

BONZO SUPER MEDDLER THE 1986 summary [NEWS 1 to 7]

NEW MEDDLERS START HERE ! THE "TWELVE PACK" of Cassette Programs which everyone seems to acquire transfer will very few alterations : - ALL TWELVE WILL TRANSFER WITH OPTION 1, RE-LOCATION IN OPERATION. ONLY MINOR ALTERATIONS ARE NEEDED. DO NOT FORGET TO "SAVE" AN ALTERED FILE AND DELETE THE "BAK" FILE.

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|--|---|
| <p>1) #ROLAND IN THE CAVES.....NO ALTERATIONS NEEDED</p> <p>3) #ANIMAL MINERAL VEGETABLE :
ALTER LINE 870 IN AVM.BAS TO READ RUN"!AVMA18"</p> <p>5) #GALACTIC PLAGUE :
ALTER LINE 130 IN GALAC.BAS TO READ RUN"!GALAC2"
AMEND LINE 10 IN GALAC2.BAS TO:
MEMORY &2fff:LOAD"!GALAC3"</p> <p>7) #SULTAN'S MAZE :
DELETE THE MEMORY COMMAND IN LINE 30 OF MAZE1.BAS</p> <p>9) #BRIDGE-IT :
IN BRIDGE1T.BAS MAKE LINE 887 READ:
887 LOAD"!T": LOAD"!PIC": POKE 42737,201:
CALL 42701: M1=1</p> <p>11) #XANAGRAMS :
RENAME XANAGRAM.BAS TO YANAGRAM.BAS
RENAME XANAGRAM.BAK TO XANAGRAM.BAS
LINE 740 IN XANAGRAM.BAS TO READ CHAIN"!YANAGRAM"
LINE 81 IN YANAGRAM.BAS TO READ :
81 LOAD"!XANWORDS": POKE 42737,201: CALL 42701</p> | <p>2) #OH MUMMY.....NO ALTERATIONS REQUIRED</p> <p>4) #TIMEMAN ONE :
ALTER LINE 870 IN TIMEMAN0.BAS TO RUN"!T1A14"</p> <p>6) #FRUIT MACHINE :
ALTER LINE 570 IN LOADER TO READ RUN"!FRUIT"
RENAME LOADER TO SOMETHING MORE APT !
AMEND LINE 8020 IN FRUIT.BAS TO INCLUDE LOAD"!DATA"</p> <p>8) #EAS1-AMSWORD :
ALTER LINE 570 IN LOADER TO READ RUN"!EAMSWORD"
RENAME LOADER TO PERHAPS WORDPRO !
ADD A LINE No.45 : DISC TO THE EAMSWORD FILE.</p> <p>10) #ROLAND ON THE ROPES :
AMEND ROLAND2.BAS AS FOLLOWS :
20 LOAD"!ROLANDC"
30 LOAD"!ROLANDD"
INSERT THIS EXTRA LINE:
32 POKE 42737,201: CALL 42701</p> <p>12) #HAR(R)IER ATTACK :
NO ALTERATIONS, BUT WRITE THIS SHORT PROGRAM TO DISC TO RUN IT:
10 MEMORY 32767: LOAD"!HARRIERAT"
20 POKE &8061,&c9: CALL &8000
30 LOAD"!HARRIERA": POKE 42737,201: CALL 42701: CALL &9111
SUGGEST YOU SAVE IT AS "HARRIER.BAS"</p> |
|--|---|

OPTION 1 - REPORTED DURING 1986.

REQUIRING MINOR OR NO ALTERATIONS... [* indicates loader or special comment is listed in summary]

KANE, ROLAND GOES DIGGING, FANTASIA DIAMOND, ATRWOLF, LAST US, RALLYII, SABOTEUR, KNIGHT TYME (so many of you tell me it is a "RAVE" game, then I suppose it is !), NUCLEAR HEIST, VOODOO WAGE, TANK COMMANDER, BOMB JACK, NOCTURNE, THE YOUNG ONES, BRIAN JACKS SUPERSTAR CHALLENGE (to find a longer name presumably ?), HIGH RISE, MUNCH IT, MOLECULEMAN, QUIZ QUEST, TRASHMAN, KILLAPEDE [original version,current is RAMDAMX], JAMMIN, INTO OBLIVION, MORDON'S QUEST, MAGIC CLOCK, HAPPY NUMBERS, HAPPY LETTERS, SPLAT, AMSGOLF, SEABASE DELTA, GHOSTS AND GOBLINS, FAIRLIGHT, ALEX H SNOOKER, BLAGGER, SPEED KING, CYRUS CHESS, TECHNICIAN TED (from COMP. HITS 2), MANIC MINER, TOAD RUNNER, STORM GLADIATOR, WIZARDS LAIR, GLASS, STRIKE FORCE, HARRIER, TAU CETI, SPEECH, LORDS OF TIME (delete the SYMBOL AFTER command in the loader !), DOOMDARK'S REVENGE, AUSTERLITZ, TOAD RUNNER, BLOCKBUSTERS, POPEYE*, DRAGON'S GOLD, AMSTRAD SHUFFLE (side A), ELIDON, WRIGGLER, PSYCHEDELIA*, TRAPDOOR*, GEOFF CAPES*, LIGHT FORCE*, FIREANT*, WARLORD*, TERRA-COGNITA, BACK TO REALITY, NECRI'S DOME,MACADAM BUMPER*, THE HOBBIT*,COMMANDO* CODENAME MAT*, FINDERS KEEPERS*, MINDER, FIVE A SIDE SOCCER, VIDEO POKER, POWERPLAY, LUCKY FRUITS, ROBIN OF SHERLOCK, CONQUEST, LOCOMOTION, FORM'LA ONE SIM., EASY ART, PANDA SPRITES, AMSGOLF, GAUNTLET (NOT the "SUPER GENUINE VERSION" !), MUSIC MAESTRO, REBEL PLANET, SCREWBALL, SEABASE DELTA, OLYPIAD 86, PAKCAVERNS, NIGHTSHADE*, TREASURE TUNNELS, THE EXPERIENCE, TEACH YOURSELF BASIC, GOR, TIMELORD, THE BOGGIT, GOLDEN TALISMAN, HEAVY ON THE MAGIC*, DUNDARACK*, KNIGHT LORE *, ALIEN B*, EDEN BLUES*. SWEEVO'S WORLD*.

It is no surprise that many of you encounter problems here, MOST "NORMAL" loaders require amendments to filenames in the basic initial files. Very often no name is specified at all, IE. LOAD"!". Just alter or add the appropriate filenames and RESAVE the file to disc. If a BINARY file has been relocated then it will probably be necessary to change a MEMORY instruction to be one LESS than the START ADDRESS of the relocated binary file. Many will have become amazingly proficient at detecting these things, it does require a little attention to detail. Where the files are ALL binary, then there can be a problem if the program has not been written with the stringent requirements of the DISC system in mind. One of the most wanted is SWEEVO'S WORLD, the following basic program will run it exactly as transferred by BONZO.

```
SWEEVO'S WORLD,          5 OPENOUT"D":MEMORY 1499:CLOSEOUT
THIS SHORT LOADER WILL RUN 10 LOAD"sweevo":LOAD"sweevohi":11000
SWEEVO, THE FILENAMES ARE 15 FOR X=&643 TO &665:POKE X,0:NEXT
EXACTLY AS TRANSFERRED BY 20 FOR x=300 TO 311:READ a$:POKE x,VAL("%"+a$):NEXT:CALL 300
BONZO...OPTION 1.        30 CALL 1500
                          40 DATA 21,8a,a6,11,d2,ab,1,93,7b,ed,b8,c9
```

##THE HOBBIT## JUST NEEDS THIS "LOADER" WRITTEN TO DISC TO RUN IT EXACTLY AS TRANSFERRED :

```
1 OPENOUT"d":MEMORY 3699:CLOSEOUT:LOAD"!hobbit
2 FOR x=3700 TO 3727:READ a$:POKE x,VAL("%"+a$):NEXT:POKE &12e,&c9
3 CALL &f00:CALL 3700:LOAD"hobbit2":CALL &f62
4 DATA 06,07,21,89,0e,11,dc,05,ed,77,bc,21,00,c0,ed,83,bc,cd,8f,bc,c9,48,4f,42,42,49,54,31
```

[2] OPTION 1 continued

COMMANDO NEEDS THE FILE "COMMANDO" CHANGED TO COM1.BIN, and this short basic loader written to run it:
LINE 10 OPENOUT"D":MEMORY &SBFF:CLOSEOUT LINE 20 LOAD"!COM1" LINE 30 CALL &SC00

COOENAME MAT...some have spotted that RUNNING the BINARY file gets it up and running, but for those of you that like the "packaging" look at the end of the basic loader, alter the MEMORY command to 6700, and put the name in the LOAD"! command. Resave it ! You can now run the full program. That will serve as an indication of the most likely kind of alteration you will need to make if a program fails to run with a "BAD COMMAND".

EEDEN BLUES. Just pick up the main file [EDEN.BIN] and simply RUN"EEDEN". Owners of the original issue should NOT relocate. It's good practice to figure out how to get the loading screen as well !

NIGHTSHADE: just change line 10 to read:

10 OPENOUT"D" : MEMORY 3788 : CLOSEOUT : LOAD"NPIC",&1300 : CALL &1300 : LOAD"NPRG" : POKE 42737,201 : CALL 42701 : CALL &1300

FINDERS KEEPERS, this has been reported as OPTION2, but the original version was OPTION 1. Even so it confuses some! for the record the original required amendments to the basic file thus: DELETE LINES 30 and 40, write a new LINE 40-
40 OPENOUT"D" : MEMORY 2047 : CLOSEOUT : LOAD "FK.BIN" : CALL 2048

Resave it , and there it is. (FK1.BIN is a 34k. file)

It is worthwhile noting the alterations to line 100 in the MANIC MINER basic loader as it includes the relocation adjustment.

100 MEMORY &4500:LOAD"DATAMK1V.BIN":POKE 42737,201:CALL 42701:add=&6e5c:CALL add

Here are more "*" loaders (there were several for LIGHTFORCE),in all cases DO NOT RELOCATE. With the exception of PSYCHEDELIA it is likely (for LIGHTFORCE & GEOFF CAPES it is certain) that RAMDAMX will do them and save the need for the loader.

POPEYE LOADER

10 OPENOUT"D": MEMORY 767: CLOSEOUT
10 LOAD "POP": CALL 768

NB.RENAME POP.BIN = POPEYE.BIN

TRAPDOOR LOADER

10 OPENOUT"D":MEMORY 511: CLOSEOUT
20 LOAD "TRAP": CALL 512

NB. RENAME TRAP.BIN = TRAPDOOR.BIN

PSYCHEDELIA

INSERT INTO START OF LINE 30:
LOAD"PSY.BIN": CALL 16384: then rest
of line as was.

FIREANT LOADER

1 REM: FILES FIREANT,FCODE1,FCODE2,FCODE3 - DO NOT RELOCATE

5 BORDER 0

10 FOR x=&be80 TO &bedb:READ a\$:POKE x,VAL("&"+a\$):NEXT

20 CALL &be80

100 DATA 21,ff,af,11,fc,a6,e,7,cd,ce,bc,21,d3,be,6,7,11,30,75,d5,cd,77,bc,e1,cd,83,bc,cd

110 DATA 7a,bc,3e,cd,32,54,76,21,b2,be,22,55,76, 21,bf,be,22,45,76,c3,30,75,6,6,21,d2,be

120 DATA 34,21,cd,be,11,0,c0,c9,cd,37,bd,3e,c9,32,f1,ab,cd,cd,ab,c3,c4,86,46,43,4f,44,45,30,46,49,52,45,41,4e,54,54,ff

MACADAM BUMPER LOADER

1 REM MACBUMPER: FILES MACADAM.LAY/PRG/SCR and MAC

10 LOAD"MAC",&bed0:FOR X=&bed1 TO &bedc:READ A\$:POKE X,VAL("&"+A\$):NEXT:POKE &bf37,82:CALL &bed0

20 DATA b0,ae,11,88,a9,0e,07,cd,ce,bc,0,0

30 REM:bf37 puts suffix to r from n

GEOFF CAPES LOADER

10 REM GEOFFCAP,CAPES1,CAPES2,NOT RELOCATED

20 FOR x=&be80 TO &bed7:READ a\$:POKE x,VAL("&"+a\$):NEXT

30 CALL &be80

40 DATA 11,ec,a9,21,14,af,e,7,cd,ce,bc,21,c9,be,6,8,11,0,40,d5,cd,77,bc,e1,cd,83,bc,cd

50 DATA 7a,bc,3e,cd,32,1f,80,21,b7,be,22,20,80

60 DATA 3e,c3,32,31,80,21,bd,be,22,32,80,c3,0,80,21,d1,be,6,6,c9,21,d6,be,34,21

70 DATA d1,be,6,6,c3,5,11,47,45,4f,46,46,43,41,50,43,41,50,45,53,31,ff

LIGHT FORCE LOADER

```

5 REM LIGHT FORCE LOADER: FILES LFORCE & LF
10 OPENOUT"D":MEMORY 1000:CLOSEOUT
20 MODE 1:BORDER 0
30 LOAD"lforce"
40 POKE &61d,&c9:CALL &5f5
50 LOAD"lf",&cb8
60 FOR I%=0 TO 13:READ d%
70 POKE &c00+i%,d%:NEXT
80 CALL &c00
90 DATA &21,&b8,&9a,&11,&b8,&aa,&01,&00,&8e,&ed,&b8,&c3,&42,&06

```

WARLORD LOADER

```

10 OPENOUT"D":MEMORY &3fff:CLOSEOUT
20 LOAD "WARLORD":CALL &4026

```

HEAVY ON THE MAGIC

```

1 REM:magick,magic1,magic2
10 FOR X=&be80 TO &be92:READ A$:POKE X,VAL("&"+A$):NEXT
20 OPENOUT"D":MEMORY 1499:CLOSEOUT:LOAD"MAGIC"
30 POKE &65a,&35:POKE &65b,&5:POKE &677,&a3:POKE &678,&4b
40 POKE &5e5,&7:POKE &686,&7:POKE &68b,&80:POKE &68c,&be:POKE &bd16,233
50 CALL 1500
60 DATA e5,cd,37,bd,f3,21,b0,a5,11,74,af,01,7b,a0,ed,b8,e1,fb,e9

```

DUNDARAC

```

5 REM: DUNDARAC- AND DUNP
10 OPENOUT"dum":MEMORY &97f:CLOSEOUT
20 LOAD"dundarac"
30 POKE &1488,&c9
40 CALL &1459
50 FOR i%=0 TO 13:READ j$:POKE i%+&980,VAL("&"+j$):NEXT
60 LOAD"dunp"
70 CALL &980
80 DATA 01,30,98,11,d1,ad,21,19,a2,ed,b8,c3,0a,5a

```

KNIGHT LORE

```

10 OPENOUT"dum":MEMORY &10f3:CLOSEOUT
20 LOAD"knight"
30 POKE &2500,&30:POKE &1140,&4:POKE &1141,&a6:POKE &113b,1
40 POKE &113d,&d0:POKE &113e,&7:POKE &1148,&c3:POKE &1149,&f4:POKE &114a,&10
50 FOR x=&10f4 to &10fc:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &1100
60 CALL &1100
70 DATA cd,83,bc,cd,7a,bc,c3,4b,11

```

ALIEN B

```

5 REM: ALIENB- ALIEN AND 0
10 OPENOUT"dum":MEMORY &10f3:CLOSEOUT
20 LOAD"alien"
30 POKE &2500,&30:POKE &1136,&4:POKE &1137,&a6:POKE &1131,1
40 POKE &1133,&d0:POKE &1134,&7:POKE &113e,&c3:POKE &113f,&f4:POKE &1140,&10
50 FOR x=&10f4 to &10fc:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &1100
60 DATA cd,83,bc,cd,7a,bc,c3,41,11

```

In the meantime, we can assure you that with OPTION ONE, virtually all standard loaders (and that is over 80% of available software) will transfer to and run from disc. In most cases only simple changes to filenames are needed. Those with "illegal calls ", and imprudent use of SYMBOL AFTER are the likely failures. It should be remembered that some programs have been issued in more than one form, and that MANY OPTION1 transfer can alternatively be dealt with by one of the RANDAMS.

[4] OPTION 2

OPTION 2 HEADERLESS FILES.

1986 VERIFIED REPORTS were [* indicates special reference follows] :

KUNG FU. NUMBER ONE. FRANK-N-STEIN. MR.FREEZE*. RED ARROWS. SIR LANCELOT*. SUBSUNK*. OBSIDIAN*. BOULDERDASH*. CAULDRON. SPY V SPY*. DOPPEL-GANGER. JOQUASARS* . GHOSTBUSTERS (re-issued version). CLASSIC INVADERS*. GILLIGAN'S GOLD. WARLORD(464 VERSION)*. CAULDRON II*. CLIMB-IT. 3D BOXING. THE APPRENTICE*. SKYFOX*. NEXUS*. ANDROID 1. BATTLE BEYOND THE STARS*. MACROCOSMICA*. VIEW TO KILL*. GLIDER RIDER (Part) *.

Good examples of absolutely standard loaders as given in instructions are CAULDRON,SPY V SPY,SIR LANCELOT and SUBSUNK. CAULDRON transfers a BACK1 plus B1 to I1, a one line loader is required : 10 MEMORY 42239:LOAD"back1":CALL 42240
SPY VS SPY transfers BACK1 plus B1 to M1, GET the basic loader on disc, list it,change the LOAD" to LOAD"!BACK1", resave it!
SIR LANCELOT: just get the loader to read as follows: 10 ON BREAK GOSUB 40

```

                20 MEMORY 9999
NOTE, changes to this line only >>> 30 LOAD"!back1":CALL 15000
                40 CALL Playgame
    
```

```

SUBSUNK: arrange loader to read as follows: 10 MEMORY 89C3F
                20 LOAD "BACK1"
                30 CALL 89C40
    
```

BOULDERDASH this has BACK1 plus B1, but needs this specially written "loader" to run it :

```

10 MEMORY 42499:FOR X=42500 TO 42567:READ A$:POKE X,VAL("%8"+A$):NEXT:CALL 42500
100 DATA 6,5,21,40,a6,11,40,0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,3e,cd,32,40,0,3e,a2,32,41,
0,3e,c9,32,51,0,cd,40,0,e5,b,2,21,45,a6,11,0,2,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,52,1f,c9,42,41,43,4b,31,42,31,0
    
```

GLIDER RIDER is part headerless, part flashload. Follow these instructions and you'll amaze yourself !
[1] Put a fresh , formatted side of disc in drive. GLIDER tape in player [2] RUN BONZO OPTION 2 until the loading screen is displayed and the files are on disc - STOP THE TAPE. RESET FROM BONZO. The tape should now be positioned just before the start of the "flash" block. [3] Write this program VERY carefully, RUN it and press play on your tape recorder. OR USE THE 1987 EXTRA "MASTGET & RUN"

```

5 REM THIS GETS THE 2ND GLIDER FLASHY BLOCK
10 !DISC:OPENOUT"D":MEMORY &3fff:CLOSEOUT:LOAD"b1"
20 FOR X=&be80 TO &beff:READ A$:POKE X,VAL("%8"+A$):NEXT
30 POKE &41ab,&c3:POKE &41ac,&80:POKE &41ad,&be:CALL &4D10
100 DATA f3,21,b9,be,11,00,00,01,40,00,ed,b0,fb,21,ff,af,11,fb,a6,0e,07,cd,ce,bc,21,b6
110 DATA be,11,00,04,06,03,d5,cd,8c,bc,e1,11,00,9c,01,00,04,3e,02,cd,98,bc,cd,8f,be,c3
120 DATA 00,04,47,4c,49,01,89,7f,ed,49,c3,91,05,c3,8a,b9,c3,84,b9,c5,c9,c3,1d,ba,c3,17
130 DATA ba,d5,c9,c3,c7,b9,c3,b9,b9,e9,00,c3,c6,ba,c3,c1,b9,00,00,c3,35,ba,00,ed,49,d9
140 DATA 1b,c7,d9,21,2b,00,71,18,08,c3,41,b9,c9,00,00,00,00,ca,ff,ff,ff,ff,ff,ff
    
```

If all is well you now have a 40K file on disc with "B1" - 11K. All you need now is to write the loader, call it GLIDER and save it. RUN "GLIDER" should give you what you wanted.

```

5 REM THIS RUNS GLIDER RIDER
10 OPENOUT"D":MEMORY &3fff:CLOSEOUT
20 LOAD"B1":POKE &400b,&c9
30 CALL &4000 : RUN"GLI"
    
```

VIEW TO A KILL, this is struggle-free if you can afford the time ! You need a full side of a disc, in the usual way RUN BONZO OPTION 2, wait until the MENU prompts you for a selection and choose GAME A, allow it to load and the disc will start up again, dumping "B1" to disc. When this is done reset your machine, check the contents of the disc, and ERASE "BACK1.BIN", and RENAME "B1.BIN" to "A.BIN". NOW rewind tape and go through procedure again - but select GAME B, ERASE "BACK1.BIN" and RENAME "B1.BIN" to "B.BIN". You now know what to do for game C ! A little thought will enable you to fast wind the tape after selecting the games B and C so that you don't have to wait forever ! A simple multi-purpose loader will now enable you to run any of the three games - but note the restrictions if you haven't completed the first part ! Here is the MULTI-LOADER,

```

10 CLS: REM the viewtokill games ABC OPTION 2
20 FOR x=&be8f TO &bec2:READ a$:POKE x,VAL("%8"+a$):NEXT
30 INPUT "WHICH GAME A.B.C ? ",A$
32 A$=UPPER$(A$):X=ASC(A$):IF X(&41 OR X)&43 THEN 30
34 POKE &be90,X:CALL &be8f
100 DATA 3e,0,32,c2,be,fe,43,28,e,fe,42,28,5,11,d1,64,18,8,11,b5,71,18,3,11,88
110 DATA 90,ed,53,c0,be,11,0,c0,21,c2,be,b,1,cd,77,bc,eb,cd,83,bc,cd,7a,bc,c3,0,0,0
    
```


[6] OPTION 2 continued

30QUASARS, this requires a "juggle" to extract the binary loader from basic ["old hands" will know this].

FIRST - transfer the basic file to disc using OPTION 1, ESCAPE immediately this has transferred.

SECOND remove the QUASAR tape, without moving the tape position. From basic LOAD "30QUASAR" (YES ! LOAD not run !).

THIRD, find a blank tape (or a bit of one !), put in in your player, press play and record. Type as a direct command, SAVE"GETIT",8,539,18,539 [ENTER]. This will put a very short file on your tape, rewind it to the beginning of "GETIT", leave it in player.

FOURTH. RUN "BONZO", put destination disc in drive, select option 2, "GETIT" will be transferred to disc - REMOVE "GETIT" tape, and substitute 30QUASAR tape (which you now know is correctly positioned for BONZO to pick up the headerless file.) BONZO will continue loading from this tape, transfer a B1 file and then run the game ! At this point you know you have the "goods" on tape. Reset your machine and have a look. SURE ENOUGH - BACK1 and B1.

LAST. Erase the 30QUASAR file, AND write this one line file to disc, named 30QUASAR or whatever you fancy.

10 OPENOUT "D": MEMORY 538: CLOSEOUT : LOAD "BACK1": CALL 539 - Running this will run the game.

RADZONE is partly headerless, but we'll cheat a bit. Use OPTION 1 to transfer the files RADZONE and RAD (ends at block 7). Leave the tape in place, quit BONZO, use this short program to pick up the headerless section. You wont need it once you have the file "RC" on disc.

```
5 MEMORY 14000: !TAPE.IN: !DISC.OUT
10 FOR x=100 TO 111: READ a$: POKE x, VAL("&"+a$): NEXT x: CALL 100
20 SAVE "RC", 8, &36b1, &6b69
30 DATA 21, b1, 36, 11, 69, 6b, 3e, 80, cd, a1, bc, c9
```

All that remains to be done is to alter line 3 IN "RAD" to read- 3 LOAD"!rc":CALL &875d. Resave "RAD" and erase the ".BAK" file. Running RADZONE will do just that.

WARLORD (464 only requires "juggling"). Transfer the first two files with OPTION 1 [WARLORD and TCODE]. Then quit BONZO and use this to transfer the next file to another tape. Leave the GAME tape in the position it finishes.

```
10 OPENOUT"D":MEMORY &4f:CLOSEOUT
20 !TAPE:LOAD"",&500
30 POKE &501,0:POKE &502,&c0:POKE &50B,0:POKE &50C,0:POKE &50d,0
40 SAVE"X",&500,40,&500
```

The "trick" is then to use BONZO on OPTION2 to pick up the new file, then DEFTLY switch to the GAME tape, whereupon the remaining headerless files will be transferred. All that is needed now is to DELETE lines 20-90 in the basic loader and add the filename BACK1 to line 100 and resave the altered loader.

BATTLE BEYOND THE STARS : use the same routine as for 30QUASARS.

THE NEXUS SORT-OUT OPTION 2

NEXUS would be absolutely except that BONZO can only handle 25 sub-files ! THIS fixes it. Follow directions on the right.

<pre>(a) 1 REM: SPLIT NEXUS FILE 10 !DISC: MEMORY &a03f: LOAD"LOADCODE" 20 POKE &a058,201: !TAPE : SAVE"A",8,&a040,&20,&a040 30 POKE &a058,4: SAVE"B",8,&a058,&20,&a058 40 PRINT"DONE":END (b) 10 MEMORY &a03f:LOAD"back1":CALL &a04d 20 SAVE"NSCREEN",8,&c000,&4000 30 REM: NOW DELETE BACK1 AND B1-11 (c) 5 REM: NEXUS LOADER BACK1,B1-U1 10 BORDER 20 20 MODE 0 30 SYMBOL AFTER 256:OPENOUT "P":MEMORY &12ff 40 FOR n=0 TO 15:READ a:INK n:a:NEXT n 50 LOAD "!NSCREEN" 60 LOAD "BACK1" 70 CALL &a058 80 DATA 13,20,26,14,25,9,22,10,0,1,11,7,16,15,3,6</pre>	<p>NEXUS: SKIP PAST THE BASIC LOADER AND TRANSFER "LOADCODE" WITH OPTION 1. CLEAR MACHINE. REMOVE "NEXUS" TAPE. PUT A BLANK TAPE IN YOUR DECK. TYPE IN AND RUN (a) WHICH WILL PUT TWO FILES ON YOUR TAPE. CLEAR MACHINE, REWIND YOUR TAPE, AND USE OPTION 2 TO PICK UP THE FIRST FILE ON YOUR TAPE. QUICKLY SWITH TO "NEXUS" TAPE & CLEAR MACHINE WHEN BONZO HAS DUMPED SCREEN TO DISC.</p> <p>TYPE IN AND RUN LIST (b) WHICH WILL CONSOLIDATE THE SCREEN FILE. ERASE BACK1 and B1 - 11. PUT YOUR TAPE IN PLAYER, RUN BONZO OPTION 2 TO PICK UP YOUR SECOND FILE and THEN SWITCH TO "NEXUS" TAPE. BONZO WILL THEN PUT THE REMAINDER TO DISC.</p> <p>USE LIST (c) TO LOAD AND RUN THE GAME. FOLLOW THESE INSTRUCTIONS EXACTLY - IT'S QUITE SIMPLE !</p>
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OTHER HEADERLESS INFORMATION. OPTION 2. ## NOTE DO NOT TRY TO SAVE DIFFERENT HEADERLESS FILES TO THE SAME SIDE OF A DISC ##

OPTION 3 FLASHLOADERS.

The 1986 REPORTS were, [Those that require attention of BONKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERRCMOLINOS*, KONG STRIKES BACK, HUNCHBACK11, ZODS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTREK, MCNOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION, ITS'A KNOCKOUT !

Current trends with "SPEEDLOCK", are not too encouraging. We have had over the last 3 years BEACH-HEAD, FIGHTING WARRIOR, HYPERSPORTS , HIGHWAY ENCOUNTER and ALIEN HIGHWAY that will not respond. This last month sees TWO more - REVOLUTION, STREET HAWK that refuse to behave ! Is it because of "fearless advertising", now becoming the norm, that these type of loaders are becoming more difficult to deal with ? Obviously they will become the subject of "major meddling" during the next few months. It is known that JUGGERNAUT in it's original form was a simple OPTION 3 transfer, yet on a new "compilation" it is resisting this method.

1986 BITS AND PIECES

MACHINE DIFFERENCES

CPC464 , CPC664, CPC6128 there are some anomalies ! For example where MEMORY XXXX will suffice on one machine it may sometimes only work with OPENOUT"D": MEMORY XXXX: CLOSEOUT on the other. Obviously it is safer to always use the latter. A general point is the SIZE of BASIC programs, although running perfectly well on a tape machine some are so tight for memory that they will not even load into the DISC based machine. A good example is THE WILDBUNCH, the solution is to go through the program erasing all REMS and extra spaces until it's cut down to size ! You could use TOOLKIT1, if you know what it is.[GOOD]

ASSORTED LOADERS Recent news suggests that THE HOBBIT, FINDERS KEEPERS, JEWELS OF BABYLON and MESSAGE FROM ANDROMEDA, GHOSTBUSTERS,CAULDRON, 30GRANOPRIX, DEVIL'S CROWN, and SORCERY are now issued in a revised form.

** STEVE DAVIS SNOOKER transfers easily enough and runs on the 464. It will NOT RUN on 664/6128 because it makes "illegal calls" to the KEYBOARD MANAGER WORKSPACE, which is located at different addresses in the 664/6128 !.

You will all have rushed out and bought A.A. with it's FREE (?) copy of COVENANT, and perhaps mystified as to why their DISC transfer program failed to work. IF your copy was the same as mine, then use this one:

COVENANT ###THE FREE COPY DOES NOT TRANSFER AS SUGGESTED###, put BONZO away and transfer to disc using this short program :

```
USE THIS INSTEAD OF THE LISTING          10 MEMORY 4999:;TAPE.IN:;DISC.OUT          ## WHEN ON DISC JUST
IN # AMSTRAD ACTION. #                   20 LOAD"!":POKE &a63e,&c9:CALL &a63D          RUN "COVENANT" !!
                                           30 SAVE"!COVENANT",B,&1388,&92a8,&2a87
```

THEY SOLD A MILLION 2 #### David Owen reports that ALL FOUR transfer with the "FLASH" option : BRUCE LEE, KNIGHTLORE, MATCHDAY, and MATCHPOINT.

LEVEL 9 GAMES: I have finally been able to confirm that the recent issues have a new loading system [first notified from AUSTRALIA !]. The originals , although OPTION 1, did require a bit of manipulation due to the use of the AMSDOS workspace by the first BINARY file ! [would've been OK if it was the last]. The new loader would be a straightforward OPTION 2 but for the same problem. However BONZO can be given a rest, and THE WORM IN PARADISE using the new system can be transferred to disc with this short program, CAT past the files WORM and GAME :

```
10 REM: SKIP WORM AND GAME - USE THIS TO GET WORM FILES TO DISC
15 ;TAPE.IN:;DISC.OUT
20 FOR X=&be8D TO &bed1:READ A$:POKE X,VAL("%"+A$):NEXT X:CALL &be8D
100 DATA 3e,44,21,f0,4c,11,10,b,22,b9,be,ed,53,cd,bc,cd,b2,be,0,21,70,0,11,90,3f,3e,c9,32,95,be,3e,54,cd,88,be,
    21,0,4D,11
110 DATA f0,5c,3e,54,cd,88,be,c9,21,cf,be,35,b,3,11,0,0,d5,cd,8c,br,ef,11,0,0,1,0,0,3e,2,cd,98,bc,cd,8f,bc,c9,34,57,4f
```

Use this as the loader to run the adventure:

```
10 REM THIS WILL RUN WORM FILES ON DISC-1W0 2W0 3W0
15 !DISC
20 FOR X=&be80 TO &bec2:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &be80
100 DATA 21,c0,be,34,6,3,11,0,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,0,3e,c9,32,94,be,21,70,0,22,87,be,cd,80,be,21,0,c0,22,87,
    be,cd,80
110 DATA be,cd,eb,bd,cd,37,bd,21,0,c0,11,fd,9c,1,10,b,ed,b0,c3,12,8a,30,57,4f
```

It is certain that the other LEVEL 9's will need similar attention. Let me have a copy if you are not acquainted with M/CODE, and I'll sort them out individually.

42C THE BIG BUST

SHOGUN is our "biggie" for the festive season, so pay attention because this is where YOU do all the clever stuff. You only need BONZO to transfer the first two blocks, one BASIC and one BINARY - onto a clear side of a disc for clarity. RENAME the BASIC file to SO.BAS [that's a zero after the "S"]. RENAME the BINARY file S.BIN. Good stuff eh? Leave the tape in the position it was left in - just before all that headerless stuff, write this file, run it, press play and await developments!

```
5 REM GET SHOGUN FILES 1S TO 9S
10 MEMORY &9fff
20 FOR X=&a000 TO &a07a:READ A$:POKE X,VAL("&"+A$):NEXT :CALL &a000
100 DATA 21,00,c0,11,00,40,cd,52,a0,21,00,03,11,ff,8e,cd,52,a0,21,00,c0,11,00,14,cd,52
110 DATA a0,21,00,d4,11,00,03,cd,52,a0,21,00,d8,11,00,06,cd,52,a0,21,00,e0,11,00,06,cd
120 DATA 52,a0,21,00,e8,11,00,02,cd,52,a0,21,00,fd,11,00,03,cd,52,a0,21,00,ff,11,00,01
130 DATA cd,52,a0,c9,e5,d5,3e,16,cd,a1,bc,e1,d1,22,6f,a0,21,78,a0,34,06,02,d5,cd,8c,bc
140 DATA e1,01,00,00,3e,02,11,ff,8e,cd,98,bc,cd,8f,bc,c9,30,53,00
```

IF all is well (and your tape was the same as mine), you now have another NINE files 1S TO 9S...and all you have got to do is to work out what to do with them all to get them to run ! As it's nearly Whitsun you can use this loader - call it SHOGUN.

```
5 REM RUNS SHOGUN [ ORIGINAL SHOGUN.BAS NOW SO.BAS, 1ST BINARY NOW S.BIN]
6 REM PLUS FILES S1 TO S9.
10 MEMORY &9fff:FOR X=&a000 TO &a05b:READ A$:POKE X,VAL("&"+A$):NEXT
20 CALL &a000
100 DATA 21,ff,af,11,fc,a6,0e,07,cd,ce,bc,3e,c9,32,37,bd,3e,c3,32,a1,bc,21,46,a0,22,a2
110 DATA bc,11,70,01,21,44,a0,06,02,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,44,a0,11,00,92
120 DATA 06,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,00,92,53,30,eb,21,5a,a0,34,06,02,d5
130 DATA cd,77,bc,e1,cd,83,bc,cd,7a,bc,37,c9,30,53
```

I do hope you find that worthwhile, it's one thing "cracking" a game - it's a totally different thing writing a couple of routines that anyone can type and get to work !

By request a method of invoking infinite lives on BATMAN. The LOAD in line 10 should refer to whatever you have called the original OFLASH. Write this file to disc, call it BATLIFE and run it whenever you want to cheat!

```
10 LOAD"BATMAN":POKE &be9d,&cd:POKE &becc,&c3:POKE &bebf,&c8:POKE &bec0,&be
20 POKE &bec8,&af:POKE &bec9,&32:POKE &beca,&90:POKE &becb,&1c
30 CALL &bbff:CALL &be80
```

GET DEXTER, for infinite Energy on the "SPECIAL" version that I have supplied numerous meddlers, David Owen reports that by inserting POKE &9ed1,0 into the basic loader AFTER the LOAD"D1" the sought after result is achieved !

DUNGEON ADVENTURE, by omitting the last two blocks which hold the data for the Gothic UDG's , and saving the first 14 blocks - SAVE"DUNGEON",B,&3000,&7000, a clean Gothics-free game is achieved. The loader (the !TAPE command enables save and load) is

```
10 OPENOUT"D": MEMORY &2fff: CLOSEOUT : LOAD "DUNGEON" : !TAPE : CALL &3000
```

The Dungeon sort out from ALISTER FITZSIMMONS.

A real weird one from S.G.SMITH, apparently the OPTION 1 transfer of HUNTER KILLER runs if the files BNONAME!,CNONAME!, and ONONAME! are stored under USER 8 ! How long did it take to discover that ?! And, no, I don't know why.[do I want to ?].

BEAU JOLLY FIVE STAR GAMES

A bit of a mixture here, SPINDIZZY goes RAMDAMX as suggested elsewhere, ZODS is a standard tidy OPTION 1, and WHODARES!! transfers RAMDAM, with all the peculiarities of the original. That is to say on my 6128 it will run properly 3 times out of 10 ! A dump passed to an owner of a 664 to check proved 100% every time, whilst 664 owners have reported variously "no problems" and others with an assortment of "cures" like pressing TAB and CAPSLOCK together whilst it loads. The remaining pair, 3 WEEKS IN ROCHDALE and EQUINOX - best we can do is offer our "SPECIALS" service !

Neil Gare suggests that in PART 2 of THE BOGGIT you type DELTA 4, and return by typing THE BOGGIT. No he doesn't say what happens - but your AMSTRAD explodes, he has discovered something really novel !

SPECIALS

Some of the more complicated transfers can only be sensibly offered as a "dump" to your disc. The charge of 50p per program is modest enough, just send your disc with a list and proof of ownership of each game wanted (like the inlay card ! - I don't want the tape) - and they'll come back to you quickly. The current list has been extended (thanks are due to some of our regulars donating their hard work - I do a few myself !) AND reduced by the impact of the RAMDAMS:

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS(main file only), TLL.

#RAMDAM and RAMDAMX#

The routines that made BONZO MEDDLER "SUPER" ! In a very short space of time reports were flooding in: Only RASPUTIN and RUNESTONE from the same stable produce files that will not run.

SOUTHERN BELLE-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN. CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARGUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF CS-AN. CLASSIC RACING-AN. BOMBS CARE-AN. DON'T PANIC-AN. WHO DARES WINS!!-B. HOUSE OF USHER-AN. GAC-AN. FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN.

RAMDAMX

Will be incorporated into the RAMDAM list in future lists including an extra suffix "X". As it is new this list is only an indication of potential ! My stock of original tapes for testing is somewhat depleted, but I anticipate reports of RAMDAMX transfers to outstrip RAMDAM ! REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! This is what I can confirm:

KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3CGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN.

NB. TRAPDOOR and DEATHVILLE need the MODE set up - see instructions.

BONZO CLONE ARRANGER

The section for TONTO's mate. Owners of BCA and extra ROMS and TWO drives who were pleased with the A-B/OPTION3 mod listed below need to know ROMS can be bypassed by calling BCA from a different address. Load BCA via a one-liner thus:

```
10 MEMORY 38339:LOAD"ABCLONE":POKE &95d0,&5d:CALL 38340
```

The disc to disc option provided encouraging reports, and indications of those that will not "clone". Dismal as it is those of you who report "no go" discs, always point out that none of the "others" can do them either ! Is it a compulsion to acquire every copier imaginable that gets such solid information ? The disc to disc option was never intended to be BCA's primary job - but has proved extremely popular. The 1986 reported transfers were :

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGELCOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE !!, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT ?], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM.

The full "no go" situation as known is BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, and SPINDIZZY. Good job SPINDIZZY tape is a RAMDAMX transfer now !

When BCA was written in AUGUST 1986 it was aimed at the single-drive owner (like the author !), but so many paupers (as a result of buying a second drive), requested the DISC to DISC option for A/B working that the following modification was contrived. The listing is check-summed, so the chance of error are minimal. Just be sure that the new version works properly before erasing the original. ENSURE that your current version has the parameters 38740,4000,38740 before attempting it. The new parameters are as line 40, and the new version is named ABCLONE.

```

10 CLS:CS=0:MEMORY 38339:LOAD"BCNCLONE",38740
20 FOR X=38340 TO 38739:READ A$:P=VAL("&"+A$):CS=CS+P:POKE X,P:NEXT
30 IF CS<>40832 THEN PRINT"DATA ERROR - PLEASE CHECK":END
40 SAVE"ABCLONE",8,38340,4000,38340
100 DATA 3e,c3,32,ce,97,21,d2,95,22,cf,97,c3,54, 97,22,df,98,3a,31
110 DATA 97,fe,ff,ca,e9,96,fe, 50,ca,32,97,cd,ab,9c,c,20,4f,4e,45,20
120 DATA 4f,52,20,54,57,4f,20,44,52,49,56,45,53,20,5b,20,31,2e
130 DATA 32,2e,5d,20,3f,0,3e,40,cd,1e,bb,20,9,3e,41,cd,1e,bb,20,e,18,f,0,3e,ff
140 DATA 32,31,97,af,32,ec,96,c3,e9,96,cd,ab,9c,c,20,57,49,4c,4c
150 DATA 20,59,4f,55,20,55,53,45,20,44,52,49,56, 45,20,5b,42,5d
160 DATA 20,46,4f,52,20,44,45,53, 54,49,4e,41,54,49,4f,4e,20,20,44,49,53
170 DATA 43,20,3f,0,3e,2b,cd,1e,bb,20,16,3e,2e,cd,1e,bb,28,f2,cd,6c
180 DATA bb,3e,ff,32,31,97,af
190 DATA 32,ec,96,c3,e9,96,cd,ab,9c,c,20,44,52,49,56,45,20,41
200 DATA 20,3d,20,53,4f,55,52,43,45,20,20,44,52,49,56,45
210 DATA 20,42,20,3d,20,44,45,53,54,49,4e,41,54, 49,4f,4e,20,50
220 DATA 72,65,73,73,20,41,6e,79, 20,4b,65,79,20,77,68,65,6e,20,72,65,61
230 DATA 64,79,0,3e,50,32,31,97,cd,a5,9c,cd,18
240 DATA bb,3e,1,32,ec,96,21,8,97,22,ac,a5,22,a1,a5
250 DATA 21,ed,96,22,90,9b,21,e,97,22,37,9c,3e, cd,32,8f
260 DATA 9b,32,36,9c,21,26,97,22,66,9c, c3,f5,97,0,32,8f,9a
270 DATA 3a,ec,96,32,95,9a,32,7b,99,fe,0,c8,3e,c3,32,9d,9b,21,a9,9b
280 DATA 22,9e,9b,c9,3a,95,9a,c3,9c,a5,e5,32,96,9a,af,32,7b
290 DATA 99,32,95, 9a,3e,21,32,9d,9b,21,d5,9a,22,9e,9b,e1
300 DATA c9,cd,e,97,cd,a5,9c,af,32,ec,96,c9,0,3a,8f,4a,fe,0,ca,1f,96
310 DATA 3a,ec,96,fe,0,ca,f5,97,cd,a0,a5,c3,4,98,0,0,0,0,0,0,0,0,0,0,0

```

SUMMARY

A subtle change in the presentation of tape based programs took place during 1986. The obvious and understood need for the suppliers to protect their "goodies" from piracy became matched with maximum effort to prevent them being transferred to disc. Perhaps NOT unreasonable if equivalent were readily available in disc form, but all too often they were not. Extreme paranoia was evidenced by very rude messages embedded in the code of some programs. Notable, but not repeatable, was the message to "hackers" in the game SPLIT PERSONALITIES. It gave me great satisfaction to deny the author his intentions by eventually getting it to run from disc. I would only advise seasoned "one-off" meddlers to attempt this one if they have a day or two to spare! In view of the ease with which one CAN prevent programs from transferring to, and running from, disc it is somewhat remarkable that the list of SPECIALS [those that cannot be transferred with the aid of BSM] is relatively short when compared with the total of close on 500 programs in my files. At the time of compiling this summary [2.1.87] I have only two, MERMAID MADNESS and FIGHTING WARRIOR, that have so far eluded me. There are, of course, a great deal of newer games yet to be inspected. The current trend in multi-part, multi-load programs, is going to be one of the hassles we have to accept. The main and loader part of such as GAUNTLET [US GOLD] and THE EIDOLON write out the AMSTRAD O/S and use their own. As a result, although it will be possible to transfer the loader part in some cases, is that the individual "game level" files MUST be loaded from tape. I forecast that overall the balance in 1987 will remain pretty much as it is now - but with more programs becoming available on heavily protected discs.

