The GIGALEAK

July 24, 2020

It was very much worth the wait

Document created by Cosmo#9088, contact me if there are any problems or there is anything not on this list.
(lavacakes#9999 helped with the formatting and stuff)

DOWNLOAD LINKS

Original, slower Anonfiles links:
other.7z
https://anonfiles.com/Bag7R5H6oa
20100713cvs_backup.tar.7z
https://anonfiles.com/Za4dO7H6oc
netcard.7z
https://anonfiles.com/52acR3Haob

Google Drive mirrors:
other.7z
(SHA256: E49A80C79265CAA31224223BF2D852C8FA69EF144939993C23070E833AE07E46)
https://drive.google.com/file/d/1Zuc9aDgygd9WctTSr5L7R-A9_tlxhW9a/view?usp=drive_open
20100713cvs_backup.tar.7z
(SHA256: 6C5BF8CDBD4773261416FBBE603A62F05F241709D69397F4101100E1C4FA86E6)
https://drive.google.com/file/d/1QUu7ZvF7obMrk71CVYl6p5Z5PwzGlgrg/view?usp=drive_open
netcard.7z
(SHA256: 0B042752602678ECCD8A617DD1818B01EBA860E03226C6EB97ED31CE6C195E13)
https://drive.google.com/file/d/1wi0s6iUEIC5gcT8WtgTNzE8kJZDzVX3m/view?usp=drive_open

Bypass the GDrive traffic limit: **https://gdbypass.host/**

MediaFire mirrors:
https://www.mediafire.com/file/wojppsiljeou606/other.7z/file
https://www.mediafire.com/file/xddazptty68u3r0/20100713cvs_backup.tar.7z/file

Other stuff:
SNES Mario Kart Prototype with Fixed Header
(the header did not specify BSP-1 originally so it crashed when you entered a race)
https://cdn.discordapp.com/attachments/386594185387442187/736248554502357002/mkart_fix.sfc

Final Pokemon Diamond and Pearl US + JP source code (checked out from the repo)
https://drive.google.com/file/d/1FFAQoSexJXGXdUc9zIsOeetoW7jvui1Y/view?usp=drive_open

CGB/AGB Bootrom Source Code (extracted from Subversion repo)
https://anonfiles.com/i2F7U2H5o6/cgb_bootrom_trunk_zip
https://anonfiles.com/14F6U3Hbo1/agb_bootrom_trunk_zip

How to extract source code for any date of Pokemon Diamond and Pearl's development from the repo leak

1. Download CVS (just the standalone CVS, https://ftp.gnu.org/non-gnu/cvs/binary/stable/x86-woe/cvs-1-11-22.zip)
2. Once you have CVS, run this command:

For dates **before** March 10, 2006:

cvs -d (path to the repo) checkout -D (date that you want, any format works) pokemon_dp

For dates **after** March 10, 2006:

cvs -d (path to the repo) checkout -D (date that you want, any format works) pm_dp_ose

Notable Dates
August 16, 2006 - The game was completed on this date.
2006-2007 - American localisation.
Mid-to-late 2007: European localisation.
2008: Korean localisation.

Your shiny (no pun intended), newly compiled Diamond and Pearl prototype won't boot without an R4 card or a development DS? Here's how to fix it.

Open the makefile, and uncomment the line:
#NITRO_FINALROM = yes
So that it says
NITRO_FINALROM = yes, and then recompile.

File sizes
other.7z - 2136999233 unpacked
20100713cvs_backup.tar - 587202560 packed, 5757440000 unpacked
netcard.7z - idk yet

Contents of the leak:
Full development repository for Ensata official DS emulator (2003-2008)
\20100713cvs_backup.tar\ensata
Full development repository for Pokemon Diamond and Pearl (2005/6-2008)
\20100713cvs_backup.tar\pokemon\pm_dp_ose
Full development repository for Pokemon Diamond and Pearl, ending in March of 2006
\20100713cvs_backup.tar\pokemon\pokemon_dp
Full personal development repository by a Diamond and Pearl dev (2006?-2008)
\20100713cvs_backup.tar\pokemon\yama_work
Full development repository for a Korean font conversion tool for Pokemon Diamond and Pearl. (2007-2008)

\20100713cvs_backup.tar\pokemon\yama_work
Full development repository for NetCard (cancelled GBA peripheral) (~2004)
\netcard.7z
iQue GBA stuff
Full development repository for Game Boy Advance BIOS
\other.7z\agb_bootrom.zip\agb_bootrom
Full development repository for Game Boy Color Boot ROM
\other.7z\agb_bootrom.zip\cgb_bootrom
Full master ROM database (America and Japan, NOT Europe) for Famicom and NES (May 1994) including the ROMs (and I mean everything - there's even Nintendo World Championships 1990 and shit like that)
\other.7z\NES
\other.7z\HVC
Master ROM of Super Mario RPG

