

Text editing in Hebereke's Popoon



This is a document on text editing in the obscure puzzle game *Hebereke's Popoon*.

Basics

The game uses the standard ASCII text table, meaning that you can edit the text very easily in your favourite hex editor (more specifically HxD), a hex value of FF is meant for either moving on to the next dialogue, to enter the battle, or to end the game, while a hex value of FD is used for line breaking, the text starts at 0x1FCA and ends at 0x2980.

Editing the text

To edit the text, you need to use your favourite hex editor (e.g. HxD, as mentioned above).

```
Offset(h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F Texto decodificado
00001FD0 57 68 6F 20 61 72 65 20 79 6F 75 3F 21 FF 47 65 Who are you?!yGe
00001FE0 65 2C 20 49 20 77 61 6E 64 65 72 65 64 FD 69 6E e, I wanderedyIn
00001FF0 74 6F 20 74 68 69 73 20 73 74 72 61 6E 67 65 FD to this strangey
00002000 77 6F 72 6C 64 20 61 67 61 69 6E 2E FF 59 6F 75 world again.yYou
00002010 20 61 67 61 69 6E 21 3F FF 57 68 65 72 65 20 61 again!yWhere a
00002020 6D 20 49 20 61 6E 79 77 61 79 3F FF 49 66 20 79 m I anyway?yIf y
00002030 6F 75 20 77 61 6E 74 20 74 6F FD 6B 6E 6F 77 2C ou want toýknow,
00002040 20 66 69 67 68 74 20 6D 65 2E 20 49 66 FD 79 6F fight me. Ifýyo
00002050 75 20 77 69 6E 2C 20 49 27 6C 6C 20 74 65 6C 6C u win, I'll tell
00002060 FD 79 6F 75 20 77 68 65 72 65 20 79 6F 75 20 61 ýyou where you a
00002070 72 65 2E FF 48 61 2C 20 68 61 2C 20 68 61 2C 20 68 61 2C 20 re.yHa, ha, ha,
00002080 68 61 21 FD 20 28 41 20 6C 6F 75 64 20 6C 61 75 ha!ý (A loud lau
00002090 67 68 29 43 68 61 61 61 72 67 65 21 FF 53 6F gh)yChaaarge!ýSo
000020A0 20 79 6F 75 20 74 68 6F 75 67 68 74 20 79 6F 75 you thought you
000020B0 FD 63 6F 75 6C 64 20 64 65 66 65 61 74 20 6D 65 ýcould defeat me
000020C0 3F FD 49 74 27 73 20 67 6F 69 6E 67 20 74 6F 20 ?ýIt's going to
000020D0 62 65 20 61 74 FD 6C 65 61 73 74 20 32 35 36 38 be atýleast 2568
000020E0 30 30 30 30 30 30 30 FF 79 65 61 72 73 20 62 65 000000ýyears be
000020F0 66 6F 72 65 20 79 6F 75 27 6C 6C FD 62 65 20 61 fore you'llýbe a
00002100 62 6C 65 20 74 6F 20 64 6F 20 74 68 61 74 21 FD ble to do that!ý
00002110 48 61 2C 20 68 61 2C 20 68 61 2C 20 68 61 21 FD Ha, ha, ha, ha!ý
```

Now go to the addresses mentioned above and you find the text.



Here's what it appears in the game by the way.

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Texto decodificado
00001FD0	57	68	6F	20	61	72	65	20	79	6F	75	3F	21	FF	47	65	Who are you?!ýGe
00001FE0	65	2C	20	49	20	77	61	6E	64	65	72	65	64	FD	69	6E	e, I wanderedýin
00001FF0	74	6F	20	74	68	69	73	20	73	74	72	61	6E	67	65	FD	to this strangeý
00002000	77	6F	72	6C	64	20	61	67	61	69	6E	2E	FF	59	6F	75	world again.ýYou
00002010	20	61	67	61	69	6E	21	3F	FF	57	68	65	72	65	20	61	again!ýWhere a
00002020	6D	20	49	20	61	6E	79	77	61	79	3F	FF	49	66	20	79	m I anyway?ýIf y
00002030	6F	75	20	77	61	6E	74	20	74	6F	FD	6B	6E	6F	77	2C	ou want toýknow,
00002040	20	66	69	67	68	74	20	6D	65	2E	20	49	66	FD	79	6F	fight me. Ifýyo
00002050	75	20	77	69	6E	2C	20	49	27	6C	6C	20	74	65	6C	6C	u win, I'll tell
00002060	FD	79	6F	75	20	77	68	65	72	65	20	79	6F	75	20	61	ýyou where you a
00002070	72	65	2E	FF	48	61	2C	20	68	61	2C	20	68	61	2C	20	re.ýHa, ha, ha,
00002080	68	61	21	FD	20	28	41	20	6C	6F	75	64	20	6C	61	75	ha!ý (A loud lau
00002090	67	68	29	FF	55	70	79	6F	20	20	20	20	20	FF	53	6F	gh)ýUpyo ýSo
000020A0	20	79	6F	75	20	74	68	6F	75	67	68	74	20	79	6F	75	you thought you
000020B0	FD	63	6F	75	6C	64	20	64	65	66	65	61	74	20	6D	65	ýcould defeat me
000020C0	3F	FD	49	74	27	73	20	67	6F	69	6E	67	20	74	6F	20	?ýIt's going to
000020D0	62	65	20	61	74	FD	6C	65	61	73	74	20	32	35	36	38	be atýleast 2568
000020E0	30	30	30	30	30	30	30	FF	79	65	61	72	73	20	62	65	0000000ýyears be
000020F0	66	6F	72	65	20	79	6F	75	27	6C	6C	FD	62	65	20	61	fore you'llýbe a
00002100	62	6C	65	20	74	6F	20	64	6F	20	74	68	61	74	21	FD	ble to do that!ý
00002110	48	61	2C	20	68	61	2C	20	68	61	2C	20	68	61	21	FD	Ha, ha, ha, ha!ý

Now change the text and save, now open the (modified) ROM in your favourite emulator (e.g. SNES9x), play trough story mode and....



Voila! Now the text is edited.

Notes

- All the graphics and the colour palettes in this game are compressed, meaning that is very hard to edit the font and colours.
- This tutorial is for the European version, it wouldn't be compatible on the Japanese version due to its different font, doing so will result in unknown symbols, something like this:



- The *Upyo* example is for my Google Translated hack of *Hebereke's Popoon*, named *Hebure no popoon*.