Some hints to avoid those niggling "errors" that occur from time to time:

- A) BEFORE attempting any transfer, just check to see that the tape program will LOAD and RUN properly on your AMSTRAD !
- B) When using CLONE ARRANGER to dump to tape, ENSURE that the leader section is wound past. (E., the tape will record !
- C) If you don't have a "remote" tape lead for your 6128/664 get one: the old DRAGON type is OK, and usually very cheap!
- D) Watch for files transferring under OPTION 1 with the SAME name - last becomes .BAK, one before is erased !

The price of NEMESIS software remains as low as is possible, thanks are very largely due to the happy band of "meddlers" that keep me informed of all the programs they manage to transfer and vice-versa. I am assured that the value of the BONZO utilities is greatly enhanced by the amount of information that is put into NEWSLETTERS. Your news, however small, will be eagerly awaited throughout 1987.

Colin H. NEMESIS

It was, wasn't it? Hectic I mean, just as though Christmas and the New Year meant the end of the world was nigh, and the last chance to do a bit of meddling before going to meet the Great Meddler Himself! There is a special place up there especially for meddlers, supplied with many computers and all meddling devices known to man. I reckon the chances are probably as good, and a good deal warmer, in the OTHER PLACE. There is hope for us all! Work is well under way on the BONZO DOO DAH, a "discdaital" for want of a better name - including a BIGBONZO format with all the goodies to make it comfortably useable for meddled work. The idea of putting all the BONZO goodies on to one disc and calling it BONZO BIG JOBS has been vetoed by an aged relative - dunno why. A special thankyou to all those sending much valued information during the holiday period, when lesser mortals were just holding on to sanity. JAMES, PETER, NEIL, and LAYAQAT clearly didn't stop meddling over the holidays, so the time gap between 7 and 8 is less than expected. Seasoned meddlers will appreciate the routine for dumping ALL MEMORY to the secondary banks of the 6128 or extra-ram 464/664 - a neat routine from NEIL McDougall. The "BIG BUST" is for XENO, a strange futuristic game. THE COPPER BONKER - a rattling good idea from David Crossman, is not what it sounds like! A wedge of polished copper, designed and of sufficient weight to sit on the TAB key for RANDAM transfers, saves arthritic fingers and allows you wander around aimlessly whilst the program reaches "cooking point". Much better than balancing one pound in weight on a slab of blue-tack! Makes a mockery of the AMTIX review opinion that you have to hit the TAB key exactly at the right time OR all will be lost. Mind you, he didn't have the program long - but the instructions are quite clear. More of that in the FINAL. Let's get on with it:

OPTION 1 STANDARD TRANSFERS.

Most recent reports are,

TIMELORD, IKARI WARRIORS, BOBBY BEARING, 1942, VERY BIG CAVE, ACE, ROBIN HOOD, SPACE HARRIER, QUEST PROBE, SUPER SAM, MIAMI DICE, JUNGLE JANE, REBEL PLANET, HEARTLAND, SCOOBY DOO. GREEN BERET (KONAMI COIN OP HITS VERSION, Previously OPTION 3), TASFRT. These together with the other 103 actually reported in 1986 show the value of a straight routine, even though the odd loader may be needed. Kelvin Lee from Singapore asked whether OPTION 1 uses a different method to that used by DISCOVERY and TRANSMAT, as he has found that some programs that sort out with OPTION 1 will not go with the equivalent routines of the other two utilities. The answer is YES! JUNGLE JANE - delete the first two files! QUEST PROBE requires the usual basic loader sort out, but is included for reference, HEARTLAND requires a PATCH and a modified loader to pick up the appropriate file. A list somewhere in the NEWS solves it (PETER at work), the SCOOBY DOO loader from Peter is below - and this is much preferred to the easy RANDAM transfer. ROBIN HOOD, do not relocate and use the loader. REBEL PLANET, Layaqat has found that the routine for APPRENTICE (News 6) is needed - just change the name in line 20, and line 60 the "CALL" is 42496.

ROBIN HOOD

```
10 OPENOUT"D":MEMORY &3fff:CLOSEOUT
20 LOAD"ROBIN",44032: CALL 44033
```

SCOOBY DOO

```
10 OPENOUT"D":MEMORY &5db:CLOSEOUT
20 LOAD"ELITE":CALL &5f9
```

QUEST PROBE

```
10 MEMORY 42540:LOAD"QUEST"
20 CALL 42541
```

IKARI WARRIORS: This is a "straight" OPTION 1 transfer, but alter the files as indicated by Neil Mc. ALTER the LOAD and CHAIN COMMANDS in the IKARI file to:
LOAD"SCREEN": CHAIN "IKARI2"

In the IKARI2 file, insert OPENOUT"D" and CLOSEOUT before and after the MEMORY command. Resave the amended files, and RUN"IKARI". Must be the very first game about the art of Paper-folding. Paper "chains" work on disc too. I'm looking forward to the new miniature discs we are shortly to launch. BONZAI DISC.

JUGGERNAUT: A near BONZO - less routine for the compilation version [Neil at it again]. Transfer the JUGGERNA and A files to disc with OPTION 1. Keep the same disc in the drive. Leave tape in position. Load JUGGERNA and amend line 110 to:
110 POKE &8033,201:CALL 32779: !DISC : SAVE"B",B,&400,&a200,&6660:END

Change the LOAD in line 80 to - !DISC : LOAD"A" : !TAPE. Now run it (DON'T SAVE IT!) - it is important that the disc has "A" on it as this will be loaded from the disc before the tape file is read in. The "B" file will then be dumped to the disc. Now load JUGGERNA again, and alter line 110 to > 100 RUN "B". Resave the file as "JUGGER", running it will be better than NAUT!

A reminder that the majority of OPTION 1's will also RANDAM, but OPTION 1 transfers are not machine dependent.

OPTION 2 HEADERLESS FILES.

Some useful news brings the current list to:

KUNG FU. NUMBER ONE. FRANK-N-STEIN. MR.FREEZE. RED ARROWS. SIR LANCELOT. SUBSUNK. OBSIDIAN. BOULDERDASH. CAULDRON. SPY v SPY. DOPPLE-GANGER. 3DQUASARS. GHOSTBUSTERS (re-issued version). CLASSIC INVADERS. GILLIGAN'S GOLD. WARLORD(464) CAULDRON II. CLIMB-IT. 3D BOXING. THE APPRENTICE. SKYFOX. NEXUS. ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA. VIEW TO KILL. GLIDER RIDER (Part). ZUB. 180. CLASSIC AXIENS. THANATOS. XCEL. PLANIT.

Kelvin Lee reports 9 files of VERA CRUZ transferred with OPTION 2, but can't run it. I haven't seen it yet - can YOU help? ZUB, 180 (and GLIDER RIDER) are hybrid, needing OPTION 1 and 2. A separate routine for these has been produced MASTERX, in the hope that more will appear of this type. XCEL works straight away - but your disc drive may be idling. The loader below solves it. THANATOS, pick up the loader under option 1, alter line 6 to read: LOAD"BACK1" and resave it. Run it and all is OK. CLASSIC AXIENS requires the simplest loader, not a poke in sight - 10 MEMORY 29695:LOAD"BACK1":CALL 29696

[2]

```
XCEL LOADER-Stops drive
10 MEMORY 36863
20 LOAD"BACK1"
22 POKE &902f,&9c:POKE &9046,&9c
24 FOR x=&9040 TO &9057:POKE (x+&c00),PEEK(x):NEXT
40 CALL 36864
```

MASTERX
THE MASTERTRONIC ***** LOADER

The loader system used on ZUB and 180 is much the same as that of GLIDER RIDER. In case this becomes a "regular" a simple system has been devised that will deal with all three, and hopefully any others that occur. Simply write the GETMAST and RUNMAST files to your BONZO disc so that they are readily available, and follow these steps to make the transfer:

- A) Filecopy RUNMAST and GETMAST to your destination disc.
- B) Use BONZO OPTION 2 on the new "*****" to transfer BACK1 and B1 to the destination disc. When B1 has transferred the "loading screen" will appear. STOP THE TAPE. Clear machine with ON/OFF [NEVER LEAVE DISC IN DRIVE WHEN DOING THIS !]
- C) Check that the tape has not yet reached the next section. Rewind slightly if needed.
- D) Now simply RUN "GETMAST", which will use B1 from the disc and begin loading the remainder from tape. When the files C1 and D1 have been transferred your machine will reset.
- E) RUN "RUNMAST" and the game should run. Rename RUNMAST to something suitable, ERASE "BACK1" and "GETMAST". JOB DONE !
- F) Don't attempt another "*****" to the same disc ! Filenames revert to "B1.BAK" etc. !

664 USERS Some 664 owners have difficulty with OPTION 2 - the following short program will "raise" a B1 file independently. Rewind game tape to start and RUN the following;

```
10 REM 664 gets B1
20 MEMORY &3fff:TAPE:LOAD"",&a040
30 POKE &a058,201:L=PEEK(&a051)+256*(PEEK(&a052)):CALL &a040
40 !DISC:SAVE"B1",B,&4000,L,&4000
```

After the transfer of B1, RESET machine and continue from [C]. This variation is for the MASTERTRONIC ***** loaders only.

THE GETMAST FILE

```
10 REM: GET FLASH PART OF *****
20 cs=0:FOR X=&be90 TO &bf33:READ A$:P=VAL("&"+A$):cs=cs+P:POKE x,P:NEXT
30 IF cs<>17075 THEN PRINT"DATA ERROR, PLEASE CHECK":END
40 CALL &be90
50 DATA f3,21,00,00,11,33,bf,01,40,00,ed,b0,fb, 21,ff,ab,11,10,a4,0e,07,cd,ce,bc
60 DATA 21,31,bf,06,02,11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,cd,37,bd,2a,24
70 DATA 40,22,0c,bf,21,d2,be,22,24,40,3e,c9,32,a8,be,c3,10,40,f3,31,fe,bf,21
80 DATA 00,a0,11,00,d0,01,00,11,ed,b0,21,00,00,11,00,e1,01,40,00,ed,b0,3a,91
90 DATA be,47,3a,94,be,32,91,be,78,32,94,be,cd,90,be,21,31,bf,34,06,02,11,40
100 DATA 00,d5,cd,8c,bc,e1,01,00,00,3e,02,11,c0,9f,cd,98,bc,cd,8f,bc,00,3e,c9,32
110 DATA 19,bf,21,00,d0,22,04,bf,21,40,11,22,11,bf,cd,fd,be,c3,00,00,42,31,00
```

THE RUNMAST FILE

```
10 REM THIS RUNS B1,C1,D1, FROM *****
20 cs=0:FOR X=&be90 TO &bf10:READ a$:P=VAL("&"+a$):cs=cs+P:POKE x,P:NEXT
30 IF cs<>13510 THEN PRINT"DATA ERROR,PLEASE CHECK":END
40 CALL &be90
50 DATA 21,ff,ab,11,10,a4,0e,07,cd,ce,bc,21,0f,bf,34,06,02,11,00,40,d5,cd,77,bc
60 DATA e1,cd,83,bc,22,0d,bf,cd,7a,bc,00,21,10,40,3e,c9,77,32,b2,be,cd,00,40
70 DATA 06,08,21,ff,ff,11,00,00,2b,a7,ed,52,20,fa,10,f2,21,40,00,22,a2,be,cd
80 DATA 9b,be,3e,10,01,00,00,3d,f5,c5,cd,32,bc,c1,f1,fe,00,20,f4,21,00, d0,22
90 DATA a2,be,cd,9b,be,cd,37,bd,f3,21,00,d0,11,00,a0,01,00,11,ed,b0,21,00,e1,11
100 DATA 00,00,01,40,00,ed,b0,c3,00,00,41,31,c0
```

Each file is checksummed, so you should have no difficulty getting these to work ! Typing is a tedious chore, but if you like the games it's worth it. At the price both ZUB and 180 are excellent, and I still wonder how ANY straightforward game can justify a price of 9.95 upwards ! Perhaps it is because we have to pay for the thousands of bytes that are used to prevent us from transferring them to disc !

OPTION 3 FLASHLOADERS.

A few more reports making the list to date: [Those that require attention of BONKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROMOLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTRK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION, ITS'A KNOCKOUT !,NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*,SIREN'S TAPE UTILITY (So says Martin from Australia - yep, he does think it funny, and wonders whether it could be of any use - think about it !)

A lot of the current crop of "SPEEDLOCK" are , as a result of prolific advertising of "unlock" devices, done in such a way that they will not yield to anything short of "one off" brain-ache meddling. Consequently the "SPECIALS" section is getting busy. NOMAD requires PICBONK, and a basic loader to sort out the colours. WORLD SERIES BASEBALL requires BONKEY and a similar colour sort out. THE GOLD COLLECTION II, several reports of "failing to transfer" KUNG FU MASTER,GUNFRIGHT,DESERT FOX and BOUNTY BOB caused an investigation. My tests have shown that THEY DO TRANSFER WITH OPTION 3, the apparent failures are due to "read" errors caused by "tight" recording. To clarify another point, OPTION 3 does not in any way change the way the programs load from tape, a read error on these is just that !

.....
HEARTLAND The FIX for this is simply to transfer with OPTION 1, and to modify the basic loader to this:

```
10 MODE 0:READ DX: BORDER dX:FOR NX=0 TO 15:READ DX:INK NX,DX:NEXT
20 OPENOUT"!0":MEMORY &1fff:CLOSEOUT
30 LOAD"!HEARTPIC",&c000
40 RESTORE 100:y=&bed:WHILE x(<)0:READ x:POKE y,x:y=y+1:WEND
50 LOAD"!KIM",&2990
60 POKE &78f4,&cd:POKE &78f5,&d0:POKE &78f6,&be
70 CALL &2990
80 DATA 26,0,1,26,13,12,24,25,9,18,2,14,20,3,6,15,10
100 DATA 197,229,14,7,33,255,176,17,255,166,205,206,188,225,17,59,130,193,201,0
```

#RAMDAM and RAMDAMX#

#RAMDAM#

The intention to merge these two for the purpose of reporting has been cancelled ! Reports are so prolific that some sense of order has to be employed. Don't get caught out by the program that halts when loaded but does nothing - refer to your instructions ! New examples are ICON JON and TOBRUK, which begin dumping to disc on finding another key whilst continuing to hold TAB (SPACEBAR is usually the one). The TOBRUK report, as yet not doubly confirmed is from Kelvin Lee, who says it works fine except that the AIR SUPPORT screen is bright green. Could be a case for the "colour pokes" being applied to RAMDAMX before transferring.

RASPUTIN and RUNESTONE from the same stable produce files that will not run.

SOUTHERN BELLE-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. . CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBS CARE-AN. DON'T PANIC-AN. WHO DARES WINS!!-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN.

Graeme reminds us of the colour sort out for CYLU, and several advise of the "counting" FIGHTER PILOT - wait for 119 and be sharp ! [Must be the one for AMTIX to try !].

RAMDAMX

REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! It is possible that some of the RAMDAM have found the wrong section. The response to the request for reports for X was very good, the ever expanding list is currently:

KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNOOGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUK-AY. SCOOPY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY.

P.Janssens, an admirer of the WILD WIGAN WOMEN, confirms the Interceptor adventures in their latest form as RAMDAMX, a reminder is given not to be put off by a blank screen [like SPITFIRE40], and another SHORT goody for BIGFORMAT fans:

I am a "sucker" for requests: BIGBONZO FORMAT - the "mod" to run RAMDAM transfers is simply one of these: [use the 2nd one! -it has a nice cosmetic effect and can be used on any format.]

```
10 LOAD "THINGNAME": CALL &be8b -or even better- 10 LOAD "THINGNAME": CALL &bbff : FOR X=0 TO 15 :INK X,0:NEXT: CALL &be8b
```

SPECIALS

Some of the more complicated transfers can only be sensibly offered as a "dump" to your disc. The charge of 50p EACH is modest enough; [return postage appreciated] just send your disc with a list and proof of ownership of each game wanted (like the inlay card ! - I don't want a tape) - and they'll come back to you quickly. The current list includes a few "OLD TOUGHIES" - Peter et al, working overtime, and I didn't do too bad myself last few weeks.

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only), TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC.

There are a few others of minor consequence, and no - you won't do any of these with any other utility short of a magic box ! SPECIALS are offered as a service to "meddlers"; it is not a money making operation. Our known "dismals" [won't transfer, can't do a special] are GAUNTLET (US GOLD, MULTI-LOADER), THE EIDOLON (ANOTHER MULTI-LOADER), YIE-AR KF II, XEVIUS and DYN/DAN II...plus a few that I haven't heard of yet, no doubt. GAUNTLET & THE EIDOLON the main file can be got, but in view of the complexity of the multi-part loading I don't consider it worth days of brain strain trying to fix'em. The others are quite likely to "buckle" soon. Incidentally, I don't class programs that won't run from tape on a 6128 or a 464 with DD1 attached and on, as dismal. They are either very old, or very badly written (like my original ANGELIQUE !). Often they are easy to sort out, once in a while they are best thrown away.

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports, currently no problem with:

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT ?], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO (RAINBIRD). THE EIDOLON. REMBRANDT, KWIKFILE (MPS), TOOLKIT (BEEBUG), TOBRUK, STARSTRIKE II, STARGLIDER, HANDYMAN [Who ?], SWEEVO'S WORLD.

Colin Mitchell has spotted that the "no-go" KNIGHT GAMES is a part go ! If you load the individual games from side 2 it's OK. Colin also reports that KWIKFILE is "a magic database at a giveaway price". The other famous no-go TRIVIAL PURSUITS, has been deftly sorted out by the CP/M public domain utility NEWSWEEP ! Judging by my correspondence at least six people discovered it in the same week ! I confess to having a copy of NEWSWEEP, and hadn't even tried it ! Use the "mass transfer" facility. If you have encountered the self-destruct clones such as the GOLD COLLECTION disc, you may be interested to know if you have some M/C knowledge and a disc-file editor it is possible to bypass to routine that creates the erasure of the CLONE. James sweated away at INFILTRATOR and eventually beat it ! However, as far as BCA goes, INFILTRATOR must rate as a "no go" along with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTION II

SUNDRIES

ANNALS OF ROME : One of our "meddlers", I suppose it should be "meddlerperson", advises that the disc version of it was bugged, and wouldn't run. If you want it, then insist on seeing it run before you part with any loot !

Another fair lady omitted to wind her C60 past the leader tape, and as a result lost a tape dump via BCA of a lot of TASWORD files ! Didn't quite get that right, PAT !

RAINBIRD MUSIC SYSTEM, files created by the tape version will transfer to disc with OPTION 1 and then load into the disc version. If you've taken advantage of Rainbird's upgrade offer like Richard B., then you'll be pleased to know this. The manual gives no help.

NEWS 7, BIG BUST : early copies had the important CALL & a000 missing from the first file, make it line 30. I reckon you found that out anyway. SORRY ! The POKE FOR SPINDIZZY in the early copies was actually for GET DEXTER ! Yes I know !

BONZO CLONE ARRANGER.... lots of requests for extra mods, like splitting the tape files so that a C15 can take a full dump using both sides, a CAT for drive B, and a tape motor switch like on BSM. All good stuff, and I will give it some attention when I've sorted DOOH-DAH out. Meantime, feel free to dis-assemble and have a go at it !

One way to "split" might be to remove the disc whilst the tape is being written, so that the next "read" is held up with an error message. After sorting the tape out to the other side, re-insert the disc etc., and away you go. In fact THAT will be the answer to that one - it's easy and flexible .

We would like to know whether [and so would Mr. Wogan] any of the GPO AUTO-SORT machinery is capable of generating magnetic fields that could affect tapes in transit. Any postie reading this ?

When is a NEWSLETTER chargeable ? When it is NOT the current issue ! In other words if you ask for 7 NOW - it's a 50p. job !

LAST ONE : I've noticed that most of the "sundries" are scattered about all over the place. All helps to confuse !

42C THE BIG BUST

XENO, A well error-trapped sort out. First transfer the file XENO from tape OPTION 1, leave the tape in position ready for the long main file to be picked up. The first list will pick XENO up from your disc, and then read the tape. When read it dump 1XE and 2XE to your disc. The second list is the loader, type it in and save it. Run it, and away you go !

XENO, TRANSFER FLASHY FILE WITH THIS:

```
10 CALL &bbff:Y=&c000: FOR X=0 TO 9:READ AS
20 CS=0:FOR Z=1 TO (LEN(AS)-1) STEP 2:B=VAL("&"+MID$(AS,Z,2)):CS=CS+B:POKE Y,B:Y=Y+1:NEXT
25 READ T:IF CS(>)T THEN PRINT"ERROR IN LINE ";(X*10)+100:STOP
30 NEXT X
40 CALL &c000
100 DATA "f32100b111800e01800e1140f0edb02100001100",1539
110 DATA "f0014000edb021b5c00604110040d5cd77bce1cd",2370
120 DATA "83bccd7abc2139c022ab41222440c31040f331ef",2326
130 DATA "b1210010220f002100001100d0014000edb02100",1058
140 DATA "a61140d0018019edb02100f0110000014000edb0",1790
150 DATA "2140f01100b101800eedb0d901897fed49d921ff",2384
160 DATA "af11fca60e07cdcebc21b9c0340603114000d5cd",2200
170 DATA "8cbce111c0a50100003e02cd98bccd8fbc003ec9",2336
180 DATA "329dc02100d02280c021c0192290c0cd81c0c300",2343
190 DATA "1058454e4f3058450000",535
```

XENO: THIS IS THE LOADER, RUNS XENO,1XE,2XE

```
10 CALL &bbff:MEMORY &3fff:LOAD"XENO"
20 POKE &4010,&c9:CALL &4000:FOR X=1 TO 5000:NEXT
30 FOR X=0 TO 15: INK X,0:NEXT:BORDER 0
40 Y=&c000:FOR X=0 TO 3:READ AS
42 CS=0:FOR Z=1 TO (LEN(AS)-1) STEP 2:B=VAL("&"+MID$(AS,Z,2)):POKE Y,B:CS=CS+B:Y=Y+1:NEXT
43 READ C:IF CS(>)C THEN PRINT"ERROR IN LINE ";(X*10)+100:STOP
44 NEXT:CALL &c000
100 DATA "21ffa111fca60e07cdcebc2148c0340603114000",1957
110 DATA "d5cd77bce1cd83bccd7abc003ec9321fc02100d0",2766
120 DATA "2212c0cd0bc0f32140d01100a6018019edb02100",1983
130 DATA "d0110000014000edb0c300103058450000000000",1119
```

BANK RAID By Neil MacDougall

This little gem is presented in assembly form as a knowledge of M/CODE is needed to use it effectively. You will need to find a suitable intercept point in the program you wish to dump to jump to this routine - which is position independent [PIR]. It will then transfer all memory to the 4 extra banks - your machine can then be (soft) reset without losing the contents of the extra banks. The first basic program is an example of saving these banks to disc, and a further example of using the created disc file to run EQUINOX ! So the two little jobs for you are, find the address at which EQUINOX jumps to it's run routine, replace this with a jump to BANK RAID, having found a safe spot to put it. Get your DEVPAC or PYRADEV to work !

BANK RAID

```
START: LD BC,&7f00 : LD A,199 : OUT (C),A : LD HL,&c000 : LD DE,&4000 : LD BC,&4000 : LDIR
        LD BC,&7f00 : LD A,192 : OUT (C),A : LD HL,&4000 : LD DE,&c000 : LD BC,&4000 : LDIR
        LD BC,&7f00 : LD A,196 : OUT (C),A : LD HL,&c000 : LD DE,&4000 : LD BC,&4000 : LDIR
        LD BC,&7f00 : LD A,197 : OUT (C),A : LD HL,&0040 : LD DE,&4000 : LD BC,&4000 : LDIR
        LD BC,&7f00 : LD A,198 : OUT (C),A : LD HL,&8000 : LD DE,&4000 : LD BC,&3a00 : LDIR
RESET: LD BC,&7f00 : LD A,192 : OUT (C),A : JP &0000
```

```
1 REM THIS SAVES THE BANKS as for EQUINOX
10 OUT &7f00,197:SAVE"equinox",b,&42c0,&4000
20 OUT &7f00,196:SAVE"equinox",b,&4000,&4000
30 OUT &7f00,198:SAVE"equinox",b,&4000,&4000
```

```
1 REM: A SUGGESTED LOADER FOR EQUINOX
10 OPENOUT"D":MEMORY 767:CLOSEOUT
20 LOAD "EQUINOXA",768 : LOAD "EQUINOXB",&4000 : LOAD "EQUINOXC",&c000
30 FOR X = &bf00 TO &bf0e:READ AS:POKE X,VAL("&"+AS):NEXT:CALL &bf00
40 DATA F3,21,00,C0,11,00,80,01,00,39,ED,80,C3,00,03
```

Purist will observe that the BANKRAID routine could be shorter [LD BC,&7fxx/OUT(C),C - AND PUSH/POPPING]. The way it is shown avoids the use of the stack, and demonstrates clearly the way it works. I have tested it for EQUINOX, and it does work. Some parameters are obviously EQUINOX specific, but you will have no problem adapting it. EQUINOX can be patched with the loader file address &202f set to &80, &2030,&be with BANKRAID located at &be80. Run the modified loader, and BANKRAID is on !

The same routine, suitably amended will deal with DUMMY RUN, DYNAMITE DAN, and most of MICROGEN proggies [where it is wise to note that very often the start address is #103, jumped to from an address in the loader with interrupts disabled]. Apart from all that it is a useful routine to get acquainted with ! Any ideas ? The BANKRAID job has pre-empted my intention of listing Neil's TEMPEST fix (RAMDAMX anyway), I'll save it for when we are short of brain strain.

THE WINTER MYSTERY

Here you are then. Type this in very carefully and save it. The checksum will get the data correct, care will get the rest. Find out what it does with a DUPLICATE disc of any old set of files before giving it any proper job to do. Such is life !

```
10 REM: A LITTLE BIT OF A DOOH DAH. COPYRIGHT NEMESIS & FOR BONZO USERS ONLY.
20 CLS:IF PEEK(40000)=62 THEN CLEAR:GOTO 60
30 PRINT" USER (0-15) ";:INPUT A
40 IF A>15 OR A<0 THEN 30 ELSE !USER,A
45 PRINT:PRINT"PLEASE WAIT...."
50 MEMORY 39999:y=&9c40:FOR x=0 TO 13:READ a$
52 cs=0:FOR z=1 TO (LEN(a$)-1) STEP 2:b=VAL("%"+MID$(a$,z,2)):POKE y,b:cs=cs+b:y=y+1:NEXT
54 READ t:IF cs<>t THEN PRINT"ERROR IN LINE ";(X*10)+1000:POKE 40000,0:END ELSE NEXT
60 WHILE INKEY$(">")="":WEND:CLEAR:CALL 40000:MODE 1
70 A=PEEK(&9ec0):B=PEEK(&9ebe)+256*(PEEK(&9ebf))
80 FOR X=8 TO B+11:A$=A$+CHR$(PEEK(X)):NEXT
90 IF A=76 THEN 200 ELSE IF A=82 THEN 140 ELSE IF A=69 THEN 150
100 IF A= 78 THEN 160 ELSE IF A=66 THEN 210 ELSE RUN
110 PRINT:PRINT" CERTAIN [Y/N] ?"
120 IF INKEY(46)<>-1 THEN RUN ELSE IF INKEY(43)<>-1 THEN 130 ELSE 120
130 WHILE INKEY$="":WEND:RETURN
140 PRINT:PRINT"RUN > "+A$:GOSUB 110:MEMORY 42619:RUN A$
150 PRINT:PRINT"ERASE > "+A$:GOSUB 110:ERA,aA$:RUN
160 PRINT:PRINT"RENAME > "+A$:GOSUB 110
170 PRINT:INPUT"NEW NAME [FILENAME.TYP] > ";C$
180 C$=UPPER$(C$):IF LEN(C$)>12 THEN 170
190 PRINT:PRINT"Rename > "+A$+" to "+C$: GOSUB 110:REN,aC$,aA$:RUN
200 PRINT:PRINT"LOAD > "+A$:GOSUB 110:MEMORY 42619:LOAD A$
210 !BASIC
1000 DATA "3e02cd0ebcaf010303f5c5cd32bcc1cd38bcf13c011a1acd32bca+32409e32c19e32c09e21419e22",4515
1010 DATA "be9e26012e0322c29ecd6cbb11b888cd9bbc21c59dcd379ecd7bbcd81bb26012e04e52ac29e3e0d",4835
1020 DATA "8467cd75bb3e20cd5abbe122c29ee53e0d8467cd75bb3ef2cd5dbbe1e5cd75bbe1cd60bb3019fe20",5803
1030 DATA "281c32c19ecd18bbcbaffe53ca369dfe42201e32c09ec97cfe01201518b03ac19eb720f321fc9dcd",5142
1040 DATA "379ecd4e9dcd18bbc93e148467fe51209926012c7dfe142091c3869cc9e53a409efe0a282f3c3240",4486
1050 DATA "9eed5bbe9e060ccd60bb121324e5cd75bbe110f32abe9e110c001922be9ee1e53e0d8467cd75bb3e",4796
1060 DATA "f2cd5dbbe1c93ec9321f9dcd099d3e11",2104
1070 DATA "321f9d21749dcd379ecd4e9d1806cd09bb38fbc9cd18bbcbaf32c09efe51ca0000fe53ca5a9cfe4c",5187
1080 DATA "c8fe52c8fe45c8fe4ec818e01f01181118204c6f61642e2052756e2e2045726173652e2072654e61",3981
1090 DATA "6d652e20726553656c6563742e20517569742e20205b204c202f2052202f2045202f204e202f2053",2673
1100 DATA "202f2051205d203f20180712001f011811182053656c656374203d20532e204241534943203d2042",2061
1110 DATA "2e2020416e79206f74686572206b6579203d204d6f766520180712001f01181118204e4f2046494c",2495
1120 DATA "4553202120496e7345727420446973432e2e507265737320616e79206b657920746f205245535441",3309
1130 DATA "525420180712007e23b7c8cd5abb18f700",1544
```

FINALLY . . .

Referring to the AMTIX! comments regarding RAMDAM and TAB : - only in the case of the FIREBIRD numeric loaders is there any need to wait [otherwise the interrupt enable generated by the screen printing, will allow TAB to do it's job too soon]. It doesn't matter with the Players type of numeric loaders. In fact, once the first block and loading screen are past you can hold TAB for ten minutes in some cases ! Not that it is mandatory or advised ! For those of you that read this "review", to save you worrying there are some other corrections ! SPINDIZZY is exactly as indicated - RAMDAMX , nothing to do with OPTION 2 - and the comment that BCA will clone a good number of "funny formats" but the dump to tape only caters for standard formats is incorrect. If it clones it, it will also save it to tape - and the disc when recovered from tape will be EXACTLY the same. So that aside, I ask who will be "THE FIRST ONE", to get a double refund from our Northern rival ?

Sorry about the latter items, but it will save me a lot of incoming calls with the situation clarified in this NEWSLETTER ! The usual reminders, for adventure fans, residents of BRUM, and owners of the MS Computer,

ADVENTURE PROBE 13 Hollington Way, WIGAN. WN3 6LS - A QUID BRINGS A MASS OF INFORMATION.

BIRMINGHAM CLUB a line to JOHN B. WOODS 54 Lockwood Road, NORTHFIELD, BIRMINGHAM B31 1QD.

If you've a SORD MS, and are interested in a user club, then I know the very one ! NEWSLETTERS - back issues are 50p. each, BUT, all of 1986 (1 to 7) with only the chatter missing have been compiled into a 10 page summary - price 1.75 only ! Next NEWS end of FEBRUARY, get your SSAE'S to me in good time !

Happy Meddling. Colin. NEMESIS

A couple of days late - and not even an apology ! The last few weeks have been spent almost exclusively getting DOO DAH into shape. Some able testing by several helpful meddlers has speeded it along, and I am now certain that that the "launch" date of MARCH 16th. will be met. Details of DOO DAH later.

Program news amounts to 46 new reports in total, the advent of a really nasty MASTERTRONIC loader used on HYPERBOWL, NINJA, FLYSPY and a couple of others. There is NOT an automatic way to do them, an external interrupt is a must. We have cracked them all - and they are all specials. For the technical, the loader wipes across the STACK area and leaves a replica of the file at &0000 (destroying any chance of using any intercept routines) and &C000. The address stored at &bd17 is extracted, reduced to a direct LOWER ROM address, and stored (usually at &00ff) for later recall. The "hairy" and unreliable tape loading system then takes over. On completion of loading, HL is loaded with the start address stored high in a screen address (&ffXX) and a short routine is then transferred to &C000 which is jumped to, the address previously stored at &00FF is pushed onto the stack, the routine enters the lower ROM and the return pulls in the pushed address thus initiating the reset of MC START PROGRAM, with HL holding the start address, direct from ROM. For all that paranoia, the loader is unreliable, can be cracked, and the author of the routine who is paid a huge sum SHOULD produce something uncrackable ! The fun of the month has been created by a huge number of "new" meddlers - who are dismayed to find that having RANDAMMED a program, tested it with the appropriate RUNNERA/B, find that RENAMEQ leaves them with a non-runner ! I've even been accused of producing a program that only works ONCE ! All the files from BSM should be transferred with RELOCATION "OFF" - the RUNNERA/B program works when relocated, but RENAMEQ puts the filenames to where RUNNERA/B should be, and resaves from where it should be - and it's not ! A computer to taperecorder lead WITH A WORKING REMOTE connection is ESSENTIAL - and that applies to using BSM and just running games from tape. READ ERRORS A/B are not, and cannot, be created from OPTION 1 simply because BSM is in memory. They CAN be caused if your tape motor cannot be momentarily shut down between blocks !

NEWSLETTERS & SPECIALS, I have some "RADICAL" changes to be made ! The original intention of "free" newsletters can only be maintained if they stay at their original size - about 2 pages. The current trend is leading to 6 or more pages - which take a lot of time compiling, and now cost quite a lot in copying costs. Issue 8 was sent to over 1000 existing "meddlers" !! From issue 10 onwards ALL WAFFLE, BIGBUSTS, EXTRAS, SUNDRIES, POKES, TIPS, and "PLUGS" etc., will cease in the interest of producing an economical and less time consuming source of information. After all, there are numerous user clubs magazines much more readable than oversized "newsletters" ! "SPECIALS" - these are also time-consuming; I never look for a profit from services such as the NEWSLETTERS and "SPECIALS", on the other hand I don't want a loss ! "SPECIALS" will now be on a disc that NEMESIS will supply, at £6.00 per disc, irrespective of the number of programs transferred to it. The inlay card is still required, and postage is included in the £6.00 fee. Be careful to estimate the amount of space needed for each program - I shall treat a list of requirements in the order given until the disc runs out of free space. This being the last of the "wordy" newsletters, we have a 42C [BIG BUST] for TRAILBLAZER, details of Neil MacDougall's "automatic" BANKRAID which caused quite a stir in NEWS 8, and all the usual "bits and pieces", plus a special offer of DOO DAH at £2.00 off - valid for ADVANCE orders only. The overall plan is to leave me with more time to produce programs, which is where I try to earn a living ! **SPECIAL THANKS** to Riaz Husain of Luxembourg who has sent a superb up-date of the 200+ list, which will enable me to produce a VERY comprehensive up-date in half the time ready for the next issue.

OPTION 1 STANDARD TRANSFERS. Most recent reports are, MONCHER (Bubblebus), MAGIC MATHS (Players), SEABASE DELTA, BORED OF THE RINGS, 4TH. PROTOCOL, S.A.S. ASSAULT, ESCAPE FROM KHOSHIMA, ADVENTURE QUEST, THE HOLLOW, SHADOWFIRE, DEATHPIT, HARDBALL, BUGSY1 & 2, ROGUE TROOPER, SHADOWFIRE, ALL "TRIO EDUCATIONAL" (MacHillan), ZFLINT, BATTLE FOR GERMANY, REDCOATS, ROOSTER RUN, THE IMAGE SYSTEM, BOMB JACK 2, HIRISE (Bubblebus re-issue), THE RAPIDS. STRIKE FORCE HARRIER.

I've finally seen a copy of SPELLBOUND, and have a loader for it just as transferred by OPTION 1. HARDBALL should be transferred RELOCATION "OFF", and the loader for it re-locates AMSDOS workspace to allow for the extra long file. BOMB JACK 2 needs the same simple alterations to the basic loader as IKARI WARRIORS (news 8), and DEATHPIT simply needs OPENOUT"D"/CLOSEOUT around the MEMORY command. I nearly had a loader for SHADOWFIRE, but a vital part of it is missing - it'll be in NEWS 10 if you fail to sort it out. AMSOFT HANDICAP GOLF - the large basic file takes up far too much room to run in the reduced space of a disc system. The cure is to (takes ages) remove all "surplus" commands until it fits - much the same as THE WILD BONCH. For BATTLEFIELD GERMANY just delete the "WHICH 1" file. HEARTLAND - the "mod" in the loader given in NEWS 8 failed after the first level ! Closer examination of the file showed it to be overwritten, the revised list should last all through ! KNIGHTLORE is appearing again on compilations, still failing to close the files ! The loader from an ancient news is listed for completeness.

HARDBALL LOADER

```
1 REM HARDBALL OPTION 1- reloc off
10 CALL &bbff:MEMORY &7fff:FOR x=&be80 TO &be8e:READ a$:POKE x,VAL("&"+a$):NEXT:LOAD"hardball":CALL &be80
20 DATA 21,00,b1,11,fc,ab,0e,7,cd,ce,bc,c3,00,80,0
```

SPELLBOUND LOADER

```
1 REM spellbou.bak modified:reloc.off:save this as SPELL. delete BAK.
10 BORDER 0:INK 0,0:INK 1,26:INK 2,5:INK 3,9:MODE 1:MEMORY 8000:LOCATE 10,10:PRINT "SPELLBOUND is LOADING"
15 OPENOUT"d":MEMORY &329:CLOSEOUT
20 LOAD "!sprog":LOAD "!loader",&32a:POKE &333,3:POKE &330,8:POKE &2727,3:LOAD "!scode":CALL 10000
```

NEW "HEARTLAND" LOADER

```

10 MODE 0: READ DX: BORDER dx: FOR NX=0 TO 15: READ DX: INK NX, DX: NEXT
20 OPENOUT"D": MEMORY &1fff: CLOSEOUT
30 LOAD"!HEARTPIC", &c000: x=1
40 RESTORE 100: y=&bf20: WHILE x<>0: READ x: POKE y, x: y=y+1: WEND
50 LOAD"!KIN", &2990
60 POKE &78f4, &cd: POKE &78f5, &20: POKE &78f6, &bf
70 CALL &2990
80 DATA 26,0,1,26,13,12,24,25,9,18,2,14,20,3,6,15,10
100 DATA 197,229,14,7,33,255,176,17,255,166,205,206,188,225,17,59,130,193,201,0

```

THE KNIGHTLORE LOADER

```

10 OPENOUT"dum": MEMORY &10f3: CLOSEOUT
20 LOAD"knight"
30 POKE 42500, &30: POKE &1140, &4: POKE &1141, &a6: POKE &113b, 1
40 POKE &113d, &d0: POKE &113e, &7: POKE &1148, &c3: POKE &1149, &f4: POKE &114a, &10
50 FOR x=&10f4 to &10fc: READ a$: POKE x, VAL("&"+a$): NEXT: CALL &1100
60 CALL &1100
70 DATA cd,83, bc, cd, 7a, bc, c3, 4b, 11

```

OPTION 2 HEADERLESS FILES.

More useful news brings the current list to :

KUNG FU. NUMBER ONE. FRANK-N-STREIN. MR.FREEZE. RED ARROWS. SIR LANCELOT. SUBSUNK. OBSIDIAN. BOULDERDASH. CAULDRON. SPY v SPY. DOPPLE-GANGER. 3DQUASARS. GHOSTBUSTERS (re-issued version). CLASSIC INVADERS. GILLIGAN'S GOLD. WARLORD(464) CAULDRON II. CLIMB-IT. 3D BOXING. THE APPRENTICE. SKYFOX. NEXUS. ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA. VIEW TO KILL. GLIDER RIDER (Part). ZUB. 180. CLASSIC AXIENS. THANATOS. XCEL. PLANIT. SACRED ARMOUR ANTIRIAD, PRO-SNOOKER SIMULATOR, QUAN TULLAH, WINTER WONDERLAND, APACHE.

AMAZINGLY several of you spotted that ANTIRIAD requires exactly the same loader as CAULDRONII - detailed below as is the fairly standard one for PRO SNOOKER SIMULATOR. THANATOS - the simplest possible loader given in NEWS 8 does work, but in some cases (as in XCEL) the drive is left "idling", so a "mod" for that if needed. SUBSUNK saved games go "headerless" to tape, and attempts to reload from disc unless the "modded" loader below is used.

SUBSUNK ENABLES TAPE SAVED GAMES

PRO-SNOOKER (CODEMASTERS) ... FILES BACK1. B1.

```

5 OPENOUT"D": MEMORY &e47: CLOSEOUT
10 LOAD"back1"
15 POKE &9c61, &c9 : CALL 40000
25 POKE &bd37, &cf: CALL &bd37: CALL &e48

10 OPENOUT"D": MEMORY 8191: CLOSEOUT
20 LOAD"BACK1"
30 POKE &bcc8, &c9: POKE &bc6e, &c9
40 CALL 8192

```

THANATOS STOPS DRIVE IDLING !

```

1 DATA 1,32,2,43,6,24,7,29
2 INK 0,0: INK 1,18: INK 2,1: INK 3,6: BORDER 0
4 MODE 1: B=&bc00: C=&bd00: FOR A=1 TO 4: READ D: OUT (B), D: READ D: OUT (C), D: NEXT A
5 MEMORY &4000
6 LOAD "!back1": POKE &8008, 6: POKE &860d, &48: POKE &860e, 6: POKE &8624, &5c: POKE &8625, 6
7 CALL &8000

```

ANTIRIAD or CAULDRONII this works with either game.

10 REM ANTIRIAD OPTION 2 LOADER

15 REM FILES BACK1. and B1 TO J1

```

20 OPENOUT"D": MEMORY &1fff: CLOSEOUT : LOAD"BACK1"
30 POKE &2001, 250: POKE &2002, 0: POKE &2024, &18: POKE &2025, 1: POKE &203b, &2c
40 POKE &203c, 1: POKE &2030, 0: POKE &2031, 0: POKE &2032, 0
50 FOR X=320 TO 333: READ A$: POKE X, VAL("&"+A$): NEXT: CALL 320
60 DATA 21, 18, 20, 11, fa, 00, 01, 37, 00, ed, b0, c3, 00, 20

```

OPTION 3 FLASHLOADERS.

The list to date: [Those that require attention of BONKEY files are marked "*"]

JET SET WILLY, BRUCE LEE, BARRY MC. BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROROLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZODS, WINTER GAMES, ZORRO, DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLLYWOOD, CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II"], SPYTRAK, MONOPOLY*, YIK-AR KUNG FU*, BATMAN*, GREEN BERET*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE), IMPOSSIBLE MISSION, ITS A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*.

