:

```
XC <return>
```

This will exit you to BASIC. To return to the monitor, just hold down the RUN/STOP key and tap the RESTORE key.

We now need to write a BASIC boot program like this one:

```
10 PRINT CHR$(147) + "LUNAR OUTPOST - Cracked by THE  
KRACKER PACK!"  
20 IF A = 0 THEN A = 1:LOAD"LO",8,1  
30 IF A = 1 THEN A = 2:LOAD"PATCH",8,1  
40 SYS64738
```

Save this boot to disk by typing:

```
SAVE"OUTPOST-BOOT",8
```

The only thing left to do now is to copy the following files from the original disk to your blank formatted disk with the patch file on it.

```
LO  
HSCORES
```

These files are necessary to run the program. Just LOAD & RUN the boot program, and you will have a copy that you cracked yourself!

# SUMMER GAMES

By EPYX

PROTECTION: DOS ERROR #29, TRACK 35 - ERROR #20, TRACK 24

First procedure, as with all cracks, is to make a copy of the original diskette. Format a blank disk, and have it ready to save files to.

Turn off your computer, insert your HESMON 64 cartridge and turn the power on. When the cartridge boots up, type:

**XC <return>**

This will put you into BASIC. Now load and run the original Summer Games program by typing:

**LOAD":\*",8,1 <return>**

The program will auto load and run. When you see the main games menu (after the opening ceremonies), reset your computer by pressing your reset button.

Now you will be back into the monitor. Type the following:

**:0F0A EA EA EA <return>**

Now insert the blank formatted disk into your drive and type:

**S"GAMES1" 08 087C 7F80 <return>**

This will save the main portion of the program. Now type:

**F 4000 7000 00 <return>**

This will fill memory from \$4000 to \$7000 with zeros. Now insert the copy you made of Summer Games into your drive and type:

**L"B" 08 <return>**

Once the program has finished loading, type:

**:4308 EA EA EA <return>**

Re-insert the blank formatted disk (it should have the GAMES1 file on it) into your drive and type:

**S"B" 08 4000 698F <return>**

Turn off your computer, remove (or turn off) your HESMON 64 cartridge and turn the power back on.

Using a file copier, copy all of the files from your SUMMER GAMES copy you made to the blank formatted which should now contain two files.

**NOTE:** The following files are not used, and should not be copied:

SUMMER GAMES  
LOADER  
L  
M

Now, we need to write a BASIC boot program. So here it is:

```
10 PRINT CHR$(147) + "CRACKED BY THE KRACKER PACK!"  
20 IF A = 0 THEN A = 1:LOAD"GAMES1",8,1  
30 IF A = 1 THEN SYS(2304)
```

Save this boot program on the blank formatted disk by typing:

SAVE"GAMES BOOT",8 <return>

To play your cracked Summer Games, simply load and run the above BASIC boot program.

# SURVIVOR

By SYNAPSE

PROTECTION: DOS ERROR

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt, type:

```
XC <return>
```

This will put back in BASIC. Now type:

```
LOAD":*",8,1 <return>
```

Let the program LOAD & RUN. As soon as the title screen comes up on the screen (it will be the word 'SURVIVOR' about 1/3 the screen size), press your reset button immediately!

Now remove the original disk and insert your blank formatted disk into your drive.

The SURVIVOR program occupies many different sections of memory, all of which are necessary for the operation of the games. If you interrogate memory starting at \$3100 you can see a couple of friendly? notes left by programmer written to hackers. To look at these notes, type:

```
I 3100 3E00 <return>
```

If you do not see these notes, you did not reset the computer fast enough; try again.

Now, (with your blank formatted disk in your drive) let's start saving memory by typing:

```
S"SURVIVOR1" 08 1000 2FFF <return>
```

```
S"SURVIVOR2" 08 6000 6FFF <return>
```

Now we run into a small problem. The rest of the program we need to copy resides beneath the KERNAL & BASIC chips. These chips are turned off by the game when it is being played. We must also turn off the chips in order to copy the data under them, however, if we turn off the KERNAL chip, the SAVE routine will no longer be there and we can't save the data.

