

## SEGA GENESIS NHL 93 – 30 TEAM EXPANDED ROM

Team Pointer / Data (0x51f8)  
~~Startup Banner Pointer / Data / Palette~~  
~~Startup Logo Pointer / Data / Palette~~  
~~Player Card Pointer / Data~~  
\*In-game Banner Pointer / Data  
~~\*Rink Logo Pointer / Data~~  
~~\*Team Rating~~  
?Ronn Barr Team Summary (Hex 0D Separated) (N/A) 0D0D'd to last team?  
Titles Screen including NHL, NHLPA, and NHL Hockey Logos  
Menu Screen - Limiting Bytes... and background graphics?

STAGE 1:  
#####

Disable Checksum Routine:

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**0x00000300** = 0x6 bytes, 4EB90007FBA4, changed to 4E714E714E71 (nop).

**0x0007FBA4**, 0x50 bytes, fill/set to FF byte value.

**0x0007FBA4**, 0x2 bytes, set to 60FE - end of file pointer!

Expand ROM size to 1MB:

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**0x000001A4**, 0x4 bytes, changed 0007FFFF to 000FFFFF (expand rom size identifiers).

**0x0007FFFF**, insert 0x80000 FF bytes to expand rom to 0xFFFFF in size.

STAGE 2:  
#####

**0x00013422** = 0x16 bytes, 00030001 001C0001 00100009 00030012 001C0012  
FFFF repeat placement of pucks, end with FFFF instruction.

**0x00013422**, first 0x6 bytes changed to 0000 0000 FFFF. Sets puck  
graphic at 0,0 pixel co-ordinate ready to be expanded to 40x28 tiles  
(320x244 pixels) for full splash screen intro. FFFF stops the the  
other pucks being placed in their expected co-ordinates.

**EASN Spinning Around Intro Puck (x5)**

Original Offset: 0x000f / 3A  
Original Block Size: 0x000021F2  
Original Tile Count: 0x(8)0150  
Original Graphic Dimension: 0x0000 by 0x0014 (animation!)

New Offset: 0x0007FBA4 / AC  
New Block Size: 0x00000030  
New Tile Count: 0x00000001 (2 color - 2000)  
New Graphic Dimension: 0x0001 by 0x0001 (no ani)

Offset Referenced at: 0x000133C0 (set to 4E71(x3) overwriting 207C)  
Offset (+8) ref'd at: 0x00013372 (set 247C to 0007FBAC)

**NHLPA Intro Puck (x5)**

Original Offset: 0x0007F524 / 2C  
Original Block Size: 0x00000680  
Original Tile Count: 0x(8)0054  
Original Graphic Dimension: 0x000A by 0x000A

New Offset: 0x0007FBD4 / DC; *skip 1<sup>st</sup> repeat tile so 0x7FBDE*  
New Block Size: 0x0000956E  
New Tile Count: 0x00000461  
New Graphic Dimension: 0x0028 by 0x001C

Ref at 0x0001333E (set 207C 0007FBD4)  
Ref at 0x00013366 (set 247C 0007FBDC)

Palette at 0x000887FE (559102) 64.

STAGE 3:  
#####

0x00089142/A insert uncompressed rink/menu data (0x6bae).

Reference Changes : 00033892 > 00089142  
0x00008B10  
0x0000EF7E  
0x000119A6  
0x000124FC  
0x00014B88  
0x000150EC

**MISSED! In release**  
0003389A > 0008914A  
**0x00008870 0x00000004**  
**0x0001233A 0x00000004**

STAGE 4:  
#####

0x0008FCF0 insert uncompressed banners (0x602E)

Palette at 0x000956FA / 612090 (64 color pallete - 2<sup>nd</sup> 16 used).

^0007A3A4 > 0008FCF0  
0x00012536  
0x00012D98  
0x00013F3A

^0007A3AC > 0008FCF8  
0x0000E536

Pasted uncompressed banners (placing ASE/W at front [in order])

STAGE 5: (Menu fixes)  
#####

Teams=26

0x00014492 change 0017 to 001B  
0x00014498 change 7417 to 741B

0x00013BAC 7818 to 781C

0x00013D2E 001A 001A Quick Hack to Support Teams

0x00013D32 0004 (5 7 10 20 min) added later (S8)

STAGE 6:

#####

Move Ron Barr Team Text.

0x00013120 : 0002CEF6 > 00095D1E (Block 0x1334) FF out orig.

Issues with Ron Barr welcome.

00012F8E 001A > 001E (Welcome)

00012F92 001B > 001F (Ron Barr)

00012F96 001D > 0021 (Goalies)

00012FA0 001D > 0021 (Goalies)

00012FB0 001D > 0021 (Goalies)

00012FB4 001C > 0020 (Goalies)

0001509C ? 0018 - 24 = num of teams - ase/w

0x00095D1E block 7b02 insert new ron barr text. (issues)

New smaller block 0x5ff0

~~0x0001325C = e.g. 0009FD70 Montreal Offset > ASE/W~~

Or (Better) 00013262 0018 to 001E

0001325A 227C 000023CA

MOVE.L

#\$000023CA,A1

00013260 0C78 0018 C50E

CMP.W

#\$0018,\$C50E