

Uncharted Waters Alternative Mates Tutorial

by citanes26

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Uncharted Waters (SNES Emulator Version)
Alternative Mates Tutorial

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Please view this guide in a 10-point courier font to have it look proper.

Copyright

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This tutorial is copyrighted to me, Paul MacPherson. It took me a lot of time fiddling with a hex editor to figure this stuff out, so I would appreciate being credited where it's due. I don't think there'll be too many updates, but this tutorial can only be updated by me, and will only be posted to www.gamefaqs.com. If you'd like to use it on your site, please email me and I'll explain to you my conditions for doing so.

Disclaimer

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This guide is to be used at your own risk. If you accidentally open your hard drive and overwrite the boot sector trying to change Marco's picture to the King of Spain, that's YOUR problem. I am not responsible for anything you do as a result of reading this guide.

Important!

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Using a hex editor is a lot like doing open heart surgery. You can do incredible things if you know what you're doing, but all it takes is one slip to create BIG problems. Before you do ANYTHING else, make a backup copy of the ROM image! All it takes is one byte out of place to make the game nothing more than a 1MB splotch of gobledeegook, and it's easy to screw up until you get the hang of things.

Now that we've gotten all that foolishness out of the way...

Introduction

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This tutorial will tell you how to change the mates into basically anybody you want - the other fleet captains, pirates, the kings, the waitresses (if you want a little more "co-ed" fleet) - basically anybody who has a face in the game. To do this you're going to need a copy of the SNES Rom image, and a decent hex editor.

To use this tutorial, you're going to need the following:

- a working copy of the ROM image of the game
- a SNES emulator
- a decent hex editor
- a working knowledge of hexadecimal (how to convert decimal to hex)

All of those things except maybe the ROM image can be found on the internet fairly easily. Please don't email me asking exactly where, or for copies of them.

The process is fairly simple. Pick an existing mate to replace, then change all his stats around to suit your preferences.

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Step 1

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First, you need to pick a mate to replace, and change his picture to another face in the game. If you just want to change the mate's name or stats, skip this step. Open the ROM file in a hex editor and go to the offset (in decimal) shown next to the mate's name below:

64758 - The Hero*	64765 - Fernando	64772 - Alfonso
64779 - Christopher	64786 - Americus	64793 - Dias
64800 - Benedetto	64807 - Vicente	64814 - Cyran
64821 - Regis	64828 - Jose	64835 - Roberto
64842 - Rinaldo	64849 - Francisco	64856 - Oswaldo
64863 - Nicolas	64870 - Ammul	64877 - Miguel
64884 - Aljeuna	64891 - Conrad	64898 - Marco

* You can change yourself around a bit, but sometimes your picture will still come up as the default picture (like in the opening story).

At the offset, you need to change two bytes to something else to change the picture. For pictures of the main characters of the game (mates, waitresses, kings, etc) all you need to change is the first byte (the second one is always 00). There are, however, 1024 other possible faces to use. For these, you need to use the byte at the offset, as well as the next one (offset +1). Use the following table of picture codes to find the value you need to put in.

If you want to change the mate's starting sailing or battle level, you can do that here, too. A mate's sailing level is their picture offset -1, and their battle level is their picture offset -2. Make sure you enter a value in hex.

Picture Codes - Main Characters

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These are the values needed for the first byte of the picture. The second one is 00 for all of them.