We can't turn off the BASIC chip, because our HESMON 64 cartridge needs the BASIC chip to be on (as part of its protection). This might seem like a no-win situation, but, there is a way around the problems. On the disk provided, you will find HESMON 64 converted to a program file on disk.

Type:

```
XC <return>
```

This puts you back in BASIC. Insert your KRACKER PAK disk into your drive and type:

```
LOAD"HESMON",8 <return>
```

RUN this program by typing:

```
RUN <return>
```

When the menu appears, select option number one (1), which will relocate HESMON 64 to \$2000 in memory. After the program loads, press RETURN twice.

To copy the data under the BASIC chip, we must turn this chip off as previously discussed. To turn off the BASIC chip, type:

```
:0001 36 <return>
```

Location \$0001 controls which chips are on and off.

Now, let's save the data. Insert your blank formatted disk into your drive and type:

```
S"SURVIVOR3" 08 A000 BFFF <return>
```

Turn the BASIC chip back on by typing:

```
:0001 37 <return>
```

We still have the problem with saving the data under the KERNAL chip. To save you the time and trouble of writing a special routine to save this data, one has been provided for you on the KRACKER PAK disk.

Type:

```
XC <return>
```

Once again, insert your KRACKER PAK disk in to your drive, and type:

```
LOAD"KERNAL SAVE",8 <return>
```

RUN this program by typing:

```
RUN <return>
```

Re-insert your blank formatted disk into your drive.

At the prompt, enter the filename to save the KERNAL data as. In this case, we use the name:

**SURVIVOR4 <return>**

Now that all of the necessary memory has been saved, we can write a BASIC boot program:

```
10 PRINT CHR$(147);"CRACKED BY (YOUR NAME HERE!)"
20 IF A = 4 THEN SYS 25222
30 A = A + 1:F$ = "SURVIVOR" + RIGHT$(STR$(A),1)
40 LOAD F$,8,1
```

SAVE this boot program by typing:

**SAVE"SURVIVOR BOOT",8 <return>**

That is all! Just LOAD & RUN the above BASIC boot program to play your cracked survivor.

# POOYAN

By DATASOFT

PROTECTION: IRREGULAR HEADER GAP LENGTH

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

Type:

```
XC <return>
```

You are now in BASIC. Type:

```
LOAD"GO",8 <return>
```

Now type:

```
NEW <return>
```

Enter this single line BASIC program:

```
10 SYS(2348)
```

Hold down the RUN/STOP key and tap the RESTORE key. This should put you back in HESMON 64. If it does not, try again or press your reset button. At the prompt, type:

```
T 1068 1340 092C <return>
```

This will transfer the data at \$1068-\$1340 to \$092C. If you were to LOAD"GO",8,1...it would auto load and run. By using the Transfer command, we can load the program '8' and then move the data where it should be. Now type:

```
:0930 4C A1 09 <return>
```

```
:09B0 FF <return>
```

Insert your blank formatted disk into the disk drive and then type:

```
S"POOYAN BOOT" 08 0801 1340 <return>
```

You must copy the file:

**123**

from the original disk to your blank formatted disk with the above filename on it.

This game will NOT run with your HESMON 64 cartridge plugged into your computer. You must remove it before playing the game. (Remember to turn off the power to your computer first!)

You can write your own 'signature' boot program if you want like this:

```
10 PRINT"CRACKED BY (YOUR NAME HERE!)"  
20 LOAD"POOYAN BOOT",8
```

SAVE this boot program by typing:

```
SAVE"MAIN BOOT",8 <return>
```

Just LOAD & RUN the above program or POOYAN BOOT to play the cracked POOYAN.