With the newer "SPEEDLOCK", except for compilations, I don't expect much more from this OPTION. The PICBONK version of NOMAD needs a simple basic loader to correct the colours :

NOMAD PICBONK'ed, colour correcting loader.

```
1 REM: PUT COLS RIGHT ON NOMAD PICBONK TRANSFER
10 CLS:LOAD"nomad1":CALL &bbff:MODE 0: BORDER 0: FOR x=0 TO 15:READ a:INK x,a:NEXT:CALL &BE80
20 DATA 0,26,6,20,8,18,2,24,15,3,7,13,10,21,11,6
```

RAMDAM and RAMDAMX

RAMDAM

Lots of new notifications for the favourite routine of the hard pressed ! Interesting is the report of GREEN BERET being a RAMDAMX, and in preference to a BONKEY transfer ! The ?? indicate not advised - in which case it probably doesn't matter ! The RAMDAMX transfer for DOOMSDAY BLOES is effected by using the main file (20-odd blocks) only.

RASPUTIN and RUNSTONE from the same stable produce files that will not run.

SOUTHERN BELLE-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THROST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBSCARE-AN. DON'T PANIC-AN. WHO DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARANA-AN. STAR COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN. BATTLE BEYOND STARS-BN. 3DTIMETREK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEM-BY. MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-??. CAESAR'S TRAVELS-AN.

RAMDAMX

REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! It is possible that some of the RAMDAM have found the wrong section.

KILLAPRIDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SMOGDIGS-BY. ARABIAN NIGHTS-AY. GOZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CRRBRERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUK-AY. SCOOPY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY. MACROCOSHICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY. MUNCHIT-AY. FAIRLIGHT (OR RAMDAM !). MARSPOOT-??. AFTERSHOCK-??. DOOMSDAY BLOES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERET-??

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. It is VERY up to date : -

EVERYONE'S A WALLY, HIGHWAY ENCOOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAYXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAM. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLERS, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, JAILBREAK, BACK TO FUTURE, WESTBANK BUST, ALIENS, SUPERSLEUTH, FRUD, SUPERMAN, TENTHFRAME ,WESTBANK There are a few others of minor consequence.

I MUST REMIND YOU TO CHECK THE NEW REQUIREMENTS FOR THESE, SEE PAGE 1. £6.00 per disc (including postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on.

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. 10 further reports bring the list that can transfer via BCA;

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE WIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD).THE BIDOLON. REMBRANDT, KWIKFILE(NPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKERII, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET****, COMPUTER HITS 6, MARSPOUT, BARRY M. BOXING, BOOTS 4,3,2 PACK.

It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII.

Attention is drawn to GAUNTLET, because of total of 4 reports, 3 said YES and one said NO. All were from very reliable sources ! Does it mean that there is another version ? A recent purchaser , "miffed" because his ALIENS didn't clone, said even DISCKIT3 could do HITCHHIKERS - the implication that it could do the rest is obvious. So before you report a CLONE - try DISCKIT3 as well. I can vouch for the fact that all of the single games do not transfer normally. Any running truly under CP/M will of course copy with a CP/M UTILITY.

MARILYN MONROE THE LAST "BIG BUST" [well, my favourite anyway]
TRAILBLAZER.... easy to do with an error trapped routine. First write the transfer file to your destination disc, and then transfer the short "TRAIL" file to disc with OPTION 1, STOP the tape as soon as loaded and leave it in the player. THEN run the transfer file and IT & 2T will be written to your disc. Ignore all the funny events on screen. Simple ! Run it with TBLAZER, the "iffy" screen has been omitted for economy.

TRAILBLAZER TRANSFER

```
1 REM GET "TRAIL" TO DISC BONZO OPTION 1 STOP TAPE AS SOON AS LOADED AND
3 REM LEAVE TAPE IN PLACE THEN RUN THIS TO GET IT & 2T
5 REM THEN USE "TBLAZER" TO RUN IT
10 L=&be80:FOR X=0 TO 3:READ A$
20 CS=0:FOR Y=1 TO LEN(A$) STEP 2:B=VAL("&"+MID$(A$,Y,2)):POKE L,B:CS=CS+B:L=L+1:NEXT Y
25 READ CX: IF CS<>CX THEN PRINT"ERROR IN LINE ";100+(X*10):STOP:ELSE 30
30 NEXT X
35 CALL &be80
100 DATA "f32100001115bf014000edb0fb21ffaf11fca60e07cdcebc2110bf0605110020d5cd77bce1cd83bc",4526
110 DATA "cd7abc21c4be2283202100c02273203e423210203ec93298bec3002031febff33a81be473a84be32",4260
120 DATA "81be783284becd80be210ebf340602110004d5cd8cbce10100043e02110082cd98bccd8fbc003ec9",4312
130 DATA "32f5be2100c022e0be21003922edbecdd9be2ae8bee93054545241494c000000",3658
```

TBLAZER

```
10 OPENOUT"d":MEMORY &3ff:CLOSEOUT
30 LOAD"it":GOSUB 100:LOAD"2t":FOR x=300 TO 317:READ a$:POKE x,VAL("&"+a$):NEXT:CALL 300
40 DATA 31,fe,3,f3,21,0,c0,11,80,86,1,80,39,ed,b0,c3,0,4
100 CALL &bbff:MODE 0:FOR x=0 TO 15:INK x,0:NEXT: BORDER 0:RETURN
```

SUNDRIES

Two answers to the GPO question [NEWS 8], confirm that recorded items such as tapes and discs CAN be affected by the GPO AUTO-SORT machinery. If the packaging material is not VERY thick it is advisable to indicate the contents of the package on the outside. Methinks it may be pretty thick to do just that ! Suffice to say I reckon in critical cases it would be a good idea to wrap the items in kitchen foil.

JAMIE sent in a beautiful list of pokes and goodies for that excellent game IKARI WARRIORS, unfortunately we are fast running out of space, but if you'd like a copy I'll happily oblige - just a SSAR please.

I often receive specific enquiries about particular transfers, it does help (in view of the ever increasing number of re-issues with different loaders) if the enquiry is accompanied by the tape (or a copy) of the game in question. I too often have to speculate, where I may be able to give a precise answer.

NEWSNEEP Single drive use - simply tag files as usual and nominate destination disc as "B" - what a good trick !

HITS 10 III

Reported several times that they all go except HERBERTS DUMMY RUN, mostly OPTION 1. I don't have all the individual details but I do know that some of you are stuck with only 7 or 8 transferred.

NEIL MacDougall's BANKRAID

The BANK RAID program from Neil caused much interest in issue number 8, and Neil has since written enclosing two super programs that virtually automate the routine for 6128 owners. I was to print the files in this issue, but having established that 3 full pages would be needed, I thought instead I would print Neil's explanatory letter. You will soon know whether the files are for you, and they are extremely good. I would suggest that a disc, return postage, and a suitable donation to Neil's coffee-fund would be appropriate, and will get you an excellent supplementary to your armoury !

Dear Colin,

Thanks for NEWS 8 and for printing my "bits" in the newsletter. I was very impressed with the choice of the name "BANKRAID" for my program which was printed. Since writing the program, I have developed it and produced two programs, which help the user to use BANKRAID.

The first file is Bankraid itself. This version is "AUTOMATIC" and uses a nifty (If I say so myself !!) routine to save the first page of ram (0000 to 4000) into an extra bank. After the program has loaded, and control has passed to bankraid, the memory is saved to the extra banks, and the original ram is paged back in. Using this method, I have been unable to find a program which when intercepted properly, will not transfer the ram to extra ram and then soft reset.

Bankraid requires 2 parameters. They are :-

INTERCEPT AT ? &xxxx - This will place the bytes C3aaaa at address xxxx once a file has been loaded from tape. The file will be patched with Bankraid's address and then will be executed.

PLACE ROUTINE WHERE ? &aaaa - This will place Bankraid at address aaaa. The above 3 bytes will be altered to reflect the new position of Bankraid. In most cases, a safe place where Bankraid can hide is different, and so altering the address aaaa can easily be done to change where Bankraid actually "lives".

After these two parameters have been entered and a small pause, the colours will revert to normal, the screen will clear and the message "Press PLAY and any key" will be displayed. Following this message will cause the tape to start and the first file on the tape (as long as it's an executable file) will be loaded, patched and run.

If all's well, the machine will soft reset after the program has finished loading and the screen has filled with garbage. Now you can sit holding down CTRL + ESC + SHIFT and not lose the stored memory (no, don't touch the switch at the back !!)

Oh yes !!! The second program GRABSWAG will retrieve the stored memory and dump it to disc and create a usable file which can be used to restore the originally saved program. GRABSWAG requires several parameters. Here they are in order of appearance :-
Filename ? name\$ - The program will ask for a name which must be AMSDOS compatible and must have at least 1 and no more than 7 characters.

Include screen [y / n] - Some programs store hidden data in the screen and so it is necessary to store the screen picture on disc. It is usually these programs that change the physical size of the screen. If you aren't fussy, you may as well include the picture.

After a few WHIRRSSS of the disc motor, several files will be on the disc and the screen will have cleared. You will notice yet more requests for information. They are :-

Start address - This refers to where the program actually executes once it has loaded.

Length of last file - This will almost always be 4000 (that's in hex) and refers to how much memory will be paged into the space 8000 to c000. Usually you will want to restore the whole thing, but in programs such as EQUINOX, restoring the whole thing will cause the program to fail.

Load address - This is where the program loads to. Bankraid saves all the memory from 0 to &ffff, and this address determines the offset from 0 to load the first block to :-

first block

000 - 4000

768 - 42C0 Avoids loading to address below 768 and thus frees this space for the disc loader.

If you are not sure of the meaning of this, insert 100 (hex again) as your reply or look at the values included as examples.

Loader's address - The loader which loads the program must live somewhere. This address will tell the program where to position it. It should be noted that any address over 8000 will affect the move address. As if you page 4000 bytes at address 8000, your loader routine will be wiped out, and the machine will crash. A safe address is &bf00, with the move address reduced from 4000 to 3f00.

Small screen ? - Answer Y / N. Mikro-Gen loaders often set the screen size differently. This will alter the size to that of the Spectrum.

Call address ? - Some Mikro-Gen programs perform an important CALL before jumping to the start address. These CALL's often change the screen size, colours etc. You may insert one call address before the start address is jumped to. If you do not wish to call a routine, simply enter 0.

Screen mode ? 0-2 - Most programs need a certain mode to run in, or else they will look very funny. Decide on which one you would like, and enter it here.

So far so good ! I hope you left the disc with the saved files on it in the disc drive. A runnable file will be put on the disc, running it will restore the program to all its glory ! Good luck !!!

I hope you find this program of some use. It may well help to reduce the number of SPECIALS.

[I hope so too ! CH.]

Yours Sincerely,
Neil MacDougall

130 Robin Way
Chipping Sodbury
BRISTOL
BS17 6JS

MEDDLERS WANTED

Anxious to get in touch with fellow meddlers in their own areas are,

DANIEL GIBBS, 8 CHURCH STREET, CARHARRACK, REDRUTH, CORNWALL [TEL (0209) 820367]

STEWART RUSSELL, 140 CAPEL RIG ROAD, NEWTON HEARNS, GLASGOW G77 6LA

The advantages of knowing someone locally are obvious, and the benefits of two heads on one problem save hours of frustration - I know !

CURSED BE THE CITY

It is very rare that I recommend a program, this is I believe only the second time in 3 years; but I received a copy of an excellent adventure from INCANTATION, it is well written and presented - and unusually with a proper plot and a calculated challenge to the intellect. Whether or not you are an adventure "fiend" you WILL enjoy this, and the price is ridiculously low to "meddlers".

£2.00 on tape - OR £1.50 dumped to your disc. post/pack incl.

Send your cheque/PO/cash to:

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S. JOHNSTON

3 HALYARD TERRACE

AOCHTERTOOL

FIFE

KY2 5XR

Cq/PO payable to S. Johnston.

BONZO DOO DAH

This being the last time I'll use the NEWS to advertise, I have what I believe to be the best program I have written, over 20K of M/code for a versatile disc management system, without recourse to C/PM. DOO DAH is not a fistful of basic programs hung together with a menu and constant re-loading - but IS a purpose designed functional utility.

FEATURES: A REALLY USABLE 203K DISC FORMAT - BIGBONZO, complete with the essential filecopy program to transfer files between standard/ BIGBONZO/ and most other large formats. Unlike the SIREN offering BONCOPY can handle files of up to 42683 bytes, TEXT FILES, BINARY FILES, ASCII and other program generated files. Designed with the game player in mind, MOST games transferred by BSM will run under BIGBONZO format.

A special DISC-DISC copier will easily copy any large format disc, as well as all standard and a large proportion of "funny" formats. It'll make a "pukka" copy of a PCW disc - if you really want to !

A CATALOGUE facility that reads straight from the DIRECTORY tracks of BIG FORMATS, STANDARD FORMATS, and will often give correct details from commercial "funnies". All hidden files are revealed showing USER/DIR/SYS/LENGTH etc.

A FULL DIRECTORY EDITOR, implemented by single key pushes for USER/ ERASE / OWNERASE / SYS / DIR and a neat method of changing file names. No flipping between PART ONE and TWO - the full directory is displayed on one screen !

A COMPLETE TRACK/SECTOR EDITOR, again a FULL SECTOR to a screen display. cursor driven editing and flip between ASCII and HEX editing. A unique feature is the ability to "RESTORE" A SECTOR to how it was read - if alterations get out of hand !

FILE LOCATIONS, the TRACK/SECTOR positions are located and displayed, so that you can pre-determine any areas you wish to edit. DISC SEARCH, finds rapidly, any string in HEX or ASCII on the disc, and will display ready to edit.

FORMAT to all standard or BIGBONZO 203K, rapidly and efficiently.

BONZCOPY will transfer files between any mixture of formats, up to 10 files may be "MASS" copied at a time.

TWO INDEPENDENT MENUS, but will combine for those really BIG JOBS, allowing flipping between menus and functions without continuous loading of the DOO DAH disc.

PRINTER OUTPUT OPTION AVAILABLE FOR ALL DISPLAYS

MAKES FULL USE OF TWO DRIVE SYSTEMS, BUT FULLY COMPATIBLE WITH ONE

POT YOUR DISC FIRMLY UNDER YOUR CONTROL * DOO DAH FUNCTIONS EQUALLY WELL ON NORMAL OR ENHANCED FORMAT DISCS

BONZO DOO DAH SUPPLIED ONLY ON DISC.....£ 11.50 inc.... Available 16th. MARCH 1987.

THE ONLY SPECIAL OFFER ON BONZO DOO DAH £ 9.50 inc. for ADVANCE orders.

.....
FINALLY...

ADVENTURE PROBE 13 Hollington Way, WIGAN. WN3 6LS - A QUID BRINGS A MASS OF INFORMATION.

Newsletters, about 8 a year, back issues 50p each plus SSAE, and note All of 1986 (1 to 7) with only the chatter missing have been compiled into a 10 page summary - price 1.75 only ! Next NEWS around mid-April, get your SSAE'S to me in good time ! My thanks to many of you for your patience during the last DOO DAH months; BACK TO NORMAL SOON. Regards, Colin. NKEMESIS

There you are, as always totally unreliable. This issue was planned for mid-April and re-planned for two reasons: The first caused by CWA upping the issue number in THE advert. automatically [to say nothing of my new copy having missed the deadline -thus no ad. for DOO DAH], and secondly the entire workforce is going away for a week from 4th April !

This is unplanned "waffle" and should be viewed as a "bonus"; not exactly going back on planned cut-backs, but so many of you moaned, cajoled, cursed [you were all quite understanding really] that I thought I'd see what size this turned out to be without too much of a conscious effort to restrict it. Sales of DOO DAH were AMAZING and reports are coming in that makes the "lost months" seem very well justified. No-one has yet asked whether Alan Sugar will get BONZO DOO DAH BAN'D, so I will. Are you all too young to remember ?

Lots of questions in recent letters, and I indicated that where possible I would give answers in the "NEWS", so here's some.

Q. Where are the "numerous user club magazines that are more readable than oversize newsletters" [quoted from NEWS 9].

A. Well, there's not that many (trust me to make wild statements !). BUT.... recently well received publications have been SHAUG [South Humberside User Group] Magazine, shortly to expand it's net and perhaps be re-named accordingly. The last issue contained the info you all want on the "mod" for QUICKSHOT TURBO II JOYSTICKS and a decent few reviews on the likes of ANX HOUSE, SYSTEMX and a few odds and ends about BONZO. On the whole a creditable effort worthy of support: Send SSAB to, *Steve Brokenshire, 22 Beechwood Crescent, BROUGHTON, BRIGG, SOUTH HUMBERSIDE.*

whereupon you may expect to receive news of future plans, and special services for members.

One more that I have recently seen and was quite taken by is WACCI, already well established, and could do with reflecting some of YOUR views before it degenerates into another ACU/CWA clone ! Drop a line to , *WACCI, 75 Greatfields Drive, Hillingdon, Uxbridge, MIDDLESEX. UB8 3QN.*

and see what they have to say for themselves !

On a slightly more "specific" tack, [everyone knows that I have a "penchant" for Adventures, having written some and got "brill" reviews, but still fail to sell them !]. THE DAUGHTERS OF DARKNESS, Pat Winstanley and Sandra Sharkey, each delving into different aspects of "BLACK ARTS" from deepest WIGAN are well worth considering - and so are their magazines! *Sandra Sharkey, ADVENTURE PROBE, 78 Norton Road, WIGAN. WJ3 6AT.*

Pat Winstanley, ADVENTURE CONTACT, 13 Hollington Way, WIGAN. WJ3 6LS.

A mere £1 to each will bring the latest issues and enough reading for a month !

Q. I am trying to learn machine code, could you recommend an assembler/monitor that I would find useful ?

A. My own preference is for HISOFT DRVPAC which I have used exclusively for ALL the BONZO utilities. Problem is that I can't find time to learn new "tricks". I have all the currently available ass/diss/mon programs - and the most impressive is probably PYRADRV, but I still reckon DRVPAC the easiest to use.

Q. Why don't you put BONZO utilities on EPROMS ?

A. Because RODNEY TIPPING will do just that for you ! Drop him a line first, telling him what you need, [enclose a SSAB !] and he'll advise on costs etc. Before he does them for you he'll want the appropriate inlay card too !

Q. Why don't you just charge say 50p for each issue, and stop threatening to reduce the NEWS content ?

A. Because then I would be under an OBLIGATION to produce something readable and useful. Whilst it continues to be free I don't actually HAVE to do anything ! The effect rebounds on YOU - because if you want the news then it is reasonable that you give me what information you can ! Can you hear it, quietly mumbled in the depths of Rochdale, " Well, if I've gotta pay for for it, why should I send free info ?". I'm not really serious, about anything, really !

Q. When's all this drivel going to stop and the real "news" begin ?

A. When I've reminded you that you can still get a copy of BANKRAID from Neil MacDougall [send a disc and a "donation" to Neils "development" and coffee fund !], and that you can still get a copy of the INCANTATION adventure, CURSED BE THE CITY, £2.00 supplied on tape - £1.50 dumped to YOUR disc from S. Johnston. The addresses you need are:

Neil MacDougall
130 Robin Way
Chipping Sodbury
BRISTOL BS17 6JS

CBTC
S. Johnston
3 Halyard Terrace
AUCHTERTOOL, FIFE. KY2 5XR

Rodney Tipping
65 New Road
HORNSEA
NORTH HUMBERSIDE HU18 1PH

OPTION 1 STANDARD TRANSFERS. Continuing to produce some remarkable "goodies" latest news [minor or no alterations]- ELEVATOR ACTION, WINTER OLYMPICS, RIG ATTACK, ANSOCCER (IJK), IMPOSSABALL (do NOT relocate), TOJAD, TERMINUS, ONE MAN & DROID SUPERPIPLINKII, WORLD CUP, MOONBOGGY, CURSE OF SHERWOOD, SHOCKWAY RIDER, SIGMA7, HUNCHBACK, ZOIDS (5*vrns).

COMPILATIONS: STAZRGAMES 1 - BARRYMAC BOXING and RESCUE ON FRACTALUS. DURELL BIG FOUR - CRITICAL MASS and SABOTEUR (COMBAT LYNX is RANDAM-AN and LOTUS ESPRIT no go until I see it, it's a special from original form). HITPACK - BOHEJACK, AIRWOLF and COMANDO.

I suppose I'd better mention that the umpteenth game that was to have been called "HEMESIS" has been. It's from KONAMI, and it is OPTION 1 - which might be it's only saving grace considering the wait, the game, the name.

A timely point to mention the vagaries of compilations, they are liable to present programs in a totally different loading form [unless the original was really unreliable, in which case it will certainly not change !], making the known procedure for transfer totally ineffective, and making the 300 list appear to be totally inaccurate. The same applies to re-issues. The moral ? NEWSHEETS and 200/300 LISTS are not GOSPELS, merely a guide to what was and PERHAPS still is. A reminder that an OPTION 1 with a binary loader USUALLY needs a basic loader,

10 OPENOUT"D": MEMORY (start address-1):CLOSEOUT:LOAD"FILENAME":CALL (exec adress)

So long as the start address isn't too low, this will usually work. Use extended CAT to get the parameters !

OPTION 2 HEADERLESS FILES.

More useful news in. NOTE that JAILBREAK is off the SPECIAL list - because it is a "clean" OPTION2 !
 KUNG FU. NUMBER ONE. FRANK-N-STERN. MR.FREEZE . RED ARROWS. SIR LANCELOT . SUBSUNK . OBSIDIAN . BOULDERDASH . CAULDRON. SPY 7
 SPY . DOPPLE-GANGER. 3DQUASARS . GHOSTBUSTERS (re-issued version). CLASSIC INVADERS . GILLIGAN'S GOLD. WARLORD(464) CAULDRON
 II . CLIMB-IT. 3D BOXING. THE APPRENTICE . SKYFOX . NEXUS . ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA . VIEW TO KILL .
 GLIDER RIDER (Part) . ZUB. 180. CLASSIC AXIOMS. THANATOS. XCEL. PLANIT. SACRED ARMOUR ANTIRIAD, PRO-SNOOKER SIMULATOR, QUAN
 TULLAH, WINTER WONDERLAND, APACHE, HARD HAT MAC, ATLANTIS, JAILBREAK, GHOSTHUNTERS (Codemasters), RASTERSCAN*.

RASTERSCAN is a MASTERX "hybrid" type like 180, ZUB, GLIDER RIDER. A recent report indicates that 180 sometimes misbehaves -
 anyone else had any "funnies"?. If you've not got a printout of the MASTERX routine - SSAE will get one. JAILBREAK, HARDHAT
 MAC, GHOSTHUNTERS need the simplest loaders, whilst ATLANTIS needs the special listing if you don't want to RANDAMX it !

ATLANTIS-OPTION 2 LOADER

1 RRM:ATLANTIS OPT2 LOADER- BACK1+b1 to y1
 10 OPENOUT"D":MEMORY &13ff:CLOSEOUT:LOAD"BACK1":POKE &983d,&c9
 20 CALL 38912:CALL &bd37:CALL &140a

JAILBREAK

10 MEMORY &9fff:LOAD"BACK1":CALL &a000

HARD HAT MAC

10 MEMORY 28671:LOAD"BACK1":CALL 28672

GHOSTHUNTERS

10 OPENOUT"D":MEMORY 1000:CLOSEOUT:CALL 42144

OPTION 3 FLASHLOADERS.

The list to date: [Those that require attention of BOMKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROROLINOS*, KONG
 STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GORS TO HOLYWOOD,
 CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTRK, MONOPOLY*,
 YIE-AN KUNG FU*, BATMAN*, GREEN BERRY*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE), IMPOSSIBLE
 MISSION,ITS'A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*. MINDER.

MINDER is the only recent "new" confirmation - but I know there are still a few more, what do you know ?

RAMDAM and RANDAMX**RAMDAM**

More notifications for the "doitall" routine ! The HIVE transfer has minor "rubbish" on screen but is perfectly playable.

The ?? indicate not advised - in which case it probably doesn't matter ! The RANDAMX transfer for DOOMSDAY BLUES is effected
 by using the main file (20-odd blocks) only. RASPUTIN and RUNESTONE from the same stable produce files that will not run.

SOUTHERN BELL-A. CHIMRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR
 MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN.
 CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR.
 FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN.
 COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBSKARE-AN. DON'T PANIC-AN. WHO
 DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTOBC - screen not
 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN.
 GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR
 COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN
 BATTLE BEYOND STARS-BN. 3DTIMETREK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEM-BY.
 MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-??. CAESAR'S TRAVELS-AN. THE HIVE-AN. SOULS OF DARKON-??.EMERALD ISLE-??.INTO
 OBLIVION-AN.CHICKIN CHASE-AN.(set MODE 0)

RAMDAMX

REMEMBER - RANDAMX is for programs commencing with a BINARY file ! It is possible that some of the RANDAM have found the
 wrong section.

KILLAPDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCK-AY. 3DGRANDPRIX-AY.
 REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS
 OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNOGGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN.
 SPITFIRE40-AN. JETBOOT JACK-AN. GROFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY.
 SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUK-AY. SCOOPY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred
 OPTION 1 !), ASTERIX-BY. MACROCOSMICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY.
 MUNCHIT-AY. FAIRLIGHT (OR RANDAM !). HARSPOUT-AY. AFTERSHOCK-??. DOOMSDAY BLUES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERRY-??
 THEATRE OF EUROPE-BN.MATCHPOINT-BN.

On the general subject of RANDAM transfers it is interesting to note that sometimes a "cleaner" result is obtained by using B
 instead of A. For example CYLU (which also needs the colour sort-out preliminary pokes) gives a version that doesn't even
 put "rubbish" on screen before the playing screen appears. It's worth experimenting if you have the time.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. It is up to date and EXCLUDES JAILBREAK which I failed notice was an OPTION 2 transfer !

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK THE NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, WESTBANK, ALIENS, SUPERSLEUTH, PRUD, SUPERMAN, TENTHFRAME, WESTBANK, THAI BOXING,

There are a few others of minor consequence, and if you've a "funny" not mentioned here the chances are that I have it anyway. For very new games that "won't go" I am dependent on YOU to send the tape to have a go at - I won't need it for long, whether I can fix it or not. Having been tied up with DOO DAH for the last couple of months I have accumulated a few that I have yet to fix - namely HACKER2, DYNAMITE DANII, COSTA CAPERS. Multi-part games like BIDOLON and GAUNTLET - forget it ! The main files can be got, but subsequent parts MUST be loaded from tape.

Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALEY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA;

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGLOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, NIMI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CRYI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO (RAINBIRD). THE BIDOLON+ REMBRANDT, KWIKFILE (MPS), TOOLKIT (BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWERVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPORT, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASTART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES.

It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS.

Attention is drawn to THE BIDOLON > The original version did transfer - recent issues have a different form of protection and do not ! GAUNTLET - see last month - it appears that this is OK. Even if BCA collapses after transferring &27 it is alright because GAUNTLET does not use &28/9.

ANTICIPATED..... an increase in the use of "smart" protection. Whenever you buy a disc that WILL NOT COPY WITH THE STANDARD DISCKIT - This is what you do (even if you copy it with BCA/DOO DAH or Joe Bloggs Cloner):

Write to the Supplier/Software House and advise them using terminology similar to this,

" I have today purchased your 3" disc of XXXXX, and note to my dismay that DESPITE being advised in AMSTRAD literature that I should always take a back-up copy of a disc for regular use, storing the original as a master in case of failure, I am unable to do so with your supplied disc. It would seem possible that this is either a 'faulty disc' or you have deliberately formatted it in such a way that it cannot be copied. In either case it is clear that under the currently in force "SALE OF GOODS ACT", the goods are "NOT OF MERCHANTABLE QUALITY", and "NOT FIT AND PROPER FOR THE PURPOSES FOR WHICH DESIGNED".

In view of the foregoing I will be pleased to receive a version that I can copy, OR your written undertaking to replace the disc referred to in the event of failure, however caused, at any time in the future."

DOO DAH

Not suprisingly not a lot to report yet ! I have received a massive list of games running under BIGBONZO from PETER TILL, several have said they're never likely to need another utility 'cos DOO DAH does it all, and many compliments passed to NRIIL SCRINGKOUR for the MENU screen and supporting graphics, with similar bouquets fo NIGEL KENWARD for the BIGJOBS screen and more supporting graphics.

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" BIDOLON, LIVINGSTONE and COSA NOSTRA. We await further news concerning some of the BCA "no-go discs". However, as with BCA, the main function of DOO DAH is somewhat different !

WHO IS STILL WAITING FOR A DOO DAH ?

One advance order was received on a single sheet, please supply etc., the name & address presumably on the back of the cheque. By the time we realised that the address was missing on the order sheet, the banking had gone - and try as we might we cannot trace who sent the order ! The handwriting looks very familiar - but we cannot match it up ! Please let me know !!!

SUNDRIES

Just to keep a familiar look to things ! The missing SHADOWFIRE loader from last month - pinched from the pages of SHAUG, enables SAVED GAMES to disc:

```
10 MEMORY &4cef: LOAD"SHADOWFI",&4cf0:CALL &4cf0
```

I am often pestered for the "best" disc speed-up utility, and I don't really approve as they are mostly counter-productive in terms of "read errors". However, I've tried this one for a week or so and it seems reasonable. If it gives too many errors then try changing the "0A" byte to 0B. You can run it as is, and it will remain until a "reset", or remove the "new" and slot it into your program.

```
10 FOR x=100 TO 129:READ a$:POKE x,VAL("&"+"a$):NEXT:CALL 100:NEW
20 DATA DATA 21,71,00,22,75,00,21,78,00,cd,74,00,c9,36,c0,07,df,0,0,c9,28,00,96,00,1,4,0A,1,3,1
```

32A The "TWIGGY"

Could've called it the MINI-BUST, or even the PIRATE (sunken chest). Here it is anyway - the FIX for , FANFARE, TRUMPETS, APPLAUSE, CHEERING, FOR HE'S JOLLY..... , WALK ON FRENCH WIND, BREAK HIS LEG OFF AND HIT'IN WIV THE SOGGY END,

FOOTBALLER OF THE YEAR Economy version, no loading screen.

Write the GETFOY file to disc, save it just in case. Put tape in player , fully rewound, disc in drive writable, and then run GETFOY. Ignore the strange events on screen, when it has fully loaded 2FOY and 3FOY will be written to disc, and your machine will reset. Now write RUNFOY , and save it. Running it will give you the game. Saved games to disc - they're only short files. When you're convinced it all works OK, delete the GETFOY file. Not bad considering you weren't going to be treated to any more BIG BUSTS !

GETFOY

```
5 REM:THIS TRANSFERS 2FOY & 3FOY TO DISC
10 FOR X=&be80 TO &bf11:READ A$:B=VAL("&"+"A$):CS=CS+B:POKE X,B:NEXT
20 IF CS<>15421 THEN PRINT"ERROR IN DATA":STOP:ELSE CALL &be80
30 DATA 21,00,00,11,11,bf,01,40,00,ed,b0,cd,37,bd,06,00,11,00,20,d5,cd,77,bc,e1,cd,83
40 DATA bc,cd,7a,bc,21,a7,be,22,4e,20,c3,00,20,f3,01,00,f6,ed,49,21,3a,91,11,00,c0,01
50 DATA f4,1a,ed,b0,01,89,7f,ed,49,21,11,bf,11,00,00,01,40,00,ed,b0,21,ce,be,cd,16,bd
60 DATA 11,40,00,21,ff,af,0e,07,cd,ce,bc,21,0d,bf,34,06,04,11,40,0a,d5,cd,8c,bc,e1,11
70 DATA fa,86,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,f5,be,21,00,c0,22
80 DATA e0,be,21,f4,1a,22,e8,be,cd,d9,be,c3,00,00,31,46,4f,59,00
```

RUNFOY

```
1 REM: THIS RUNS 2FOY & 3FOY
5 REM: SAVED GAMES TO AND FROM TAPE
10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT: BORDER 0
20 FOR X=&be80 TO &beb7:READ A$:B=VAL("&"+"A$):CS=CS+B:POKE X,B:NEXT
30 IF CS<>6454 THEN PRINT"DATA ERROR":END: ELSE CALL &be80
40 DATA 21,b4,be,34,06,04,11,40,0a,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be
50 DATA 21,00,c0,22,87,be,cd,80,be,cd,37,bd,21,00,c0,11,3a,91,01,f5,1a,ed,b0,c3,40,1a,31,46,4f,59,00
```

FINALLY. . .

I caused a bit of havoc last time by allowing the price of backissues of newsletters to be read as ADVENTURE PROBE MAGS !! So here's the gen about NEMESIS BONZO NEWSLETTERS - FREE - if I've got a SSAR to hand when they're ready. Otherwise 50p + SSAR. Back-issues, a SUMMARY OF 1986 NEWS (1 to 7) in 10 pages without waffle, £1.75. Others 50p. each. This means if you're a new "meddler" [HELLO ! - good game !], and really want the "old tat" back to year dot, full of goodies, it'll cost you £1.75 +£1.00 for issues 8 and 9. Seriously, they are invaluable if you've a fair quantity of old tape games. You get a MASTERY listing if you ask for it. This having been two weeks earlier than anticipated, and with the imminence of the "summer doldrums" I expect issue 11 to be out around middle/end MAY. As always, it depends entirely on what you know, and whether you tell me or not ! New "meddlers" get a 300 list with their order, if you want one 'cos your old and hardly even considered then ASK ! Better still, send me some news, an order, or just a picture postcard and ASK. I'm away for a week from 4th. April, normal orders processed, questions, specials etc. will just have to wait until I return. So no drama, please ! I will be thinking of a follow-up to DOO DAB, and a suitable name, any ideas on what it's to be ? A "mint" GOLD COLLECTION II tape [all BONZO to disc] for the best suggestion and name. Remember the limits are my capabilities, so keep it simple !

Happy Meddling,

Colin.H.

NEMESIS

There I was, sat here smugly thinking that I've got a 400 list ready to unleash on the "undiscovered" [NEMESIS idea of a joke] - when I read a letter from John Crees telling me I've been rumbled ! Just to make sure the issue wasn't avoided he promptly named the rest of them ! A letter from Tony Farnsworth, with immense details of transfers not only helped to emphasise the point - but gave me a great deal of information. As a result I SHOULD be able to give details of specific transfers on almost any of the "older" programs - but will have to promptly update the 300 list to 400 ! Whilst a certain party who advertises "details of OVER 100 transfers" I was quite content to have 300 with something up my sleeve ! Never mind, there will be a 400 list 'ere long, and you can bet that the information to make 500 won't be too far away from me ! I count over 50 OPTION 1 in this issue - and only a handful have been previously mentioned. Everyone's been digging them out of the attic - many thanks to all who took the time to keep me informed. I welcome ALL information - even if only to confirm what has already been advised. I received over 70 letters during the last month, nearly all giving information, so I must give an "open" thankyou. I am now "standardising" what I do with mail ! If your letter requests advice, then unless it appears to be urgent the answer will be in the next newsletter - or enclosed with it. If it was purely information passed - then I will try to remember to acknowledge it with the next newsletter - but PLEASE don't stop sending YOUR news if I miss out on the personal "thankyou" ! Neil M. has got a "BRILL" revised BANKRAID - I've found a DOLLY PARTON and several BEVERLEY SISTERS - and there's news of this and that and so fifth - I press on rewardless;

Last issues "TWIGGY" produced some odd results - I hadn't noticed that my own version missed the full selection screen - it did however give the goalpost and scoring graphics, a local had the reverse situation ! To solve the joint problem I "merged" the two results for a perfect program. I checked with another who had a "perfect" result - funny caper this ! The "oddy" with DARTS 180 has been clarified by several reports that running the tape direct can produce some strange quirks as well - other times it is OK. Seems as though the MASTERX will reflect the same conditions as the tape direct would have done. Try it again if you are getting "funnies". ANAUROTE goes MASTERX, but if you want a perfect screen you'll make a couple of minor alterations to MASTERX just for this game. BONZO APPLAUSE to the producers of THE PAWN disc ! It won't copy with CLONE ARRANGER, it will with DOO DAH, but all beside the point because there is a copy routine built into side 2 of the disc ! Did they read NEWS 10 ! Several have written letters as suggested in NEWS 10 - we await results with interest !

COMPILATIONS

NOW GAMES. 4 - HACKER OPTION 3, MISSION OMEGA and SQUASH OPTION 1, DAN DARE OPTION 2 + "LOADER"

THEY SOLD A MILLION 2 - ALL FOUR, MATCHDAY, MATCHPOINT, BRUCE LEE and KNIGHT LORE are OPTION 3.

DURELL BIG FOUR - CRITICAL MASS, SABOTEUR OPTION 1. COMBAT LYNX RANDAM-AN, TURBO KSPRIT not yet known !

ELITE HIT PAK 6 - ANTIRIAD OPTION 2, The others are all reported as OPTION 1 - RELOCATION OFF except SPLIT PERS. [SPECIAL]

COMPUTER HITS 5 - ALL GO AS OPTION 1 except 2112AD [SPECIAL]

MIKROGEN 'S CLASSIC COLLECTION all go with BANKRAID 6128 !! Tough for the rest of you !

OPTION 1 STANDARD TRANSFERS. Lots of "new" reports, some referring to ancient games transferred by new owners of disc systems. The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

SPORT OF KINGS. KETTLE. SPANNERMAN. GALAXIA. QUILL. STORM2. SQUASH[C]. PRESIDENT. SPACEMANIA. CONTRAPTION. TRAP*. KILLER TOMATOES(Apache Redskins?). JUNGLE JANE*. COLUSSUS4 BRIDGE. NRCRIS DOME. THE BOGGIT. MISSION OMEGA. CHRONOS. QUESTPROBE3*. APACHE GOLD. GREYPOLL, FRUITY FRANK*. GLEN HODDLE FOOTBALL. GOOCH CRICKET. TAPPER[N & run main file only]. JACKIE & WIDE (DON'T BUY IT !). GATECRASHER. The following "oldies" from John Crees only need name changes unless "*" ALIEN BREAK-IN. ATOM SMASHER. BINKY BINKY. BRIAN BLOODAXE. CENTRE COURT. CHILLER. HOME RUNNER. HUSTLER. JOHNNY REB. KILLER GORILLA[C]. MAGIC SWORD(mine doesn't run properly), MASTER OF LAMPS. 3D MONSTER CHASE. NUMBER PAINTER. PLANET OF DEATH. ROBIN OF SHERWOOD. SHORT'S RUSE. SOFTWARE STAR(flattery ?). 3D STARSTRIKE. TEST MATCH[BOTH] WAR ZONE. WORLDWISE. WORDHANG. CAVES OF DOOM*. DEFEND OR DIE*. CRAZY GOLF*. DEVILS CROWN*. GHOULS* PUNCHY*. VAMPIRE KILLER*.

JUNGLE JANE, RENUMBER the basic loader - THEN LIST IT ! REMOVE the CALL &151 and it'll run on a 464. 6128 ? - no idea until I see a copy - have YOU got the answer ?

FRUITY FRANK, allow to relocate then edit 180 LOAD "FRUITYFR.BIN": CALL 42701: CALL &8200

CAVES OF DOOM, relocate then edit - 8 LOAD "MCODE", &139a 9 CALL 42701 DEFEND OR DIE, rename 1st. file and amend lines 210 and 250

CRAZY GOLF, add filenames and delete MEMORY command in line 10.

DEVIL'S CROWN, DELETE ANONAME! and BNONAME!. Rename CNONAME! to something suitable and RUN it. [NB. Some vrsns. OPT 2]

GHOLS, Use the second file only - RUN it ! PUNCHY, same as CRAZY GOLF.

VAMPIRE KILLER, DO NOT RELOCATE. Change filenames and LOAD graphics file 1284 bytes lower. [1284 = difference between HIMEM without disc drive and HIMEM with - did you know that ? Yes, Michael Caine did too.]

QUEST PROBE 3 10 MEMORY 42450 : LOAD "QUEST" 20 POKE &bcc8,&c9 : POKE &bc6e,&c9 30 CALL 42451

TRAP WILL SEND YOUR DRIVE LOOPY UNLESS YOU USE THIS LOADER !

10 INK 0,0: INK 1,0: INK 2,0: INK 3,0: BORDER 0

20 MEMORY &9dff: MODE 1: LOAD "PIC", &c000: INK 1,26: INK 2,24: INK 3,6: LOAD "!T1", &9e00

30 POKE &9e28, &40: POKE &9e29, &c6: POKE &9e3c, 0: POKE &9e3d, &ef: POKE &9e4a, &21: POKE &9e47, &11

: POKE &9e52, &11: POKE &9e55, &21: POKE &9e44, 0: POKE &9e45, 0: POKE &9e46, 0: CALL &9e00

Still on the subject of OPTION 1 - Don't blindly ignore it ! I recently supplied four "SPECIALS" to someone who had bought a "compilation tape" and found they didn't transfer as the originals. We later found them ALL to be OPTION 1 !

OPTION 2 HEADERLESS FILES.

More useful news in. "*" indicates MASTERY used - note the mini-mod to keep AMAUROTE "clean".

KUNG FU. NUMBER ONE. FRANK-N-STERN. MR.FREEZE. RED ARROWS. SIR LANCELOT. SUBSUNK. OBSIDIAN. BOULDERDASH. CAULDRON. SPY v SPY. DOPPLE-GANGER. 3DQUASARS. GHOSTBUSTERS (re-issued version). CLASSIC INVADERS. GILLIGAN'S GOLD. WARLORD(464) CAULDRON II. CLIMB-IT. 3D BOXING. THE APPRENTICE. SKYFOX. NEXUS. ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA. VIEW TO KILL. GLIDER RIDER*. ZUB*. 180*. CLASSIC AXIENS. THANATOS. XCEL. PLANIT. SACRED ARMOUR ANTIPIAD, PRO-SNOOKER SIMULATOR, QUANTULLAH WINTER WONDERLAND, APACHE, HARD HAT MAC, ATLANTIS, JAILBREAK, GHOSTHUNTERS (Codemasters), RASTERSCAN*. WIZARDS LAIR. 3D STARSTRIKE (note: some versions OPTION 1), AMAUROTE*, DANDARE (compilation) For DAN DARE delete the BACK1 file and just use the loader for the B1 file.

DAN DARE OPTION 2 "FIDDLE"

```
10 CALL &bbff:FOR X=&be00 TO &bebb:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS=6906 THEN CALL &BE00 ELSE PRINT"DATA ERROR !":END
100 DATA 21,b2,be,06,02,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,f3,21,b4,be,11,30,00
200 DATA 01,08,00,ed,b0,01,d9,37,21,40,00,7e,a8,81,77,23,7c,fe,a7,20,f6,c3,8c,6e,42,31,f1,43,bb,f1,e4,00,00,00
```

WIZARDS LAIR - A model "standard" loader.

```
10 MEMORY 40967 : LOAD"BACK1" : POKE &bcc8,&c9 : poke &bc6e,&c0: CALL 40968
```

AMAUROTE- Will transfer using MASTERY, but to avoid a "messy" screen add to the "GETMAST" file as line 35;

```
35 POKE &bedb,&05: POKE &bee6,&16: POKE &bf21,&05.
```

Similarly add a line 35 to "RUNMAST"; 35 POKE &beeb,&05: POKE &bef8,&05: POKE &bf03,&16: POKE &bf21,&05

OPTION 3 FLASHLOADERS.

The list to date: [Those that require attention of BONKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROROLINOS*, KONG STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALEY'S DECATHLON, HACKER, FRANKIE GOES TO HOLYWOOD, CLURDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTRK, MONOPOLY*, YIE-AR KUNG FU*, BATMAN*, GREEN BERT*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE MISSION,IT'S A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*. HINDER. and MATCHPOINT. RETURN TO OZ.

