INSTRUCTIONS FOR RUNNING AND LOADING MULTIPAK CRACK

PLEASE FOLLOW THESE SIMPLE INSTRUCTIONS:

1- POWER UP YOUR COMPUTER AND MULTIPAK INTERFACE.

2- MAKE SURE THAT YOUR DISK CONTROLLER IS PLUGGED INTO SLOT 4 OF THE MULTIPAK INTERFACE.

3- INSERT THE MULTIPACK CRACK DISKETTE INTO DRIVE 0.

4- TYPE - LOADM"MULTCRK2/BIN   <ENTER>

5- TYPE - EXEC   <ENTER>

6- THE PROGRAM WILL THEN SCREEN PROMPT YOU AS TO WHAT TO DO NEXT.

7- REMEMBER, SOME ROMPACKS REQUIRE THAT YOU KNOW THE STARTING AND ENDING ADDRESSES OF THE PROGRAM AND ALSO DIFFERENT POKES IN ORDER TO TRANSFER THE ROMPACK TO A DISKETTE. SOME EXAMPLES ARE INCLUDED IN THE DOCUMENTATION.

THANK YOU FOR PURCHASING FROM SPECTRUM PROJECTS INC.

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              MULTI-PAK CRAK VERSION 2.0*
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              LAST UPDATE: JULY 11, 1984
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Multi-Pak Crak Version 2.0 is a disk program that uses the Multi-Pak available from Radio Shack in order to copy ROM-packs onto disk. This program moves the Rom-Pack into memory starting at hex $4000, and copies from 2K to 4K, depending on how large the Rom-Pack is. Then it puts one of two loaders that will move the program back into high memory and run it. There is a catch to this, the result of Multi-Pak Crak will only load and run on a 64K machine.

Multi-Pak Crak uses one of two loaders, depending on the case. In some cases you want to copy an auto-start Rom-Pack, for this it uses loader #1. Loader #1 just clears RAM, initializes part of lower RAM, and starts the ROM-Pack. Loader #2 is for ROM-Packs that you insert, but have to type "EXEC 49152" to activate. Loader #2 just cold-starts basic, then forces basic to see the characters "EXEC 49152" as if they were typed from the keyboard.

There are some ROM-Packs that will not operate even in a 64K machine because they are **PROTECTED**. If you still can't get the ROM-Pack to work after copying it to disk, then it may have to be "cracked". On the next page is a list of pokes to crack a few popular ROM-Pack programs. To crack a ROM-Pack, load it into memory, poke the values into memory, then save it out.

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    EXAMPLE:    LOADM"STARBLAZ"
                POKE&H427E,&H30
                POKE&H427F,1
                SAVEM"STARBLAZ",&H4000,&H6077,&H6000
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PROTECTED ROM-PACKS:

CANYON CLIMBER:
    POKE &H4424,&H35

COLOR TERM:
    POKE &H404A,18
    POKE &H404B,18
    POKE &H404C,18
    POKE &H4139,17

MEGABUG:
    POKE &H567D,18
    POKE &H567E,18
    POKE &H567F,18
    POKE &H5680,18

MICROBES:
    POKE &H45BB,18
    POKE &H45BC,18

MICRO PAINTER:
    POKE &H4067,&H80

NEREIS:
    POKE &H5124,18
    POKE &H5125,18

REACTOIDS:
    POKE &H4C09,&H39

SPECTACULATOR: (gets 40k of storage info)
    POKE &H51A0,&H9F
    POKE &H51A1,&HFF
    POKE &H51AF,&H12
    POKE &H51B0,&H12

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5 'MULTI-PAK CRAK OUTPUT SAVED AS DOWNLAND/BIN - FOR DOWNLAND
10 LOADM"DOWNLAND/BIN"
20 N=18
30 POKE&H4025,N:POKE&H4026,N 'STA ,X
40 POKE&H4054,N:POKE&H4055,N:POKE&H4056,N 'CLR $FFDE
50 POKE&H5876,N:POKE&H5877,N 'STB A,X
60 POKE&H5893,N:POKE&H5894,N 'STB A,X
70 POKE&H5CE2,N:POKE&H5CE3,N 'INC ,X
80 POKE&H449D,N:POKE&H449E,N 'CLR ,U
90 POKE&H4A2D,N:POKE&H4A2E,N 'STD ,Y
100 POKE&H4A79,N:POKE&H4A7A,N 'INC ,Y
110 FORI=0TO5:POKE&H45FE+I,N:NEXT 'FOR INFINITE LIVES
115 POKE &HFF40,0
120 EXEC