# DECATHLON

By ACTIVISION

PROTECTION: DOS ERROR 23, TRACK 18

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt, type:

```
L"1983 1984" 08 <return>
```

Many companies will incrypt their code so that it is not readable to the untrained hacker. The most common form of incryption is to EOR (Exclusive OR) the code by a value of a disk error or any previously hidden byte. Most of the early Activision games use this incryption.

Now type:

```
:40C6 EA EA EA <return>
```

When the program (1983 1984) is executed, the code in un-encrypted and a sub-routine at \$488B is called. This routine looks for a disk error 23 and returns if it is found, and is sent into an infinite loop if the error is not found. We simply bypass the check routine by putting NOP's (\$EA) in place of the call to the sub-routine.

Insert your blank formatted disk into your drive and type:

```
S"1983 1984" 08 4000 4D50 <return>
```

You need to copy the following files from the original disk to your blank formatted disk:

```
COPYRIGHT  
ACTIVISION
```

You now load your cracked version the same as the original:

```
LOAD"COPYRIGHT",8,1 <return>
```

# PITFALL!

By **ACTIVISION**

PROTECTION: DOS ERROR 23, TRACK 18

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt, type:

**L"1982 1984" 08 <return>**

The same protection used on DECATHLON was used on PITFALL! Type:

**:40C6 EA EA EA <return>**

Insert your blank formatted disk into your drive and type:

**S"1982 1984" 08 4000 4C70 <return>**

Now copy the following files from your original disk to your blank formatted disk:

**COPYRIGHT  
ACTIVISION**

To LOAD & RUN PITFALL!, just type:

**LOAD"COPYRIGHT",8,1 <return>**

# BEAM RIDER

By **ACTIVISION**

PROTECTION: DOS ERROR 23, TRACK 18

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt, type:

```
L"1983 1984" 08 <return>
```

Now, to eliminate the sub-routine that checks for the protection, type:

```
:40C6 EA EA EA <return>
```

Many of you may wonder how to tell where the end of a SAVE address should be. This is very easy to determine. Just LOAD the file and look at memory locations \$AE & \$AF. These locations will hold the end address as lobyte/hi byte respectively.

Insert your blank formatted disk into your drive and type:

```
S"1983 1984" 08 4000 4C50 <return>
```

Now, copy these files from the original to your blank formatted disk:

```
COPYRIGHT  
ACTIVISION
```

To LOAD & RUN BEAMRIDER, just type:

```
LOAD"COPYRIGHT",8,1 <return>
```

# DESIGNER'S PENCIL

By **ACTIVISION**

PROTECTION: DOS ERROR 23

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt type:

```
LOAD"1984  " 08 <return>
```

(There are 5 spaces after 1984)

Once the program has LOAded, type:

```
:4165 6F <return>  
:4168 CC <return>
```

This time, the protection routine is checked after the LOAding of the main file, unlike the previous ACTIVISION games.

Insert your blank formatted disk into your drive and type:

```
S"1984  " 08 4000 4E50 <return>
```

(There should be 5 spaces after 1984)

Now, copy these files from the original to your blank formatted disk:

```
COPYRIGHT  
ACTIVISION
```

To LOAD & RUN, turn off the power to your computer and remove your HESMON 64 cartridge. Turn the power back on and type:

```
LOAD"COPYRIGHT",8,1 <return>
```

# H.E.R.O.

By **ACTIVISION**

PROTECTION: DOS ERROR 23

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt type:

```
LOAD"1984  " 08 <return>
```

(There are 5 spaces after 1984)

Now type:

```
:40E9 EA EA EA <return>
```

Insert your blank formatted disk into your drive and type:

```
S"1984  " 08 4000 4C90 <return>
```

Now, copy these files from the original to your blank formatted disk:

```
COPYRIGHT  
ACTIVISION
```

To LOAD & RUN, turn off the power to your computer and remove your HESMON 64 cartridge. Turn the power back on and type:

```
LOAD"COPYRIGHT",8,1 <return>
```