00 - The Hero	01 - King of Portugal	02 - King of Spain
03 - Sultan of Turkey	04 - Guild Master	05 - Shipyard Guy
06 - Marketplace Owner	07 - Innkeeper	08 - The Old Sailor
09 - Harbour Master	0A - Palace Guard	0B - Old Woman at the Lodge
0C - The Princess	0D - Carlotta	0E - Marguerite
0F - Selma	10 - Maria	11 - Isabel
12 - Sharee	13 - Rosanna	14 - Paulina
15 - Matilde	16 - Nina	17 - Julia
18 - Bonita	19 - Clara	1A - Patoria
1B - Lucetta	1C - Sharon	1D - Preetha
1E - Oharu	1F - Mei Ling	20 - Olivia
21 - Fernando	22 - Alfonso	23 - Christopher
24 - Americus	25 - Dias	26 - Benedetto
27 - Vicente	28 - Cyran	29 - Regis
2A - Jose	2B - Roberto	2C - Rinaldo
2D - Francisco	2E - Oswaldo	2F - Nicolas
30 - Ammul	31 - Miguel	32 - Aljeuna
33 - Conrad	34 - Marco	

Picture Codes - Custom Faces

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There are 1024 other faces you can use, but you need to sort of put them together first. Each face consists of eyes, nose, mouth, coat and hat/hairstyle, and you have four options for each.

European Guy #1

Byte 1: (add up then convert to hex)

192 - wide open eyes

128 - squinting eyes

64 - scowly eyes

0 - normal eyes

48 - wide nose

32 - small nose

16 - "Harrison Ford" nose (you'll see what I mean)

0 - long nose

12 - small black mustache

8 - handlebar mustache

4 - smiling

0 - normal

3 - blue coat over white collared shirt, small pointed beard

2 - green coat with yellow collar, full beard

1 - blue coat with green/yellow collar, sideburns

0 - Blue coat with white collar, clean shaven

Byte 2:

10: blue hat

11: no hat

12: blue headband (looks ridiculous)

13: brown hat

Can you follow it? A guy with scowly eyes (64), a long nose (+0), a handlebar mustache (+8), green coat (+2) and blue hat would have the code 4A 10. ($64 + 0 + 8 + 2 = 74 = 4A$ in hex). Nothing to it.

European Guy #2

Byte 1: (add up then convert to hex)

192 - angry eyes

128 - sad/worried eyes

64 - normal eyes

0 - scowly eyes

48 - short nose, BIG upper lip

32 - big nose

16 - small nose

0 - normal nose

12 - extra frowning

8 - open mouth

4 - almost smiling

0 - frowning

- 3 - green coat over white shirt
- 2 - gold coat over green shirt
- 1 - frilly gold collar thing (looks like something clowns wear)
- 0 - green coat with yellow/red collar, clean shaven

Byte 2:

- 14: blue, metallic looking hat, red hair
- 15: green "robin hood" hat, red hair
- 16: no hat, reddish black hair
- 17: no hat, poofy red hair

The Turkish Guy

Byte 1: (add up then convert to hex)

- 192 - almost squinting eyes
- 128 - almost angry eyes
- 64 - closed eyes
- 0 - normal eyes

- 48 - flat nose
- 32 - small, thin nose
- 16 - long nose
- 0 - normal nose

- 12 - mouth almost open, almost frowning
- 8 - almost smiling, mustache and beard aren't connected
- 4 - almost frowning
- 0 - open mouth

- 3 - green coat over blue/white shirt
- 2 - green robe
- 1 - red/green robe
- 0 - blue robe

Byte 2:

- 18: green turban
- 19: blue turban
- 1A: red turban with gold stripe
- 1B: reddish/orange turban

The Pirate

Byte 1: (add up then convert to hex)

- 192 - eyepatch
- 128 - squinting eyes
- 64 - shifty eyes
- 0 - normal eyes

- 48 - normal nose
- 32 - long nose
- 16 - wide nose
- 0 - normal (slightly rounder) nose

- 12 - smiling, small neat mustache
- 8 - frowning, long mustache
- 4 - smiling, mouth almost open, small neat mustache

0 - sticking tongue out
3 - blue coat with gold trim
2 - green coat with red/gold collar
1 - green coat with yellow collar
0 - blue shirt, yellow beaded necklace

Byte 2:

1C: green hat over wild black hair
1D: blue "pirate" hat
1E: bald with scar, black hair in back
1F: green hat with yellow on it

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Step 2

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Having a woman's face and the name "Christopher" is a little silly, so this step covers how to change a mate's name. Go to offset 68583 ("Leon Franco") and you'll see a list of all the mates' names. Just go to the first letter of their name, and type the name you want (up to 11 letters) over the existing one. Be careful not to change the length of the file! If you want to enter a shorter name than the one that's there, just type the name, then put in hex values of 00 to cover over the other letters.