There are still more to come for this list - but I think that very few "new" SPREDLOCKS are likely to go >>judging by their list for their updated "unlocker" Goldmark still cannot name anything that OPTION 3 won't do.

RAMDAM and RAMDAMX**RAMDAM**

Continuing to be a major problem solver ! The ?? indicate not advised - in which case it probably doesn't matter ! The RAMDAMX transfer for DOOMSDAY BLUES is effected by using the main file (20-odd blocks) only. RASPUTIN and RUNESTONE from the same stable produce files that will not run. I'm looking for a copy of RASPUTIN to "crack".

SOUTHERN BELLE-A. CHIMERA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD[464]. ALIEN. BATTLE FOR MIDWAY. NONTERRAWOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN. CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR. FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN. COLLAPSE-AN. HELICHOPPER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBSICARE-AN. DON'T PANIC-AN. WHO DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORC - screen not 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN. GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN. BATTLE BEYOND STARS-BN. 3DTIMETREK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEN-BY. MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-??. CAESAR'S TRAVELS-AN. THE HIVE-AN. SOULS OF DARKON-??.EMERALD ISLE-??.INTO OBLIVION-AN.CHICKIN CHASE-AN. (set MODE 0). WIZARDS LAIR-AN (OPTION 2 better !) HUNTER KILLER-AY. 500CC GPRIX. THRUST2-AN (colour pokes!). LEGION OF DEATH-AY. WRIGGLER-AN. SENTINEL-AN. GUNSTAR-BN. VULCAN-BN. PROTEXT-AN.

RAMDAMX

REMEMBER - RAMDAMX is for programs commencing with a BINARY file ! Some RAMDAM and "X" may be in the wrong list. KILLAPEDE-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY. REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICONJON-AN. JEWELS OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNODGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN. SPITFIRE40-AN. JETBOOT JACK-AN. GEOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY. SLAPSHOT-AN(colours!). ATLANTIS-AN. RBELSTAR-AN(side a).TOBRUK-AY. SCOOPY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred OPTION 1 !), ASTERIX-BY. MACROCOSMICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY. MUNCHIT-AY. FAIRLIGHT (OR RAMDAM !). MARSPOOT-AY. APTERSHOCK-??. DOOMSDAY BLUES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERT-??. THEATRE OF EUROPE-BN.MATCHPOINT-BN. SHOCKWAY RIDER-AN(mode 0). FIREANT. ANDROID2-AN.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. Busy lately !

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRSTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK THE NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, PRUD, SUPERMAN, TENTHFRAME , THAI BOXING, LEADERBOARD, KRAKOUT, SARACEN, HEADOVER HEELS, LORDS OF MIDNIGHT, SCALEXTRIC, BMXSIMULATOR, GP SIMULATOR, DYNAMITE DAN II, 5TH AXIS, CYCIT YIE AR KONG FU II.

Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALBY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA;

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGLOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO (RAINBIRD). THE BIDOLON* REMBRANDT, KWIKFILE (MPS), TOOLKIT (BEEBUG), TOBRUK, STARSTRIKE II, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPOUT, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, BASIART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES. KORONI'S RIPT, SCRABBLE, ANSOFT CHESS, CDS BRIDGE, It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTION II. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS. LEADERBOARD, SUPERCYCLE.

DOO DAH

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" BIDOLON, LIVINGSTONE, COSA NOSTRA. DURELL BIG FOUR, SUPERCYCLE, HIVE, LITTLE COMPUTER PEOPLE, KNIGHT GAMES, SHORT CIRCUIT, and LEADERBOARD.

Known "no go" are LORD OF RINGS and SHAO LIN'S ROAD.

A whole mass of reports of meddling with discs to get into other "levels", modifying score charts, infinite lives etc. I will not report how this is done ! Meddling with commercial discs should only be done on a "clone" - and if you have developed the competence you will need no advice ! Practice as much as you like on copies - and all will become clear ! I recently made some mods to DOO DAH to give a reverse drive "clone", a nominated start track for "Search", a "mod" to deal with MASTERFILE files, a B TO A or B to B for BONZOCOPY . This was mainly for our Aussie friends who like things upside down ! The problem of FORMATTING a NEW disc BIGBONZO - is simply solved by inputting "I" to IGNORE against the MSDOS prompt - but has been sorted out with the other mods. If you'd like your DOO DAH tidily updated just bung the disc without the packaging to me with 50p. to cover return and I'll update and return same day. Looks like Alcoholics Anonymous quite liked DOO DAH - or is that an understatement from a full page review that recommends it ? WACCI were pretty keen on it too.

BANKRAID

Neil has upgraded BANKRAID to make the whole program extremely easy to use - and in response to those of you have asked for a NEWS article on it's use he will happily do so - BUT he wants to know from you about your experiences of using it ! Sounds fair enough to me ! If you have BANKRAID and would like the upgrade then send DIRECT to Neil, a disc and sufficient to at least cover return postage. If you haven't got it, and do own a 6128 and have some understanding of M/Code then drop a line and a disc to NEIL. There is no set price - but Neil does have an R & D and Coffee fund ! I am leaving this aspect of meddling solely to yourselves and Neil, but of course will keep you all informed. My interest MUST be on factors that are common to ALL machines. Neil's address appears at the end of the NEWS. BANKRAID is VERY versatile.

BONZO GETS TIME OFF

Always resourceful are "meddlers". KEN LAIDLAW unperturbed by the fact his version of DYNAMITE DAN [1st.] failed to RANDOM as most versions do - got a little routine together to transfer it to TAPE as normal files which can then be BONZO'd OPTION 1 - RELOCATION OFF to disc. A tidy little loader completes the MINI-BUST. MARK WEALLEANS spotted that KOBASHAYU almost tells you what to do - and utilised the basic loader, modified, to put the files to disc. A reverse mod. then runs it. Another MINI-BUST. I did a MINI for WESTBANK and COLONY - and so we have the BEVERLY SISTERS - several MINI-BUSTS.

[4]
THE BEVERLEY SISTERS

DYNAMITE DAN - K. LAIDLAW

```
10 REM DYNAMITE DAN TRANSFER TO !TAPE! THEN OPTION 1 TO DISC .
20 FOR X=&be00 TO &be49
30 READ A$:POKE X,VAL("&"+A$):NEXT
40 DATA 21,01,02,11,9f,ac,3e,87,cd,a1,bc,06,04,21,42,be,cd,8c,bc
50 DATA 21,01,02,11,00,a0,01,80,be,3e,02,cd,98,bc,cd,8f,bc,06,04
60 DATA 21,46,be,cd,8c,bc,21,01,a2,11,9f,0c,01,00,00,3e,02,cd,98
70 DATA bc,cd,8f,bc,2a,02,02,23,e9,44,41,4e,31,44,41,4e,32
80 !TAPE: SPEED WRITE 1: CALL &be00
```

```
10 REM: DYNAMITE DAN DISC LOADER
20 FOR X=0 TO 3: INK X,0: NEXT
30 FOR X=&be80 TO &bea8: READ A$: POKE X,VAL("&"+A$):NEXT
40 LOAD"DAN2",&c000:CALL &be80
50 DATA 06,04,21,a5,be,cd,77,bc,21,01,02,cd,83,bc,cd,7a,bc,cd,37,bd
60 DATA 21,00,c0,11,01,a2,01,9f,0c,ed,b0,f3,2a,02,02,23,e9,44,41,4e,31
```

COLONY

```
1 REM :THIS WILL TRANSFER COLONY TO DISC AS ONE FILE WHICH ONLY NEEDS "RUNNING"
10 FOR X=&be80 TO &bee0:READ A$:B=VAL("&"+A$):CS=CS+B:POKE X,B:NEXT
20 IF CS<>11402 THEN PRINT"DATA ERROR":STOP:ELSE CALL &be80
30 DATA cd,37,bd,06,00,11,00,c0,21,40,00,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,2a,63,a2,22
40 DATA cb,be,21,a4,be,22,63,a2,e1,e9,01,89,7f,ed,49,21,af,be,cd,16,bd,21,ff,af,11,40
50 DATA 00,0e,07,cd,ce,bc,21,d9,be,06,06,11,40,00,d5,cd,8c,bc,e1,11,0b,a2,01,00,00,3e
60 DATA 02,cd,98,bc,cd,8f,bc,2a,cb,be,e9,43,4f,4c,4f,4e,59,22,c1
```

WESTBANK

```
1 REM: WESTBANK,REWOUND TAPE,DISC IN DRIVE GETS 1/2WEST
10 CALL &bbff:FOR X=&be80 TO &beef:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS=11120 THEN CALL &be80 ELSE PRINT"DATA ERROR !":END
100 DATA cd,37,bd,21,00,00,06,00,11,00,01,cd,77,bc,21,00,01,cd,83,bc,cd,7a,bc,21,a0,be
200 DATA 22,05,01,c3,00,01,f3,21,00,a0,11,00,c0,01,00,11,ed,b0,21,00,a6,21,ff,ab,0e,07
300 DATA cd,ce,bc,21,eb,be,34,06,05,11,40,00,d5,cd,8c,bc,e1,11,c0,9f,01,00,00,3e,02,cd
400 DATA 98,bc,cd,8f,bc,00,3e,c9,32,d3,be,21,00,c0,22,be,be,21,00,11,22,c6,be,cd,b7,be,c3,00,00,30,57,45,53,54
```

```
1 REM: THIS RUNS WESTBANK
10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT:BORDER 3,11
20 FOR X=&be80 TO &beb9:READ A$:Y=VAL("&"+A$):POKE X,Y:NEXT:CALL &be80
30 DATA 21,b5,be,34,06,05,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be
40 DATA 21,00,c0,22,87,be,cd,80,be,f3,21,00,c0,11,00,a0,01,00,11,ed,b0,cd,37,bd,c3,8c,91,30,57,45,53,54
```

KOBASHAYU - MARK WEALLEAN

```
1 REM skip basic loader and run this TO put KOBASHAYU files to DISC - MARK WEALLEAN'S routine
10 OPENOUT"D":MEMORY &653:CLOSEOUT
20 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT:FOR t=&a680 TO &a690:READ a$:POKE t,VAL("&"+a$):NEXT
25 CALL &a680,&c000,&3fff:CALL &a680,&654,&a028
30 SAVE"KOB1",B,&c000,&4000:SAVE"KOB2",B,&654,&a028
40 DATA 0,26,6,1,7,9,2,24,15,3,16,12,13,18,11,25
50 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
60 WINDOW £1,9,20,7,7
70 WINDOW £3,1,40,19,25
80 WINDOW £2,21,36,7,7
90 ORIGIN 0,0,192,442,125,257
100 SYMBOL 255,56,4,2,255,255,2,4,56
110 CALL &a680,&c000,&3fff:SAVE"KOB3",B,&c000,&4000:CALL &560d
120 DATA dd,5e,0,dd,56,1,dd,6e,2,dd,66,3,3e,2a,c3,a1,bc
```

```

1 REM: THIS WILL RUN THE "KOBAN" FILES
5 hh=HIMEM
10 OPENOUT"D":MEMORY &653:CLOSEOUT:CALL &bbff
30 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT:LOAD"kobal":LOAD"koba2"
40 DATA 0,26,6,1,7,9,2,24,15,3,16,12,13,18,11,25
50 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
60 WINDOW £1,9,20,7,7
70 WINDOW £3,1,40,19,25
80 WINDOW £2,21,36,7,7
90 ORIGIN 0,0,192,442,125,257
100 SYMBOL 255,56,4,2,255,255,2,4,56
105 MEMORY hh-1 : REM - a funny for 6128
110 LOAD"koba3":CALL &560d

```

DOLLY PARTON

You didn't really expect a BIG BUST after that lot did you ? How about NOSFERATU, error trapped routine complete with a loader that will at least let you have a peek at the second part of the game. Dunno if it is playable without having completed the first part - but it is quite amusing.

```

10 REM: GETS 2PART NOSFERATU/FILES 0/1/NOSFER
20 REM: TAPE AT START/DISC IN DRIVE
30 FOR X=&be80 TO &bf37:READ A$:Y=VAL("&" + A$):CS=CS+Y:POKE X,Y:NEXT
40 IF CS=15362 THEN CALL &be80 ELSE PRINT"DATA ERROR!":END
50 DATA cd,37,bd,11,00,10,06,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,9c,be,22,6d,10,c3,00,10,21,13,1a,22,35,bf,21,b6,be,22,13
60 DATA 1a,3a,12,1a,32,37,bf,3e,c3,32,12,1a,c3,00,1a,f3,2a,35,bf,22,13,1a,3a,37,bf,32,12,1a,21,00,a5,11,00,c0,01,00,0d,ed,b0
70 DATA 21,00,d0,11,00,11,3e,42,cd,a1,bc,3e,42,21,00,e8,11,00,08,cd,a1,bc,00,00,00,00,00,00,00,00,00,00,11,00,a6,21,ff,af
80 DATA 0e,07,cd,ce,bc,21,2e,bf,34,06,07,11,00,05,d5,cd,8c,bc,e1,11,00,a0,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,16,bf
90 DATA 21,00,c0,22,01,bf,21,00,30,22,09,bf,cd,fa,be,c3,00,00,2f,4e,4f,53,46,45,52,00,00,00

```

```

10 REM: NOSFERATU 1&2/FILES 0/1/NOSFER THIS RUNS IT !
20 FOR X=&be80 TO &bede:READ A$:Y=VAL("&" + A$):CS=CS+Y:POKE X,Y:NEXT
30 IF CS>9257 THEN PRINT"DATA ERROR!":END
40 CLS:PRINT"PART [1] OR [2] ?"
50 IF INKEY(64)<>-1 THEN 70 ELSE IF INKEY(65)<>-1 THEN 60 ELSE 50
60 POKE &beb2,0:POKE &beb3,0
70 GOSUB 80:CALL &be80
80 CALL &bbff: FOR X=0 TO 15:INK X,0:NEXT: BORDER X,0:RETURN
90 DATA 21,d7,be,34,06,07,11,00,05,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be,21,00,c0,22,87,be,cd,80,be,cd,37,bd,f3
100 DATA 21,00,c0,11,00,a5,01,00,0d,ed,b0,18,16,21,00,d0,11,00,05,01,00,11,ed,b0,21,00,e8,11,00,a9,01,00,08,ed,b0,2a,17,bd,7c
110 DATA e6,3f,67,22,ca,59,c3,12,1a,2f,4e,4f,53,46,45,52,00

```

NEWSLETTERS

FREE - if I've got a SSAE to hand when they're ready. Otherwise 50p + SSAE. Back-issues, a SUMMARY OF 1986 NEWS (1 to 7) in 10 pages without waffle, £1.75. Others 50p. each. This means if you're a new "meddler" and really want the "old tat" back to year dot, full of goodies, it'll cost you £1.75 +£1.50 for issues 8,9 & 10. Call it £3.00. They are invaluable if you've a fair quantity of old tape games. You get a MASTERY listing if you ask for it.

SUGGESTED PROPER READING !

You really must get going with WACCI - as mentioned in NEWS 10. Jolly good stuff - and a proper read, to say nothing of oodles of "cheapie" and excellent home-brewed utilities. PD stuff like NEWSWEEP too ! Address at end of NEWS.

The Gorgeous Girls of Wigan celebrate their first anniversary, [If I was only three weeks younger !] the red-head PAT and undisclosed virtues of SANDRA make their presence felt in ADVENTURE PROBE and ADVENTURE CONTACT. A quid to each brings a sample copy - grand stuff for troll and goblin hunters.

I have absolutely no comment about the two-faced policies of CWA and ACU - who will each accept my money to advertise products that they find too outrageous to review or allow to be sold at their various shows ! Seems to me that a sugar coated policy is allowed only financially beneficial interpretation. AA on the other hand do seem to be independent - and that would've been said whether the DOO DAH review was good, bad or indifferent. More power to independence - BONZO declares UDI !

MEDDLERS WANTED

Stewart in Scotland and Daniel in Cornwall were mentioned in a previous NEWS. They will be delighted to hear from local or semi-local meddlers. Being as I know the number of Scot meddlers - Stewart should have had a massive response - get writing ! Two heads are better than one - although I suspect from many humorous letters from Stewart that he already has two heads !

BONZO ON ROM ?

Rodney Tipping is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SA8 telling him your needs, all will be revealed.

CURSED BE THE CITY

I'll agree with that - don't go much on any of them. Ullapool or Rochdale - now that's different. It's the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 on disc. It's from INCANTATION - it is an excellent diversion from the "heavy" stuff and available from S. Johnston. If you want some "heavy" stuff then you can get BONZO DOO DAH from NEMESIS, £11.50 on disc - it's good, they tell me !

THE ADDRESSES THAT MATTER - APART FROM &BCCE

Neil MacDougall
130 Robin Way
Chipping Sodbury
BRISTOL BS17 6JS

CBTC
S. Johnston
3 Halyard Terrace
AUCHTERTOOL, FIFE. KY2 5XR

Rodney Tipping
65 New Road
HORNSEA
NORTH HUMBERSIDE HU18 1PH

ADVENTURE CONTACT
13 Hollington Way
WIGAN
WN3 6LS

ADVENTURE PROBE
78 Merton Road
WIGAN
WN3 6AT

HACCI
75 Greenfields Drive
HILLINGDON
OXBRIDGE
MIDDLESEX UB8 3QN

Daniel Gibbs
8 Church Street
CARHARRACK
REDRUTH. CORNWALL

Stewart Russell
140 Capelrig Road
NEWTON HEARNS
GLASGOW G77 6LA

FINALLY.

Having stretched this out because six pages are the same as five, the next NEWS will be just one side of a page to make up for the excesses of this one. Whether I find room to put the ELITE "BIG BUST" on or not is another matter ! I would've put it in this issue - the problem was that I couldn't think of an appropriate name - even DOLLY PARTON seems inadequate. Such inadequacies should of course be MANDATORY !

The quest and "competition" for a name and function of the next BONZO utility remains undecided. Lots of suggestions, mostly printable, for what it should be. but not too much to inspire the name. The dubious "reward" of a mint GOLD COLLECTION II tape - all BONZO to disc, remains un-awarded ! It'll go to the best NAME for the next utility - winner (?) will be named in NEWS 12. I have not yet decided on which aspect to deal with, but whatever it is will be ready in NOVEMBER ! Start saving your pennies now !

Paul McCulla writes, " I have learnt how to use BONZO SUPER MEDDLER and the success rate is breath-taking !" - which I thought was rather nice. More interestingly he says;

" CUTEDISC can be used to salvage "deleted" disc files. If a disc is wiped (or just one file), LOAD CUTEDISC [NB. NOT RUN] and then insert the disc to be salvaged. TYPE as a direct command POKE &a701,229 which should take you to the area where "deleted" files are hidden. NOW RUN CUTEDISC - simply type RUN [ENTER]. Information regarding start, length etc. will be found in the usual way. Break out of CUTEDISC to basic and load the file to be recovered using the information from Cutedisc. Now save the file back to disc AFTER typing !USER,0. For basic only programs there is no need to use Cutedisc."

I've not tried it [why not - bone idle !], but I don't doubt it - although the POKE will possibly make it machine-specific. On the other hand it shouldn't, 'cos it's the AMSDOS buffer area - and ROM 7 is the same on all machines.

Ingenious is young Paul !

Mere mortals with more money than sense use DOO DAH, EDIT DIRECTORY, CLR, "U", CLR, CLR, "U", CLR, CLR, U etc. until all files are unerased to Directory, User 0, Read/Write files. "Y" to "WRITE REVISED DIRECTORY" -done.

Keith Payne, having sold his AMSTRAD to solve a temporary potential financial crisis, re-acquired some funds and a much missed computer was restored to the home in the shape of a DAKTARI STFM, plus a printer and decent monitor ! Being the sound chap that he is he wrote and asked if we were "dabbling" in DAKTARI software yet. I replied in the manner that you might expect [NO , I'm damn well not - can't afford expensive things like that !] and sent him a "LAPSED MEDDLER'S REVIVAL PACK". Now, this is the bit you won't believe, I have just received a letter and an order for a DOO DAH from Keith !

" made for a lot of interesting bedtime reading and made the withdrawal symptoms even worse, so much so in fact that seeing brand new 6128's in DIXONS at bargain . . . £199 . . . prices was the last straw."

As he continued to say, he is now a "double agent" - but that is better than a "defector". There's none so strange as folks, and in my experience there's few so loyal as "meddlers" !

The next NEWS will probably be an end of JUNE affair [I won't re-phrase that as JUNE and I fell out in 1956] - and will likely be somewhat shorter than this Summer brings a downturn, but it didn't last year. I depend on you for it's content - if you know something - then DO TELL. Sorry about the "waffle" to fill up the page - regards, Colin. **NEMESIS**

Hello again, short economy lead-in 'cos we've bags of stuff for you. So much so that I have to apologise to Derek Price and Steve Basford and others for holding their contributions over until next time. We've got news of HACK PACK, a "pukka" newsletter from Neil Mac. for BANKRAIDERS, a "meddlers" only pokey routine for THRUST 2, a TINA SMALL and a host of other news. Spot the economy changes; instead of repeatedly listing OPTION 2/3 and RANDAM/X transfers the NEWS will now just carry the most recent notifications. The number in brackets after the heading indicates the total of confirmed transfers as on the current 400+ list before the new reports.

The main source of general interest will be that the BLACK BOX DEFEAT code has just emerged on HOWARD THE DUCK [tape] and BALLBREAKER [disc]. If you've a ROMANTIC ROBOT MULTIFACE II [presumably the others too] you will find they won't run with your box connected. Not a serious problem for "meddlers" as they are only stopgaps anyway, but I do know how it is done and how to fix it. Not a subject for this newsletter, but I have passed the info to SUGAR-CUBE and will be watching how it develops overall.

Who won the prize GOLD COLLECTION ? It was Keith Jones of Barton-on-Humber, for reasons that you might expect of me ! His suggestions of BONZO SIT and BONZO WALKERS were as wildly fanciful as any - AND had the added distinction that IF I can come up with a program that even remotely connects with the name it will have to be a winner ! All the THINGIES and WOTSITS have been used before - judges decision is final. Who's gonna find a really closely connected program to match one of the names ? The very same who'll cop a mint BSM+HACK PACK. In case you're wondering HACK PACK was my choice, as is BONZO BLITZ for the next utility - the end of the year job.

This news is very tightly packed, as a result squinting or reading it twice will yield the best results. On with the saga:

COMPILATIONS

Following last issues notes some clarifications have been reported:

STAR GAMES 1 - BARRYMAC BOXING & FRACTULUS are still OPTION 3.

FIVE STAR GAMES 2- ALIEN HIGHWAY is OPTION ONE [That'll save me some specials !]

FOUR GREAT GAMES - GROUND ZERO [OPTION 2], INTERNAT.RUGBY [RANDAMX-AN], PAWS [OPTION 1], EUROPEAN GAMES [NO GO - YET]

OPTION 1 [226] STANDARD TRANSFERS. A few "new" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

ROCKRAID, HUNTER KILLER*, DEACTIVATORS, TERMINUS, SPY V.SPY II [Island Vsn.], ATOM SMASHER, SOLAR COASTER, BARRIER REEF, DUNGONS AMS.&ALCS, TANK COMMANDER[N], W.A.R., TOP SECRET, MOUNTAINS OF KET, SHARPE'S DEEDS, BLACK FOUNTAIN 1 & 2, SCOOT STEPS OUT*, PAWS*, CHALLENGE OF THE GOBOTS, ALPINE GAMES, HYDROPOOL*, ANIMATED STRIP POKER*, STARWRECK, LIFE TERM. BUBBLER [use last file only], PRINTER PAC II(PRIDE), LASER BASIC, TOOLKIT(BEEBUG), COLOSSUS CHESS, THINK (SOME VERSIONS RANDAM),REBELSTAR, HOROSCOPE (Hisoft).

ANDY TODD and several others give strong recommendation for CHALLENGE OF THE GOBOTS - which I hope will make up for the irresponsible review given by PCW ! A great deal of thought has obviously gone into it - and much pleasure has been derived already.

JUNGLE JANE, unbelievably a 464 only game - does appear to work on 6128 if you load "JANE.464",RENUMBER, then RUN 20.

Don Shore reports that although ANIM.STRIP POKER is really a 464 only game, if the first file is skipped and the rest transferred OPTION 1 to disc it will then run on a 6128 with slight screen corruption !

HUNTER KILLER should be transferred RELOCATION OFF, and the UDG files loaded 1284 bytes lower - modify the loader.

Alastair Scott, he who does some useful routines in POP.COMP.WEEKLY, fixed the loader for REBELSTAR & THE URBAN SPACEMAN fixed SCOOT & PAWS. The mini-minded author of the HYDROPOOL loading method has a tape file called DISC ! MAH ! It did exactly what seasoned "meddlers" knew it would. The DISC file actually tried quite a few ways of PREVENTING it running from disc. Several of you cleverly skipped the DISC file - and sent your new loaders, many thanks !! Don't be peeved that I'm not using it, but I thought it'd be interesting to print one that uses the DISC file and thus includes the loading screen.

REBELSTAR

10 CALL &bbff: CALL &bb4e
20 OPENOUT"D":MEMORY 699
30 LOAD"1REB.BIN",700
40 LOAD"2REB.BIN",35710
50 CALL 700: GOTO 50

SCOUT STEPS OUT

MAKE CHANGES IN "INTRO.BAS" as follows:
60 LOAD "CODE1"
80 LOAD "CODE2"
110 RUN "MAIN"
CHANGE/ADD THE FOLLOWING TO ENABLE READING SCREENS
200...LOCATE 14,25:PEN 2: PRINT"PRESS ANY KEY":
205 WHILE INKEY\$="" :WEND
230 ...LOCATE 14,25:PRINT" " 13 spaces
305 LOCATE 14,25:PEN 1: PRINT"PRESS ANY KEY"
308 WHILE INKEY\$="" :WEND

PAWS-ALLOW RELOCATE

PAWS.BAS change these lines
70 LOAD "PAWS1.BIN",&c000
80 RUN"PAWS2.BAS"
... RENAME P.BAK to PAWS1.BIN
... ERASE P.BAS
... RENAME P.BIN to PAWS3.BIN
WRITE "PAWS2.BAS" FILE -
10 OPENOUT"D":MEMORY 4200:
CLOSEOUT
20 LOAD"PAWS3.BIN",4201:
CALL 42701

HYDROFOOL

1 REM: HYDROFOOL FIX
10 OPENOUT"d":MEMORY 1999:CLOSROUT
20 FOR x=100 TO 114:READ a\$:POKE x,VAL("&"+a\$):NEXT
30 LOAD"DISC":POKE &80f,201:CALL &7e0:LOAD"hf1",&136f:GOSUB 50:LOAD"hf2",&c000:CALL 100
40 DATA f3,21,00,c0,11,34,71,01,50,3a,ed,b0,c3,34,71
50 FOR x=0 TO 15:INK x,0:NEXT: BORDER 0: RETURN

OPTION 2 [49] HEADERLESS FILES.

More useful news in. "*" indicates MASTERY used.

BARBARIAN, SABOTEUR II, DEEP STRIKE, GROUND ZERO, HYPERBOWL [NEW ISSUE]*

A couple of "economy concious meddlers" report that on MASTERY transfers most require only file C1 ! Rename it to something suitable and "RUN" it. The other files won't be needed - but check it first ! GROUND ZERO - a perfect loader according to instructions. BARBARIAN - Palace software have "treated" us again. All four parts go with the same loader as used for CAULDRON II and ANTIRIAD. DEEP STRIKE is "juggled", and I gather that SABOTEURII is exactly as you would sort out.

For CAULDRON the four parts can mean using 4 sides of a disc ! HOWEVER, line 35 in the loader is for BARBARIAN only, and enables you to have renamed the A1-J1 files to A2 etc. for the second game, A3... for the third and so on. The digit in brackets will be the one to match, and BACK1 can of course be altered anyway. A little careful thought will sort it out for you.

DEEPSTRIKE.... the "trickery" here involves writing a short loader to a spare tape. Use OPTION 1 to transfer the DEEP STRIKE loader ONLY to disc and remove the tape, DON'T wind it back. Put your "spare" tape into player and RUN OPTION 2 to pick up your "new" loader, then swap to the DEEP STRIKK tape. Everything will continue as though nothing odd had happened with files being written to your destination disk. All you need to do now is to modify the DEEP STRIKE loader that you got with OPTION 1 to read as indicated.

BARBARIAN and ANTIRIAD and CAULDRONII

```
10 REM BARBARIAN OPTION 2 LOADER
20 OPENOUT"D":MEMORY &1fff:CLOCKOUT
30 LOAD"BACK1" : REM or FILENAME
35 POKE &267,ASC("2") : REM ONLY FOR BARBARIAN 2,3,4
40 POKE &2001,250:POKE &2002,0:POKE &2024,&18:POKE &2025,1:
   POKE &203b,&2c:POKE &203c,1:POKE &2030,0:POKE &2031,0:POKE &2032,0
50 FOR X=320 TO 333:READ A$:POKE X,VAL("&"+A$):NEXT:CALL 320
60 DATA 21,18,20,11,fa,00,01,37,00,ed,b0,c3,00,20
```

GROUND ZERO

```
10 MEMORY &9cee
20 LOAD "BACK1.BIN"
30 POKE &bcc8,&c9:POKE &bc6e,&c9
40 CALL &9cef
```

DEEP STRIKE - Writes TAPE file.

```
10 REM: WRITE DUMMY TAPE FILE
20 REM: RUN OPTION AGAINST DUMMY
30 REM: TRANSFER DEEPSTRIKE TAPE WHEN LOADED-SET PAST BASIC LOADER
70 FOR i=0 TO 13:READ a:POKE i,&be80,a:NEXT i
80 DATA &21,0,&86,&11,100,0,&3e,&16,&cd,&a1,&bc,&c3,00,&86
90 ;TAPE: SAVE"! ,b,&be80,16,&be80
```

DEEP STRIKE THIS IS THE MODIFIED LOADER

```
15 MODE 1:PRINT" PRESS 'T' TO TERMINATE GAME AND RETURN TO MAIN MENU"
30 BORDER 0:INK 0,18:INK 1,26:INK 2,6:INK 3,2
40 OUT &bc00,1:OUT &bd00,32
50 OUT &bc00,2:OUT &bd00,42
60 OUT &bc00,6:OUT &bd00,24
70 LOAD"BACK1":CALL &be80
```

OPTION 3 [47] FLASHLOADERS.

GRAND PRIX SIMULATOR, the only "new" one and needs a loader to sort the colours out - rename FLASH to GPS.BIN.

GRAND PRIX SIMULATOR

```
5 REM:OPTION 3 COLOUR SORT OUT GPSIMULATOR
6 REM: RENAME FLASH FILE - GPS.BIN
10 CALL &bbff:MODE 0:BORDER 0:FOR X=0 TO 15:READ A:INK X,A:NEXT
20 FOR X=&be80 TO &be98:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &be80
30 DATA 0,18,9,12,3,11,2,0,24,15,6,13,18,0,0,26
40 DATA 21,96,be,06,03,11,40,00,d5,cd,77,bc,e1,cd,83,bc,e5,cd,7a,bc,e1,e9,47,50,53
```

RAMDAM and RAMDAMX**RAMDAM [97]**

BALLCRAZY-AM, MARBLE MADNESS DLUXE & CONSTRUCTION SET-BN, GALLITRON-BN, PARABOLA-BN, PNEUMATIC HAMMER-BN. WRIGGLER (BLABY not RON ROB.) , MATCH POINT (PSION), CYRUSII CHESS.

Martin Appleton reports that ULTIMA RATIO produces 3 files - and fails to run ! Anyone with an answer ? Send me a tape ? Will it go HACK PACK I ask myself !

RAMDAMX [59]

REMEMBER - RAMDAMX is for programs commencing with a BINARY file !
 GUNSTAR-[92] and DOORS OF DOOM-BN are the only ones to add - as far as I have been advised.

THRUST2 RAMDAM - INFINITE THINGIES

Peter Millar got to work on this popular RAMDAMMED proggy [A-N + COL.POKES] and produced the following. Alterations are made to the 37K FILE - which Peter has named "1TRST". Open the tabs on your disc, write this progette, and run it :

```
10 OPENOUT"D":MEMORY &FFF:CLOSROUT
20 LOAD"1TRST",&1040
30 POKE &36bb,0: REM INF SHIELDS
40 POKE &37f0,0: REM INF TIMER
50 MEMORY &3000: SAVE"1TRST",B, &1040,&91c0
```

Just run THRUST2 in your usual way and eternity is probably yours.

Unexpanded 464/664 ?

All this chat about HACK PACK's extra bits for expanded machines, BANKRAID for the fortunate, ART STUDIO's that won't run on a 464 (expanded or not) are a bit niggling aren't they ? Neil Gore got carried away and souped his 464 up to a full 6128 spec. He got the 6128 ROM from **CPC LTD., 194-200 NORTH ROAD, PRESTON, LANCS, PR1 1YP. [Tel: 0772 555034]** for just £21.24+VAT & PP. The DKTRONICS RAM PACK (with free Silicon Disc) was £39.95 from ANSTRAD ACTION.

Swapping ROMS is no problem if "socketed", else you'll have bribe a TV Repairman or DIY if you are competent. All that remains then is to "filch" [I didn't suggest it] the CPH+ SYSTEM DISC and re-do all your RAMDAM transfers [with HACK PACK if you can stand another expense !]. Neil wanted to know where to get a copy of NEWSWEEP - from WACCI Magazine of course ! They keep a super selection of CPH PD and Homegrown stuff at amazingly low prices. You just have to subscribe ! See later.

BONZO's HACK PACK

What's our BONZO been up to now?

WHAT IS IT ?

HACK PACK gathers together all the attributes of the RAMDAM FILES, puts them into one simple to use form, and improves them. By ALL, I mean ALL !

Forget about RAMDAM or X, RUNNERA and B, forget about MODES and COLOURS, forget about not touching TAB whilst "screen counting" is taking place ! Screens will be less "garbaged" to begin, and if you have a 6128 [OR 464+RAMPACK] the OPTION is built in to COMPLETELY retain a "critical" screen such as THUNDERZONE [even on a standard 464 this screen is very useable]. No extra cost to MEMORY - just 50K in total - 67K where a 6128 user has CHOSEN to retain the screen state. And yes, they will run BIGBONZO using the same method advised for RAMDAM. BONUS ? Well it tests out perfectly on a large trial of known RAMDAMS - it won't miss anything - and it was found to deal perfectly with a version each of SORCERY, STRANGELOOP, HARVEY HEADBANGER, RUNESTONE, DAN DARE (compilation version), so far strangers to RAMDAM. On the "KEEP IT TIDY" scene it made clean ups to WILLOW PATTERN, DRAGONTORC, THUNDERZONE, HIVE, and BALL CRAZY - for 6128's and expanded machines the results are perfect. DON'T expect MIRACLES - I thought I had "pushed" RAMDAM as far as was possible, it definitely is now .

- 1) HACK PACK is supplied as one side of a disc - to which you make and test your transfers before shifting them to a "residents disc !". They are of course machine dependent [6128's run on any 6128 etc.].
- 2) HACK PACK will not burst into life whilst the TAPE MOTOR is ON (as far as ANSTRAD is concerned), this even applies to "counters" such as FIREBIRD type loaders. PLAYERS "counters" NEVER were subject to an abrupt transfer.
- 3) We have turned the peculiarity of the FIREBIRD "counter" to our advantage, holding TAB through a couple of number changes will inform HACK PACK to start dumping to disc the NEXT TIME THE MOTOR STOPS ! Provided the NEXT is also LAST - you can go for a walk !
- 4) In ALL other cases it is only needed to hold TAB whilst the motor stops - or you CAN choose to bend your finger for 10 minutes - OK ! IN A LARGE number of cases you can wait until the motor has stopped, and choose when to HIT TAB - my preference is to catch the program as it has just completed loading.

Neil S. has done another feline screen a la DOO DAA to flavour it, and I reckon any serious "meddler", whatever machine, will find it a valuable aid and replacement for RAM DAM. The BSM disc is now BSM+HACK PACK, a tape version now becomes impractical. I thought long and hard about how to supply to existing "meddlers" who had the TAPE BSM and came to the conclusion that those who keep up with the NEWSLETTERS should be able to buy the disc for the price of a "special" - £6.00; and that's the full disc with BSM (ALL the current files) one side, HACK PACK on the reverse. PUKKA inlay and label etc. The advertised "upgrade" will be £8.00. For those that have a genuine BSM DISC (with or without CLONE ARRANGER), I will upgrade and "pretty" your disc for £3.00 inclusive - if you have very recently acquired a BSM disc I will have already made some special arrangement for you.

I say it is a well worth while improvement, you'll have to judge that by my previous statements. What I must stress is that it is NOT a substitute for BANKRAID, nor will it improve the SPEEDLOCK quota [nothing will]. It is available NOW !

I luvtergoavanderianne'ackpackonbeanny.....

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID ! EVERYONE'S A WALLY*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*. THING ON DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, BLKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, BIGGLS, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, PRUD, SUPERMAN, TENTHFRAME , THAI BOXING, LEADERBOARD & TOURNAMENT LEADERBOARD. KRAKOUT, SARACEN, HEADOVER HEELS, LORDS OF MIDNIGHT, SCALEXTRIC, BMXSIMULATOR, DYNAMITE DAN II, 5TH AXIS, CYCIT, YIE AR KUNG FU II, AUFW MONTY, BRAINACHE, 2112AD, STRIKE, ARMY GAMES, ARKANOID, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN. MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], MARIO BROTHERS.

I have removed several from the list that HACK PACK can cope with, but they are still available if needed.

Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALEY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA;

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGLOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO (RAINBIRD). THE RIDOLON* REMBRANDT, KWIKFILE (MPS), TOOLKIT (BEEBUG), TOBRUK, STARSTRIKE II, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE. GAUNTLET, COMPUTER HITS 6, MARSPORT, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASIART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES. KORONI'S RIFT, SCRABBLE, AMSOFT CHESS. CDS BRIDGE, AUFW MONTY.

It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, these must rate as a "no go" along WITH with BIGGLS, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTION II. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS. LEADERBOARD, SUPERCYCLE, TOP GUN, PLAYERS PACK, BALLBLAZER, VERA CRUZ, BEACHHEAD II, DOONSDAY.

DOO DAH

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" RIDOLON, LIVINGSTONE, COSA NOSTRA. DURELL BIG FOUR, SUPERCYCLE, HIVE, LITTLE COMPUTER PEOPLE, KNIGHT GAMES, SHORT CIRCUIT, LEADERBOARD, SPITFIRE40, ARKANOID, ELITE 6 PAK, INFILTRATOR, KONAMI COIN OPS, TOPGUN.

Known "no go" are LORD OF RINGS, DOONSDAY, BALLBLAZER and SHAO LIN'S ROAD.

BANKRAID - THE 6128/464+RANPACK + a litte knowledge SUPER ROUTINE. Only available from Neil.

The first genuine article from NEIL - wrut in is own 'and. The more you tell him the more there'll be !

HELLO !

For those lucky few who have Bankraid, this small section hopes to cater for you. Unlike the rest of the newsletter, this area will have idle chat, useless info and other popular features ! So what have you been doing with yourself recently ? That sounds interesting, what was that game Bankraid transferred ? Yes folks, I would love to hear from anyone with details of Bankraid transfers : Got any ?

It had to come some time, so here it is. Bankraid 2 has been born. Cries of anger rage among you ! But don't worry, if you've got a copy of Bankraid and want version 2 then drop me a disc and return postage and allowing for the royal mail, it will get back to you by Christmas (just kidding!)

Bankraid 2 is much more flexible and uses only 8 bytes of normal ram. It is easier to use and requires fewer parameters. My alternative to the Big Bust is the Cage Rattler, and here it is for Bankraid 2 :- REVOLUTION Enter this program :-

```
10 c=0: FOR x=48000 TO 48080
```

```
20 READ a$:byte=VAL("&"*a$):POKE x,byte:c+c+byte
```

```
30 NEXT
```

```
40 IF c<>14191 THEN PRINT"Data Error":END
```

```
50 MODE 1:CALL 48000
```

```
60 DATA cd,37,bd,06,00,11,00,c0,cd,77,bc,eb,cd,83,bc,cd,7a,bc,3e,f7,32,e4,39,3e,c3,32,30,00,21,25,80,22
```

```
70 DATA 31,00,c3,af,39,f3,21,40,00,11,00,bb,01,f3,02,3e,8d,cd,67,80,21,4a,bb,11,4a,bb,01,a9,02,3e,a6,cd
```

```
80 DATA 67,80,21,00,a0,22,f1,bd,21,00,c0,22,69,bd,21,5c,80,11,00,a0,01,0b,00,ed,b0,c3,7d,bd,01,c6,7f,ed
```

```
90 DATA 49,c3,00,40,c3,9a,04,32,80,80,3a,80,80,ae,77,ed,a0,3a,80,80,c6,0a,cb,ff,32,80,80,78,b1,20,eb,c9
```

Insert your humble Revolution tape into the large hole marked "Tape". Run the above program and just press play. Once the machine has reset run the file DUMMY (directly or via the menu). Use a filename of REVL and set mode to 1. Now run SWAG2 (either directly or from the Bankraid 2 menu). After all the files have been saved, you must run the file ALTER (again either directly or via the menu). Load the file REVL and change the EXECUTION BYTES to &c3 , &9a, &04 . Just press enter for the others. Resave this file and RESET the machine. Use RUN "REVL" to run revolution.

Known transfers for Bankraid 2 are :- (* indicates via a cage rattler)

Equinox, Stainless Steel, Thing On A Spring, Bounder, 3 Weeks In Paradise, Everyone's A Wally, Dummy Run, TLL*, Revolution* Starstrike 2*, Get Dexter*

Two to get you going are :- BOUNDER MODE 1 PATCH &80eb LOCATE &0030

TRAILBLAZER MODE 1 PATCH &2082 LOCATE &0030

Thanks to Alaister Scott [now known as "Ubiquitous", Col.] for this information.

Looks like I've used up too much space as it is, any problems? Any discoveries [ANY WHAT? C.]? Let me know . See you soon - with another cage rattler? Who knows? Who cares? Idle chat must be catching !! Au revoir as they say.

Neil MacDougall

A BIG "BIG BUST" - TINA SMALL - So says Mike Perrey, don't understand it myself !

This is for VERSION 3/86 as displayed on loading. Write the first prog. and save it - run the Elite tape until the screen is displayed, and stop and RESET machine immediately. Leave tape in player and RUN the first program. It is advised that when the tape stops to transfer to disc that you pause (or release "play" button) until a second or so after you hear it click on again. This helps prevent read errors. When you've got 0/1/2ELITE on tape, typing, saving and running the second largish program should do the trick. Saved to tape. If you want to exchange hints on ELITE then HARRY is your man - contact through me.