# TOY BIZZARE

By **ACTIVISION**

PROTECTION: DOS ERROR 23

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt type:

```
LOAD"1984      " 08 <return>
```

(There are 5 spaces after 1984)

Now type:

```
:40C6 EA EA EA <return>
```

Insert your blank formatted disk into your drive and type:

```
S"1984      " 08 4000 4C90 <return>
```

Now, copy these files from the original to your blank formatted disk:

```
COPYRIGHT  
ACTIVISION
```

To LOAD & RUN, turn off the power to your computer and remove your HESMON 64 cartridge. Turn the power back on and type:

```
LOAD"COPYRIGHT",8,1 <return>
```

# THE MUSIC SHOP

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

Insert your copy of THE MUSIC SHOP disk into your drive and type:

```
L"MUSIC" 08 <return>
```

Now, type:

```
:647C 4C B6 64 <return>  
:64B6 A9 FF EA EA <return>
```

The above changes jump around the sub-routine that checks for the protection, and loads the .A register (accumulator) with \$FF. This is the value that the protection routine returns with if the protection was properly found. We are fooling the prog ram to make it think the protection is there.

Insert your blank formatted disk into your drive and type:

```
S"MUSIC" 08 0800 7EE8 <return>
```

Now, copy all of the files (except 'MUSIC') from the original to your blank formatted disk.

To LOAD & RUN your cracked version, just type:

```
LOAD"MS",8,1 <return>
```

# STUNT FLYER

By SIERRA ON-LINE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your HESMON 64 cartridge, and turn on the power to your computer. You will need a blank formatted disk to save the programs to.

At the cursor prompt type:

```
L"STUNTFLYER" 08 <return>
```

After the program has LOAded, type:

```
:3100 EA EA EA <return>
```

Now, insert your blank formatted disk into your drive and type:

```
S"STUNTFLYER" 08 2900 385F <return>
```

```
XC <return>
```

This will put you in BASIC after the program has been saved. We need to write a BASIC boot program like this one:

```
10 PRINT CHR$(147);"CRACKED BY (YOUR NAME HERE)"  
20 IF A = 1 THEN SYS (12544)  
30 IF A = 0 THEN A = 1:LOAD"STUNTFLYER",8,1
```

To SAVE this boot program, type:

```
SAVE"BOOT",8 <return>
```

To play your cracked version, just type:

```
LOAD"BOOT",8 <return>
```

```
RUN <return>
```

Time goes on and copy protection routines become more complex. The majority of the programs sold today have protection routines too complex to just load a file, change it, and re-save it. Multiple disk loads are common practice. The remainder of this book, you will work with the machine language monitor that is in the SUPER EDITOR. This program is a sector editor. It allows you to view and make changes to a particular section of the disk. The commands can be viewed by pressing the '?' key.

# BALL BLAZER

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and type:

LOAD":\*",8 <return>

RUN <return>

Select option 5 (SUPER EDITOR). This procedure will be referred to as 'booting SUPER EDITOR'. Insert your COPY of BALL BLAZER into your drive and press the 'R' key to READ the disk. At the prompts 'TRACK' & 'SECTOR', type:

18 <return>

6 <return>

This will select track 18, sector 6. Now enter the monitor by pressing the 'M' key for MONITOR.

Once in the monitor, you will see:

.D 7D00

If you press the RETURN key, a listing of the sector data will appear on the screen. Move your cursor down a few lines with the cursor keys, and type:

:703E 03 04 <return>

Now, press:

X <return>

This will EXIT the monitor and go back to the sector editor display. Now that we have changed the bytes necessary to make the program run, we can save the data. To do this press the 'W' key for WRITE. It will ask you if you ARE SURE (Y/N) ? Press the 'Y' key for Yes if you are ready to go on. Press the 'N' key for No if you don't want to change the data.

If you answered YES, then a prompt asking you if you want to write to the SAME track and sector. Answer 'Yes' to this question unless told otherwise. Now, the data will be saved to the TRACK & SECTOR you are working with. That is it!