5 'MULTI-PAK CRAK OUTPUT SAVED AS STELLAR/BIN - FOR STELLAR LIFELINE
10 GOTO420
20 CLS:PRINT@196,"LOADING STELLAR LIFELINE"
30 LOADM"STELLAR/BIN":POKE&HFF40,0
40 N=18
50 POKE&H567C,N:POKE&H567D,N
60 POKE&H5380,&H19
70 POKE&H5726,N:POKE&H5727,N
80 POKE&H4E07,N:POKE&H4E08,N
90 'THIS IS A  LDB [S++]
100 POKE&H4883,&HE6:POKE&H4884,&HF1
110 POKE&H542E,N:POKE&H542F,N
120 POKE&H463A,N:POKE&H463B,N
130 POKE&H549D,N:POKE&H549E,N
140 POKE&H5B59,N:POKE&H5B5A,N
150 POKE&H528E,N:POKE&H528F,N
160 POKE&H4C98,N:POKE&H4C99,N
170 'NEXT 2 ARE INFINITE LIVES
180 '
190 POKE&H531C,N:POKE&H531D,N
200 POKE&H5D8B,&H7E:POKE&H5D8C,&H61:POKE&H5D8D,0
210 FOR I=&H6100 TO &H610E
220 READ H$:POKE I,VAL("&H"+H$):NEXT
230 CLS
240 PRINT:PRINT"NUMBER OF LIVES PER GAME?"
245 PRINT"(0=DEFAULT=3 LIVES)"
250 INPUT "(OVER 255=INFINITE LIVES)";L
260 IF L>255 THEN GOTO 290
270 IF L<0 THEN GOTO 300
275 IF L=0 THEN GOTO 300
280 POKE &H5837,L:GOTO 300
290 POKE &H58C3,N:POKE &H58C4,N
300 PRINT:PRINT"NUMBER OF SHIPS IN CONVOY?"
310 PRINT"(MUST BE LESS THAN 19)"
320 INPUT "(0=DEFAULT=6 SHIPS)";S
330 IF S>18 THEN GOTO 300
340 IF S=0 THEN GOTO 370
350 IF S<0 THEN GOTO 300
360 POKE &H5838,S
370 PRINT:INPUT "CHANGE PMODE COLORS? Y/N";Q$
380 IF Q$<>"Y" THEN GOTO 400
390 POKE &H5658,N:POKE &H5659,N
400 EXEC
410 DATA 8E,C5,AB,3A,3A,AE,84,8C,C0,0,22,2,6C,4,39
420 CLEAR200,&H4000:GOTO20
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Special Supplement for new ROM Paks

Multipak Crack will Not work Cyrus, Dragon Fire, or with Demon Attack...three new Rom Paks from Tandy. To help ypu put them onto disk, Spectrum Projects is providing a special extra program: LDR16.BIN. Here's how to use it:

(1)   Take the RomPak you want to copy and put tape over pin number 7 of the Rom pak (that's the first pin on the left on the of the pack). Be sure to cover only pin 7.

(2) Turn off the power to all of your system,remove your Multipak or Disk controller from the computer's system port (also know as the cartridge port),and plug the prepared ROM Pak into the computer's expansion port where the Multipak used to be. Turn on the computer. It should come on in Extended Basic. The Rom pak should NOT auto start when taped as described in step 1.

(3) Hook up your cassette recorder, put a tape in it, and save out the Rom pak as Follows: Type CSAVEM"name",&HC000,&HFEFF,&HA027. Save several copies to tape.

(4) Rewind the tape and turn off the whole system again. Remove the cartridge, insert your Multipak or your Disk controller, and turn system on again.

(5)   Type CLOADM"name",&H7000.Use this instruction to load the Rom pak into memory from the tape you just made.

(6) Now, put the disk with LDR16K/BIN that we supply into your drive and type LOADM "LDR16K/BIN"

If you are trying to make a disk version of CYRUS, go directly to step 9.

(7) If you are trying to make a disk version of Dragon Fire, type the folling statements and hit enter after each one :

POKE &H301A,18
POKE &H301B,18
POKE &H301C,18
POKE &H301D,18
POKE &H301E,18
POKE &H301F,18
POKE &H3020,18
POKE &H3021,18
POKE &H31B0,&H70
Now go to step 9.

(8) If you are trying to make a disk copy or Demon Attack, type and RUN the following program:

10 FOR L =&H3027 TO &H302F 20 POKE L,18   30 NEXT

After running this program , proceed to step 9.

(9) Put a blank, Formatted disk into your drive, and type SAVEM "NAME",
&H3000,&H6F6F,&H6FOO .

(You may subsitute whatever 8 letter name you care to give the
game for the word " NAME ".).

THAT'S IT. You're done! Now, to run the game, merely
LOADM it and EXEC it from the disk.

These instructions are furnished by Spectrum Projects, who in
turn Received this information from Marty Goodman, who wrote
LDR16K/BIN.   LDR16K.BIN is copyright Marty Goodman.

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COLOR COMPUTER #3
SUPPLEMENT
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For those of you with a COLOR COMPUTER 3, there are supplement
programs on disk. Type: RUN"README" for instructions.

Reset Computer By Holding down (alt) &
(cntrl) Keys, and press [Reset]

if you get a picture press[Reset]along

Run "COCO 3 CRK"