1REM: FIREBIRD ELITE VERSION 3/86 - STOP TAPE WHEN SCREEN UP -THEN RUN THIS FOR 0/1/2ELITE FILES

10 FOR x=&be80 TO &bec6:READ a\$:y=VAL("&"+a\$):POKE x,y:cs=cs+y:NEXT

20 IF cs=7718 THEN CALL &be80 ELSE PRINT"data error !":END

100 DATA 21,40,00,11,a0,9c,d5,e5,3e,16,cd,a1,bc,21,c0,be,34,06,06,d1,d5,cd,8c,bc,e1,d1

200 DATA 01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,a5,be,21,00,30,22,84,be,cd,80,be

300 DATA 21,00,1a,22,84,be,cd,80,be,c3,00,00,2f,45,4c,49,54,45,0f

10 REM: RUNS 0/1/2ELITE

20 MEMORY &9d1d:RESTORE 140:FOR X=&9d1e TO &9f12:READ A\$:Y=VAL("&"+A\$):CM=CM+Y:POKE X,Y:NEXT: IF CM<>64416 THEN PRINT"ERROR IN MAIN DATA !":END

30 CALL &bbff:GOSUB 50:IF CS<>18390 THEN PRINT"DATA ERROR !":STOP

40 BORDER 13:FOR x=0 TO 15:INK x,13:NEXT:CALL &be80

50 RESTORE 60:FOR X=&be80 TO &bf37:READ A\$:Y=VAL("&"+A\$):POKE X,Y:CS=CS+Y:NEXT:RETURN

60 DATA 21,ff,b0,11,80,ab,0e,07,cd,ce,bc,21,21,bf,34,06,06,11,40,00,d5,cd,77,bc,e1,cd

70 DATA 83,bc,cd,7a,bc,00,3e,c9,32,9f,be,21,00,c0,22,92,be,cd,8b,be,21,00,e5,11,00,a0

80 DATA 01,00,0b,ed,b0,21,00,e6,22,92,be,cd,8b,be,cd,37,bd,11,27,bf,cd,25,bd,f3,21,da

90 DATA be,11,80,e5,01,50,00,ed,b0,c3,80,e5,31,7e,e5,21,00,c0,11,00,af,01,00,25,ed,b0

100 DATA 11,00,d4,21,00,a0,01,00,0b,ed,b0,01,01,bc,ed,49,01,20,bd,ed,49,01,02,bc,ed,49

110 DATA 01,2a,bd,ed,49,01,06,bc,ed,49,01,18,bd,ed,49,01,07,bc,ed,49,01,1d,bd,ed,49,31

120 DATA 00,e0,c3,80,00,2f,45,4c,49,54,45,14,1b,12,14,0c,0b,14,15,0d,06,1e,1f,07,12,19,04,17

130 REM: MAIN DATA

140 DATA ed,73,10,9f,e5,21,12,9f,36,00,21,10,27,22,0e,9f,e1,cd,51,9d,f5,21,b8,9e,e5,cd

150 DATA e7,9d,e1,dc,93,9e,d1,f5,01,82,f7,ed,49,01,10,f6,ed,49,00,7a,cd,7e,9d,f1,c9,32

160 DATA e5,9e,1b,1c,e5,d5,d1,dd,e1,cd,78,9d,f3,01,0e,f4,ed,49,01,d0,f6,ed,49,0e,10,ed

170 DATA 49,01,92,f7,ed,49,01,58,f6,ed,49,c9,3e,10,18,02,3e,ef,c5,06,f6,ed,48,04,e6,10,3e,00,28,01,3c,ed,79,37

180 DATA 28,0c,79,e6,10,c5,01,c8,00,37,cc,9f,9d,c1,79,c1,c9,c5,e5,cd,b6,9d,3e,42,cd,bf

190 DATA 9d,e1,c1,20,07,0b,78,b1,20,ed,37,c9,af,c9,01,82,06,0b,78,b1,20,fb,c9,f5,3a,e7

200 DATA 9e,e6,a0,4f,f1,21,e6,9e,cd,cf,9d,a6,c9,d5,f5,e6,f8,0f,0f,0f,5f,16,00,19,f1,e5

210 DATA 21,e5,1c,e6,07,5f,19,7e,e1,d1,c9,cd,f0,9e,d5,cd,f4,9d,d1,d8,b7,c8,18,f3,2e,55

220 DATA cd,35,9e,d0,11,00,00,62,cd,35,9e,d0,eb,06,00,09,eb,25,20,f4,61,79,92,4f,9f,47

230 DATA eb,09,eb,cd,35,9e,d0,7a,cb,3f,cb,3f,8a,94

240 DATA 38,ea,91,38,e7,7a,1f,8a,67,22,e8,9e,cd,60,9e,d0,21,e5,9e,ae,c0,37,c9,06,f4,ed

250 DATA 78,e6,04,c8,ed,5f,c6,03,0f,0f,e6,1f,4f,06,f5,79,c6,02,4f,38,0e,ed,78,ad,e6,80

260 DATA 20,f3,af,ed,4f,cb,0d,37,c9,af,ed,4f,3c,c9,d5,1e,08,2a,e8,9e,cd,3c,9e,dc,45,9e

270 DATA 30,0d,7c,91,9f,cb,12,cd,7d,9e,1d,20,ea,7a,37,d1,c9,2a,ea,9e,ac,f2,8d,9e,7c,ee,08,67,7d,ee,10,6f,37,ed

280 DATA 6a,22,ea,9e,c9,7a,b7,28,0d,e5,d5,1e,00,cd,a4,9e,d1,e1,d0,15,20,f3,01,ff,ff,ed

290 DATA 43,ea,9e,16,01,e9,2a,ea,9e,7d,2f,5f,7c,2f,57,c9,cd,60,9e,d0,dd,77,00,dd,23,15

300 DATA 1d,20,f3,18,00,15,28,06,cd,60,9e,d0,18,f7,cd,ae,9e,cd,60,9e,d0,aa,20,07,cd,60

310 DATA 9e,d0,ab,37,c8,3e,02,b7,c9,16,00,00,00,00,00,00,06,53,00,f5,e5,2a,0e,9f,2b

320 DATA 22,0e,9f,7c,b5,20,0e,cd,7c,9d,3e,01,32,12,9f,a7,ed,7b,10,9f,c9,e1,f1,c9,10,27,fe,df,00

In fact Harry is quite the expert on this - if you've an old "bugged" version of ELITE he can very likely sort that out too ! It's just this damned planet that is about to blow, and being out of fuel and not being able to buy any

MEDDLERS WANTED

Stewart in Scotland has several pens, and would like even more contacts. As Stewart has some rather "tasty" mods to use with DOO DAH, [which I am not going to print !] I fancy he may get rather busy. He's even got a "patch" to run some of the "no goes" under BIGBONZY; to say nowt of some very useful RSX'S !

Richard Carlyon, who has a penchant for ripping apart loading systems would undoubtedly love to hear from anyone with a similar fascination ! Or anyone keen on "busting" the more awkward proggies - rather than relying on specials !

BONZO ON ROM ?

Rodney Tipping is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAR telling him your needs, all will be revealed.

CURSED BE THE CITY

Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. It's from INCANTATION - it is an excellent diversion from the "heavy" stuff and available from S. Johnston.

WADAMIGONNAREADNOW?

ADVENTURE CONTACT Some sad news for adventurers is that Pat W. has decided to discontinue this publication. I know that she wasn't doing it for a profit - just for the sheer joy. Unfortunately joy fades when you find losses are incurred - and Pat rightly decided to end it at a point where none of the subscribers would lose financially. Well done for that, and I know that many contacts have been made, and many problems solved during CONTACT's lifetime.

ADVENTURE PROBE With it's potentially greater readership will continue to function with Saucy Sandra in charge. One of the few remaining worthwhile adventure specialists mags. this will warrant your support if you are Troll & Goblin inclined. A £1 note, PO, COIN or Cheque will bring the latest and all the info to you.

WACCI Those that sent their enquiry to WACCI were well pleased, I fancy that 50p. plus a LARGE [A4] envelope to the address listed mentioning DEPT. BZ will get details AND an introductory mag. Do it now and you'll have it for the rainy season !

SUGAR-CUBE ? Remember SNAUG MAGAZINE, previously mentioned and recommended ? Well, Steve Brokenshire has spread his wings, and his PAGEMAKER [NO ! I said PaGemaker] and changed the name to SUGAR-CUBE, The Official Magazine of the Unofficial Amstrad User Club ! Just seen Issue One, bigger, better, prettier, competitions, reviews, CPM tutorial, programs and some useful PRICE OF MAGIC stuff. Try the same trick as with WACCI !

THE ADDRESSES THAT MATTER - APART FROM & BCCE

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FINALLY... AND the BAD, BAD NEWS

Just time to tell you that the next NEWS [number > a=12.99999999: PRINT "BONZO NEWS";a], will be JULY/AUGUST. Back issues of NEWSLETTERS, 1-7 in summarised form £1.75, others 50p. each. Future issues - that is the BAD NEWS !

As you are probably aware the cost of producing these newsletters is not insignificant, and I have kept them as "free" - just the SSAE required for over a year now. However, all good things come to an end - the number of NEWSLETTERS sent each month has increased fivefold since November last. Pat's experience with Adventure Contact shows that even realistic charging can be loss making - so work it out for yourself ! I don't want a profit from it, but I am no longer prepared to absorb the ever increasing costs. From ISSUE 14 - the NEWSLETTER will be a modest 50p. per issue, PLUS your SSAE. If you have SSAE's lodged with me for beyond that point - don't worry, I will honour them ! If you feel that you are doing well as a result of your forethought - don't send me the cash, but drop it in a worthy collection box - that'll keep us both happy !

If you want to save a little and ensure continuity of your NEWSLETTERS, then I will be pleased to accept orders for 6 newsletters at a time [NOT MORE] for £3.00, and we will supply the envelope and stamp.

When I last considered this problem I decided to reduce the content of the "NEWS", I didn't do it - but the large number of you who then said they'd happily pay for each issue leads me to believe that no-one will be too upset ! I shall continue to devote much of my time to the NEWS, and remind you that I never have [nor ever will] make a charge for trying to help with individual enquiries. God, the gloom ! Cheer up - my Sunday Observer costs 50p. and that is FULL of bad news !

PLEASE continue sending me all YOUR news, even if I've already heard - the confirmations are VITAL in trying to keep the news as accurate and as up-to-date as possible ! I hope you all manage to find a "summer" for your holidays ! I was going to offer a prize for naming the day - but why make winning impossible ? What defeatist said "I came, I saw, I concurred" ? Have fun, SPERDLOCK explained next time.

Regards.... Colin.

NEMESIS

Lettering, Northants NN14 4DW

Here it is, the very late NEWS 12.999999, the last of the "freebie" issues. Yes, that's right ! If you ordered the six in advance they don't begin until No.14. We've been remarkable busy here, distributing HACK PACKS to all and sundry and the BBC SYMPHONY ORCHESTRA. Did you spot my cryptic remark about SPREDLOCKS in the last news ? All set to deceive - as I have been beavering away at what a more gushing air-raid warning company might call the ULTIMATE UNLOCKER. I've called it BONZO BLITZ - and it is damned expensive ! My promised "blow by puff" explanation of SPREDLOCKS follows later - isn't it a shame that the authors of such an anti-computer user routine can't apply their talents to something of benefit to us all ? A veritable barrow full of "bumph" from rain-powered "meddlers" has led to a NEWS with a difference. The great bulk of the contents are reserved for your own routines, cheats, cribs and pleas. Publish and be damned, I thought, but put all the addresses in where appropriate 'cos I can't check everything submitted. A word for Mike Penny [or is it Perry ?], who was the expert knocker analyser who came up with TINA SMALL (figuratively speaking) for last months BIG BUST. I got his name wrong, and fame is such that he will change his name by deed poll to PERRY [or is it PENNY ?] - sorry Mike ! It is Mike, isn't it ? ROMANTIC ROBOT - [Catalogued as "STERL COUPLINGS"] and the like, and the "black box defeat" programs as mentioned last month. Strictly not the province of this meddler, but a lot more have been noticed. However, they should worry us not as we still manage to dig up specials.

That's my bit of garbage, on to the real stuff. The figures after OPTION headings.. refer to the TOTAL number of transfers confirmed including the list that follows. In all cases where OPTION 1 and RANDAM/HACKPACK are reported the credit is given to OPTION 1. Thus figures for OPT 2/3/RANDAM-HACKPACK represent transfers that are exclusive to each OPTION.

COMPILATION NEWS

SPORTS PACK - BOTH BASKETBALL and BASEBALL are "no go" - and defeat "black boxes". FOOTBALL, strangely is OPTION ONE and defeats nothing !

ACTION REPLAY [Design Design], ALL THREE are OPTION ONE.

ALIEN HIGHWAY in a recent Compilation is OPTION ONE. Neil Gore's suitable one line loader follows:

```
10 MEMORY &9fff: LOAD"AH.BIN":POKE &bcc8,&c9:POKE &bc6e,&c9:CALL &a000
```

Recognise it ? Suitable memory and call address changes deals with a lot of OPTION 1 binary loaders. [See instructions OPT 2]

OPTION 1 [281] STANDARD TRANSFERS. A hefty lot of "new" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

RED SCORPION, YABBA DABBA DOO, LASER BASIC, MATHS MANIA, MARTIANOIDS, PYRAMYDYA, STARWRECK, SEAS OF BLOOD, SUPERPIPELINE II. SEPULCHRI, TOUCHDOWN USA, VERY BIG CAVE ADVENTURE*, WIZ BIZ, WONGS LOOPY LAUNDRY, JDC(C), AIRWOLF II (C), ALIEN HIGHWAY (C), BOWLING (C), BAT & BALL (C) - inspired title !, THE BELLS, BUSTERBLOCK, BETTER SPELLING (I know !), BIG SLEAZE, CUSTARD PIE FACTORY, CASTLE BLACKSTAR, CLASSIC ADVENTURE, COBIT, CRYSTAL THEFT, DARKWORLD, DEAD OR ALIVE, DAWNSLEY, EUROPEAN GAMES*, FRIDAY 13th., FREEDOM FIGHTER, GREMLINS, GREED GURIANOS, INTERNATIONAL CRICKET, HALL OF THINGS(C), PAPERBOY. STAR COMMANDO.

As Alister Fitzsimmons points out it is very often easier to RUN a main file rather than trying to work out a basic loader where the first file is binary. If the main file has an "EXEC" address not being 0 as revealed by OPTION 4 then simply RUN it !

Ken Laidlow points out that the ROBIN OF SHERWOOD transfer will "save games" to disc if the tape suppression pokes are used :-

```
10 MEMORY 24575: LOAD"BOOTER":POKE &bcc8,&c9: POKE &bc6e,&c9: CALL 24576 : REM LOADS ROBIN OF SHERWOOD- SAVED GAMES TO DISC.
```

EUROPEAN GAMES - PIP's Loader

5 REM: KURO GAMES LODER - P.I.P. APRIL 1987

```
10 MEMORY &1f34: LOAD"DISC.BIN",&1f40
```

```
20 FOR X: 0 TO 24:READ A$:POKE &1f35+X,VAL("&"+A$):NEXT:CALL &1f35
```

```
30 DATA 21,40,1f,11,40,00,01,f2,11,ed,b0,21,ff,ab,11,fc,a6,0e,07,cd,ce,bc,c3,e2,00
```

V. BIG CAVE ADV. - D.Cordner

```
5 MODE 0: BORDER 0
```

```
10 FOR F=0 TO 15:READ A:INK F,A:NEXT
```

```
20 RUN"CAVES1" [ OR CAVES2 ]
```

```
30 DATA 0,3,26,6,15,24,25,27,10,11,2,21,4,8,10,0
```

OPTION 2 [52] HEADERLESS FILES.

Useful news in.

BOULDERDASH III, JOHNNY REB II, QUESTOR, TOURNAMENT SNOOKER.

Except for JOHNNY REB II, the loaders are exactly as you will sort out following the instructions ! JOHNNY REB II is Keith Hankin's "fix" [great saving over HACKPACK/RANDAM version], which is a trick not unknown to many meddlers !

JOHNNY REB II Keith Hankin's OPTION 2 fix.

a) Skip past the loading screen, and transfer the file that follows ["A.BIN"] with OPTION 1.

b) Return to basic and put a spare tape in the deck, now use this "shortie" to lift the file from disc and save to tape with an EXEC address:

```
10 |disc: MEMORY &9fff: LOAD"A": |TAPB: SAVE"A",B,40960,20,40960
```

c) The master tape should be positioned just past the "A" file. Put the spare tape in deck,rewound and run BONZO OPTION 2. The short file should be picked up and dumped to disc as BACK1. Deftly switch tapes to the master tape, and OPTION 2 will continue reading from that (if it was correctly positioned) and dump the file "B1". The "loader" for BACK1 is exactly per instruction.

WARNING The "save to disc" option of JR II, re-formats the ENTIRE disc to a "funny" format.This is an undocumented "nasty" - so when playing it have a BLANK disc in the drive if you intend to save games.

[2]

RENAME MASTERX FILES - JASON'S "GOODIE"
 10 RENAME Program For MASTERX - Written By J. Brooks 1987
 20 CALL &BC02: BORDER 11: INK 0,11: INK 1,6: PEN 1: PAPER 0: MODE 1
 30 PRINT "Insert Disc with B1,C1,D1 Files": PRINT "And Press Any Key When Ready": CALL &BB18
 40 CLS: PRINT "Input New Filename upto 7 characters.": INPUT n\$
 50 IF LEN(n\$)>7 OR n\$="" THEN 40
 60 ;REN,"1"+n\$,"b1.bin":;REN,"2"+n\$,"c1.bin":;REN,"3"+n\$,"d1.bin":LOAD "runmast.bin"
 70 POKE &BBA0,LEN(n\$)+1:n\$="0"+n\$
 80 FOR i=1 TO LEN(n\$):POKE &BF0E+i,ASC(MID\$(n\$,i,1)):NEXT
 90 SAVE n\$,b,&BE90,&90,&BE90:MODE 1:CAT:NEW

OPTION 3 [48] FLASHLOADERS.

MISSION JUPITER, the only "new" one. If you tend to buy the expensive "!" second file games then see the BOMZO BLITZ bit !

RAMDAM, RAMDAMX or HACKPACK [134]

RAMDAM

PARK PATROL B-N, REALM A-M, DOORS OF DOOM.

RAMDAMX

HOBBIT (LATEST) BY, LEGIONS OF DEATH BM [NOT as previously reported].

HACK PACK WE EXPECT HACK PACK to cope with all previously listed RAMDAM transfers. Hence the accent is liable to be on HP transfers for future reports. Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY.

BUN FOR GOLD, MONSTERS MURDAC(LR), DAWNSLEY, STRIKE FORCE COBRA, ROCKETBALL (EX), DESTRUCTO ISLAND, JACK AND BEANSTALK, ULTIMA RATIO, VERA CRUZ, PALITRON (EX), STAR RANGER (EX), THINK, RAGING BEAST, AFTERSHOCK, SD SMOOKER, AMSKEY (!), SLOCK (!!), RADZOMB, GALLETROM.

Phil (THE DRUID !) reports VERA CRUZ - it is simply a matter of following game instructions to load part one - THEN the TAB key ! Do same for part two. When playing from disc and changing to part two you will need to "hard reset" and RUN "VERA2".

Layaqat says RAGING BEAST is dreadful ! HACKPACK under BIGBOMZO FORMAT ? Try this as a one liner all embracing loader;

10 LOAD "FILENAME": POKE 200,&31:POKE 201,0:POKE 202,&c0:POKE 203,&c3:POKE 204,&8e:POKE 205,&be:CALL 200

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box**, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID ! EVERYONE'S A WALLY*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*, THING ON DING*, ROCKY HORROR, STAINLESS STEEL*, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION, GALIVAN, EAGLES NEST, COP OUT, KNIGHT RIDER, BEACHHEAD 2, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY, HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FREUD, SUPERMAN, TENTHFRAME, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, SCALEXTRIC, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFOROID, AMERICA'S CUP [6128], ENDURO RACER, THING II, NIGHT GUNNER, MISSION GENOCIDE, HIJACK, CHAMPIONSHIP BASEBALL, HACKERII SPACEACE, BUMPSET STRIKE, RAMARAMA.

I have removed several from the list that BOMZO BLITZ can cope with, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. ** EVEN THE MAGIC BOX FAILS ON SOME !

BONZO CLONE ARRANGER

I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA; THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASHWORD, PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNTRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, ANSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM, ART STUDIO (RAINBIRD), THE IDOLON* REMBRANDT, KWIKFILE (MPS), TOOLKIT (BERBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWEZEVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPOUT, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASIART, MICRODRAW, FAITLIGHT, ANTIX (what was that ?) ACCOLADES, KORONI'S RIPT, SCRABBLE, AMSOFT CHESS, CDS BRIDGE, AUFW MONTY, GOOCH CRICKET, MOON CRESTA, EQUINOX, STAINLESS STEEL.

It is possible to manually crack the "cloned" disc of "self destruct" jobs [with a GOOD knowlege of MCode, the right "kit" and plenty of time !] but as far as BCA goes, these must rate as a "no go">BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII, K-COIN OP GAMES, LIVINGSTONE, COSA NOSTRA, TENSIONS, LEADERBOARD, SUPERCYCLE, TOP GUN, PLAYERS PACK, BALLBLAZER, VERA CRUZ, BEACHHEADII, DOOMSDAY, ARKANOID, TEMPEST.

DOO DAAH The DISC-DISC option of DOO-DAH is able to cope with all the BCA listed clones" can also deal with TRIVIAL PURSUITS, THE "new" KIDOLON, LIVINGSTONE, COSA NOSTRA, DURELL BIG FOUR, SUPERCYCLE, HIVE, LITTLE COMPUTER PEOPLE, KNIGHT GAMES, SHORT CIRCUIT, LEADERBOARD, SPITFIRE40, ARKAMOID, ELITE 6 PAK, INFILTRATOR, KONAMI COIN OPS, TOPGUN, IKARI WARRIORS, DRAGONS LAIR II, SILENT SERVICE.

Known "no go" are LORD OF RINGS, DOOMSDAY, BALLBLAZER, SHAO LIN'S ROAD, ENDURO RACER, TEMPEST, ZAP PAK.

WARNING Attempting to use BONZCOPY for files LONGER than 42,683 bytes can [consider it will !] cause nasty results. BSM OPTION 4 will give you the length if in doubt. *DISC protection systems are constantly changing on re-issues !

BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. Neil was "hustled" to write his second article for BANKRAID users, and duly obliged. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D [Rusks and Drinkies ?] then send him a disc and all will be revealed ! RETURN POSTAGE TOO PLEASE !

G'DAY.....

For all of you who dare to stay inside and miss the blindingly hot weather, here are a few Bankraid addressses.

1. Copout	Mode 1	Patch &202e	Locate &30
2. Trailblazer	Mode 1	Patch &2082	Locate &30
3. Jack the Whipper	Mode 1	Patch &a057	Locate &bf00
4. Rock And Wrestle	Mode 0	Patch &9f4a	Locate &30
5. Ghosthunters	Mode 1	Patch &a4fc	Locate &bf00

On to the CAGE RATTLER for this month, and no wedges given for guessing what it is !

>> TRIVIAL PURSUIT <<

This transfer was done on the GENUS edition, and still requires that the questions are loaded from cassette. The other editions should transfer in exactly the same way. Get a disc, run DUMMY and use name = TRIVIA and mode =2. Run INSTALL from bankraid disc Enter and run this program, with the cassette in the player.

```

5 ;TAPE:MEMORY &2FFF:LOAD "",&3300
10 FOR U=&30 TO &37:POKE &3379+(U-&30),PEEK(U):NEXT:OUT &7F00,&C6
20 RESTORE:FOR U=1 TO 9:READ A$:POKE VAL("&"+A$),&3F:NEXT
30 DATA 4003,4007,400B,400F,4013,4017,401B,4021,4029
40 OUT &7F00,&C0:FOR U=1 TO 9:READ A$,B$:POKE VAL("&"+A$),VAL("&"+B$):NEXT
50 DATA 330b,30,33ae,37,33af,c9,3367,cd,3369,20,3316,18,3317,1,335b,18,335c,03
60 FOR U=1 TO 7:READ A$:POKE VAL("&"+A$),0:NEXT
70 DATA 3368,3316,3317,3318,335D,335E,335F
90 FOR loop=&2000 TO &202F:READ s$:POKE loop,VAL("&"+s$):NEXT:CALL &2020
100 DATA 3E,BF,DD,BC,20,15,3E,FF,DD,BD,20,0F,E5,21,01,20
110 DATA 36,00,E1,DD,21,FE,FF,DD,71,00,C9,DD,71,00,C9,00
120 DATA 21,00,33,11,00,03,01,00,02,ED,B0,C3,00,03,00,00
Run SWAG2, using the same disc as before. Enter and run this, with your disc in the drive:-
10 MEMORY &7FFF:LOAD "TRIVIA",&8F00
20 POKE &8F22,&C3:POKE &8F23,&37:POKE &8F24,&8F
30 A$="TRIVIA.BIN":;ERA,@A$
40 SAVE "TRIVIA.BIN",B,&8F00,&F0,&8F00
50 A$="ATRIVIA.BIN":;ERA,@A$
60 FOR U=1 TO 3:READ A$,B$:A$=A$+".BIN":B$=B$+".BIN":;REN,@A$,@B$:NEXT:MODE 2:CAT:END
70 DATA ATRIVIA,BTRIVIA,BTRIVIA,CTRIVIA,CTRIVIA,DTRIVIA

```

Use RUN "TRIVIA" ! Too much space spoils the broth, so it looks like I must go now.

NEIL MC.

NEIL MacDOUGALL 130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS.

THE "BIG BUST" Supporters Club

First a "TWIGGY" for STORMBRINGER from Jason. Got lots for this from many meddlers - but Jason's was the one to hand !

STORMBRINGER by JASON

```

10 Tape - Disc Transfer For MASTERTRONICS STORMBRINGER - By Jason Brooks 1987
30 MEMORY 4999:;TAPE:LOAD"",&A000:;DISC:POKE &A013,&C9:POKE &A03E,&C9:POKE &A04C,&C9
40 CALL &A000:SAVE"stormb1",b,&1388,&1BD0,&1388:CALL &1388:OUT &FB7E,0:CALL &A016
50 SAVE"stormb2",b,&1388,&6CD6:FOR i=0 TO 4:INK i,0:NEXT:OUT &FB7E,0:CALL &A041
60 SAVE"stormb3",b,&C000,&3792:OUT &FB7E,0:CALL 5000

```

5 Loader For STORMBRINGER

```

10 MODE 1: BORDER 0: INK 0,0: INK 1,&1A: INK 2,&D: INK 3,&18: MEMORY &1387: LOAD"stormb1": CALL &1388
40 LOAD"stormb2": LOAD"stormb3": CALL &1388

```

The "bust" that follows is for BALLBREAKER, and by a regular contributor KEM LAIDLAW. I selected it as the main BIG BUST for this issue not because it is especially big, but for the methods employed. There are lots of "cleverciogs", myself included, who will readily heave to and say "What you ought to do is.....". The problem is that the tape loader corrupts AMSDOS. KEM used the very sound principle of using what he is sure of, plus a bit of "sideways" thinking to solve it. Much easier than getting involved with the "exotica" of resets and LDIR'S ! The other plus is that ANYONE with a simple dis-assembler can learn a great deal from the small amount of code employed for maximum effect. Not only that, there are three ways to run it ! Just the main file [BBCODE] , via the first loader which gives the loading screen, or the second which has the infinite thingy touch ! Before anything else transfer the first file to disc using OPTION ONE - this is file "A". Rewind BALLBREAKER tape, and have a BLANK tape ready. Write this file (carefully) and run it with the rewound BALLBREAKER tape in the tape deck:

```

10 REM: TAPE/TAPE BALLBREAKER
20 CALL &BB4E:CALL &BBFF:MODE 1
30 BORDER 0:INK 0,0:INK 1,26:INK 2,20
40 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
50 PEN 2:LOCATE 15,13:PRINT"Is Loading".
60 MEMORY 29999
70 ;TAPE:SPEED WRITE 1:LOAD"a",30000
80 POKE &75C6,0:POKE &75C7,&BE
90 FOR n=&B000 TO &BE24
100 READ a$:POKE n,VAL("&"a$)
110 NEXT
120 CALL 30000
130 DATA cd,18,bb
140 DATA 06,06,21,1f,be,cd,8c,bc
150 DATA 21,40,00,11,00,a0,01,40
160 DATA 00,3e,02,cd,98,bc,cd,8f
170 DATA bc,c3,40,00,42,42,43,4f
180 DATA 44,4f

```

When this has done it's work put your blank tape in deck, press PLAY & RECORD - then any key and the main file will load to tape. Clear your machine, on-off, and rewind tape. Use OPTION ONE to transfer it to disc. This file will run on it's own for BALLBREAKER. But as you already have file "A" on disc , this short loader will give you the screen as well:

```

10 REM BALLBREAKER DISC LOADER
20 CALL &BB4E:CALL &BBFF:MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,20
30 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
40 PEN 2:LOCATE 15,13:PRINT"Is Loading"
50 MEMORY 29999:LOAD"a",30000:POKE &7568,&C9:CALL 30000:RUN"BBCODE"

```

Just to go one better, this loader will give you the screen AND infinite lives and missiles !

```

10 REM BALLBREAKER DISC LOADER
20 REM: INFINITE LIVES/MISSILES
30 CALL &BB4E:CALL &BBFF:MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,20
40 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
50 PEN 2:LOCATE 15,13:PRINT"Is Loading"
60 MEMORY 29999:LOAD"a",30000:POKE &7568,&C9:CALL 30000
70 FOR n=&B000 TO &BE26:READ a$:POKE n,VAL("&"a$):NEXT:CALL &BE00
80 DATA 06,06,21,21,be,cd,77,bc,21,40,00,cd,83,bc,cd,7a
90 DATA bc,75,97,6f,65,32,bd,1e,22,d6,28,22,e1,28,c3,40
100 DATA 00,42,42,43,4f,44,45

```

JOTTINGS

We have a meddler who is very anxious to obtain a copy of OLD SCORES by GLOBAL SOFTWARE [believed to be extinct !] any ideas ? The entry code for part two of GAMROVER is 10218, for ARMY MOVES it is 15372.

THE SPELLBOUND SAGA A number of different loaders issued for this game !

The answer to all of them seems to be to use STEWART's economy loader. Transfer with OPTION 1, RELOC. OFF, and delete all except the large ASCII file - ensure that it is named SPELLBOU.BAS and use this to run it ;

```

10 REM: SPELLBOU.BAS LOADER by SCR [ EDIBLE COMPUTERS ]
20 FOR S=&be00 TO &be28:READ A$:POKE S,VAL("&"A$):NEXT:CALL &be00
30 DATA 08,08,21,21,be,11,00,0b,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21
40 DATA 1d,a6,11,1d,a7,01,1d,9b,ed,b8,c3,03,0c,73,70,65,6c,6c,62,6f,75

```

INFINITE WOTSITS and ETERNAL THINGIES

First a cosy little cheat for NEMESIS, the files exactly as transferred by BSM. Routine by HARRY of ELITE fame.

```

5 REM: NEVERENDING NEMESIS BY HARRY.
10 ENT -1,1,9,1:ENT -3,2,-6,1,2,6,1:ENT -5,1,-2,1:ENV 1,2,-1,2:ENV 3,2,3,1,3,2,1
20 ENV 5,2,-1,1:ENV 7,10,-1,5,30,0,1,10,1,10:ENT -7,2,-1,1,2,1,1,5,0,2:ENV 8,2,2,2,5,-1,2,1,-7,5:ENT -8,5,0,1,2,-1,1,2,1,1
30 MODE 1: BORDER 0: FOR t=0 TO 3: READ a: INK t, a: NEXT t: DATA 0,9,11,23
40 LOAD"!nemesis",49152:OPENOUT"d":MEMORY 999:CLOSEOUT
50 LOAD"!nemcode",1000
60 MODE 0: PEN 15: FOR t=0 TO 15: READ a: INK t, a: NEXT t: DATA 0,1,2,3,6,7,8,9,11,12,13,15,16,18,24,26
70 FOR i=&BE00 TO &BE1B: READ a$: POKE i, VAL("&"+a$): NEXT i: CALL &BE00
80 DATA 21,26,02,01,b0,01,36,00,23,0b,78,b1,20,f8,21,00,00,22,a3,9b,7d,32,a5,9b,c3,c5,95,4a

```

A very comprehensive cheat for a very popular game. ZUB as transferred by MASTERX [OPTION 2 extra] has been given a good going over by Gerard. If this whets your whistle, then I'll let you know what Gerard has lined up for forthcoming NEWSLETTERS - MORE cheats for GHOSTHUNTERS, SPACE HARRIER, XCEL and CURSE OF SHERWOOD. I'll sort two out for next issue.

GERARD'S MULTI-CHEAT for ZUB

```

10 MODE 1 : REM ZUB CHEATS BY ***** GERARD TOON *****
20 ' This runs ZUB using b1,c1,d1, from MASTERX xfer
30 ' b1,c1 and d1 should be renamed ZUB1,ZUB2 and ZUB3
40 cs=0: FOR x=&BE90 TO &BF11: READ A$: p=VAL("&"+A$): cs=cs+p: POKE x,p: NEXT
50 IF cs<>&340E THEN PRINT"Data Error...Check Data":END
60 PRINT:PRINT
70 PRINT"          *****"
80 PRINT"          * ZUB *"
90 PRINT"          *****"
100 PRINT:PRINT
110 PRINT" Do you want eternal life ? (y/n)":PRINT
120 GOSUB 190: IF i$="Y" THEN POKE &BEFD,0
130 PRINT" Do you want aliens ? (y/n)":PRINT
140 GOSUB 190: IF i$="N" THEN POKE &BF02,&C9
150 PRINT" How many platforms (1 to 17)": INPUT i
160 IF i<1 OR i>17 THEN GOTO 150
170 POKE &BF07,(18-i):CALL &BE90
190 i$="": WHILE i$="": i$=INKEY$: WEND: i$=UPPER$(i$): RETURN
200 DATA 21,ff,ab,11,10,a4,0e,07,cd,ce,bc,21,11,bf,34,21,0e,bf,06,04
220 DATA 11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,21,10,40,3e,c9
240 DATA 77,32,b2,be,cd,00,40,21,40,00,22,a5,be,cd,9b,be,3e,10,01,00
260 DATA 00,3d,f5,c5,cd,32,bc,c1,f1,fe,00,20,f4,21,00,d0,22,a5,be,cd
280 DATA 9b,be,cd,37,bd,f3,21,00,d0,11,00,a0,01,00,11,ed,b0,21,00,e1
300 DATA 11,00,00,01,40,00,ed,b0,3e,3c,32,a2,43,3e,3e,32,75,45,3e,01
320 DATA 32,af,44,c3,00,9d,5a,55,42,30

```

WANT MORE? STEPHEN BASFORD an often "unsung" contributor to these pages has numerous pokes for "Specials" like ALIENS, KRAKOUT, HEADOVER HEELS etc. plus some for MASTERX transfers. A SAE to Steve at 139 Wistaston Rd., CREWE, CHESHIRE CW2 7RH.

MEDDLERS WANTED Looking for Amstrad minded pen-pushers are:

DAVID BURRELL 32 Lynwood Ave., CROMER, NEW SOUTH WALES, AUSTRALIA. David assures me that he is not responsible for the awful but compelling CELL BLOCK H, so I have put in his request. Owner of a 6128 + 51/4 2nd. Drive that work upside down, Dave is real keen on Downloading [Downunderloading ?] from MICROLINK et al - but it costs a bomb from Aussie. If anyone with similar interests/capabilities will get in touch David will obviously pay expenses involved for anything you can help him with. Is there any list of what's loadable from MICROLINK ? G'Day David.

JASON BROOKS 168 Tamworth Road, NEW SAWLEY, LONG EATON, NOTTS. NG10 3JU. Jason he of some routines elsewhere in this issue, and also has a "straighten out WILLOW PATTERN ex RANDAM for 464 AND 6128" merely seeks a "Meddling Penpal". Write NOW !

ME... I'm looking for meddlers with an interest in....well I'm probably too old anyway !

BONZO ON ROM ? via **RODNEY TIPPING** 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 1PH.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

CURSED BY THE CITY from CBTC, S JOHNSTON 3 Halyard Terrace, AUCHTERTOOL, FIFE, KY2 5XR.
Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. One of our many "meddlers" wrote in to thank me for the recommendation - Kay W. says "it was excellent". And she finished GRIEF ENCOUNTER

WADAMIGONNAREADNOW?

ADVENTURE CONTACT WATCH THIS SPACE a "little bird" tells me that it is to be revived - news next month.

ADVENTURE PROBE from **ADVENTURE PROBE** 78 Merton Road, WIGAN, WN3 6AT. Salacious Sandra's offering. £1 gets the goodies!

ADVENTURE PROBLEMS? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES, or SPYTRAK, MINDSHADOW, FANTASIA DIAMOND. Don't forget the SSAR to P.A. FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

WACCI from **WACCI** 75 Greatfields Drive, HILLINGDON, UXBIDGE, MIDDLESEX UB8 3QN. 50P. plus a GIANT SSAR gets the works!

SUGAR-CUBE? from **STEVE BROKENSHIRE** 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI!

FOR SALE An EINSTREIN [3" DRIVE!] complete with "pukka" monitor and over £500 worth of Software including many sought after utilities! Wanted approx. £175. Contact **BRIAN BONNER** 3 East Court, NORTH WEMBLEY, MIDDLESEX. HA0 3JQ.
A PCW 8512, a few hours use only! Current price £573.....wanted offers over £400, contact Colin.

BONZO BLITZ - THE SPEEDLOCK CRACKER

Those of you that follow these things know that for some time now "Speedlock" loaders have defeated all the known utilities, some of which make great play out of reporting the large number that they can cope with - which still amounts to no more than can be done by the routines within BONZO SUPER MEDDLER.

I have finally produced a set of files that WILL greatly increase the transfer rate for "Speedlocks", and transfer them in a way that when run it would seem as though they are being loaded from tape - apart from the speed of the disc drive, of course! The disc files DO NOT need renaming, they already bear a name based upon the first file name. No colour juggling, or mode setting - just RUN the transferred game - and away you go. Apart from all the "old" games as reported in OPTION 3, these have already been confirmed as BLITZ transfers: [NOTE that "Super Long Files" like MERCENARY still require "manual" hacking.]

GOONIES, XEVIOUS, GREAT ESCAPE, MIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BMX SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN'S ROAD, YIE AR KUNG FU II, BRAINACHE, DALY'S SUPERTEST, SARACEN, COBRA STALLION, EXPRESS RAIDER, CRYSTAL CASTLES, WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMNOVER, MAG MAX, HEADOVER HEELS, STREET HAWK, METRO CROSS, plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III.

You can judge from the list that very up-to date versions of "Speedlocks" hold no threat to BONZO BLITZ.

It cannot possibly be an up-date to BSM, It is a specialised program with appeal to those that have a liking for the type of program that usually are "Speedlocked". The advertised price is £10.00 on disc, meddlers pay just

£8.00 for BONZO BLITZ disc

If BLITZ is your first BONZO program bought for £10, then you can claim a £2.00 discount from any other BONZO program - fair?

SPEEDLOCK EXPLAINED

This explanation of how they work will be as non-technical and as brief as possible. Now is the time to skip to "Finally"! I will only mention once the apparent stupidity of wasting code on a "fanciful" routine that's sole purpose must be to prevent transfer to disc! Tape to Tape machines are prolific. For convenience I will refer to the routine that actually loads in the headerless "flashy" sections as the KEY routine. The identifiable files, the first two, transfer to disc with OPTION 1 but are essentially useless alone.

The first of these files, very early on determines the location of the KEY routine from the values of DE and HL as set by AMSDOS for a "RUN" tape file. This is pushed to the stack. A routine is then called that sets up the mode and colours for the loading process and the standard jumpblock routines are then called to load in the second file. A number of parameters from these routines are pushed during the course of loading, with a RET at the end of loading as a result of pushed values causing a jump to the "header" file of the second routine. By pre-rigged values the header effects a run of critical timing XORing of the file which has been loaded to &0040, and byte transferring to the KEY routine start address. On completion, as a result of previously pushed values the routine then jumps to the start address of the KEY routine [often, but not always, &BB00]

The KEY routine has yet more XORing of a large portion of the KEY routine itself, again based upon "planted" values and critical timing. On completion a JUMP via a RET is made to the start of the loading routine proper, which is itself not yet complete. At this point the AMSDOS jump blocks do not exist.

The KEY routine then loads in a short "flashing" block to a specific address completing the KEY routine. This short block will usually contain the information regarding the start and length of the remaining "flashy" files. This block is jumped to in order to complete the loading process. Subject to an error byte remaining at zero [it is incremented if a loading error is detected] the initialising routine for the game gets working. Several different methods are used, but commonly the jumpblocks are restored by direct calls to lower ROM, with a JUMP to the game start address, either as a C3 XX XX, a JP (HL), a LD HL,XXXX, PUSH HL, JP &BD37, or LD HL,XXXX, CALL &BD16. The latest version (as MAG MAX) loads the flashy file continuously from &C000 to the end of the routine in ram, perhaps a total of &E000 bytes.

FINALLY. .

Still a mass of contributions from JAMIE, STEWART, PHIL, DERRK, PAUL, RON, et al awaiting slotting in! So much good stuff comes in it is difficult to know what to leave out. I invariably leave out contributions from people I know well - they tend to understand the difficulty better! Sorry if I've missed you out of this mega-meddlers issue!

NEWSLETTERS? Back issues 50P. and SSAR each, except the 1-7 de-waffled summary at £1.75. Future issues 50P+SSAR, or advanced orders for 6 (maximum) at £3.00 and we pay postage and supply envelope. **NEXT ISSUE?** I'll guess at mid September!

Regards..... Colin.

NEMESIS

COMMUNICATE OR VEGETATE !

Middle of September I said - nearly right ! Another full issue - although reports of new games are somewhat down as can be expected following the August downturn. I expect a mighty increase for the next issue as the Xmas "goodies" and "baddies" start hitting the shops. Meantime we've plenty of "busts", "thingies and wotsits", "sundries" and a warning tale of apparently good 6128's that aren't ! Short tale : I bought a second 6128 a month or so back to ensure that I never got stuck without one. The current beast was getting "edgy" with formatting. The "new" beast went into instant use. A few minor problems occurred, none of which really looked like anything other than run of the mill "hiccups" that you might expect in the course of a heavy working day. Then THE LIVING DAYLIGHTS appeared, simple job to organise a special. I was a bit horrified at the result - a very odd split screen ! I then did what I should've done first, I ran the tape direct. Same funny screen ! Made a mental note that I didn't go much on it ! Cutting a long story sideways, some days later I ran the disc'd version on the OLD 6128 - resulting in a "proper" game. Other checks showed the 6128 to be faulty somewhere in the hardware department to a degree that had a potential for lots of unseen problems. Back it went to be replaced by another 6128, serial number a few thousand removed from the returned one. Yes ! Another "duff" 6128. Quickly revitalised my old 6128 and put back into service ; the saga continues. Where do DIXON's get their supplies ?

Remember the Mike Penney saga ? [or was it PEBBRY ?] Seems that I boobed again as I omitted the "E" causing havoc with the DEED POLL forms ! Only one thing to say to Mike - SORREY !

On the "MAGIC BOX" front I am indebted to LUKE for the info that the games that "sense" the MULTIFACE II box and refuse to run do work OK on the DISC WIZARD. I have to add that several of you have reported otherwise, and put this down to the fact that DISC WIZARD has been changed - improved - possibly several times since first released. Seems like the 100% claim of MFIII can now be obtained ONLY by having both ! They do indeed have their uses, but hard to justify to the well equipped and "game-wise" meddler. Can I express some mild surprise that despite the fact hundreds of these "missives" go out each month, pleas for pen-pals et al receive a poor response ? Yes I can, so I did. Exchanging ideas, comments etc. through the post is an inexpensive way of [1] improving your own understanding of the CPC and [2] Passing on what you have learnt ! Communicate or Vegetate is the slogan ! These NEWSLETTERS are almost entirely your own work - so at least I know that YOU know.....

Just to emphasise the point I am going straight into the PEN PALS, PLEAS, HAWKING and other personal stuff !