# SUMMER GAMES II

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SUMMER GAMES II into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7040 00 <return>  
:7044 4C <return>  
:7046 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# WINTER GAMES

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of WINTER GAMES into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
5 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:708F 04 04 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# JET COMBAT SIMULATOR

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of JET COMBAT SIMULATOR into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7040 00 4C 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# TEMPLE OF APSHAI TRILOGY

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of TEMPLE OF APSHAI TRILOGY into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
19 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:703E 03 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# THE EIDOLON

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE EIDOLON into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
6 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:703E 03 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# KORONIS RIFT

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of KORONIS RIFT into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
6 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:703E 03 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# GEMSTONE WARRIOR

By SSI

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of GEMSTONE WARRIOR into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
14 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7063 5C F4 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# HOTWHEELS

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of HOTWHEELS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
3 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:704C EA EA <return>  
:7050 EA EA <return>  
:7057 EA EA <return>  
:705B EA EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# BARBIE

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BARBIE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
3 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7062 60 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# F-15 STRIKE EAGLE

By MICROPROSE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of F-15 STRIKE EAGLE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7050 50 50 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# KARATEKA

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of KARATEKA into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
3 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7005 92 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
14 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:705A 7C 4C B6 C3 <return>  
:70E5 4C B6 C3 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# RESCUE ON FRACTALUS

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of RESCUE ON FRACTALUS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

1 <return>  
0 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:703E 00 03 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# CROSSWORD MAGIC

By MINDSCAPE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of CROSSWORD MAGIC into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

11 <return>  
6 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:708B 53 2C <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# THE HALLEY PROJECT

By MINDSCAPE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE HALLEY PROJECT into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>

19 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:701B EA EA <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# THE NEWSROOM (ALL DISKS)

By **SPRINGBOARD**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE NEWSROOM into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
33 <return>  
16 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701E EA EA EA <return>  
:7029 EA EA <return>  
:7044 EA EA <return>  
:7051 EA EA <return>  
:7066 EA EA <return>  
:7074 EA EA <return>  
:7081 EA EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# PRINTMASTER

By UNISON

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of PRINTMASTER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
31 <return>  
10 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70C1 78 78 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# LODE RUNNER'S RESCUE

By BRODERBUND

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of LODE RUNNER'S RESCUE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

15 <return>  
15 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7065 4C B4 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# LITTLE COMPUTER PEOPLE

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of LITTLE COMPUTER PEOPLE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:702A BB <return>  
:70C1 80 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# BORROWED TIME

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BORROWED TIME into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**

**9 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:7022 9B <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# ELITE

By FIREBIRD

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of ELITE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:704E EA EA EA <return>  
:7053 EA EA EA <return>  
:705B D0 1F <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# SARGON III CHESS

By HAYDEN

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SARGON III CHESS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70A0 39 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# FAST TRACKS

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of FAST TRACKS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:707C EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# SPY HUNTER

By **BALLY-MIDWAY**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SPY HUNTER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:704C EA A9 02 <return>  
:7054 EA A9 32 <return>  
:7082 EA A9 4B <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# FOURTH PROTOCOL

By BANTAM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of FOURTH PROTOCOL into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

1 <return>  
3 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:708D 0F <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# PARK PATROL

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of PARK PATROL into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7055 30 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# LOGO

## By COMMODORE BUSINESS MACHINES

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of LOGO into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
11 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7072 EA EA EA EA EA EA <return>  
:7095 EA <return>  
:70AC 4C 9B 09 EA <return>  
:70EC EA A9 50 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# BANKSTREET WRITER

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program. Insert your COPY of BANK STREET WRITER into your drive. Press the 'R' key and enter the following TRACK & SECTOR:

15 <return>  
7 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7043 60 EA <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk. Press the 'R' key and enter the following TRACK & SECTOR:

20 <return>  
8 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:701B 17 33 00 30 1B 37 00 30 <return>  
:7023 00 <return>

Exit the monitor by pressing: X <return>

Press the 'W' key and write this sector data to the disk. Press the 'R' key and enter the following TRACK & SECTOR:

20 <return>  
7 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7070 DD CF <return>  
:7076 DD CF <return>

Exit the monitor by pressing: <return>

Press the 'W' key and write this sector data to the disk.