For example, to change "Fernando" to "Bob":

- Go to offset 68583 to see the table of names.
- Go to the first letter of Fernando's name.
- Type a letter then press delete to erase the former one.
- Type "Bob" (B-DEL-o-DEL-b-DEL)
- You should now have "Bobnando".
- On the hex side of the screen (usually the left), go to the byte for the first lower case "n"
- Change it and the next four bytes to 00. Simple.

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Step 3

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There wouldn't be much practical use to changing all this stuff around if the mate was exactly the same as he used to be, albeit cosmetically different. This section tells you how to change the mates stats. If you ever wanted Rinaldo to be useful, here's your chance.

The following offsets are where the mates ages are stored.

66414 - The Hero*	66424 - Fernando	66434 - Alfonso
66444 - Christopher	66454 - Americus	66464 - Dias
66474 - Benedetto	66484 - Vicente	66494 - Cyran
66504 - Regis	66514 - Jose	66524 - Roberto
66534 - Rinaldo	66544 - Francisco	66554 - Oswaldo
66564 - Nicolas	66574 - Ammul	66584 - Miguel
66594 - Aljeuna	66604 - Conrad	66614 - Marco

The other stats are stored thusly:

Charisma - Age offset +1
Wisdom - Age offset +2
Intelligence - Age offset +3
Courage - Age offset +4

Strength - Age offset +5

* Changing any of the hero's stats other than age is pointless, since you have to "roll" them at the beginning of the game anyway.

I mentioned back in the picture step that if you wanted to change the mate's starting sailing or battle level, the sailing level is stored at their picture offset -1, and their battle level at their picture offset -2.

And that's it!

Here's a couple of walkthroughs to get you started:

How to Change Marco into Olivia

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Here's an example to help you get started. This will show you how to change the mate Marco (the easiest mate to find and get) into Olivia (the waitress in Antwerp).

First, go to offset 64898, where Marco's picture information is stored. Change the 34 that's there into a 20 (Olivia's face). Leave the 00 in byte 2 of the picture alone.

Next, go to offset 68883 and change the name "Marco" to "Olivia", being careful not to increase the length of the file by one extra byte.

Finally, go to offset 66614, change Marco's age from 14 to something a little older (say, 20), and fine tune the other stats if desired.

How to Change Francisco into a Pirate

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Francisco, although a great sailing navigator, is just plain lousy when it comes to battle. Here's how to make him into the bloodthirsty pirate you always wanted.

First, go to offset 64849 and change the two bytes from 2D00 to DB1E. That's a pirate with an eyepatch, wide nose, long mustache, blue coat and blue hat.

Now, go to offset 68778 and change "Francisco" to "Ol Evil Eye" or something else that sounds like a pirate name.

Finally, go to offset 66544 and change his age from 18 to something like 40. Obviously, the other stats are going to have to change to reflect his new career. His courage and strength (offsets 66549 and 66550, respectively) need to be increased, but since pirates are pretty stupid, be sure to drop intelligence and wisdom a bit. Now, change his sailing level (offset 64848) to something like 7, so he can sail that galleon pirate ship without it drifting all over the place, and put his battle level (offset 64847) at something like 10 to make him a really good battle navigator.

Finishing Touch

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If you made one or more of the mates female, you might want to change a line in the game's text to reflect this: If you have no mates but try to buy a ship, the old sailor will tell you that "There's no man to navigate."

To fix this, go to offset 312608 and change "man" to "one".

There might be other instances of this, but I can't think of any at the moment.

And that's it!

Hopefully this helped to make the game more interesting for you.

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