THE PERSONAL COLUMN

ASSIST WITH M/CODE PLEA **DUNCAN WYTFE** 4 Park Place, DUNFERMLINE, FIFE, KY12 7QJ seeks pen pal meddler versed in machine code who is willing to try to explain M/code to him. If you've got a loader for the OP-1 transfer of KETTLE, that'll be a good intro as Duncan needs that and I haven't got it !

WANTED - A FELLOW INEXPERIENCED "MEDDLING" PENPAL Lee Barton's own words. He's a 6128 user and has some interesting observations on REBELSTAR. Obviously he has sorted out the loader for the two player version - different to the one player version. I shan't print it here, if you haven't sorted it out you will have to drop Lee a line. Sneaky eh ?
LEE BARTON 54 Halton Brow, RUNCORN, CHESHIRE, WA7 2EQ. FIND OUT ABOUT LEON TROTSKY and JILL BIAFRA !

THE VERY BIG CAVE ADVENTURE MYSTERY Pete Butler asks " Why is it that in PART 2 of the VBC the graphics do not match the locations ? All the screens are as for PART 1." The descriptions are OK, BUT do not match the pictures which presumably are numerically the same but from PART 1. Running the tape direct produces exactly the same results ! Drop PETE a line to:
24579129 CPL. BUTLER. 3 TK. TPTR. SQN. WKSP., ANTWERP BARRACKS B.F.P.O.16 Note that postage to BFPO address is same as UK.

ZOIDS - WOTSITALLABOUT ? A FIVE STAR GAMES TAPE without instructions is causing PETER a deal of aggravation. Can you help ?
PETER ROBINSON 584 London Road South, LOWESTOFT, SUFFOLK, NR33 0LF will appreciate some information.

EVERYONE'S A WALLY RAY PUGH doesn't understand it [nor do I !]. Ray wants to [I don't !]. Being a "scouser" Ray has every right to believe that there's help forthcoming from not too far away ! Ray needs to get involved - so write or phone and clue him up on what goes on LIVERPOOL Amstrad-wise. Failure to contact RAY [any user clubs in 'POOL ?] will result in my writing a strong letter to Kenny D. I've supported the "REDS" for many years, ain't they great ? Promptly alienated any potential help from supporters of the other lot, but they still use ZX81's don't they ? Contact :

RAY PUGH 61 Wynnstay Avenue, Lydiate, LIVERPOOL L31 0BG. PHONE: 051-526-5187.

JASON BROOKS 168 Tamworth Road, NEW SAWLEY, LONG Eaton, NOTTS. NG10 3JU. Jason has the answer to MINI OFFICE II tape to disc problems ! A little too long to print here - but a disc, a re-usable PADDED envelope, return postage will get the "goodies". It be a nice touch to include something for Jason's R & D fund too. APART from which JASON had a lousy response to his PEN PAL request in the last issue - WRITE NOW !

ADVENTURE PROBLEMS ? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES, or SPYTRK, MINDSHADOW, FANTASIA DIAMOND, PLANET OF DEATH, INCA CURSE and the other one ! Well clued up for general help to is PHIL ! Don't forget the SSAR to **P.A.FERRIS** 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

SEMI COMMERCIAL BREAK

FOR SALE - DK'TRONICS REAL TIME CLOCK on ROM - and - LIGHT PEN-ROM
 £20 each or thereabouts from **DAVE CROSSMAN, 61 The Crescent, BREASTON, DERBY, DE7 3DE**

BONZO ON ROM ? via **RODNEY TIPPING** 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 1PH.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

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Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. One of our many "meddlers" wrote in to thank me for the recommendation - Kay W. says "it was excellent". And she finished **GRIEF ENCOUNTER** ! Jim Johnston at the same address is looking for a cheap working ZX81 ! [Obviously suffering from regression !]

WADAMIGONNAREADNOW?

WACCI from **WACCI** 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. 50P. plus a **GIANT SSAE** gets the works !

SUGAR-CUBE from **STEVE BROKENSHERE** 22 Beechwood Crescent, BROUGHTON, BRIGG, S. HUMBERSIDE DN20 0SB. Do as for **WACCI** !

ADVENTURE PROBE from **ADVENTURE PROBE** 78 Merton Road, WIGAN, WN3 6AT. Stunning Sandra's offering. £1 gets the goodies !

ADVENTURE CONTACT REVIVED ! Pat W. will be contributing to the mag. now in the hands of Colin Page. I suggest a line and SSAE to Colin to get the latest information. **COLIN PAGE. KINGFISHER RESTRNT. 91 PALMERSTON RD. BOSCOMBE. BOURNEMOUTH BH1 4HP**

THE GUBBINS - AT LAST

OPTION 1 [300] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

ARNHEM, CATASTROPHES, DRAGONS [ANSOFT], CORE, COLOUR OF MAGIC, EASYTYPE, GFL CHAMP FOOTBALL, HEATHROW ATC, MELBOURNE DRAW [files to tape], THE MURAL, MONSTER CHASE [ROMIK], PLANIT [Prev. OPTION 2], SHADOWFIRE*, SUPERCHESS [DEEP THOUGHT], SOCCER BOSS, THEATRE OF EUROPE [also RANDAM/HP], TEST MATCH CRICKET, THE WAR GAME [REELAX GAMES], ZEN. Barry Prazak did a "loft job" for a couple of these. I chipped in **THE WAR GAME** which I actually bought ! [50p. at an Amateur Radio Rally !]. A reminder that binary loaders often need a short basic loader - just like the suggested loader for **OPTION two** transfers in the instructions. If you don't like "meddling" with trivia then **HACK PACK** it ! Typical standard loader for **SHADOWFIRE** is:

10 MEMORY 19695: LOAD "X.BIN": CALL 19696

When the file is located too low in memory to be fixed in this manner, resort to machine code is the only answer. This can be poked in memory from basic, as this simple one for **SEAS OF BLOOD**, the main file is called "BLOOD". If the reasons for these mystify you then **PLEASE READ YOUR CPC MANUAL** - it is all there (even if only alluded to).

1 REM: SEAS OF BLOOD OPTION ONE LOADER. LOADS FILE NAMED 'BLOOD'-42K

10 CALL &bbff:FOR X=&be80 TO &bea6:READ A\$:POKE X,VAL ("&"+A\$):NEXT CALL &be80

20 DATA 21,ff,b0,11,40,0,e,7,cd,ce,bc,21,a1,be,6,5,11,c0,0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c3,c0,0,42,4c,4f,4f,44,c

OPTION 2 [54] HEADERLESS FILES.

There always seems to be something for this jolly routine, and this is no exception. Luke reports **MOTO** - and Brian had to go to Spain to buy **DEFCOM** ! Both are **MASTERY** types - the routine hasn't done bad eh ? Jason's rename proggy last issue was for 6128's. The alterations to make it work 464 are fairly easy - **PRYCM**.

DEFCOM (MX), MOTO (MX).

OPTION 3 [49] FLASHLOADERS.

Not too easy to find with **BLITZ** wiping up all the newer [and the older] ones. **BUT**, Stewart and several others credit **OPTION 3** with **TRANSMUTERS**, skip the redundant basic loader.

BONZO BLITZ - THE SPEEDLOCK CRACKER

Just to keep the list current before reverting to new reports [all **OPTION 3** oldies excluded , **BLITZ** does them of course].

GOONIES, XEVIOUS, GREAT ESCAPE, NIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BNY SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN'S ROAD, YIE AR KUNG FU II, BRAINACHE, DALEY'S SUPERTEST, SARACEN, COBRA STALLONE, EXPRESS RAIDER, CRYSTAL CASTLES. WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMEOVER, MAG MAX. HEADOVER HEELS, STREET HAWK, METRO CROSS, SCALEXTRIC, DIZZY, TRANSMUTERS, BLACK MAGIC, TENTH FRAME, ROAD RUNNER, WORLD GAMES [main file], SUPERCYCLE [main file], BRACHHEAD II [ODD], plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III.

We have an unconfirmed report of **BREAKTHRU** for "ODD", plus a number of others awaiting a second confirmation. What we do know is that **SPEEDLOCKS** from now on **WILL** contain a "BLACKBOX" defeat - certainly applicable to **MULTIFACE II**.

RAMDAM, RANDAMX or HACKPACK [142]**RAMDAM**

With the tendency for HACKPACK to be used, RANDAM will fall into disuse. The "stray" report is CORRIDOR CONFLICT-AN.

RANDAMX ZILCH further reports.

HACK PACK Much confirmation of previous RANDAMS as OK under HACKPACK. Some newer reports cover previous "tricky" ones. Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY.

MOUNTIE NICK, GHOSTHUNTERS, REALM, TURBO ESPRIT, STRYKER [wait !], LEGIONS OF DEATH [Motor lock OFF], HARVEY HEADBANGER.

Another reminder that HACKPACK is the "easy" way. Virtually all OPTION 1 will HACKPACK instead. In fact an "ersatz" HACKPACK, [not so good or effective, or economical,] issued by our competitors is advised as the ONLY one to use as their equivalent OPTION ONE also needs the odd loader. I reckon "meddlers" are better educated and prefer the "clinical" OPTION ONE when it can be done. A word about MOUNTIE NICK, BRIDES OF FRANKENSTEIN and possibly THEY STOLE A MILLION. MOUNTIE was a 464 HACKPACK, but despite many efforts no-one seems to have persuaded it to run on a 6128, let alone transfer it. The problem seems to be in the ability of separate tape-players to read two VERY short but essential headerless blocks. The ALC may have something to do with it. It is AURIOLASOFT's idea of "protection" ! BRIDES has the same, and a letter in AA for October refers to the same problem. I am prepared to believe that the games are capable of running on a 6128/664 - but until a tape player is provided WITH the games I advise to ignore them.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

EVERYONE'S A WALLY*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GET DEXTER. 3 WERKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*, THING ON DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PUBS (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AURW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE, HIJACK, CHAMPIONSHIP BASEBALL, HACKERII, SPACEACE, BUMPS&BUMP STRIKE, BANABANA. WIZBALL, SOLOMONS KEY, JOE BLADE, CENTURIONS, TANK BUSTERS, NEMESIS THE WARLOCK.

BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

BONZO CLONE ARRANGER

The PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. The perpetual listing is now dropped, and I remind you that disc protection methods are constantly revised by Paranoia Purveyors to keep up with the "Cloners" ! I will happily report any clones relating to discs purchased in the last few months. The only one this month is PYRADRV which I think will DISCKIT3 anyway.

DOO DAH Again perpetual listing is dropped. Remaining a very capable and popular "cloner" current reports concern :

PAPERBOY, SENTINEL and DRUID as OK. On the "NO GO" list is SLAPFIGHT [tape version identical, cheaper, and will BLITZ].

Sticking with DOO DAH [over 1500 in use], I have had three reports each of [1] DIRECTORY PRINT-OUT missing a character and hence alignment is lost. [2] Problems on 2-drive systems with "read fail" occurring when transferring via BONZCOPY.

From my own recent experience of the read fail I was able to put it down to a difference in tolerance of the two drives involved. It is clear from Amstrad lit. that timing is somewhat tighter when two drives are in use. I solved the problem [until the machine was found to be faulty !] by getting another 6128 ! Going back to the original set up I found that it was ALMOST eliminated by transferring B to A, and always formatting in A. The total solution if you get this problem is to do A to A BONZCOPIES ONLY. Takes a little longer, but has never failed to give me a trouble free BIGBONZO FORMAT disc full of files.

The PRINTOUT problem : I've never had it - nor have the majority, but with some very great help from Gerard and Jim I was able to pinpoint the problem as being caused when the PRINTER BUFFER is filled. The built in time-out on the AMSDOS routine [&bd2b MC PRINT CHAR] does indeed time out after a "wait" for a "non-busy". The result is a "skipped" character, and the aforementioned problem. There are two answers ! Enlarging the printer buffer solves it [as Jim happily reports], or this "mod" will solve it completely. The "mod" is simply some alterations to the "DISC" file on your DOO DAH. Provided that the early part of the file says V.24 then you can make these changes. Only the line numbers shown require altering or including. The mod also gives another check on writing data [including formatting]. Redesignated as V.26.

200 POKE 37001,&80:POKE 37002,&be:POKE &a23c,&c3:POKE &a23d,&10:POKE &a23e,&be

210 RRESTORE 500:FOR X=&be10 TO &be1c:READ A\$:POKE X,VAL("&"+A\$):NEXT

500 DATA cd,f1,bd,da,3f,a2,f1,d1,c1,e1,c3,35,a2

1000 POKE &9168,&c3:POKE &9172,&c3:POKE &917c,&c3:POKE &9169,0:POKE &9173,&e

1500 POKE &917d,&1c:POKE &916a,&b0:POKE &9174,&b0:POKE &917e,&b0

2000 RRESTORE 5000:FOR X=&b000 TO &b02c:READ A\$:POKE X,VAL("&"+A\$):NEXT:RETURN

5000 DATA e5,f5,cd,af,91,cd,6b,91,38,20,f1,e1,18,f2,e5,f5,cd,af,91,cd,75,91,38,12

6000 DATA f1,e1,18,f2,2a,6c,92,e5,f5,cd,7f,91,38,04,f1,e1,18,f2,f1,e1,c9

BANKRAID - THE 6128/464+RANPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. Neil has provided yet another gen article for BANKRAID users. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and all will be revealed ! RETURN POSTAGE TOO PLEASE ! WANNA USE CPM under BIGBONZO ? Neil's sorted that out neatly too !

Evenin' all,

September is a wonderful month, did you know it was the seventh month of the Roman year ? Anyway, on to what you came here for, the news.

This month sees only one report, it is for Nexor and thanks go to Keith Hankin for it !

The parameters you need are : Mode 1 Patch &155 Locate &30.

THERE'S MORE ! These direct for NEWS 14 from LUKE IRELAND [By 'Phone too !]

GREMLIN LOADERS - PATCH &180 MODE varies LOCATE &30

This applies to KRAKOUT, DEATHWISH3, AUFW.MONTY and THINGII. AN EXCEPTION is CONVOY RAIDER - PATCH &182 with LOCATE &30

This month's cage rattler is a little'un.

[[STARQUAKE]]

Run raid2 and insert a destination disc. Use these parameters when asked.

filename : QUAKE Patch : &a349 Mode : 1 Locate : &bf00

Insert the Starquake tape, follow on-screen instructions. The machine will reset after displaying "Patched and running".

Rewind starquake tape to beginning and Run INSTALL from the Bankraid disc. Enter and run this program -

```
10 ;tape:load "tload"
20 for u=&30 to &37:poke &a349+(u-&30),peek(u):next
30 mode 1:call &a2a2
```

The tune will start upon loading, Press any key, Bankraid will take effect and the machine will reset. Run Swag2 from the Bankraid disc. Insert the disc which you used to begin with. Once saving is complete, use Run "QUAKE" to play a game.

To make up for the small Rattler, the following "goodie" has been included (save the applause !)

[[NOPICT]]

Bankraid extra !
Four lots of 17k is quit a lot of disc space (work it out !). In order to save some, the following program will remove the screen picture from a program saved by Bankraid. To use, simply type this in and save it as NOPICT. To use : Just run it with the disc in the drive. Enter the filename of the file you wish to reduce. The program will do the rest.

```
10 REM PROGRAM TO DELETE SCREEN PICTURE WITH BANKRAID TRANSFERS
20 REM copyright 1987 by NEIL MACDOUGALL
30 MEMORY &8eff
40 MODE 2:CALL &bc02:PRINT" Bankraid 2 - Delete Screen Memory"
50 LOCATE 1,3:INPUT "File to load ?",name$
60 IF LEN(name$)>7 OR LEN(name$)<1 THEN LOCATE 1,3:PRINT SPACE$(79):GOTO 50
70 LOCATE 1,5:PRINT"Insert DISC and press any key ":WHILE INKEY$="" :WEND
80 LOAD name$,&8f00
90 POKE &8f22,&c3:POKE &8f23,&37:POKE &8f24,&8f
100 A$=NAME$+".BIN":;BRA,@A$
110 SAVE NAME$,B,&8f00,&f0,&8f00
120 A$="D"+NAME$+".BIN":;BRA,@A$:CAT
```

That's it for another month. Don't forget that any news is always welcome ! If you have any Bankraid problems, don't forget to let me know. Until we meet again NEIL MacDougall [130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS]

INFINITE WOTSITS and ETERNAL THINGIES

The promised further hackings from Gerard. For LIGHT FORCE you need an OPTION 1 transfer, not an idle HACKPACK version ! Read through the two files needed, they explain it all. The non-sequential numbering is due to my cocatenation - but I'm having treatment ! OH YES - I did say two didn't I ? Gerard XCELS as well ! Are you ready ?

```
10 'Light Force Cheat Loader:Part One:Save as LFORCE.BAS: GERARD TOON.
40 MODE 1:PRINT:PRINT
60 PRINT" *****"
70 PRINT" * *"
80 PRINT" * Light Force *"
90 PRINT" * *"
100 PRINT" *****"
```

CONTINUES PAGE 5 - LINE 110

LFORCE CONTINUES:

[5]
110 y=0:FOR x=&B200 TO &B23E
120 READ a\$:a=VAL("&"+a\$):POKE x,a:y=y+a:NEXT
130 IF y<>&1B15 THEN PRINT"duff data":STOP
140 PRINT:PRINT:PRINT
150 PRINT" Infinite Lives ? (y/n)":PRINT:PRINT
160 GOSUB 290:IF z\$<>"Y" THEN POKE &B234,0:POKE &B235,0:POKE &B236,0
170 PRINT" Invulnerability ? (y/n)":PRINT:PRINT
180 GOSUB 290:IF z\$<>"Y" THEN POKE &B239,0:POKE &B23A,0:POKE &B23B,0
190 PRINT" Multiple Laser Burst ? (y/n)":PRINT:PRINT
200 GOSUB 290:IF z\$<>"Y" THEN POKE &B23D,&31:POKE &B23E,&73
210 IF z\$="Y" THEN GOSUB 300
220 RUN"lforce1.bas"
230 DATA 00,3e,ff,32,8a,8a,3a,00,be,3c,32
240 DATA 00,be,fe,03,d8,af,32,00,be,3e,ef
250 DATA 32,8a,8a,c9,21,2b,7b,36,c3,23,36
260 DATA 01,23,36,be,c3,31,73,21,b8,9a,11
270 DATA b8,aa,01,00,8e,ed,b8,af,32,da,79
280 DATA 3e,c9,32,87,79,c3,1a,be
290 z\$="":WHILE z\$="":z\$=INKEY\$:WEND:z\$=UPPER\$(z\$):RETURN
300 PRINT" How Many In Burst ? (1-5)":GOSUB 290
310 z=VAL(z\$):IF z<1 OR z>5 THEN z=5
320 POKE &B20E,z: RETURN

THE SECOND FILE

10 'Lightforce Cheat Loader:Part Two:Save as LFORCE1.bas: GERARD TOON
40 OPENOUT "d":MEMORY 1000:CLOSEOUT
50 BORDER 0:LOAD"lforce2.bin":POKE &61D,&C9:CALL &5F5
90 LOAD"lforce3.bin",&CB8:CALL &B28
110 ' Tape file LIGHTFORCE is renamed LFORCE2.BIN
120 ' Tape file LF.BIN is renamed LFORCE3.BIN
130 ' Both are trasfered Option 1, DO NOT RELOCATE

THE EXCEL CHEAT & BUG FIX !

10 'XCEL loader with cheat options: GERARD TOON
20 MODE 1:OPENOUT "d":MEMORY &7CD:CLOSEOUT
30 PRINT:PRINT:PRINT" Please wait a mo while":PRINT
40 PRINT" XCEL":PRINT:PRINT" is loading..":PRINT:PRINT
50 PRINT" ESC Computer 1"
60 PRINT" TAB Computer 2"
70 PRINT" CAPS LOCK Status"
80 PRINT" SHIFT Map"
90 PRINT" DEL Launch Shuttle"
100 PRINT" RETURN Hyperspace"
110 PRINT" ENTER Communications":PRINT
120 PRINT" Use cursor keys to control the shuttle"
130 PRINT" and RETURN to fire (or use joystick)"
140 LOAD"xccl2.bin",&7CE:'xccl2.bin was el.bin from masterx
150 PRINT CHR\$(7):PRINT:PRINT" Do you want to cheat ? (y/n)":PRINT
160 GOSUB 300:IF i\$="N" THEN GOTO 290
170 CLS:FOR x=1 TO 5:PRINT:NEXT x
180 PRINT"Do you want infinite shuttles ? (y/n)":PRINT
190 GOSUB 300:IF i\$="Y" THEN POKE &33A4,0
200 PRINT"Do you want infinite energy ?(y/n)":PRINT
210 GOSUB 300:IF i\$="Y" THEN POKE &552D,0:POKE &552E,0
220 PRINT"Do you want aliens to shoot ? (y/n)":PRINT
230 GOSUB 300:IF i\$="N" THEN POKE &4125,&C9
240 PRINT"Do you only want the maze ? (y/n)":PRINT
250 GOSUB 300:IF i\$="Y" THEN POKE &24CE,&C9
260 PRINT"Do you only want the shoot-em-up ? (y/n)":PRINT
270 GOSUB 300:IF i\$="Y" THEN POKE &2374,&B4
280 'fix bug and allow NW movement with keyboard
290 POKE &2A84,&CB : POKE &2A85,&47:CLS:CALL &6A5D
300 i\$="":WHILE i\$="":i\$=INKEY\$:WEND:i\$=UPPER\$(i\$):RETURN

THE BIG BUSTS - What's BONZO gonna do now ?

I saw a modest "USER MAG" t'other day with the longest "hack" I've ever seen - for EXOLON. Writing the game must've been easier! Here's my version - tape in player, [SKIP THE BASIC LOADER] disc in drive and run this. No ! Nothing missing - it writes it's own loader to disc. When it is transferred DON'T play the game in the machine ! Clear the machine, and run EXOLON from disc.

```

1 REM: EXOLON BUST: TAPE IN PLAYER - SKIP FIRST BASIC FILE ONLY: DISC IN DRIVE - WRITE ENABLED: RUN THIS
10 CLS:FOR I=&be80 TO &bf6b:READ A$:Y=VAL("&"A$):CS=CS+Y:POKE X,Y:NEXT
20 IF CS<>25959 THEN PRINT"DATA ERROR":END:ELSE CALL &be80
30 DATA cd,37,bd,06,00,11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,2a,38,bd,7c,e6,3f,67
40 DATA 22,c2,be,21,a6,be,22,53,41,c3,00,40,f3,31,fe,bf,21,00,a0,11,00,c0,01,cd,11,ed
50 DATA b0,d9,cb,91,ed,49,d9,cd,44,00,21,c4,be,cd,00,00,21,00,b0,11,00,a6,0e,07,cd,ce
60 DATA bc,06,07,21,6b,bf,34,21,65,bf,11,00,c0,d5,cd,8c,bc,e1,11,cd,11,01,17,bf,3e,02
70 DATA cd,98,bc,cd,8f,bc,00,3e,c9,32,ee,be,21,00,01,22,d9,be,21,00,9f,22,e1,be,cd
80 DATA cf,be,21,17,bf,22,d9,be,21,5a,00,22,e1,be,06,06,cd,d1,be,00,00,00,21,00,b0,11
90 DATA 00,a6,0e,07,cd,ce,bc,3e,10,01,00,00,3d,f5,cd,32,bc,f1,b7,20,f4,21,6b,bf,35,06
100 DATA 07,21,65,bf,11,00,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,47,bf,21,00
110 DATA c0,22,3a,bf,cd,17,bf,f3,21,00,c0,11,00,a0,01,d0,11,ed,b0,c3,00,01,45,58,4f,4c,4f,4e,30

```

MILK RACE - STEWART'S FIX

```

1 REM: transfer the first file to disc with OPTION 1: LEAVE TAPE IN PLACE, AND DISC IN DRIVE, THEN RUN THIS: dun by SCR
10 MEMORY &7fff:LOAD"milkrace":POKE &0181,&80:POKE &0182,&be
20 C=0:FOR S=&be80 TO &beb5:READ A$:R=VAL("&"A$):POKE S,R:C=C+R
30 NEXT S:READ A:IF A<>C THEN PRINT"DATA ERROR":STOP
40 CALL &8120
50 DATA 6,6,21,46,82,11,0,90,cd,8c,bc,21,0,c0,e5,c1,11,0,40,3e,2,cd,98,bc,cd,8f,bc,00,3e,c9
60 DATA 32,9b,be,3e,2,32,81,be,21,40,0,22,8c,be,21,c0,7f,22,91,be,cd,80,be,c7,5807

```

USE THIS TO RUN THE DISC FILES:

```

1 rem: FOR SCREEN AS WELL USE THIS, OR JUST RUN MR !: dun by SCR - EDIBLE COMPUTERS
10 CALL &BBFF:MODE 0:FOR s=0 TO 15:READ a:INK s,a:NEXT:LOAD"mrpic":RUN"mr"
20 DATA 0,26,6,20,8,18,2,24,15,12,16,13,13,22,14,25

```

LORD OF THE RINGS MORE OF STEWART'S COMPUTER EATING.

FIRST: Transfer the files LOR1.BAS and LOR1.BIN to disc [at least 95K free] with BONZO OPTION 1. Leave the tape where it is !
SECOND: Type this in and save it :-

```

1 ' GETLOR by scr of edible computers.
10 MEMORY &8a00:MODE 1:LOAD"LOR1.BIN": ' make that LOR2.BIN for part 2
20 q=0:FOR s=&be80 TO &befc:READ a$:r=VAL("&"a$):POKE s,r:q=q+r:NEXT s
30 IF q<>&3033 THEN PRINT CHR$(7);"Data Error - Ugh!":STOP
40 ' POKE &bef5,&32:POKE &befa,&32:REM remove ' for part 2
50 CALL &be80
60 DATA 21,99,be,7d,32,76,8c,7c,32,77,8c,21,00,8c,11,00,ac,01,44,01
70 DATA ed,b0,c3,00,ac,af,32,76,ac,3e,05,32,77,ac,21,00,a5,11,00,c0
80 DATA 01,50,08,ed,b0,fb,21,ff,ab,11,60,a6,0e,07,cd,ce,bc,06,05,21
90 DATA f2,be,11,00,d0,cd,8c,bc,21,00,05,11,00,a0,01,00,00,3e,02,cd
100 DATA 98,bc,cd,8f,bc,06,05,21,f7,be,11,00,d0,cd,8c,bc,21,00,c0,11
110 DATA 50,08,01,00,00,3e,02,cd,98,bc,cd,8f,bc,c7,4c,4f,52,31,41,4c
120 DATA 4f,52,31,42,53,43,52

```

THIRD: Press play, and run GETLOR. Funny events will occur, the drive will come alive [Coked up !], and then a RESET ! Now type this in and save it.

```

1 ' RUNLOR did by scr
10 MODE 2: BORDER 0: INK 0,0: INK 1,0: OPENOUT"d":MEMORY &4ff:CLOSEOUT:LOAD"lor1B"
20 FOR s=&be00 TO &be0e:READ a$:POKE s,VAL("&"a$):NEXT:LOAD"lor1A":CALL &be00: ' make that LOR2A and LOR2B for part 2
30 DATA f3,21,00,c0,11,00,a5,01,50,08,ed,b0,c3,00,05

```

LAST: Do the same steps for PART 2, except that you follow the REM advice. Having checked that it all works you can then erase the files GETLOR, LOR1.BAS, LOR1.BIN, LOR2.BAS, LOR2.BIN. All done - who wanted the loading screen ? Go Away !

FINALLY . .

No room for me. I heard you ! TANYX to all, especially the many unsung contributors and "meddlers" awaiting replies! NEWSLETTERS ? Back issues 50P. and SSAR each, except the 1-7 de-waffled summary at £1.75. Future issues 50P+SSAR, or advanced orders for 6 (maximum) at £3.00 and we pay postage and supply envelope. NEXT ISSUE ? End of October ! Regards..... Colin. **NEMESIS**

Strange things are afoot, as well as twelve inch rulers. King of the Pygmies ? Alan Sugar having dropped all advertising for the CPC - and consoles us with the announcement of a "LAP" computer may well have DAKTARIED himself. If there is to be a 16 bit CPC then why not tell us, and if there isn't - then why not ? This missive is read in mightily high places, and they don't subscribe - BOOTLEG ISSUES no less ! How does that compare with a BLITZ'ed disc copy of WORLD CLASS LEADERBOARD? The question is to the SPEEDLOCK, not of this world, creators. Yes we like the T-1 version of SPEEDLOCK as on FREDDY HARDEST, but can we have another couple just to confirm that our extra BLITZ file copes with them as well ? I've no message for the Sugarman, I wonder if he knows that Dixon's supplied me with 3 6128's before I got one that seems to work ? I'm not alone either.

Software houses in general are suffering confusion about the future of the CPC, and most have shelved any forward plans except for re-releases and compilations. The "pick-up" after the end of summer (!) lull happened later than expected, and this newsletter will reflect the confusion thus generated, but nonetheless quite full.

Mike Penney lamented the fact that he will no longer get a mention because I got his name right at last. Mike's at UNI, and I've still got a couple of his tapes that helped me to add a few new files to BLITZ, on their way soon Mike ! When he graduates he'll be Mike Tanner. The BIG BUST is LIVING DAYLIGHTS plus a few other odds and ends. "BIG" is not really the word for it - but if we called it anything else it'd be pointless. Full of double meanings this issue.

MOANS and GROANS from various inhabitants of BONZO TOWERS, and from SOME meddlers ! A few Sundays ago I received 37 phone calls from "meddlers". The interest is appreciated - but a great pile of letters didn't get answered, I currently have a backlog of 40 letters ! I used to answer all letters within two days of getting them, so I am none too happy about that. My sincere apologies to those still awaiting an answer. I don't think I have anything crucial outstanding.

Contrary to popular belief NEMESIS holds my attentions full-time, the daytime is taken up with orders, phone calls, administration (!), and I can rarely get any meddling, programming or "news" written until evenings or weekends. Contrarywise our friendly competitor (not the the noisy one), is a two-man part-time affair - and they restrict their phone calls until the evening, logical ! To solve my problem I really need an assistant with a bit of know-how. The assistant would need paying. Half of what I make or lose in a month wouldn't appeal to a monkey, the DHSS would pay more, so I've installed a enohpelet gnirewsna enihcam. Yep ! I hate them too. For the most part it will just give a message, in the rare event that I am out/away during during normal hours it will take a message. For those of you that need to phone, but cannot do so during normal hours then MONDAY evening AFTER 6pm. is the reserved meddling time. As many of you know, my previous answering machine was so busy she couldn't find time to cook a meal in the evenings.

If any of you are keen enough and have a little knowledge about meddling and don't mind accepting a few calls - then please let me know the convenient times and your phone number so that I can put the details in the next news. Meantime see SCREAM ! Next issue will carry Harry's treat, a superb type-in screen compression routine. Saves yards of bytes from 17K files very simply - that's the Xmas treat ! BONZO NEWS still compares very unfavourably with THE OBSERVER, umpteen sections and a colour supplement - and a few BIG BUSTS if you look hard enough.

GUESS WHAT ?

Early versions of SABREWOLF were OPTION 1. DON SHORE's getting a printer for Xmas and has a dozen bottles of Tippex for sale ! STEVE BROKENSHIRE is trying to get a DISCOVERY+ refund. So is Luke Ireland. Is it worth the effort trying ? I still have Adventures writ by me for sale. JIM JOHNSTON got his ZX81 from a meddler just 4 miles away - you can still get CURSED BE THE CITY from him. SAUCY SANDRA's got another Mag. DAVE COLLINGS once read a copy of AMDATA. So did I. We won't be doing it again. CENTEC ELECTRONIC SYSTEMS "done" me with some emergency discs without library cases. ZONEFOUR didn't. DISKEXPRESS are also most obliging ! LEE BARTON says he got 26,605 REPLIES to his pen-pal request. I think that's an overstatement, so try to make him correct - I've re-printed the plea under SCREAM ! JIM PALMER, JASON BROOKS and a host of others await replies to letters, sorry. Jim says his GREAT ESCAPE won't BLITZ, my copy and at least 6 others do - any more NO GO ? DAVE CROSSMAN is trying to learn M/CODE. So am I. Can I explain how to meddle BOSCONIAN he asks - well I did it, but I'm damned if I can explain it !

COMPILATION NEWS

SUMMER GOLD - (U.S. GOLD), TENTH FRAME, IMPOSSIBLE MISSION, DAMBUSTERS, BEACH HEAD II, BRUCE LEE - ALL "BLITZ", REBEL PLANET is OPTION ONE, just RUN the "PLANET" file.

TAKE 4 GAMES - (GREMLIN), ROCCO (464 only methinks), BLITZ(OLDXL), PROJECT FUTURE - OPT 1 use main file. BANKRAID or SPECIALS for the rest.

ACTION PACK 3 - (WHS), WDWII - we know all about this percentage play ! KETTLE (OPTION 1 or weird according to version), TRAP and INDOOR BOWLING both OPTION 1.

ELITE'S 6 PAK - all go OPTION 1 except EAGLE'S NEST (Special). Late news from Luke again.

DISC COMPILATION - The one with DARTS, PING PONG, AIR HOCKEY and TEN PIN BOWLING called INDOOR SPORTS (Some of them anyway) is completely unprotected. Dig out your Systems Disc !

OPTION 1 [318] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

BOMB JACK 1, BOY RACER, DIGGER BARNES, EASY TYPE 1&2 (REALLY !), FANTASTIC VOYAGE(N), INDOOR BOWLING [compil], NOVA/HAUNTED HOUSE, KINGDOM of SPELDOME , PITMANS TYPING TUTOR (Do leave off !), PANZADROME, PLOT (FIREBIRD), SPY V. SPY3, SUPERSAM, THUNDERCATS†, WAR (MARTECH), WRECKLESS ROGER, THE YOUNG ONES(N). ARNHEM (noted HACKPACK and RAMDAM)

The loader for THUNDERCATS DEMO (not seen the real thing yet) is - 10 OPENOUT"d":MEMORY &7cf:CLOSEOUT:LOAD"tc":CALL &80d

Richard from NEW ZEALAND has observed that ARNHEM is a simple OPTION 1. Strangely, Keith Hankin who beat Richard to it with JOHNNY REB II, had this one organised for me in a different form in August ! Keith won't mind NZ getting the space - and it looks good too. Richard notes that all you need to do is re-arrange the loader to read as follows :

```
10 REM: By Richard Goulstone N.Z. / ARNHEM OPTION 1 LOADER
30 DEF FN a(a)=PEEK(1700+a+a)+256*PEEK(1701+a+a)
40 SYMBOL AFTER 256:OPENOUT"a":MEMORY 1699:CLOSEOUT:INK 1,24:INK 0,0:INK 2,26:PAPER 0:BORDER 0:CLS
50 FOR k=0 TO 2 STEP 2:RESTORE
60 FOR j=1 TO 8:READ x,y:MOVE x+k,y:READ a
70 FOR i=1 TO a:READ x,y:DRAWR x,y,c:NEXT i:NEXT j:NEXT k
80 DATA 0,199,8,30,200,40,0,30,-200,-20,0,-5,50,-50,0,-5,-50,-20,0
90 DATA 30,269,4,16,110,8,0,16,-110,-40,0
100 DATA 107,199,10,0,200,100,0,0,-120,-30,0,30,-80,-20,0,-30,80,-30,0,0,-80,-20,0
110 DATA 127,299,4,0,80,60,0,0,-80,-60,0
120 DATA 215,199,10,0,200,30,0,50,-140,0,140,20,0,0,-200,-30,0,-50,140,0,-140,-2,0
130 DATA 323,199,12,0,200,20,0,0,-90,50,0,0,90,20,0,0,-200,-20,0,0,90,-50,0,0,-90,-20,0
140 DATA 421,199,12,0,200,90,0,0,-20,-70,0,0,-70,40,0,0,-20,-40,0,0,-70,70,0,0,-20,-90,0
150 DATA 517,199,13,0,200,30,0,30,-170,30,170,30,0,0,-200,-20,0,0,170,-30,-170,-20,0,-30,170,0,-170,-20,0
160 PEN 2:LOCATE 1,25:PRINT"LOADING..."
170 LOAD"arnhem.bin",1700:a$="":LOAD"arnhem.dat",23350:CALL FN a(0)
```

OPTION 2 [58] HEADERLESS FILES.

Strange how something always appears for this option. It's the only one like it - got three more this time: SIDEWALK, BORED OF THE RINGS, MICROBALL.

Sidewalk needs a little loader, the rest are "bog standard" - see instructions.

```
1 SIDEWALK OPTION 2 LOADER: FILES BACK1-B1-C1-D1-E1
10 MEMORY &7fff:CALL &bbff:LOAD"BACK1"
20 POKE &8002,&be:POKE &858e,&be:POKE &85a5,&be
25 POKE &8100,0:POKE &8101,0:REMOVE BBOX DEFEAT
30 Y=&be81:FOR X=&8581 TO &85b6:POKE Y,PEEK(X):Y=Y+1:NEXT:CALL &8000
```

JOHNNY REB2 - Got spotted and sorted by Richard Goulstone - NEW ZEALAND, but was beaten to it by Keith Hankin in NEWS 12.999. They do tell me that they lag behind in the preferred hemisphere - but why there should be a need to insulate any part of the anatomy in such a fantastic climate escapes me altogether.

OPTION 3 [50] FLASHLOADERS.

SPACE SHUTTLE.

Another one sneaked in, but most you are nappily BLITZING these, so -

BONZO BLITZ - THE SPEEDLOCK CRACKER

GOONIES, XEVIOUS, GREAT ESCAPE, MIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BMX SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAD LIN'S ROAD, YIE AR KUNG FU II, BRAINACHE, DALEY'S SUPERTEST, SARACEN, COBRA STALLONE, EXPRESS RAIDER, CRYSTAL CASTLES. WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMEOVER, MAG MAX. HEADOVER HEELS, STREET HAWK, METRO CROSS, SCALEXTRIC, DIZZY, TRANSMUTERS, BLACK MAGIC, TENTH FRAME, ROAD RUNNER, WORLD GAMES (main file), SUPERCYCLE (main file), BEACHHEADII (ODD), plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III. ACROJET, F15 STRIKE EAGLE, WORLD CLASS LEADERBOARD, VAMPIRE, NEMESIS THE WARLOCK, SABREWOLF (ODD), CATCH 23. ACE OF ACES (MFILE), ARMAGEDDON MAN, HIGHLANDER - both, plus umpteen confirmations of old OPTION 3 & BONKEY transfers now via BLITZ .

WORLD CLASS LEADERBOARD, is a 4-course meal. Each has it's own loader that goes with BLITZNU just as DETECT tells you. The holes and other files for each course are OPTION 1. To enable your BLITZ'ed files to pick up the hole info from disc you'll need this short loader to negate the poke in the SPEEDLOCK loader that causes a crash after hole one if it's a disc file. Use the same for each course - you'll need 4 sides of a disc as well ! That'll come down to 2 sides when we get time to examine the loader.

```

1  LOADER FOR W/CLASS L/BOARD - SAME FOR ALL FOUR COURSES.
10 MEMORY &9000:LOAD"WCLBPCD",&9c7c
20 POKE &9cc0,&ca:POKE &9cc1,&b0
30 FOR x=&9cca TO &9cd1:READ a$:POKE x,VAL("&" + a$):NEXT
40 FOR x=&9c60 TO &9c6d:READ a$:POKE x,VAL("&" + a$):NEXT
50 CALL &bbff:CALL &9c60
60 DATA 3e,cd,32,9c,4f,c3,00,01
70 DATA 21,7c,9c,11,7c,b0,01,00,00,ed,b0,c3,7c,b0

```

BLITZ news is excellent, I've even been able to add a few more files working through DETECT to cope with such as the oddball BREAKTHRU, ACROJET, PRO-SKI (although this can be fixed from a "normal" transfer), and a few others. The very new SPEEDLOCK with one loading file only, as on FREDDY HARDEST has been sorted too. This is only provisional as I need to see more than one of a type to get it settled. Rather than waste space printing out the new files, can I suggest a £1 plus postage and your BLITZ DISC ? I'll update it, loading screen too if it hasn't got one, and return it pronto.

RAMDAM, RAMDAMX or HACKPACK [157]

It now makes sense to drop any RAMDAM listing - HACK PACK does them, not necessarily vice-versa.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

DRUID, STRANGELOOP, HARVEY HEADBANGER(TA), STRIKE FORCE COBRA, THE COMET GAME, RIGELS REVENGE 1&2, MYSTERY OF THE NILE, THINK, RED ARROWS, ANGLE BALL, SIR FRED, STREAKER, SHARDS OF INOVAR (EX), BATTLE for MIDWAY (Compil.), RIDING THE RAPIDS(TA).

Special reference to STREAKER - the TAPE is bugged ! Even MASTERTRONIC's replacement is bugged. If you use the BEAMER - bye-bye game ! Don't buy it until you KNOW it's OK !

SPECIALS

These programs, that cannot be done via BSM, or any utility (some can be done via BANKRAID on a 6128) short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID ! EVERYONE'S A WALLY*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON DIN G*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP (6128), ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE* , HIJACK, CHAMPIONSHIP BASEBALL, HACKERII, SPACEACE, BUMPSET STRIKE, RANARAMA. WIZBALL, SOLOMONS KEY, JOE BLADE, CENTURIONS, TRANTOR, STRIKEFORCE SAS, BOSCONIAN, JACK NIPPER2*, SPACED OUT, STARRAIDERS II. BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts (BIGGLES as example). PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

BONZO CLONE ARRANGER

Falling into dis-use due to DDD DAH, except for the TAPE archive function - which is what it was for anyway ! News reports "dropped" as from this issue.

DDD DAH

Add to the NO GO list, 2112AD and STARWARS. ADD or confirm the WILL GO list - SWORDS & SORCERY, FAIRLIGHT.

IMPORTANT : The new loader as listed V26 in NEWS 14 works fine, BUT - on certain "funny format" commercial discs it causes the program to "freeze" on reading a funny sector. This is caused by an infinite loop due to an effective read error. In fact this needs to be written as a "readable error" to get a working "clone". It's been noted on LEADERBOARD. The simple answer is to keep a V24 loader solely for when cloning is needed ! It proves that too much error checking can be harmful.

If you haven't kept your V24 loader then make one by deleting lines 1000 onwards and put in a line - 1000 RETURN. This will retain the Printer fix and discard the extra error checking. I re-emphasise the value of the extra check for normal and BBONZO! Thanks are due to Neil Gore for a timely observation. OK then, thanks Neil !

BANKRAID - THE 6128/464+RAMPACK + a little knowledge SUPER ROUTINE. Only available from Neil. Neil has provided yet another gen article for BANKRAID users. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and all will be revealed. My valiant attempt to assist with Luke's telephoned info last month came unstuck ! The parameters for GREMLIN games were &18E, &30 - sorry Neil ! Summit I've seen is the prototype of BANKRAID 3 - cor ! It'll need more than smooth talk to get a copy of the finished program from Neil I'll tell you. I just did. Here he is - Neil "BANKJOB" Mac, back with the pen.

Wot Ho and Felicitations,

So you're back eh? Whatdoyoumean (takes a while to split this up into readable words, so I'll give you 10 seconds !) get on with it ? O.k, I understand, just put that axe down. Mission Genocide is the biggy for this month. Thanks go to Pete Millar for this one. Here's the low down, all you need to know . Type in and run this prog :-

```
10 REM BANKRAID transfer of MISSION GENOCIDE by Peter Millar
20 ck=0:FOR x=&bf00 TO &bf1b:READ a$:b=VAL("&"+a$):POKE x,b:ck=ck+b: NEXT
60 IF ck<>2676 THEN PRINT"Oops ! Guess who's bodged the data ?":END
70 DATA 21,00,00,11,90,bb,01,40,00,ed,b0,31,16,bf,3e,06,21,40;bf,11,00,ff,cd,a1,bc,c3,2c,86
```

Get a blank tape and bung it in the player. Save the code created by the previous program onto the tape with :-

```
!tape:Save "ZTBLOAD",b,&bf00,&1c,&bf00:disc
```

Rewind your blank tape to the start. Insert your Genocide tape and wind past the first file "ZTB". Run bankraid 2, using these parameters :-

```
name : ZTB patch : &bf19 mode : 0 place : &be80
```

Re-insert the blank tape and press play. When the Detail.inf file is about to be written, take out the blank tape (which isn't actually blank anymore) and insert the Genocide one (which you wound past the loader). Press a key to save the Detail file to your Destination disc.

