Jiawen Zhong

CECS 478

**Files to alter**: Looking into the Ultima\_5 folder and check for the file that has just recently modified. This file will e the file I need to work on.

**Offset location**: For the statics, since each character have their own health and other stats, I assume that there will be one offset for each character. Also, in the SAVE.GAM file, there are character name on the right-hand side. So, beside the name, I look for the hex value that matches the amount of the stat in game to locate a possible offset. Also, I change the values in the offsets to verify that it is the correct one.

**Offsets**:

Kyra

yellow potion (found) - 280(03)

all potion [280-289]

items [27a - 289]

magic carpet = [20A] ([20a - 219])

skull keys = [20b]

black badge = [218]

weapons: [21b-249]

magix axe = [240]

spells = [24A - 279]

reagents: [2aa - 2b1]

gold(found) = 204(04)

keys = [206]

gems = [207]

torches = [208]

food(found) = 70 - [202]:E7, [203]:27

me:

level = [18]

str(found) = 99: [0E]:63,

HP(found) - 999 = 3E7: [12]:E7, [13]:03

hm(found) = 99: [14]:E7, [15]:03

exp(found) = 9999: [16]:0F, [17]:27

magic(found) = [11]

int(found) = 99: [10]:63

dex(found) = 99: [0F]:63

shamino

str(found) = 99: [2E]:63,

HP(found) - 999: [32]:E7, [33]:03

hm(found) = 99: [34]:E7, [35]:03

exp(found) = 9999: [36]:0F, [37]:27

magic(found) = [11]

int(found) = 99: [30]:63

dex(found) = 00: [2F]:63

iolo

str = 99: [4E]:63,

HP(found) - 999 = 3E7: [52]:E7, [53]:03

hm(found) = 99: [54]:E7, [55]:03

exp(found) = 9999: [56]:0F, [57]:27

magic(found) = [11]

int(found) = 99: [50]:63

dex(found) = 00: [4F]:63

**Change values**

0 . Myself

1 . Shamino

2 . Iolo

3 . Mariah

4 . Geoffrey

5 . Jaana

6 . Julia

7 . Dupre

8 . Katrina

9 . Sentri

10 . Gwenno

11 . Johne

12 . Gorn

13 . Maxwell

14 . Toshi

15 . Saduj

Enter the character that you want to change. (0-15) Enter n to quit. 1

Stats of : Shamino

Enter the amount of HP (1-999) 100

Enter the amount of Max HP (1-999) 200

Enter the amount of strength (1-99) 50

Enter amount of Int (1-99) 50

Enter amount of Dex (1-99) 50

Enter Exp amount (1-9999) 1000

Enter the character that you want to change. (0-15) Enter n to quit. 2

Stats of : Iolo

Enter the amount of HP (1-999) 500

Enter the amount of Max HP (1-999) 500

Enter the amount of strength (1-99) 50

Enter amount of Int (1-99) 51

Enter amount of Dex (1-99) 30

Enter Exp amount (1-9999) 5000

Enter the character that you want to change. (0-15) Enter n to quit. n

Enter the amount of Gold (100-9999) 1000

Enter the amount of Keys (1-99) 10

Enter the 1 for BlackBadge, 0 for none 0

Enter the number of magic carpets (1-100) 100

Enter the number of magic axes (1-100) 100

Enter the number of Skull keys (1-100) 100