# BANKSTREET FILER

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BANK STREET FILER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

13 <return>  
8 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:70C2 60 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# THE MANAGER

By **COMMODORE BUSINESS MACHINES**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE MANAGER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
1 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:707B E3 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# STELLAR 7

By **DAMON SLYE**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of STELLAR 7 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
0 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7085 60 EA EA <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# DECISION IN THE DESERT

By MICROPROSE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of DECISION IN THE DESERT into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
11 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7050 50 50 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# THE LORDS OF MIDNIGHT

By **MINDSCAPE**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE LORDS OF MIDNIGHT into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
10 <return>  
20 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70DD EA EA <return>  
:70E3 EA EA <return>  
:70EA EA EA <return>  
:70F5 EA EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# KENNEDY APPROACH

By MICROPROSE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of KENNEDY APPROACH into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:702A BB <return>  
:70C1 80 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# EUROPE ABLAZE

By ELECTRONIC ARTS

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of EUROPE ABLAZE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**16 <return>**  
**5 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:7017 18 60 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# MULTIPLAN

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MULTIPLAN into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>

6 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7095 03 04 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# MONTY'S SCRABBLE

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MONTY'S SCRABBLE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7040 00 <return>  
:7044 4C <return>  
:7046 04 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# QUESTRON

By SSI

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of QUESTRON into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:702A BB <return>  
:70C1 80 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# MIDI STUDIO

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MIDI STUDIO into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**  
**18 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:7004 24 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# STUDIO ONE

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of STUDIO ONE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**

**18 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:7004 24 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# ZENJI

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of ZENJI into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70CA EA EA EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# SHADOWFIRE

By MINDSCAPE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SHADOWFIRE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
12 <return>  
8 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:707A 18 60 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# STEALTH

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of STEALTH into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
19 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:704C A9 05 8D 0A CA 8D 0C CA  
:7054 A9 09 8D 0E CA 8D 10 CA  
:705C 4C 67 60
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# PRO BOXING

By ARTWORX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of PRO BOXING into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:704C 36 <return>  
:7070 36 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# SHERLOCK HOLMES

By BANTAM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SHERLOCK HOLMES into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

1 <return>  
3 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:70E8 0F <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# RONDEVOUS WITH RAMA

By TELLARIUM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of RONDEVOUS WITH RAMA into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
1 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:70A6 D0 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# ESCAPE

By BANTAM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of ESCAPE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701D F0 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# RINGSIDE SEAT

By SSI

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of RINGSIDE SEAT into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7020 20 B2 <return>  
:7051 20 B2 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# MICRO ASTROLOGER

By **COMMODORE BUSINESS MACHINES**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MICRO ASTROLOGER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
19 <return>
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7023 AE <return>
:702A AE <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# BATTER UP

By **DAVE WINFIELD**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BATTER UP into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

2 <return>  
3 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7094 0F <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# FAHRENHEIT 451

By TELLARIUM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of FAHRENHEIT 451 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
0 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70AC D0 <return>  
:70D1 D0 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# GAME MAKER

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of GAMEMAKER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:702A BB <return>  
:70C1 80 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# THE NEWSROOM V 2.1

By **SPRINGBOARD**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE NEWSROOM into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
14 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701C 60 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
27 <return>  
8 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70A0 60 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# ADDRESS BOOK

By **BATTERIES INCLUDED**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of ADDRESS BOOK into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
23 <return>  
6 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:705E 30 <return>  
:7068 30 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# GEOS V1.0

By **BERKLEY SOFTWARES**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of GEOS V1.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