After an interlude while the thing loads (its best to leave this one overnight !). Upon resetting run SWAG2, put the same disc you used in step 5 into your humble disc drive. Use Nopict if you're one of 'em who don't like them blasted thingies. Use run "ZTB" (which stands for "Zest To Bankraid"). If that hasn't cheered you up then it can mean only one of two things : you don't have Mission Genocide or you're not easily cheered up !

Time to sign-off. Remember : You only live once - so keep raiding.

NEIL MacDougall [130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS]

INFINITE WOTSITS and ETERNAL THINGIES

Another GRAND FIXIT CHEAT from Gerard,

```
10 ' Space Harrier Cheat Loader,Part one.....Save this as HARRIER.BAS
20 ' and part two as HARRIER0.BAS-They replace the file ELITE.BAS
30 MODE 1:inf=0:nosnoot=0:nocol=0
50 PRINT "          *****"
60 PRINT "          *                *"
70 PRINT "          * Space Harrier *"
80 PRINT "          *                *"
90 PRINT "          *****"
100 PRINT:PRINT:PRINT "      Do you want to cheat (y/n)":PRINT:PRINT
110 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
120 IF g$<>"Y" THEN GOTO 220
130 PRINT "      Infinite lives (y/n)":PRINT:PRINT
140 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
150 IF g$="Y" THEN inf=1
160 PRINT "      Aliens don't shoot (y/n)":PRINT:PRINT
170 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
180 IF g$="Y" THEN noshoot=1
190 PRINT "      No collision with objects (y/n)"
200 g$="":WHILE g$="":g$=INKEY$:WEND:g$=UPPER$(g$)
210 IF g$="Y" THEN nocol=1
220 CHAIN "HARRIER0.BAS" : ' Part Two

10 'Space Harrier - Cheat Loader Part Two.....Save as HARRIER0.BAS
20 MEMORY 35999:MODE 0:FOR a=0 TO 15:READ b:INK a,b:NEXT:BOARDER 0:CLS:CLS:CLS
30 LOAD "!HARRIER1.BIN",49152:' HARRIER1.BIN was SCREEN.BIN
40 OPENOUT "d":MEMORY 949:CLOSEOUT:LOAD "!HARRIER2.BIN",950:' HARRIER2.BIN was BLOCK .BIN
50 IF inf=1 THEN POKE &074,0 : 'infinite lives
60 IF noshoot=1 THEN POKE &104C,0:POKE &104D,0:POKE &104E,0
70 IF nocol=1 THEN POKE &047,&C9 : 'no collision with objects
80 CALL 950
90 DATA 0,26,6,0,0,9,2,25,15,3,16,10,13,21,14,20
```

THE BIG BUSTS

I thought it was pretty awful - but so many of you asked for it I did it.

THE LIVING DAYLIGHTS

1 REM: LIVING DAYLIGHTS BUST. TAPE FULLY REWOUND. DISC IN DRIVE - W/PROTECT OFF.RUN THIS.

2 REM:RUN THIS. GIVES JBOND/JBOND1/JBOND2. USE JAMES.BAS TO RUN IT.

10 FOR X=&be80 TO &bf51:READ A\$:Y=VAL("&"+A\$):CS=CS+Y:POKE X,Y:NEXT

20 IF CS<>22414 THEN PRINT"CRUMBS ! A DATA ERROR !" ELSE CALL &be80

30 DATA cd,37,bd,21,00,00,11,00,be,cd,4c,bf,06,00,11,00,80,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,21,a4,be,22

40 DATA 28,a6,e1,e9,f3,21,00,00,11,00,a6,cd,4c,bf,21,00,be,11,00,00,cd,4c,bf,21,ff,b0,11,40,00,0e,07,cd

50 DATA ce,bc,21,4b,bf,34,06,06,21,46,bf,11,00,c0,d5,cd,8c,bc,e1,11,00,40,01,00,00,3e,02,cd,98,bc,cd,8f

60 DATA bc,00,3e,c9,32,e1,be,21,40,00,22,cc,be,21,00,a6,22,d4,be,cd,c2,be,21,4b,bf,36,30,21,0d,bf,22,cc

70 DATA be,21,40,00,22,d4,be,06,05,cd,c8,be,c7,21,4b,bf,34,21,46,bf,06,06,11,00,c0,d5,cd,77,bc,e1,cd,83

80 DATA bc,cd,7a,bc,00,3e,c9,32,24,bf,21,40,00,22,17,bf,cd,0d,bf,f3,21,00,a6,11,00,00,cd,4c,bf,cd,37,bd

90 DATA cd,19,bd,c3,00,06,4a,42,4f,4e,44,30,01,40,00,ed,b0,c9

5 REM: THIS IS JAMES.BAS

10 CALL &bbff:MODE 0:FOR x=0 TO 15:READ a:INK x,a:NEXT: BORDER 1 :LOAD"JBOND":CALL &bf0d

20 DATA 1,26,0,4,3,25,6,7,8,9,10,2,12,13,14,15

EVENING STAR - Luke's wedding. Remember Southern Belle ? Looks like an OPTION 2 job to me !

5 REM: EVENING STAR TAPE/DISC. EX LUKE the WATCHMAN

20 MODE 2:FOR i=&9000 TO &9036

30 READ a\$:POKE i,VAL("&"+a\$):tot=tot+PEEK (i): NEXT

50 IF tot<>5756 THEN PRINT "Oh Dear!":STOP

60 PRINT"EVENING STAR LOADING, START TAPE AT BEGINNING OF HEADERLESS BLOCK": CALL &9000

80 DATA 21,fd,18,11,8c,63,3e,07,cd,a1,bc,11,40,00,21,ff,ab,0e,07,cd,ce,bc,06,05,21,32,90,11,00,c0

110 DATA cd,8c,bc,21,fd,18,11,8c,63,3e,02,cd,98,bc,cd,8f,bc,cd,00,00,45,53,54,41,52

THIS RUNS IT >> 10 OPENOUT "d":MEMORY &18fc:LOAD"estar":CALL &18fd

MARBLE MADNESS CONSTRUCTION SET - DE LUXE

Andre observing that many RAMDAM & HACKPACK jobs can be more economical in "straight" form went to work on this, and advises :
"Use OPTION ONE (or TRANSMAT ?!) to get the first two files to disc, then STOP the tape. The files will be MARBLEMA.BAS and MARBLEMA.BIN. Reset computer, press PLAY and run the following routine:

10 MEMORY &9fff:LOAD"MARBLEMA.BIN":POKE &a00c,&c9:CALL &a000:SAVE"MARBCONS",0,&2134,&7918

Turn the tape over, rewind it and do the same again to get DELUXEGA.BAS & BIN. Amend the line 10 routine to LOAD"DELUXEGA.BIN", and to SAVE"MARBLUXE",0,&2134,&79e0. Run it as before. You can then erase all except MARBCONS & MARBLUXE. The following adaptation of the original loader will then run it. Total of 63K instead of two RAMDAMS/HACKPACKS !". All good stuff !!

5 REM: ANDRE's MMCS fix disc loader.

10 MODE 1:CALL &bc02:PEN 1:WINDOW 1,1,40,10,25:KEY 139,"call addr"+CHR\$(13)

40 LOCATE 14,2:PRINT "MARBLE MADNESS"

50 LOCATE 7,5:PRINT "TM & ";CHR\$(164);" 1984, 1986 ATARI GAMES":LOCATE 8,6:PRINT "LICENSED TO MELBOURNE HOUSE"

70 LOCATE 6,10:PRINT"Do you want the DELUXE GAME or":LOCATE 10,12:PRINT"the CONSTRUCTION SET?"

90 LOCATE 15,17:PEN 3:PRINT"Press D or C"

100 a\$=INKEY\$

110 IF a\$="d" OR a\$="D" THEN game\$="marbluxe.bin":addr=&8b6a:GOTO 140

120 IF a\$="c" OR a\$="C" THEN game\$="marbcons.bin":addr=&80e8:GOTO 140

130 GOTO 100

140 CLSE1:INK 3,24 :LOCATE 16,10:PRINT"Now Loading":LOCATE 9,13:PEN 3:PRINT "Press small ENTER twice"

170 LOCATE 9,14:PEN 1:PRINT"when loading is complete":LOCATE 4,20:PRINT"We hope you enjoy playing the game":MEMORY &2133

180 LOAD game\$:INK 3,6:LOCATE 16,10:PEN 3:PRINT"NOW LOADED ";CHR\$(7)

210 WHILE INKEY(6)=-1:WEND: FOR i=0 TO 3:INK i,1:NEXT:TAPE

ZYNAPS

Lots of meddlers sorted this one - Paul's fell readily to hand - clinical as it should be, do it ! STARTS PAGE SIX.

```

5 REM: PAUL ROBINSON'S ZYNAP hack.
6 REM: Skip first block. Gives one file-ZYNAPS.BIN, 37K to run.
10 MODE 0:PRINT"LOADING...":FOR X=0 TO 15:READ A: INK X,A:NEXT: BORDER 0
20 :TAPE:MEMORY 4999:LOAD"!LOADER",&4000:POKE &414e,&80:POKE &414f,&be
30 FOR X=&be80 TO &bea4:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
40 IF CS=3460 THEN :DISC: CALL &4000 ELSE PRINT"UGH!"
50 DATA 0,26,13,16,15,6,3,24,12,9,18,19,20,11,2,1
60 DATA 06,06,21,9f,be,11,00,c0,cd,8c,bc,21,00,0f,11,00,91,01,00,90
70 DATA 3e,02,cd,98,bc,cd,8f,bc,c3,00,90,5a,59,4e,41,50,53

```

SCREAM !

ADVENTURE PROBLEMS ? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES, or SPYTREK, MINDSHADOW, FANTASIA DIAMOND, PLANET OF DEATH, INCA CURSE and the other one ! Well clued up for general help to is PHIL ! Don't forget the SSAE to P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

Actually Phil's done a few more than that - but my filing system leaves a little to be desired and I can't find my DRUID FILE at the moment. Phil having spent an afternoon with Trevor at BONZO TOWERS will know exactly what I mean !

Incidentally, and as a forerunner to what follows, COLCHESTER are quite well organised with several meddlers meeting regularly. It was largely due to their efforts, and in particular Ron's painstaking analysis of BONZO'S FLASH PACK & BIG BATCH that they are available this year rather than next. Main point being about getting together !

DEBBY HOWARD - being a distant member of the Colchester group is also a keen adventurer. I wish more of you were ! Debby has completed BRAUN FREE (who wrote that ?), AFTERSHOCK, MINDSHADOW, HERO'S OF KARN, SPYTREK, GRANGE HILL, 3 WEEKS IN PARADISE, FOREST AT WORLD'S END, WARLORD and THE EXPERIENCE. Debby will happily assist if you are stuck with any of these. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD.- TELECOM GOLD 74:MIK1511 - PRESTEL 219997199

PORTSMOUTH & DOWN SOUTH - another telephone mate today wondered if there were any other meddlers in the vicinity ! I should say so ! Time you lot got organised and swapped a few ideas, phone Nick Geeves on (0705) - 735458.

NORTHAMPTON, WELLY, KETT, IRTH & that lot. A number of you have visited BONZO TOWERS. Without exception you have each lamented the fact that there aren't any meddlers locally, and if there are they are all "kids". Well, there are and they aren't ! If you each let me know whether you are interested in getting in touch with other local meddlers, I will do a "round robin" of names and addresses. Who knows - you may get organised enough to have a "meet", pubs not advised for sensible chat !

THE 500 LIST as done by Ian Wilson is much more comprehensive than my own ! It's actually 511, in proper Alpha order, indexing each game to the method of transfer and any references in newsletters. Very useful indeed to me, thanks Ian. A question that Ian asked, how to do "GENOCIDE" - answered in this issue if you've got BANKRAID. Otherwise a "special" - maybe a BIG BUST sooner or later ! If you want a copy of the BSM-511 guide to Meddling then 50p. (a little more ?) and a large SSAE will get the goodies: I've paid by way of a free sub for 6 newsletters for mine, seems fair to me.

IAN WILSON, 41 LABURNUM ROAD, ABRONHILL, CUMBERNAULD, STRATHCLYDE, G67 JAA.

QUASI-MODD LOOK-ALIKE, JAMIE VERITY, self described has thus ruined his chances of a winning plea ! I know Jamie very well by 'phone, and he doesn't SOUND like GM ! Jamie seeks a female (Lady sounds better) "meddler" pen-pal as a computer-friend. Only proviso is youngish - Jamie's 21. I know we have a number of "meddleresses" - but have we any to fill the need ?

JAMIE VERITY 3 The Cottons, OUTWELL, WISBECH, CAMBRIDGESHIRE PE14 8TL.

LEE BARTON, may or may not have had 26000 replies for a fellow inexperienced meddler. Will you see that he gets at least one reply - please ? LEE BARTON 54 Halton Brow, RUNCORN, CHESHIRE, WA7 2EQ.

SEMI COMMERCIAL BREAK

BONZO ON ROM ? via RODNEY TIPPING 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 1PH.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

WADAMIGONNAREADNOW?

WACCI from WACCI 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. 50P. plus a GIANT SSAE gets the works !

SUGAR-CUBE from STEVE BROKENSHERE 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

ADVENTURE PROBE from ADVENTURE PROBE 78 Merton Road, WIGAN, WN3 6AT. Stunning Sandra's offering. £1 gets the goodies !

THE SUNDAY OBSERVER from good newsagents everywhere, except OZ.

FINALLY..

Not much room left, my meagre advert won't even fit on ! In WACCI style Thanx to all contributors AND readers. Thanx to 4 Neils, 2 Stewarts, 1 Stuart, 2 Roberts, 5 from OZ, 3 from NZ, Graham, Nick, Jason, 3 Phils, 2 Pauls, 2 Dons, 2 Rays, Peter, Alan, Jamie, Luke, The Chelmsford & Birmingham Mob, all north of the border - and anyone awaiting a reply ! At least the orders go out same or next day ! Maybe more organised next time, maybe not. NEWSLETTERS, all back issues as 1-7 summary, de-waffled, and 8-12.99 for £5.00. Singles 50p. + SSAE, BUT 1-7 only as a summary at £1.75. Future issues 50p. + SSAE, or subscribe £3.00 for next 6 (MAXIMUM) and we pay postage and supply envelope. The stockbroker who suffered in the exchange slump just after the BIG WIND, went to HAMSTEAD HEATH to hang himself - couldn't find a tree standing. Just like owning BSM & HACKPACK, a 6128 and no tapes ! Next issue, JUST in time for XMAS ! Happy days.. Colin... NEMESIS

WILL SUGAR MELT WHEN HE'S IN HOT WATER ?**GREETINGS !**

So now you can figure out the name of the only TV program I ever watch, series just ended - very sad ! The pastime the for the last two months has been guess the AMSTRAD new machine game. After many rumours the concensus has settled for a 16-bit, 51/4 drive in a 6128 style keyboard. Neatly tied in with knocking the CPC on the head it would seem that Alan Sugar's oft quoted "We only want your money !" will be emphasised in cynical fashion. ALL, and I mean ALL, software houses have been in a state of "flux" awaiting a proper announcement, which they won't get. Work has been shelved on new projects, not that anything was really ever written just for the CPC, and they have been diligently trying to impress us with re-releases in Compilation form. It's a shame that the CPC was hardly ever catered for other than "conversions". The majority of games have been "upped" from SPECTRUM jobs, and as such the limitations of the SPECTRUM [including the screen size] have dictated the quality of the AMSTRAD version. What that means in user language is that the superb capabilities of the CPC have rarely been exploited to the full. If rumours prove to be true, then bye, bye ! I'll get a "proper" job and be able to restore my computing to the "hobby" level.

Offers of help abound, information continues to pour in, and I'm still way behind with letters ! Significantly the reports of NEW games are VERY low - all related to the "rumour" no doubt ! I've modified the tale told me by BRIAN BONNER, which was one bit of fun in the last few weeks. It seems that SUN READERS are buying up copies of DISCOVERY+ in order to transfer their DURAN DURAN tapes to compact disc ! It is well known that this can only be done by BSM & HACKPACK, but you'll need a modified loader. A serious note, new BLITZ4 file created 14.12.87 for FREDDY, COMPLETE WOTSIT etc. Now conforms with other BLITZ files. OK, lots of super stuff and a "random" format this issue ! Any reference of "(!!)" means the game is mentioned elsewhere. Often because the compilations use a totally different loader to the original, and re-issues [like the RICOCHET label] may be yet another type of loader. To add to your confusion, and put spice into your Xmas reading I've a section devoted to "AS I READ IT". This is simply me randomly pulling letters out of box and deciphering the contents - grand game this one ! Late news suggests that RICOCHET loaders are all the same nasty. I'll try to develop a "standard" bust for it when I've seen a few of them. If you're a fanatic and want to try it - note that the STACK POINTER is switched about, and START/LENGTH info is not in the loader. THE never to missed XMAS game, without a computer, is to draw lots. The loser lays on the floor, and everyone else talks about him/her as though he/she was not there ! Dangerous too !

We enjoyed a delightful half day a few Saturdays ago when BRIAN [Meddler of Repute] and JANICE called to see us. Computers were hardly mentioned ! It's a fact that I can hardly believe - is behaving like real Earth People a sign of old age ?

I've been asked to clarify the BSM & HACKPACK situation, what's redundant etc ! Apart from the fact that they are all redundant if you sell your CPC, you can forget all about RAMDAM - HACKPACK replaces it. If you've got BLITZ then you can forget OPTION 3 and BONKEY. If you follow the gist of a later listing then you can forget OPTION 2 [sad eh ?].

On another tack, the program MAX, which for disc file control turns your CPC into a DAKTARI look-alike, joystick replacing the mouse, has led some of you to ask me if I have any similar plans. I am currently working on the ULTIMATE EMULATOR, soon I will have the software to turn your CPC into an ironing board - after that I am pledged to dealing with some hardware and supplying plans to change one meddler's printer into a Ferrari. The latter will be joystick controlled too !

DAKTARI machines ? I think it's a horrid system, mice and all that ! I've only just learnt how to handle a keyboard ! As an expensive bit of kit for playing expensive games it's probably OK - but the mouse and arrow, windows, icons and things strike me as the ultimate gimmick to further moronise [myself included] computer users. Unfounded and contentious ? Maybe, but I do have a DAKTARI, and even our Cats turn their nose up at the mouse. Blitz [the kitten], thinks that the 3 1/2 discs are tastier ! From what I see, he can have them ! A letter just received from Stewart [RDIBLE !] has much stronger criticism than that. To put a fair balance on the whole issue, I received a very nice letter from Andy Todd sadly relating that he has "defected" to the DAKTARI. A meddler with honours, his opinions have always been valued, we wish him well.

COMPILATION NEWS

LIVE AMMO All BLITZ. - ARMY MOVES, RAMBO, GREEN BERET, GREAT ESCAPE, TOP GUN.

PLAY IT AGAIN All BLITZ. - LEADERBOARD, LD TOURNAMENT, TENTH FRAME, EXPRESS RAIDERS, METROCROSS and SUPERCYLE [MAIN FILE]

POWER PLAYS All OPTION ONE except CORRIDOR CONFLICT - HACKPACK.

10 COMPUTER HITS 4 First note that if you have the version that includes BRIDES OF FRANKENSTEIN that won't load, send it back - the replacement will have BRIDES as a straight OPTION ONE. XEVIOS & SARACEN are BLITZ or BUNLOCK. PULSATOR and ANTIRIAD - OPTION 2, SPINDIZZY, DEACTIVATORS, TRIAXOS (some), STARQUAKE, all HACKPACK. REVOLUTION and UCHI-MATA are OPTION ONE. ELEKTRAGLIDE is a BLITZ [ODD], and DANDY [a "special"] and CITY SLICKER [forget it] are "NO GO". Why is that more than ten?

STARGAMES 3 - all as previously reported, but note WAY OF FIST - BLITZ [OLDXL], the TRAPDOOR OPTION 1 loader as before.

SPORTS PACK 20 JB SQUASH, an OPTION 1 on a previous comp. is BLITZ[4] on this one. SUPER SOCCER "NO GO".

U.S. GOLD 3 ALL except REVOLUTION transfer as predicted. LEVIATHAN is just the main file. [Late news from Nick Geeves.]

OPTION 1 [328] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

STARWARS, BUGGY BOY, THROUGH the TRAPDOOR, DEATHSCAPE, MINDSTONE, FLUNKY, CHOLO, STARGLIDER [FIREBIRD - some versions **], MOOR'S CHALLENGER, BRIDES OF FRANKENSTEIN (!!), TRIAXOS (!! [STARLIGHT], ALIENS [U.S. version]. BOULDERDASH CONSTRUCTION KIT. COMBAT ZONE. ** STEVE [East Lothian] has one ! Favouritism for Kilties !

Alan Maybury in reporting the US. ALIENS advises that you will need two sides of a disc. When all done delete the .BAK files from the first side, then transfer the second side files to the first. Simply RUN "ALIENS". Some of the status codes are:

LEVEL 1 "DROP" password PORTE. - LEVEL 3 "GALLERY" pw. "PRONE" - LEVEL 5 "RESCUE" pw. "SLOPE" - LEVEL 6 "QUEEN" pw. "BROSE"

OPTION 2 [60] HEADERLESS FILES.

More for this "oddball" routine.

WORLD CUP MANAGER [McMillan], PULSATOR (!)[Compil.] ***For Pulsator SIMPLE LOADER- 10 LOAD "BACK1": CALL 48850.

OPTION2X !

The minor irritation for OPTION 2 has been that some files are just a little too long for it, the JEWELS OF DARKNESS trilogy for example. Also the need to write a little loader is a bit niggly. The need to write a special loader is a pain. OPTION2X overcomes all of these. In most cases you will only need to RUN "BACK1 [suitably renamed], if it has to be loaded from a basic file then the poke &bcce,&c9 WILL be needed. It'll do the JEWELS [ignore the click], and most other normal OPTION 2's - no special loaders will be needed. You'll need your BSM disc to create it. Having got OPTION2X on your disc all you need to do is run it. Things will then occur just as though OPTION2 had been selected from the BSM MENU, the results will be free of hassle. Give it a go on the AA "FREEBIE" - THE DOCT. [The correct BSM DISC is one with HACKPACK on the reverse.]

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1 REM: YOU WILL NEED YOUR BSM DISC IN DRIVE TO RUN THIS FILE, AND SAVE OPTION2X
10 MEMORY 19999:LOAD"meddler",20000:FOR x=40960 TO 40960+575:READ a$:a=VAL("&"+a$):POKE x,a:cs=cs+a:NEXT
20 p=PEEK(&4e66):q=(PEEK(&5186)-16):r=(PEEK(&51c6)-16):s=PEEK(&4ef6)
30 pp=(PEEK(&4ead)-1):qq=(PEEK(&4ead)-16):rr=(PEEK(&5057)+64):ss=(PEEK(&510a)-1)
40 IF cs<>62164 THEN PRINT"GOSH ! A BOOBOO !":END
50 FOR x=40960 TO 40960+575:a=PEEK(x)
60 IF a=pp THEN POKE x,p ELSE IF a=qq THEN POKE x,q
70 IF a=rr THEN POKE x,r ELSE IF a=ss THEN POKE x,s
80 NEXT:FOR x=40960 TO 40960+575:tot=tot+PEEK(x):NEXT:IF tot<>64595 THEN PRINT"NOT CURRENT BSM VERSION - SORRY !":END
90 SAVE"OPTION2X",B,40960,576,40960
100 DATA f3,69,20,a0,11,01,af,01,00,02,ed,b0,69,16,bd,36,e9,69,37,bd,36,c9,c3,01
110 DATA af,4e,45,4d,45,53,49,53,69,11,af,11,00,68,01,40,00,ed,b0,76,4f,af,18,fb
120 DATA 67,d5,76,3a,68,76,71,bc,11,f0,a9,69,00,af,0e,07,76,ce,bc,d1,e1,67,d5,06
130 DATA 02,eb,69,38,68,34,76,8c,bc,d1,e1,01,00,00,3e,02,76,98,bc,76,8f,bc,76,37
140 DATA bd,3e,c9,32,37,bd,37,c9,41,30,00,00,00,c9,69,39,68,34,2a,38,68,22,76,b0
150 DATA 69,fc,b0,34,3a,f7,b0,32,37,bd,76,37,bd,af,76,6b,bc,69,00,00,06,00,11,64
160 DATA 00,76,77,bc,22,ea,b0,ed,53,f5,b0,ed,43,f3,b0,11,12,00,19,cb,86,7e,32,f0
170 DATA b0,11,08,00,19,7e,32,ee,b0,23,7e,32,ef,b0,2a,f5,b0,76,83,bc,76,7a,bc,3a
180 DATA f0,b0,fe,00,28,c0,76,ac,af,18,34,3a,a1,bc,32,3a,68,2a,a2,bc,22,3b,68,c9
190 DATA 69,00,68,22,a2,bc,3e,c3,32,a1,bc,2a,ec,b0,3a,7f,b0,77,23,3a,84,b0,77,23
200 DATA 3a,85,b0,77,3e,c9,32,37,bd,69,16,bd,36,e9,c9,2a,ee,b0,11,00,00,a7,ed,52
210 DATA 28,08,2a,ee,b0,76,cf,b0,18,09,2a,f5,b0,22,ee,b0,76,cf,b0,ed,5b,f3,b0,2a
220 DATA f5,b0,19,3e,c9,77,23,22,f1,b0,11,2e,00,19,22,9f,b0,2a,ec,b0,3e,c3,77,23
230 DATA ed,5b,f1,b0,7b,77,7a,23,77,69,7e,b0,ed,5b,f1,b0,01,55,00,ed,b0,2a,f3,b0
240 DATA 11,55,00,19,22,f3,b0,69,00,af,11,f0,a9,0e,07,76,ce,bc,69,f8,b0,06,05,ed
250 DATA 5b,f5,b0,76,8c,bc,11,1c,00,19,eb,2a,ea,b0,01,1c,00,09,01,23,00,ed,b0,2a
260 DATA f5,b0,ed,5b,f3,b0,ed,4b,ee,b0,3a,f0,b0,76,98,bc,76,8f,bc,76,37,bd,76,b9
270 DATA af,2a,ec,b0,e9,3e,00,32,00,00,69,00,00,22,00,00,69,80,68,22,a2,bc,3e,c3
280 DATA 32,a1,bc,3e,e9,32,16,bd,3e,c9,32,37,bd,69,00,00,11,80,68,01,40,00,ed,b0
290 DATA c3,00,00,67,69,00,af,11,f0,a9,0e,07,76,ce,bc,e1,67,06,02,eb,69,a1,68,34
300 DATA 76,77,bc,e1,76,83,bc,76,7a,bc,37,c9,41,30,22,ec,b0,7e,32,7f,b0,22,81,b0
310 DATA 22,aa,b0,23,22,87,b0,7e,32,84,b0,23,7e,32,85,b0,c9,00,00,00,00,00,00,00
320 DATA 00,00,00,00,00,00,cf,42,41,43,4b,30,00,00,00,00,50,42,49,54,53,0d,9c,04
330 DATA 59,48,4a,3a,4c,44,09,44,45,2c,28,58,45,4e,47,54,48,29,0d,a6,04,4c,44,09
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OPTION 3 [51] FLASHLOADERS.

TEMPEST [Compilation version] >>> A "forgettable" routine if you have BLITZ.

BONZO BLITZ - THE SPEEDLOCK CRACKER

UCHIMATA [!], ELEKTAGLIDE ['ODD], KILLED UNTIL DEAD [Main file], PRO SKI SIM., RENEGADE [Main file], FREDDY HARDEST, HOW TO BE A COMPLETE BANANA, GRYZOR [Main file], COMBAT SCHOOL[Main file]>> last 4 all new BLITZ4 transfers.

Blitz [the Kitten] was relieved to hear that Jim Palmer DID transfer GREAT ESCAPE - he had to remove his Light Pen !

ROADRUNNER - THE COMPLETE BLITZ JOB

1 REM: ROADRUNNER/MAINFILE BY BLITZ : DELETE ROADPRU and ROADPRU0

3 REM: TRANSFER LEVELS VIA BONZO OPT.1 : YOU WILL HAVE SEVERAL FILES - ????.BLK/???.SPR/???.MAP : RUN THIS FILE FOR THE GA ME

10 CALL &bbff:MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT

20 RESTORE 50:FOR x=&be80 TO &bec:READ a\$:y=VAL("&"+a\$):cs=cs+y:POKE x,y:NEXT

30 IF cs=6963 THEN CALL &be80 ELSE PRINT"DATA ERROR !":END

40 DATA 13,26,0,6,9,25,24,2,20,15,3,16,12,14,17,7

50 DATA 21,bb,be,06,08,34,21,b4,be,11,00,c0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00

60 DATA 3e,c9,32,97,be,21,40,00,22,8a,be,cd,80,be,01,7e,fa,af,ed,79,3e,11,32,d6,05,c3,00,01,52,4f,41,44,50,52,55,30,cf

WORLD CLASS STUFF - FOUR COURSES TO ONE DISC !

GARY & Co. SAVE YOU THE PRICE OF A DISC ! TRANSFER THE COURSE "D" MAIN PROGRAM WITH BLITZNO. COPY COURSE DATA WITH OPTION 1, ENSURE THAT CYP.CREEK and DOR. COUNTRY CLB data is transferred to SIDE A. The other two on SIDE B. CIBORD.SPR and LBOARD.SCN must be on BOTH sides. Erase all .BAK files , type in this loader and save to SIDE A as WCLB. RUN"WCLB" to play.

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1 REM World Class Leaderboard! :Disc loader by W.Morgan & G.Searle. :(C) Nemesis 1987.
2 MODE 1:INK 0,0:INK 1,26:BOARD 0 :OPENOUT"d":MEMORY &3fff :LOAD"wclbpc0.bin",&4000 :FOR NU%=1 TO 4:READ N$(NO%):NEXT
80 RESTORE 190:FOR N%=0 TO 97:READ a$:A=VAL("&"+a$):POKE &bfe+N%,A:CS=CS+A:NEXT
85 IF CS<>074 THEN PRINT"GOOD GRIEF - A MISTAKE !":END
90 FOR CO%=1 TO NU%-1:LOCATE 1,CO%:PRINT CO%:LOCATE 3,CO%:PRINT".":SPC(1);N$(CO%):NEXT
100 PRINT:PRINT"PLEASE CHOOSE(1-4)?"
110 R$=INKEY$:IF R$="" THEN 110 ELSE LOCATE 20,6:PRINT R$:IF R$<"1" OR R$>"4" THEN 110
120 MODE 0:A=VAL(R$):POKE &30,64+A
130 IF A=3 OR A=4 THEN POKE &31,&14 ELSE POKE &31,&17
140 POKE &4044,&1b:POKE &4045,&bf:CALL &bf4e
150 DATA "CHAMPIONS CYPRESS CREEK", "DORAL COUNTRY CLUB", "ST.ANDREWS", "GAUNTLET COUNTRY CLUB"
190 DATA 21,00,00,ed,63,9c,4f,c3,00,01,54,55,52,4e,20,4f,56,45,52,20,44,49,53,4b,20,20,20,00
200 DATA cd,8f,bc,06,12,21,d4,73,3a,30,00,77,23,23,23,05,c2,26,bf,3e,00,21,40,73,77,21,31,00
210 DATA 7e,21,4a,6e,77,21,08,bf,11,4f,6e,7e,12,23,13,fe,00,c2,42,bf,c3,00,bf,0
220 DATA cd,03,b9,21,00,40,11,7c,b0,01,50,00,ed,b0,c3,7c,b0

```

On the same subject, LUKE IRELAND has developed a WCLB CONSTRUCTION KIT - design you own course using holes from whatever courses you wish. Obviously only on disc, send Luke a disc, inlay, and the funds for a hole 19 visit, and the golf greens will be greener.
LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM, B30 1HT.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

MANDRAGORE, RIGEL'S REVENGE, VOLCAN, Z(*), MUSIC SYSTEM [Rainbird], SPACE RAIDERS, ASKERON [LR], ROCK'n WRESTLE [LR], DESPOTNIK [LR,EX], STARQUAKE [TA]. "Z" definitely does go - reply N/Y/Y/Y to the prompts and retain the screen. It does go, so retry if you miss it first time. **WARNINGS from RESPECTED SOURCES, RIGEL'S REVENGE IS BBBBUUGGEEDD to the HILT** NAFF/UGH !

AS I READ IT !

PAUL GARWOOD wants to know how to hide files. If you've the right utility [DOO DAH, FLASH PAK and others] then simply make them SYS. Alternatively assign them to another USER area, keeping the loader in USER 0 and modifying it to load from the alternate USER area. The proper way to hide files is, of course, in French Loaves. CELL BLOCK H - what a game that'd make !
KEITH HANKIN, 5 The Leasow, ALDRIDGE, WEST MIDLANDS, WS9 0XF, has a super straight hack for RIGEL'S REVENGE. In view of the apparent prolific number of "bugged" tapes I have not printed this - but Keith will supply you with the printout if you have a good version. Don't forget the SSAE and "nobbins" ! Also noted by Keith is that the loader for ARNHEM in NEWS 15 does not allow for the fact that saved games have to be to and from tape. Solution is to DELETE line 30 from the list and change line 170 to:

```
170 LOAD "ARNHEM.BIN",1700:LOAD "ARNHEM.DAT",23350 :TAPE: CALL 1774
```

PHIL WHARF observes that BRIDES OF F is "naff" too ! In the graveyard, up the tree, and you've had it ! More useful is the SOLOMONS KEY trick, when you lost your lives go into "DEMO", PRESS [ESC] TWICE, and you'll be able to update the HI-SCORE !

FRANK RYAN reminds us of a couple of good tricks in AMSTRAD ACTION recently for removing excess spaces. Cuts WILDBUNCH and the like down to size. Can't breach their Copyright, can tell you that it's there.

LUKE has a tape of WERNER suffering the same terrible fault as the old BRIDES OF FRANK - the ultimate protection device this ! If it won't load it won't copy ! Why didn't anyone think of it before ? Luke doesn't like our odd-size advert in CWTA. I don't like CWTA - a very thin offering of drivel that I think I shall soon elbow.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
EVERYONE'S A WALLY*, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN. MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE* , HIJACK, CHAMPIONSHIP BASEBALL, HACKERII, SPACEACE, BUMPSET STRIKE, RANARAMA. WIZBALL*, SOLOMONS KEY, JOE BLADE, CENTURIONS, TRANTOR, STRIKEFORCE SAS, BOSCONIAN, JACK NIPPER2*, SPACED OUT, STARRAIDERS II. XOR, SUPER SPRINT, DRILLER, GARY LINEKER, MATCHDAY2, AGENTXII, OLLIE & LISA. RAMPAGE.RYGAR.

SPECIALS NOTE

BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

DOO DAH

Note that the TRANTOR disc defeats everything including DISCOLOGY [French or English]. OK are COCONUT CAPERS (NIPPER2), and MELBOURNE DRAW.

BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. [busy with examinations recently and just had time to sort out this treat !]. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and you've got it !

Hello Dabblers !

When everyone else is giving you repeats, we have something original, helpful, serious, modest..... and here I am :-
Christmas is here once again, the tinsle, the glitter, the pines on the carpet, we know it well. Being the pre-Christmas issue, its time for a rattler. Looking at the Specials section I see WIZBALL is among those awkward swines. Just so you can gloat at all the Raidless riff-raff, here's the bits and pieces you'll need :-

[A] Wiz your tape back to the start and run good 'ol INSTALL from the Raid disc. Now run the absolutely amazing program below. (ok, so I did write it , how did you guess ?)

```
25 RESTORE 30 :FOR loop=&6000 TO &60b2:READ s$:byte=VAL("&"+s$):POKE loop,byte:ck=ck+byte :NEXT loop
40 READ check:IF ck<>check THEN PRINT"Oooopppss ! Check your data !":END
45 DATA 21,11,60,11,90,be,01,a2,00,ed,b0,cd,37,bd,c3,90,be,f3,cd,02,bc,06,00,21
50 DATA 00,00,11,40,00,cd,77,bc,ed,53,c4,be,eb,cd,83,bc,cd,7a,bc,21,c6,be,3e,c9
55 DATA 32,37,bd,3e,c3,22,7b,bc,32,7a,bc,21,ff,ab,11,40,00,01,ff,b0,c3,00,00,21
60 DATA d9,be,7c,ee,fb,11,4b,00,12,7d,ee,99,11,4e,00,12,37,c9,3e,b9,32,0b,b9,3e
65 DATA 2e,32,0e,b9,ed,4b,02,bc,06,8a,11,00,b9,c5,1a,d5,11,79,03,91,21,8a,b9,ae
70 DATA 77,23,1d,20,fa,15,20,f7,d1,13,c1,4f,05,20,e6,dd,21,d9,bb,11,c6,00,cd,67
75 DATA bb,21,2a,bf,11,00,00,d5,01,08,00,ed,b0,e1,3e,c3,32,9a,bc,22,9b,bc,c3,03,bc,00,00,01,c6,7f,ed,49,c3,00,40,19756
90 MODE 1:OUT &7F00,&C6:RESTORE 100 :FOR u=1 TO 9:READ off:POKE &4000+off,&FE:NEXT u
100 DATA 3,7,11,15,19,23,27,33,41
105 OUT &7f00,&C0:PRINT"Insert WIZBALL tape.":PRINT:CALL &6000: END
```

[B] Press play and any key as prompted. When the machine resets (by the way, the colours go all black towards the end of the load, don't panic !) run DUMMY from your raid disc, using name = WIZBALL and mode = 0. Bung your destination disc (which will now be referred to as ddisc) into drive A. When finished, run SWAG2, and insert ddisc into drive A. When the machine resets, run the program below. (leaving the ddisc in the drive)

```
20 MEMORY &8eff :LOAD "WIZBALL.BIN",&8f00 :POKE &8f5a,&ff:POKE &8f52,&ff:POKE &8f59,0:POKE &8f51,0
50 RESTORE:FOR u=&8f6b TO &8f78:READ a$:POKE u,VAL("&"+a$):NEXT :SAVE "WIZBALL",B,&8f00,&d0,&8f00
70 DATA 21,00,c0,11,df,aa,01,18,15,ed,b0,c3,f0,7f
```

[C] Reset the machine and bung your ddisc into drive. Run "WIZBALL" !

The management involved with Bankraid productions (both of me) would like to wish you a Merry Christmas and a Happy New Year, ... eat, drink and be merry ! We three kings of orient are I'm dreaming of a white Christmas When Santa got stuck up the chimney I bet Colin's so short of space he's crunched all this up [TRUE ! Col.] Cheers ! Neil.

NEIL MacDougall [130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS]

INFINITE WOTSITS and ETERNAL THINGIES

Did you know that you can visit eternity by loading from tape and hold your breath until it's all done ?

FREDDY HARDEST - A good cheat from STEPHEN BASFORD. Steve has done a super RENAME BLITZ FILES prog:

If you'd like it send Steve a disc or a tape, £1 and return postage, and he'll return the goody. It is good too !!

STEPHEN BASFORD, 139 WISTASTON ROAD, CREWE, CHESHIRE, CW2 7RH

```
1 REM:INFINITE LIVES FOR FREDDY HARDEST/DUN BY STEVE BASFORD - NO ACCESS CODE NEEDED FOR PART TWO !
2 REM: RENAME BLITZBIT(part 1) as FREDDY0 [ USE THE 42K FILE IF YOU HAVE THE NEW BLITZ4 ] :RENAME BLITZBIT(part 2) as FREDDY1
40 FOR c=&BE00 TO &BEC9:READ d$:POKE c,VAL("&"+d$):NEXT
50 MODE 1:LOCATE 13,9: INPUT "LOAD PART {1/2}: ",part$
60 LOCATE 12,14: INPUT "CHEAT [Y/N]: ",cht$
70 POKE &BEC8,VAL(part$)+47
80 IF LOWER$(cht$)="y"THEN POKE &BEC9,1 ELSE POKE &BEC9,0
90 CLS: CALL &BR00
100 DATA 06,07,21,c2,be,cd,77,bc,21,40,00,cd,83,bc,cd,7a,bc,3a,c8,be,fe,30,28,05
110 DATA 3e,c3,32,dc,81,3a,c9,be,fe,00,28,1b,3a,c8,be,fe,30,28,10,3e,3e,32,72,66
120 DATA 3e,05,32,73,66,af,32,74,66,18,04,af,32,fa,0a,c3,00,80,46,52,45,44,44,59,30,00
```

THE BIG BUSTS REDLED - by request, ACADEMY by Stewart.

```
10 REM: REDLED TRANSFER - SKIP BASIC FILE ON TAPE. THEN RUN THIS. RUN FROM DISC WITH "REDLED"
20 CALL &bbff:FOR X=&be80 TO &beef:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT
30 IF CS<>11011 THEN PRINT"DATA ERROR !":END: ELSE MODE 0:TAPE:CALL &be80
50 DATA 06,00,11,00,84,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,00,00,22,01,84,22,02
60 DATA 84,21,a2,be,22,49,84,c3,00,84,21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,ea,be
70 DATA 34,21,e4,be,06,07,11,00,01,d5,cd,8c,bc,e1,11,24,83,01,00,01,3e,02,cd,98
80 DATA bc,cd,8f,bc,00,3e,c9,32,cc,be,21,00,c0,22,b7,be,21,00,40,22,bf,be,cd,ad
90 DATA be,c3,00,01,52,45,44,4c,45,44,30,00,00,00,00,00
```

```
10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT: :BORDER 0:LOAD"REDLED2":RUN"REDLED1: REM THIS RUNS IT - OK ?
```

ACADEMY - STEWART'S COMPLETE TRANSFER FIX. / LOAD & SAVE GAMES OKAY FROM DISC

```
1 ' ACADEMY SAVE ROUTINE BY S C R. DON'T FORGET TO SKIP THE TAPE FILE "ACADEMY"
10 MODE 0:L=60:A=&be80
20 R=0:READ A$: IF A$=CHR$(42) THEN CALL &be80
30 FOR S=1 TO LEN(A$)-1 STEP 2:Q=VAL("&"+MID$(A$,S,2)):POKE A,Q:A=A+1:R=R+Q:NEXT S
40 READ C:IF C<>R THEN PRINT"ERROR IN LINE":L:STOP
50 L=L+10:GOTO 20
60 DATA 21500011df003e16cdalbc003ec9328bbe2100c0110040cd86be21300111,2567
70 DATA 4ba5cd86be21f4be34060821edbe1100c0cd8cbe2100c01100400100003e,2873
80 DATA 02cd98bccd8fbc003ec932c3be2130011100c0010040edbt21000122adbe,2981
90 DATA cda3be21304122b3be214b6522b6becda3bec741434144454d592f,3026
100 DATA *
```

Use this to run the disc'd version.