Source code to Star Fox
other.7z\SFC\SFC\ソースデータ\StarFox
Source code to Star Fox 2 (1995)
other.7z\SFC\SFC\ソースデータ\StarFox2
Source code to Link's Awakening DX
Link's Awakening DX bug reports
Source code to Wild Trax / Stunt Race FX
Source code to Yoshi's Island
other.7z\SFC\SFC\ソースデータ\ヨッシーアイランド
Source code to Mario Kart
other.7z\SFC\SFC\ソースデータ\MarioKart
Source code to F-Zero
other.7z\SFC\SFC\ソースデータ\FZERO
Source code to TLOZ A Link to the Past
TLOZ A Link to the Past dev stuff & bug reports
Source code to Super Mario All-Stars (including Mario World?)
Source code to the Wii VC Game Boy Emulator
Some weird prototype game ("super_donkey", from early 1993 - Yoshi's Island style)
other.7z\SFC\SFC\ソースデータ\ヨッシーアイランド\ツール

Super Mario Kart prototypes
Full development repository for a tool to upload titles to the Wii Shop Channel
"WallPaperPasswordMaker" source code (random tool made by a nintendo dev)
Random test program source code (for testing programming concepts)
Seven early 1990s tape backups (1991-1995)
Several Super Mario World 2 Yoshi's Island prototypes - "Super Mario Bros 5: Yoshi's Island"
eTicket signing keys for an unknown system
Private and public keys for "various arcade manufacturers"
Game Boy Advance and Iris (early 2003-era DS prototype with 1 screen) board documentation

Tons and tons of CAD documents in general   relating to Nintendo products
Wii private keys?
ES/FS source code (IOS) (also a p2p/voice chat lib, for voice chat on the Wii)
P2p lib:
/netcard.7z/gba/depot-offline/sw/common/sdks/p2p
IOS Arm Toolchain patches:
netcard/gba/depot-offline/sw/devroot/tools
Hamtaro Ham-Hams Unite! debug build
other\CGB\B86__ハム太郎 2\Master\USA\ham2usa_020807
SuperFX Test Program (1991)
Star Fox 2 prototypes (5 - extremely early, including January 24, 1995 and June 21, 1995)
Sleep (prototype)
Some SNES master ROMs
Super Ghouls and Ghosts prototype
Prototype assets for Zelda 2 SNES tech demo(???)
Prototype assets for Mario Kart
Prototype assets for Star Fox 2
Prototype assets for SimCity
Prototype assets for TLoZ: ALTTP
Zelda II GBA tech demo
Zelda II GBA tech demo source code
Generation 3 PokeMMO pitch from BroadOn
Parts of DS source code
GBA schematics and FPGA verilog files (also Iris?)
SEX.CGX
Pokemon DP planning documents (located within the dev's personal stuff)
Super Castlevania IV prototype with different music
Tennis demo game
Super Mario World development assets
\other.7z\NEWS\テープリストア\NEWS_11\NEWS_11.tar.\hino\z-mario-4
Yoshi's Cookie development assets
\other.7z\NEWS\テープリストア\NEWS_11\NEWS_11.tar.\hino\z-mario-cookie
BS Zelda Satellaview development assets
Unidentified development assets ("road_hunting", 1995)
"Sleeper" development assets
Original Mario64 metal cap texture
Internal Nintendo emails
Conversion tools for SNES OBJ files
Nintendo development tool source code ("poketool")

...and so much more...

```
[MAIL]
ID 113
TO Colin
FROM bbs/ALISTAIR
NEXT 114
PREV 112
SUBJ      Re: Pile of CRAP
BODY  \nX-mailer:    Pegasus Mail v3.1 (R1a)\n
\nDobber>>\nDobber>Wow, some justification for distributing porn
arround the \nDobber>office.  WELL FUCKING SAD.\n\nWell, maybe
you misunderstood me.  I don`t condone porn. I \nwas merely
saying that how can someone kick up such a fuss over what \nis
little more than what you would see in a daily paper.\n\nIf you
have noticed at all you will see that not all of Argonauts
\nfemale members of staff have objected offically about the
ware.  \nThey dismiss it as simply not worth bothering about.\n
\nNext you will be harassing Lewis to censor Argonaut`s Internet
Mail \nfeed because you can get (should you want it) explicit
details on...\nPedophillia,Bestiality,Torture,Drugs,Suicide
methods,Bomb making \n     details etc etc form the
newsgroups, either directly or indirectly...\n\n\nEqual rights
for fat ugly wimin` is what I say.\n\n\nAlistair.\n\n\n\n
TIME 766925042
NUM 0
FLAGS END
END
```

"Wow, some justification for distributing porn around the office."

Argonaut internal email, 1994

Path:
other/SFC/ソースデータ/StarFox2/BRIEF/BACKUP/HOSTDATA.DAT

what the fuck is this

what the fuck is this