01 <return>  
19 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:70C3 39 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# GEOS V1.2

By **BERKLEY SOFTWARES**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of GEOS V1.2 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
01 <return>
12 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7028 0B 43 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
01 <return>
20 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70AF 39 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
01 <return>
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7001 4A <return>  
:7038 85 C0 A9 82 44 85 24 A9  
:7040 07 45 85 E7 A9 06 45 6B  
:7048 38 45
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# THE MUSIC STUDIO

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE MUSIC SHOP into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

08 <return>  
13 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7092 4C C9 98 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# CROSSWORD V2.0

By MINDSCAPE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of CROSSWORD MAGIC V2.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

12 <return>  
11 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:706E 60 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# LITTLE COMPUTER PEOPLE V2.0

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE LITTLE COMPUTER PEOPLE V2.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
00 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7026 40 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# WORLD CHAMPION KARATE

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of WORLD CHAMPION KARATE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
12 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7042 36 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# SUPER CYCLE

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SUPER CYCLE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:705F 63 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
6 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:703C 00 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# MICKEY'S SPACE ADVENTURE

By SIERRA ON-LINE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MICKEY'S SPACE ADVENTURE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
2 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701A 30 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# CAVES OF TIME

By BANTAM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of CAVES OF TIME into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
31 <return>  
7 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701A F0 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# BUCKAROO BANZAI

By TELARIUM

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BUCKAROO BANZAI into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
1 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:70EC EA EA <return>  
:70F3 EA EA <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# CASTLE OF DR. CREEP

By **BRODERBUND**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of CASTLE OF DR. CREEP into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
21 <return>  
8 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701A F0 <return>  
:7075 32 30 00 00 37 30 <return>  
:70CC 00 C8 <return>  
:70D2 00 C8 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# JET

By SUBLOGIC

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of JET into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
01 <return>  
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7005 A2 00 8E 0E C8 60 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# DESTROYER

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of DESTROYER into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**  
**10 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:705B 5A <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# MOVIE MONSTER GAME

By EPYX

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of MOVIE MONSTER GAME into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
12 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:705B 34 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# DONALD DUCK'S PLAYGROUND

By SIERRA ON-LINE

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of DONALD DUCK'S PLAYGROUND into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
6 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7056 30 <return>  
:705D 30 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# CERTIFICATE MAKER

BY SPRINGBOARD

COPY THE ENTIRE DISKETTE. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

TURN OFF YOUR COMPUTER, INSERT YOUR KRACKER PAK DISK INTO YOUR DRIVE, TURN ON YOUR COMPUTER AND BOOT THE SUPER EDITOR PROGRAM.

INSERT YOUR COPY OF CERTIFICATE MAKER INTO YOUR DRIVE.

PRESS THE 'R' KEY AND ENTER THE FOLLOWING TRACK & SECTOR:

34 <RETURN>  
16 <RETURN>

PRESS THE 'M' KEY TO ENTER THE MONITOR. MOVE THE CURSOR DOWN A FEW LINES AND PRESS RETURN. NOW, TYPE:

:7000 AF 04 03 14 FF DC CA C4 <RETURN>  
:7008 87 06 60 <RETURN>

EXIT THE MONITOR BY PRESSING:

X <RETURN>

PRESS THE 'W' KEY AND WRITE THIS SECTOR DATA TO THE DISK.

# GEMSTONE HEALER

BY S.S.I.

COPY THE ENTIRE DISKETTE. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

TURN OFF YOUR COMPUTER, INSERT YOUR KRACKER PAK DISK INTO YOUR DRIVE, TURN ON YOUR COMPUTER AND BOOT THE SUPER EDITOR PROGRAM.

INSERT YOUR COPY OF GEMSTONE HEALER INTO YOUR DRIVE.

