

# AN INTRODUCTION

So, are you enjoying one of the greatest RTS games ever written for calculators? And now, you look at the game, and are thinking to yourself, “Man, if only I could make a Starcraft version for calculators. Then I’d have friends and girls galore!” Or perhaps you enjoyed the first RTS game, Dune II, and you want to relive history by making a quick mockup on the Ti-83+? Perhaps you want to extend S.A.D. to hold new races, ships and special abilities?

If you in any way, shape or form want to modify S.A.D., this guide is for you. All you need is a basic knowledge of ASM, and the source code/compiling tools I have provided, and you will be able to modify the game without any fear of crashing your calculator, the way many professional modifiers do it.

Since you are most likely very excited to get started, I’ll skip all the yadda-yadda that you already know, and simply provide you with a few pointers about some icons you may come across in this guide:



## **REMEMBER:**

If there’s something you read from a previous chapter that needs to be repeated, you will see this icon. Take the time to make sure you haven’t forgotten this important information that you will need for the lesson you are reading.



## WARNING:

Modifying a game isn't exactly a walk in the park. While the guide will make sure you are on the right track, there are some things that you just have to keep track of by yourself. A warning icon will tell you to be careful of something that could crash the game or even upset the entire game engine—something I've done before.

Here's an example of a warning: If you are not an expert ASM programmer, or even if you are modifying the game for the first time, **DO NOT ATTEMPT TO MODIFY ANYTHING THAT HAS THE FOLLOWING FORMAT:**

```
;-----  
;  
;  
; BEGINNERS SHOULD NOT MODIFY THE FOLLOWING  
; SECTION OF CODE  
;  
;-----  
;  
...code...      LEAVE THIS CODE ALONE!!!  
...code...      LEAVE THIS CODE ALONE!!!  
...code...      LEAVE THIS CODE ALONE!!!  
  
;-----  
;  
;  
; END OF DANGER ZONE  
  
;-----  
;
```



### **TIP:**

Any useful information that may prove useful, but does not fall fluently inside of the lessons, will be displayed as a tip.



### **BEYOND THE GAME:**

Most of the time, your modification of S.A.D. will be messing around with the game's data files. However, there are times that you will have to add lines of code or remove lines of code. These sections will give you useful—but not hard—information about how to get the most of S.A.D. modification by means of editing the ASM code itself.