PRESS THE 'R' KEY AND ENTER THE FOLLOWING TRACK & SECTOR:

18 <RETURN>  
17 <RETURN>

PRESS THE 'M' KEY TO ENTER THE MONITOR. MOVE THE CURSOR DOWN A FEW LINES AND PRESS RETURN. NOW, TYPE:

:7000 51 11 97 07 D5 10 A1 02 <RETURN>  
:7008 35 <RETURN>

EXIT THE MONITOR BY PRESSING:

X <RETURN>

PRESS THE 'W' KEY AND WRITE THIS SECTOR DATA TO THE DISK.

# KEYMASTER 1.0

By F.S.S.

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of KEYMASTER v1.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
16 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:701C 60 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

22 <return>  
12 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;70A0 60 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# KEYMASTER V2.0

By F.S.S.

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAX disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of KEYMASTER v2.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
18 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
;705E 30 <return>  
:7068 30 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# TOP SECRET STUFF

By F.S.S.

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of TSS I into your drive.

Press the 'R' key and enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:70C3 39 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this data to the disk.

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"The Toy Shop"

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# APOLLO

By F.S.S.

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of APOLLO into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

08 <return>  
13 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:7092 4C C9 98 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# LITTLE COMPUTER PEOPLE V2.0

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THE LITTLE COMPUTER PEOPLE V2.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
17 <return>  
00 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
;7026 40 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write the sector data to the disk.

# ADVENTURE LAND

By MODERN IDEAS

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of ADVENTURE LAND into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**

**12 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**:7042 36 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# WHOLE BRAIN SPELLING

By SUBLOGIC

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of WHOLE BRAIN SPELLING into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>
5 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:705F 63 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>
6 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:703C 00 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# SIDEWAYS V2.4

By TIMEWORKS

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of SIDEWAYS V2.4 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
18 <return>  
2 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:701A 30 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

# GEMINI V2.0

By F.S.S.

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of GEMINI V2.0 into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
16 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;701C 60 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
12 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

:70A0 EA <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# 1571 CLONE MACHINE

By MICRO-W

Copy the entire diskete. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of 1571 CLONE MACHINE into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

01 <return>  
00 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;704B 4D 41 49 4E 2A <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# THUNDER CATS

By MODERN IDEAS

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of THUNDER CATS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

18 <return>  
17 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;7021 EA <return>

Press the 'W' key and write this sector data to the disk.

# RESCUE OF TITAN

By **MODERN IDEAS**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of RESCUE OF TITAN into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

**18 <return>**  
**12 <return>**

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

**;7043 EA 91 <return>**

Exit the monitor by pressing:

**X <return>**

Press the 'W' key and write this sector data to the disk.

# BEYOND THE MIST

By **MODERN IDEAS**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BEYOND THE MIST into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

17 <return>  
07 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;70BD 4C 00 10 <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# BARD'S TALE I

By ELECTRONIC ARTS

Copy the entire diskette. NEVER USE AN ORIGINAL DISK FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of BARD'S TALE I into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

01 <return>  
14 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;702D 6F <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# TRANSFORMERS

By **ACTIVISION**

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of TRANSFORMERS into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

01 <return>  
03 <return>

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

;70BF FC AA D8 AA 54 BF <return>

Exit the monitor by pressing:

X <return>

Press the 'W' key and write this sector data to the disk.

# X-15 ALPHA MISSION

By ABSOLUTE ENTERTAINMENT

Copy the entire diskette. NEVER USE AN ORIGINAL DISKETTE FOR EXPERIMENTATION!

Turn off your computer, insert your KRACKER PAK disk into your drive, turn on your computer and boot the SUPER EDITOR program.

Insert your COPY of X-15 ALPHA MISSION into your drive.

Press the 'R' key and enter the following TRACK & SECTOR:

```
01 <return>  
01 <return>
```

Press the 'M' key to enter the monitor. Move the cursor down a few lines and press RETURN. Now, type:

```
:7081 EA A9 FF <return>  
:7091 EA A9 59 <return>
```

Exit the monitor by pressing:

```
X <return>
```

Press the 'W' key and write this sector data to the disk.