```
1 REM ACADEMY LOADER v1.02 :BY S C RUSSELL & HUGH MONGOOSE :DEDICATED TO ALL BONZO FANS EVERYWHERE
40 OPENOUT"snurd":MEMORY &4000:CLOSEOUT:GOSUB 60:LOAD"ACADEMY0":GOSUB 80
50 LOAD"ACADEMY2":GOSUB 100:LOAD"ACADEMY1":POKE &5e34,0:POKE &5e35,&60:CALL &be00
60 MODE 0:BORDER 0:RESTORE 70:FOR S=0 TO 15:READ R:INK S,R:NEXT S:RETURN
70 DATA 0,3,6,15,24,25,0,10,26,20,11,2,1,17,8,4
80 A=&be00:A$="2100c0113001010040edbt21fbb01140000e07cdcebcc33505"
90 FOR S=1 TO LEN(A$)-1 STEP 2:POKE A,VAL("&"+MID$(A$,S,2)):A=A+1:NEXT S:RETURN
100 FOR S=0 TO 15:INK S,0:NEXT S:RETURN
```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day. However, there are lots of meddlers offering their phone for help, advice, rag-chewing, etc. The NORTHAMPTON meddlers have failed miserably in any get together ideas, it seems that the 40 or so in the Southampton & Portsmouth areas are reluctant to phone each other too ! Much to be said for the way Colchester and BRUM continue to thrive! Both offer you help and advice, wherever you are. Luke Ireland [well clued up !] offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til late (ish). Seems to know about all the new games before I do.

Luke's phone number - 021 - 458 - 4804

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted.

P.A. FERREIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS. / PHONE [0206] 869371, for any general help, Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

DEBBY HOWARD - being a distant member of the Colchester group is also a keen adventurer. I wish more of you were ! Debby has completed BRAUN FREE (who wrote that ?), AFTERSHOCK, MINDSHADOW, HERO'S OF KARN, SPYTRAK, GRANGE HILL, 3 WEEKS IN PARADISE, FOREST AT WORLD'S END, WARLORD and THE EXPERIENCE. Debby will happily assist if you are stuck with any of these. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:MIK1511 - PRESTEL 21997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine - [that's a relief, I've forgotten how to do them !], a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ? via RODNEY TIPPING 21 Marlborough Avenue, HORNSSEA, NORTH HUMBERSIDE, HU18 1UA. *NOTE NEW ADDRESS* Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

THE 500+ LIST as done by Ian Wilson is much more comprehensive than my own ! It's actually 511, in proper Alpha order, indexing each game to the method of transfer and any references in newsletters. Now Ian is prepared to release his custom-written DATABASE [in "C" , clever, random access !]. Can I suggest a decent donation to the Wilson relief fund, plus your disc, and Ian will part with the files. Excellent - and very , very fast ! Send to Ian - not me, I don't think I made it clear for the 511 listing last time; resulting in a couple of you getting my puny effort - sorry !

IAN WILSON, 41 LABURNUM ROAD, ABRONHILL, CUMBERNAULD, STRATHCLYDE, G67 3AA.

HARRY's XMAS SCREEN CRUNCHER

This will load in a normal 17K screen, and resave it as a miniscular version which can be re-loaded in all it's glory, saving lots of disc space. We await Harry's 42K file crunch ! Should be a real cracker !

```

10 CLS:MODE 1:OPENOUT"D":MEMORY &1FCF:CLOSEOUT :INK 1,25:INK 2,6:PAPER 2:PEN 1:CLS
30 FOR I=0 TO 101:READ x$:A=VAL("&"+x$):POKE (I+&be80),A:CS=CS+A:NEXT:PS=8693:GOSUB 300
40 RESTORE 280
50 FOR I=0 TO 38:READ x$:A=VAL("&"+x$):POKE (I+&1fd0),A:CS=CS+A:NEXT:PS=3963:GOSUB 300
60 LOCATE 6,16:PRINT "CHANGE DISCS NOW !!
70 FOR I=1 TO 5000:NEXT:CAT:PRINT
80 LOCATE 6,24:INPUT"SCREEN FILENAME ?",A$
90 CLS:LOCATE 6,24: INPUT"COMPRESSED FILENAME ?",B$
100 CLS:MODE 1
110 CALL &bbff:LOAD a$,&c000:CALL &be80
120 y=PRK(&be80)+256*PEEK(&be81)
130 MODE 1:INK 1,6:INK 2,25:PAPER 2:PEN 1:CLS
140 LOCATE 6,16:PRINT"CHANGE DISCS NOW IF YOU WISH!"
150 FOR i=1 TO 10000:NEXT:CLS:LOCATE 6,16:PRINT" BUT NOT NOW !!"
160 FOR I=1 TO 2000:NEXT:SAVE B$,b,&1fd0,(y-&1fcf),&1fd0
170 SAVE B$,b,&1fd0,(y-&1fcf),&1fd0
180 CLS:LOCATE 8,20:PRINT"TESTING !!"
190 LOAD B$:CALL &bbff:CALL &1fd0
200 FOR i=1 TO 10000:NEXT:CALL &bbff:CALL &bc02:CALL &bb4e
210 PRINT"THE METHOD FOR DISPLAYING A SCREEN IS TO SET MEMORY AT &1fcf, LOAD FILE. AND CALL &1fd0.":PRINT
215 PRINT"DON'T FORGET TO SET THE SCREEN OFFSET -A CALL &bbff DOES IT !":PRINT:PRINT"HARRY !":END
220 DATA 21,00,c0,11,fe,2f,4e,06,01,13,13,13,79,12,1b,78,12,7c,b5,28,0d,23,3e,7f
230 DATA 90,28,eb,79,96,20,e7,04,18,ed,13,13,3e,00,12,13,12,21,ff,1f,11,00,30,23
240 DATA 3e,00,77,1a,a7,28,2b,fe,01,28,08,77,13,1a,23,77,13,18,ec,e5,dd,e1,3e,80
250 DATA dd,77,00,dd,7e,00,fe,ff,20,02,18,db,23,dd,34,00,13,1a,77,13,1a,3d,28,eb
260 DATA 18,cd,22,80,be,c9,00,00
270 REM
280 DATA 21,00,c0,11,ff,1f,13,1a,47,cb,7f,20,0c,13,1a,4f,71,23,7c,b5,c8,10,f9,18
290 DATA ed,e6,7f,47,13,1a,77,23,7c,b5,c8,10,f7,18,df,ff
300 IF CS<>PS THEN PRINT" OH MY ! A HITCH IN THE DATA.":END: ELSE CS=0:RETURN

```

WADAMIGONNAREADNOW?

WACCI from **WACCI 75** Greatfields Drive, HILLINGDON, OXBRIDGE, MIDDLESEX UB8 3QN. 50p. plus a GIANT SSAE gets the works !

Much loved by meddlers is this publication, and a growing number also revel in :-

SUGAR-CUBE from **STEVE BROKENSHIRE 22** Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

Steve's offering gets better every issue, and CWTA and ACU get worse !

ADVENTURE PROBE from **ADVENTURE PROBE 78** Merton Road, WIGAN, WN3 6AT. Staggering Sandra's offering. £1.25 gets the goodies!

Yes, Sandra has had to increase the price [Soothsayer remains the same], but hardly dramatic after 2 years unchanged. The content has very considerably increased during that time too ! Worthy of note is Sandra's very own adventure, THE CASE OF THE MIXED-UP SHYMER. A long memory will help in solving this very different adventure, TEXT only - all the best adventures are. It's the MIND'S EYE. Available from Sandra @ £1.99 on tape - £4.25 on disc [silly prices !]. Approved by Kay & Graham Wheeler too !2
SUNDAY OBSERVER, TINKS, TELEGRAPH - excellent and cheaper than newsletters. Dunno what Mike Penney reads. Another mention !

FINALLY. . Hooray ! - not another one for 6 weeks. I'm incommunicado until 11.1.88 - but I'll have treatment.

A quick guide to Software House protection [if any] methods: **ANSOFT - usually OPTION 1. **ALLIGATA - OPT 1 or HPAK.

**ARIOLASOFT/STARLIGHT - usually OPTION 1. **CODEMASTERS - invariably "SPEEDLOCK". **DOMARK - often "SPECIALS" only. **FIREBIRD

- "counters" older types HACKPACK, some OPTION 1. **ELITE - OPTION 1. **GREMLIN - "specials" or Bankraid. **HEWSON vary a lot !

**HARTECH - most recent are "Speedlock". **ICENTIVE/U.S.GOLD/VIRGIN/ IMAGINE/OCEAN/KONAMI invariably "Speedlock". **MASTERTRONIC

- often HACKPACK or OPTION 1 but very varied. **PALACE - OPTION 2. **PSS vary.

Running out of space, so what's for Xmas ? The much applauded 4 NEMESIS adventures on one disc for a mere £5 when you buy any ANY other disc - time to strain your brain ! News 15 FLASHPACK & BIG BATCH offers still apply - and a reminder on up-upgrades: BSM & HACKPACK. BLITZ, DOO DAA - return disc with £1 + postage for up-dating, you can do this whenever the mood takes you.

THE ANSTRAD SHOW MEDDLER'S MEETING. Luke suggests meet at the SIREN stand for chat/exchange addresses and banter. Anything with the word BONZO on it will identify you - on lapel ? When ? The usually routine for vague "meets" is any hour on the hour!

I'd suggest Mid-day as optimum time. Good wheeze eh ? Luke will DEFINITELY be on the look-out. That's all, lots left for NEWS17:

More from the regulars, something from OZ, a grand BIG BUST, a smart "meddle" from Luke, and maybe Harry's "SUPERCUNCH".

NEWSLETTERS, all back issues as 1-7 summary, de-waffled, and 8-15 for £5.50. Singles 50p. + SSAE, BUT 1-7 only as a summary at £1.75. Future issues 50p. + SSAE, or subscribe £2.50 for next 5 [MAXIMUM] and we pay postage and supply envelope. AH YES !

Very many thanks for your support during the last year, thanks for all the good wishes and cards - many purrs from the cats !!

A VERY MEDDLING XMAS and HAPPY NEW YEAR from all at **NEMESIS**

BONZO GAINS ACCESS TO NATION'S MILLIONS.

GREETINGS !

Headlines have to carry intrigue they tell me, so there it is. For the New Year I've resolved not to make any, and advance news for Lent is that I'm going to give up depriving myself. Following the startling revelations in NEWS 16 Brian now tells me that Sun readers for the most part are quite happy with their transfers of DURAN DURAN tapes to compact disc with DISCOVERY +. It seems that the difference in not making a byte for byte transfer does enhance the playback. Before I go any further I must restate that I do not have ANY anti - feelings towards any other Software producer. There is room for all of us, if honesty and good-will prevail. That doesn't mean that I won't back BSM & HACKPACK to the hilt when compared with ANY other soft-based similar utility because I will !

The subject of PIRACY, rarely referred to in these columns is in need of a mention. I am not unaware that the number of "inched" copies of BSM et al exceeds those sold by a factor of eight. but I am not the guardian of your conscience. I must point out that the practice of "willy nilly" filling discs with games and sending them countrywide IS piracy. Yes, you'd lend someone your car for a day - but you can't duplicate that and give it away. Therein is the moral ! No threats from here, it shouldn't be needed - please think about what you are doing. Not everyone is going to be pleased to get a disc full of surprise software.

We [that's Royal] were entertained by a two day visit from the Chelmsford Druid Dabblers recently. Hence lost two days of letter writing, but had some fun for a change ! The treat for the BONZO TOWERS household that arrived today deserves mention in despatches. Very many thanks, chaps [and 'esses] - it will indeed be enjoyed in the manner advised ! On the home front we have a 1988 BSM & HP - so what ? OPTION4 and OPTION5, that's what !

Reports of new games are abysmally low, mainly because the number of new games is abysmally low. Some say so is the quality. Best the games producers can do is supply us with umpteen compilations of games 'inched from other compilations. It is possible to have five compilation tapes with the same game appearing on each ! No, not five copies of the SAME compilation, Simon ! I just couldn't find any way to get Mike Perrey into this issue, sorry Mike ! Does that mean [the lack of new games] that there won't be much in this issue ?

Not quite ! There's a BIG BUST or two. A "failed" BIG BUST, because it does 14 [at the last count] games that were previously either "specials" or common BIG BUSTS ! Decided to call it OPTION4 and it's on the 1988 disc. If you went to the bother to do OPTION2X last time, then you can do OPTION4 this time. OPTION5 is for CASSY's - all previously "specials", and no listing for this. Gotta keep something exclusive, after all the NEWSLETTER is read by the strangest people ! Harry's LONGCRUNCH file - what a thing that is ! Some infinite things, bags of news for BLITZ; Neils BANKRAID news, news of Luke's Pseudo Bank Raid for bare 464's. What about bare BIG BUSTS, go away Simon ! Probably the most "meddler" inspired issue of all begins soon. Numbers following OPTIONS are calculated from the the current 600+ list, and are the number of transfers listed.

ACCESS

Yes, I can now relieve you of your hard earned loot via the plastic do-it-all ! A use for the answering machine ? BARCLAYLOOT - sorry, not likely. The "application" to BARCLAY is a multi-paged fill in, more comprehensive than a mortgage application form ! Being as I don't wish to have any of their loot, I resent advising them as to how many pimples on my bum in order to give THEM the favour of relieving MY turnover of their percentage ! ACCESS were very quick, sensible, and efficient !

COMPILATION NEWS

THE MAGNIFICENT SEVEN, that you've had before !

All transfer with BLITZ except WIZBALL - special.

OPTION 1 [316] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE. "*" SEE NOTES FOLLOWING.

FUTURE SHOCK*, SORCERER'S LORD, BATTLESHIPS, FIGHTING WARRIOR [Comp. vsn.] Miserable eh ?

1 REM: FUTURE SHOCK: TYNESOFT:OPT1 LOADER

10 MEMORY &903f:LOAD"future",&9040:x=&40:FOR y=&9040 TO &90d5:POKE x,(PEEK(y)):x=x+1:NEXT CALL &65

OPTION 2 [60] HEADERLESS FILES.

Never misses out with something new ! METALIX [Alternative] this time. Simple stuff - OPTION2X it, even simpler !

OPTION 3 [51] FLASHLOADERS.

The "forget it" routine, if you've got BLITZ. BUT you can add 3D STARFIGHTERS to the list !

BUNLOCK [16] Later Speedlocks

One of the files that resides on the BLITZ disc, this is also on BSM1988 and takes care of at least;

ARMY MOVES - both, COBRA STALLONK, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE.

MICK HOPEWELL, 55 HANTHORN CRESCENT, ARNOLD, NOTTINGHAM. NGS 88K.

Funny place for an address ! Well it fits in - and all Mick wants is "pen pal" ! Zilch response from elsewhere, can we help ?

AS I READ IT !

Very little room to tell you that Ian Oxford doesn't go a bundle on a certain DEMON DEV. thingy, also see ACU for Jeff's opinion of the NEAR PASCAL ROM from the same source. Someone give ME the KETTLE loader too ! Two players on URIDIUM-Or was it RANARAMA ?

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers". plus the ones that I do myself. * = Do it yourself with BANKRAID !

HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GRT DEXTER, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODS OF YESOD, SPLIT PERSONALITIES, REVOLUTION, GALIVAN, EAGLES NEST, KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY, HOLLYWOOD OR BUST, DANDY, ALIENS, SUPERLEBUTH, PRUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INPODROID, AMERICA'S COP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE* , HIJACK, HACKERII, BUMPSET STRIKE, WIZBALL*, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, XOR, SUPER SPRINT, DRILLER, GARY LINCKER, AGENTXII, OLLIE & LISA, RAMPAGE, RYGAR, DANGEROUSE, CITY SLICKER, COSTA CAPEBS, DRFLKKTOR, FINAL MATRIX.

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have. I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

I think it was a cynic who asked me for a list of games that wouldn't transfer with a BONZO utility, and that neither I nor the many "meddlers" could transfer ! May I exclude multi-loaders and 464 specific games, good !

TAPE GAMES SEEN, NOT AVAILABLE as SPECIALS [0] Multi-loaders excluded.

The total was 2, but I've fixed it. I don't think that's at all bad for the meddling fraternity.

MULTI - LOADERS

I'm not going into the various reasons why some multi-loaders CANNOT be realistically transferred in their entirety, most of you know why ! Some do get sorted [Look at WORLD CLASS LDRBOARD, ROAD RUNNER, YIE-AR II that YOU can do as an example]. Some are available as specials, but from the top of my head FORGET THESE:

GAUNTLET 1 & 2, THE IDOLON, COMBAT SCHOOL, GRYZOR, SUPERCYCLE, PASSENGER O'T WIND, TRIVIAL PURSUITS, WORLD GAMES, OUT RUN, Some-one may do a re-write, but I've neither the time nor desire ! KEITH HANKIN has fixed the 3 part SHARDS OF INOVAR, but has not been able to play it far enough to check that it ALL works OK. Free copy to test from Keith, INLAY, DISC, and postage please to:
KEITH HANKIN, 5 THE LEASON, WEST MIDLANDS, WS9 0RF.

BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and an offering for Neils R & D then send him a disc and you've got it ! Neil's latest "letter",

G'day !

Films, repeats, films, repeats, repeats, films... they just don't make television like they used to! The answer? Don't watch it. Instead, read Bonzo News. The lack of anything new this month means its time for an oldie, TLL. Run this modestly interesting little prog: (after deliberately putting the TLL tape in the player.)

```

30 MODE 1;TAPE:MEMORY &3b00:LOAD "TORNADO"
//ODD LINE      40 c=0:FOR loop=&bf40 TO &bf80:READ s$:b=VAL("&"+s$):POKE loop,b:c=c+b:NEXT
Nos. DUE       50 IF c<>7318 THEN PRINT"Whooopsss a data error !!!":END
TO ME !       60 CLS:CALL &bf40
COL. //       70 DATA 21,57,bf,3e,c3,22,7b,bc,32,7a,bc,21,ff,ab,11,40,00,01,ff,b0,c3,b1,3b,21
              80 DATA 6a,bf,7c,ee,fb,11,4b,00,12,7d,ee,99,11,4e,00,12,37,c9,21,78,bf,3e,c3,32
              90 DATA 36,bf,22,37,bf,c3,04,bf,f3,01,c6,7f,ed,49,c3,00,40

```

When the machine resets, run DUMMY and enter Name : TLL mode : 1. Insert a disc (this month it will be known as George). After pressing a key, run SWAG2 and carefully place George in the disc drive. After all the saving, run this, make sure George stays where he should be!

```

20 MEMORY &8eff:LOAD "tll"
30 POKE &8f22,&c3:POKE &8f23,&37:POKE &8f24,&8f
40 POKE &8f81,&c3:POKE &8f82,&f5:POKE &8f83,&8f
50 SAVE "tll",b,&8f00,&d0,&8f00:a$="DTLL.bin":;ERA,@a$

```

After this, to boot up George, RUN "TLL". That's it, remember BANKRAID III (only 6128 at moment) available from me. May I also recommend CPM on Rom by Graduate Software (see Computing With Amstrad: January 1988) for those lucky few with a Rom Board. It really does work!! (thanks for the free plug Colin). A quick problem to end: How many Apples will divide exactly by 9 Oranges? (answer sometime in the future!). [[No ! it's not a lemon, Simon.]]

NEIL MacDougall 130 ROBIN WAY, CHIPPING SODBURY, BRISTOL, BS17 6JS.

BANK RAIDING without BANKS ?

Very close to it is Luke Ireland's answer for those with standard machines 464/664 ! A goodly number of otherwise "special" transfers can be made, and with it's automatic option you'll not need to be a CPC buff to use it. Other options need a little understanding of your machine, and will greatly increase your meddling powers ! Luke's construction kit for WORLD CLASS LEADERBOARD is still available from Luke too. I recommend both. Luke has just passed some "hairy" exams - your disc and a donation to the celebrations will get you the goods;

LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM , B30 1BT.

DOO DAH

The eagle eye of Stewart has come up with a real bug - should've been spotted ages ago [by me !]. It MAY have arisen on an up-date stage. Anyway, IF you get problems editing USER numbers the solution is simple - be careful how you do it, or get an up-date with the enlarged DIVERSK files.

The files BONZEDIT and BIGJOBS need two pokes, the same for each: POKK &80e6, &d6 and POKK &80e9, &02

The files BIGBONZY and BIGJOBS need two pokes, the same for each: POKK &a24d, &d0 and POKK &9c99, &dc

All recent copies are correct, and of course I won't charge you to put your copy correct if needed. 1500+ DOO DAHS in use !

Add to the "will clone" list, **MASTERS OF THE UNIVERSE** and **FIFTH QUADRANT** . Add "SAPIENS" to the "won't" list. [nor DISCO !]

INFINITE WOTSITS and ETERNAL THINGIES

Delighted to present another series of Gerard's Super Cheats. This issue a real "corker" for THE APPRENTICE from the OPT2 job.

10 The Apprentice:Cheat Loader:APPRENT2.BIN was B1.BIN:from an Option 2 Xfer

20 MODE 1:OPENOUT"d":MEMORY 4607:CLOSEOUT

30 PRINT" +++++++"

40 PRINT" + +"

50 PRINT" + The +"

60 PRINT" + Apprentice +"

70 PRINT" + +"

80 PRINT" +++++++"

90 PRINT:LOAD"apprent2.bin",&12ba

100 PRINT"To escape you must collect 10 magic":PRINT"rings from 10 wizards. Each requires"

110 PRINT"a different gift before he will let":PRINT"you enter his ring chamber."

120 PRINT:PRINT"There are 5 scrolls in the maze which":PRINT"will open hidden magic doors if used"

130 PRINT"in the correct place. you will need at":PRINT"least 4 to complete the game."

140 PRINT:PRINT"Search throughly for the rings as some":PRINT"are well hidden!":PRINT

150 PRINT"Do you want to cheat ? (y/n)";

160 a\$="":WHILE a\$="":a\$=INKEY\$:WEND:a\$=UPPER\$(a\$)

170 IF a\$<>"Y" THEN CALL &9e7a

180 CLS:PRINT:PRINT:PRINT:INPUT"Number of Rings (1-10) ";rings%

190 IF rings% < 1 OR rings% > 10 THEN rings%=10

200 POKK &9df8,rings% :PRINT:INPUT"Number of Lives (0 for Infinite) ";lives%

210 IF lives%<0 OR lives%>99 THEN lives%=0

220 PRINT:IF lives%=0 THEN POKK &919e,0 ELSE POKK &9287,lives%

230 INPUT"Switch tune off (y/n) ";a\$:PRINT:a\$=UPPER\$(a\$):IF a\$="Y" THEN POKK &943d,&c9

240 INPUT"Infinite Time (y/n) ";a\$:PRINT:a\$=UPPER\$(a\$):IF a\$="Y" THEN POKK &8b5f,0

250 INPUT"Infinite Lightning (y/n) ";a\$:PRINT:a\$=UPPER\$(a\$):IF a\$="Y" THEN POKK &897b,0

260 INPUT"Speed up Game (y/n) ";a\$:a\$=UPPER\$(a\$):IF a\$="Y" THEN POKK &bd19,&76:POKK &bd1a,&c9

270 CALL &9e7a

THE BIG BUST

"BIG" only in terms of requests ! The re-emergence of STARION has led me to fish my bust out of the attic ! So, apologies for the antique code, but it still works;

10 REM: TRANSFERS STARION: SKIP BASIC LOADER ON TAPE : TRANSFER NEXT FILE WITH OPTION1

20 REM: RENAME DISC FILE "LOADER.BIN" TO "STAR.BIN": LEAVE TAPE IN PLACE AND RUN THIS FOR THE OTHER FILES

30 MEMORY &a635:FOR X=&a636 TO &a6ad:READ a\$:Y=VAL("&"+a\$):POKK X,Y:CS=CS+Y:NEXT

40 IF CS<>13622 THEN PRINT"OH MY !":END:ELSE CALL &a636

50 DATA 3e,99,21,40,00,11,00,a4,d5,e5,cd,a1,bc,3e,99,21,00,c0,11,00,3e,d5,e5,cd,a1,bc,e1,d1,cd,60

60 DATA a6,e1,d1,cd,60,a6,21,80,a6,11,30,00,d5,e5,21,7f,a6,34,21,7b,a6,06,05,cd,8c,bc,e1,d1,01,00

70 DATA 00,3e,02,cd,98,bc,c3,8f,bc,53,54,41,52,30,cd,03,b9,cd,2b,ff,06,05,21,a9,a6,cd,77,bc,21,40

80 DATA 00,cd,83,bc,cd,7a,bc,f3,31,00,00,11,00,00,21,40,00,01,00,a4,ed,b0,c3,55,ff,53,54,41,52,32

AND USE THIS TO RUN IT,

1 REM: runs STARION: files- STAR,STAR1,STAR2,STAR3

10 MODE 1:BORDER 0:FOR y=0 TO 3:INK y,0:NEXT

20 LOAD"star",&ff00:LOAD"STAR1",&c000:LOAD"STAR3"

30 POKK &ff3d,&c9:POKK &ffa1,&30

40 INK 1,6:INK 2,18:INK 3,26:CALL &a680

FRIED EGGS**RANARAMA**

At least a dozen of you offered variations for this one - all good, and they all worked. Poor old John is sat out on a remote island, not occupied by any other "meddlers" as far as we know - and his version does have a little "extra".

```

1 REM: IS THE ISLE OF MAN a BRITISH COLONY ?
10 REM: RANARAMA to disc . J W BROWN DEC 87 : PROVIDES 37K FILE TO RUN : POSITION TAPE JUST BEFORE "RANA" FILE
40 MODE 2:MEMORY &3000:y=0 :FOR x=&bf00 TO &bf49 :READ a$:a=VAL("&"+a$) :POKE x,a:y=y+a:NEXT
80 IF y<>8837 THEN PRINT"Error in DATA !!!":END
90 ;TAPE:LOAD"RANA":CLS:PRINT"LOADING.....":LOAD"!":DISC:CALL &bf00:CAT
110 PRINT"ALL DONE. RESET COMPUTER. RUN "CHR$(34)"RANARAMA"CHR$(34)" to play game"
120 PRINT:PRINT"NB. POKE &798c,0 TO PREVENT ENERGY RUNNING OUT SO QUICK."
130 DATA 21.00.9a,e5,01,00,02,c5,3e,ee,ae,77,23,c1,0b,78,b1,20,f4,21,37,9a,36,c3,23,36,25,23,36,bf,21,1e,9a,e3,e9,00,00,06
150 DATA 08,21,41,bf,cd,8c,bc,21,00,0f,11,00,90,01,b5,5a,3e,02,cd,98,bc,cd,8f,bc,c9,00,00,52,41,4e,41,52,41,4d,41,00,00,00

```

URIDIUM

Another lot of listings, here's an anonymous one:

```

10 OPENOUT"d":MEMORY &FFF:CLOSROUT
20 ;TAPE:LOAD"!LOADER":POKE &414D,&C9
30 CALL &4000:DISC:SAVE"URIDIUM1",B,&C000,&4000
40 SAVE"URIDIUM2",B,&3D08,&67F8,&4000
50 REM: either just run"URIDIUM2" or use basic loader to get screen as well

```

TO RUN IT WITH THE SCREEN,

```

10 POKE &BDf4,&C9:MEMORY 4999:MODE 1:LOAD "!uridium1":MODE 1:INK 0,0:INK 1,20:INK 2,26:INK 3,24:BOARDER 0
20 LOAD"uridium 2":CALL &4000

```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day. However, there are meddlers offering their phone for help, advice, rag-chewing, etc., and complaining that no one phones them ! I wonder why, after my Sunday of 37 calls which prompted these offers ?

Luke Ireland [well clued up !] offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til late (ish). Seems to know about all the new games before I do.

Luke's phone number - 021 - 458 - 4804

BRUM and COLCHESTER GET THE LOW DOWN ON THE USER GROUPS from LUKE [ABOVE], PHIL [BELOW].

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted.

P.A. FERREIS 6 Ferdinand Walk, COLCHESTER, ESSX, CO4 3TS. / PHONE [0206] 869371, for any general help. Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

DEBBY HOWARD - being a distant member of the Colchester group is also a keen adventurer. I wish more of you were ! Debby has completed BRAUN FREE (who wrote that ?), AFTERSHOCK, MINDSHADOW, HERO'S OF KARN, SPYTREK, GRANGE HILL, 3 WEEKS IN PARADISE, FOREST AT WORLD'S END, WARLORD and THE EXPERIENCE. Debby will happily assist if you are stuck with any of these. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELCOM GOLD 74:MIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures. All of mine - [that's a relief, I've forgotten how to do them !], a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !
PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ? via *RODNEY TIPPING* 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA. *NOTE NEW ADDRESS* Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

THE 500+ LIST as done by Ian Wilson is more comprehensive than mine. ! It's in proper Alpha order, indexing each game to the method of transfer and any references in newsletters. Now Ian is prepared to release his custom-written DATABASE [in COBOL not "C" as I said before. "C" is a vitamin, COBOL is a getamin !]. Can I suggest a decent donation to the Wilson relief fund, plus your disc. and Ian will part with the files. Excellent - and very, very fast !

IAN WILSON, 41 LABURNUM ROAD, ABRONHILL, CUMBERNAULD, STRATHCLYDE, G67 3AA.

HARRY'S LONG FILE CRUNCHER

After the Screen Cruncher comes the "biggie" ! This will compress any single run-able file up to 42K long originally. Some astounding savings can be made, and nearly always a worthwhile saving. Try it on those OPTION3 files, the single BANARAMA or URIDIUM files for example. You'll need the file to be crunched on the same disc as this, make sure that there is enough free space for the new file ! In the rare cases where a saving cannot be made, a new file will not be written.

```

10 CLS:MEMORY &7fff:GOSUB 80: INPUT"FILENAME ? ",A$
20 CLS:A$=UPPER$(A$):LENG=LEN(A$):POKE &bf0c,LENG
30 FOR I=1 TO LENG:BS=MID$(A$,I,1):POKE (&bf0f+I),ASC(B$):NEXT
40 INPUT"new filename ? ",A$
50 leng=LEN(a$):POKE &bf0d,leng
60 FOR I=1 TO LENG:BS=MID$(A$,I,1):POKE (&bf1f+I),ASC(B$):NEXT
70 CLS:CALL &bbff:CALL &8000
80 FOR X=32768 TO 32768+&1bf:READ A$:XX=VAL("&"+A$):POKE X,XX:CS=CS+XX:NEXT:IF CS=48888 THEN RETURN
90 PRINT"OOPS !":END
100 DATA 01,a8,01,21,0e,80,11,0e,ad,ed,b0,c3,0e,ad,21,10,bf,3a,0c,bf,47,cd,77,bc,ed,53,04,bf,ed,53,6b,ae
110 DATA ed,43,08,bf,c5,d5,d5,e1,09,2b,22,06,bf,e1,cd,83,bc,22,0a,bf,22,74,ae,cd,90,ae,f3,2a,06,bf,ed,4b
120 DATA 08,bf,11,ff,ac,ed,b8,13,ed,53,00,bf,21,40,00,22,02,bf,fd,e1,21,00,c0,11,01,c0,01,fe,3f,3e,00,77
130 DATA ed,b0,2a,00,bf,11,fe,bf,00,3e,fe,a7,92,38,26,4e,06,01,13,13,13,00,00,79,12,1b,78,12,23,fd,2b,c5
140 DATA fd,e5,c1,78,b1,c1,28,0d,3e,7f,a7,90,28,da,79,96,20,d6,04,18,e5,13,13,22,00,bf,3e,00,12,13,12,2a
150 DATA 02,bf,2b,11,00,c0,23,22,02,bf,3e,00,77,1a,a7,28,2b,fe,01,28,08,77,13,1a,23,77,13,18,e9,e5,dd,e1
160 DATA 3e,80,dd,77,00,dd,7e,00,fe,ff,20,02,18,d8,23,dd,34,00,13,1a,77,13,1a,3d,28,eb,18,ca,fd,e5,c1,78
170 DATA b1,c2,54,ad,3e,00,77,23,77,11,ff,ac,e5,01,3f,00,ed,42,e5,c1,ed,43,08,bf,ed,43,58,ae,e1,ed,b8,ed
180 DATA 53,6e,ae,21,8e,ae,01,3e,00,ed,b8,21,ff,ac,ed,52,e5,c1,ed,43,32,bf,eb,23,11,40,00,d5,ed,b0,1b,fd
190 DATA 21,41,00,fd,73,00,fd,72,01,21,ff,ab,d1,d5,d5,0e,07,cd,ce,bc,21,20,bf,3a,0d,bf,47,cd,9c,ae,e1,c1
200 DATA ed,5b,32,bf,3e,02,cd,98,bc,cd,8f,bc,cd,00,00,00,00,21,00,00,11,ff,ac,01,00,00,ed,b8,21,59,00,11
210 DATA 80,be,01,25,00,ed,b0,c3,80,be,21,00,00,11,00,00,13,1a,a7,ca,00,00,47,cb,7f,20,09,13,1a,4f,71,23
220 DATA 10,fc,18,ec,e6,7f,47,13,1a,77,23,10,fa,18,e1,00,e5,2a,08,bf,22,a0,ae,e1,cd,7a,bc,c9,e5,d5,f5,21
230 DATA 00,00,ed,5b,32,bf,a7,ed,52,f2,ad,ae,c7,f1,d1,e1,cd,8c,bc,c9,00,00,00,00,00,00,00,00,00,00,00,00,00,00

```

You liked that didn't you ! Now here's something else, what about a means of taking the files created by BLITZ [BLITZ or BLITZNU transfers only] and automatically compressing the screen AND the 42K file, AND setting it up ready to run under BIGBONZO FORMAT ? Well Harry's done it, and it is superb ! No listing for this, too big - and Harry would like to supplement the funds of a local Children's charity that he supports so ably. To get the BLITZ CRUNCHER, together with the SCREEN & LONGCRUNCHER send your disc to ME, with your cheque made out to Harry Moore. I won't suggest how much, but the proceeds WILL be well used in a very good cause. If you want me to supply the disc then add £3 to it.

WADAMIGONNAREADNOW?

WACCI from **WACCI 75** Greatfields Drive, HILLINGDON, OXBRIDGE, MIDDLESEX UB8 3QM. £1.00 plus a GIANT SSK gets the works!
SUGAR-CUBE from **STEVE BROKESHIRE 22** Beechwood Crescent, BROUGHTON, BRIGG, S. HUMBERSIDE DN20 0SB. Do as for WACCI ! Steve's offering gets better every issue, and with PHIL THE DROID putting pen to paper to add yet another dimension to this very readable mag., should be even better supported. Read about Frank Grimshaw's grand adventure !
ADVENTURE PROBE from **ADVENTURE PROBE 78** Merton Road, WIGAN, WN3 6AT. Super Sandra's offering. £1.25 gets the goodies!

UPGRADES

Standard up-grade is £1 plus postage, and send your disc. Applies to BLITZ and DOO DAH. I can't in fairness extend this to the BSM1988 version with all the extra files can I ? This is advertised at £3.00. but save a bit - call it £2.50 inclusive. If you reckon you got your BSM & H too recently to have to pay that - then just send the £1. OK ? Whichever way, if you are ordering another disc then I'll up-grade your BSM & HP free, don't forget to send it ! I'm extending the "Special offer" of FLASH PACK for £12.00, BIG BATCH for £10.50 or BOTH for £21.00 in the hope that more of you will try your programming skills with these excellent VFM programs. The ADVENTURE DISC still at a fiver with any other order.

FOOTBALL NEWS - From BIG BATCH.

Some good forecasts recently, but I must admit that the week it forecast that there would be only 8 HOMES, 22 DRAWS and 16 AWAYS - 2nd January - I hooted with laughter and forgot it for the week ! When the results came in as 9 HOMES, 19 DRAWS and 18 AWAYS I was less than merry ! To get an overall pattern like that so close isn't bad. 11 of the forecast draws were correct, and 11 of the forecast aways. Good eh ? Profits to be made given a studied approach ! Fixed odds looks profitable too.

FINALLY . . .

If this reaches you in time for the SHOW early FEB, remember the "meet" at the SIREN stand [!], show something BONZO'ish ! Suggested times are mid-day, or on the hour any hour, or 2pm and 3pm on the Saturday. I wonder if any of you will meet up ? No room for out else except to tell you back-issues 50p + SSK, the 1-7 summary plus issues 8 to 16 will cost £6.00. Advance orders for a MAXIMUM of 4 issues £2.00, addressed labels would assist greatly. Yes, it's a MAXIMUM of 4 because all being well we will need to make changes by then. All not being well with the CPC - also means changes ! Don't fret, the future is assured. Lots of sad faces this month because I've still not fitted in TODD FLETT [OZ], Dave Collings, Stewart, more from Luke, Phil, Jason, and a dozen or more others. Sorry ! I hope this issue pleases someone. The RICHOCHET fix next time. Regards.....Colin.

MEANIE MEANIE !**GREETINGS !**

Sadly disappointed were Luke and Rob, cavorting amongst the multitudes at THE SHOW, clad in "BONZO is BEST" t-shirts, arriving at the Siren Stand hourly - who did they meet? Not one mini meddler! Neither did Gary, or Ian, and several others ALL displaying their allegiance to BONZO! I find that very upsetting, I estimate at least a hundred of you went along but WHEN? 'Nuff said, the 'phone help lads and lassies say they don't get many phone calls either. So can we all prove that we do exist by making ONE phone call to the meddler of your choice and say "Hi, I'm _____, I haven't got any problems but hello!".

Mike Penney will be desperately looking to see if the BIG BUST has a phone number, it's 422438 Mike but I don't know the exchange. [Put that away, Simon. NOW!]

I nearly decided that as 350+ regular subscribers fail to exist when needed I could get away without doing an issue 18, but I've got to tell you of THE PLANS! All my regular suppliers of "odds and sods" gave me a Xmas and New Year present. They were [a] A BOTTLE and [b] A PRICE INCREASE. I've not increased prices for as long as I can remember - so much thought has gone into what happens. I considered too the aspects of BONZO-ing that don't make a profit, and could I justify it. When it came down to those factors I found that the NEWSLETTER and SPECIALS figure as no profit, but VERY time consuming. So this is where I suddenly get commercial - because I want to earn a reasonable living. I don't mind if there is no NEWSLETTER, a full week is lost each month to it. I don't mind if there are no "specials", fixing them and doing them probably account for another week each month. So what is sensible? I've decided, rightly or wrongly [he who hesitates is lost!], that as from APRIL 4TH. the price structure will change;

ANY disc will be £12.50 - including "SPECIALS". The NEWSLETTER subscription will be £12.50 [ONE YEAR = 10 ISSUES]. At least there will be no confusion, price always = £12.50.

The price changes mean a modest increase of a £1 for DOO DAH and BSM & HACKPACK, a larger £2.50 for BLITZ and the Adventure Disc, a reduction of £2.50 for FLASH PACK, BIGBATCH remains the same.

NEWSLETTER SUBSCRIBERS ONLY will get a 20% discount on "specials" discs [makes them £10.00].

A HALF-YEAR subscription [5 - ISSUES] to the NEWSLETTER will be £7.50 [as you might expect of me, I will NOT accept subs. for a full year!].

The new rate for NEWSLETTERS will start with ISSUE number 22, the few that are subscribed beyond that point can adjust or have a refund as suits you. This may well "KILL" the NEWS off completely; if insufficient numbers subscribe to justify it then cheques will be returned. Contrarywise, if subs continue at much the same rate, then at least it will be printed a little better!

On the subject of "SPECIALS" I have done the best I can to give you as many auto-routines as possible to do a very large percentage of games yourself - OPTIONS 4,5,6 since JANUARY can't be bad. If the increases mean that between now and the increase date I'm going to get clobbered with orders at the old rate, that's fine - but you may find you will be waiting a little longer than the usual 2 or 3 days, OK?

What of the future of the CPC? Well, 6128's are re-appearing in the shops [Luke's firm recently took delivery of a large number of them!] - so it does look rosy. To answer the most asked question of me recently, NO! I am NOT going to defect to the DAKTARI! I find programming real computers [ie., those with functional keyboards] difficult enough. And YES, I do have a new project or two. I've been getting concerned about the plethora of WIMP systems on our machine. To me it seems that rather like on the DAKTARI one needs the manual and digital dexterity than can only be acquired [methinks!] by championship nose-picking training. I may be wrong. I have, therefore, decided that the CPC will be an excellent start for my new program, FAKE [Finger and Keyboard Extrapolation] System. The big advantage over WIMPS will be that you be able to simply type in abbreviated commands directly in line with your thinking, instead of mentally behaving like a demented drunken spider with a bit of plastic. For example, to get a CATALOGUE of a disc will simply entail typing in the letters CAT followed by pressing the ENTER key! Similarly, to run a program you will type RUN followed by the filename in quotes, and press ENTER! Grand stuff, I hear you say. The CPC is so well endowed with routines that I expected very little trouble implementing my plans - it may become something simple like "TURN ON YOUR MACHINE", but I'll get Simon to check it out for me. [OK, just one jelly baby, Simon!]

COMPILATION NEWS

SPORTSPACK CHAMPIONSHIP BASKETBALL & BASEBALL both OPTION 5. You'll lose the JOYSTICK control on the latter, dunno why!

Let me know if you "suss" an answer to it, please.

COIN-OP CONNEXION ALL BLITZ.

CLASSIX 1 BRIAN BLOODAXE and BOBBY BEARING, both OPTION 1, PALITRON - OPTION 2 [2X].

PUB GAMES [ALLIGATA] ALL GO OPTION ONE. - The Barmaid Game is sadly missing from this assortment.

LORICIRLS STRAIGHT SIX Until I get in the right mood, all six are "specials".

OPTION 1 [333] STANDARD TRANSPRS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

CHAIN REACTION, BOINGG[Atlantis], THE FEAR - STORMII[M.A.D], ROGUE TROOPER and COMBAT ZONE [both ALTERNATIVE], SMASHED, TRIPODS(N)*, HAPPY WRITING, FIRST STEPS/HR.MEN [Yeaahhh!], HISOPT PASCAL, PITHAN's Typ.TUTOR, CLASSIC ADVENTURE, CAPTN. KIDD, HOW TO BE A HERO[M.A.D.], CLEVER and SMART, THE PLOT, STREET MACHINE, STAIRWAY TO HELL [last 2 from Powerhouse.]

TRIPPODS - use "slow" side. Another good tip from Phil W. CLEVER & SMART transfers BUT doesn't run even from tape - so you can return it! There is a basic file with a MEMORY 667 command in it, if this is corrected to 666 it's OK! Clever AND smart? Just watch out for filenames the same, forcing the original to .BAK, the next one the same ERASES the original. RYHB!!

BONZO BLITZ - THE SPEEDLOCK CRACKER [OVER 100 !]

A few more reports [and lots that you are not telling me !], give us,

PLATOON [main file], OUT OF THIS WORLD [main file], MIAMI VICE, and DANDARE II.

DANDARE II needs BLITZ4L, very simple to create for yourself, and MIAMI VICE needs one poke to BLITZODD to get it. This "shortie" will write BLITZ4L files to your BLITZ disc;

```
1 REM: CREAT THE TWO BLITZ4L files from the BLITZ4 files
10 MEMORY &9eff:LOAD"BLITZ4":POKE &a081,&af:POKE &a084,&a9:POKE &a0fe,&4d:SAVE"BLITZ4L",B,&9f00,&300,&9f00
20 LOAD"BL",&a000:POKE &a00d,&af:POKE &a010,&a9:POKE &a069,&a9:POKE &a068,0:SAVE"BM",B,&a000,&9a,&b000
```

And here's the BLITZODD loader for getting MIAMI VICE,

```
10 REM: THIS MAKES A SMALL ALTERATION TO BLITZODD TO ENABLE IT TO TRANSFER MIAMI VICE
20 MEMORY &9000:LOAD"blitzodd":POKE &A038,&DD:CALL &9ef0
```

HACK PACK [169]

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

WARCARS CONSTRUCT.SET, MEGABUCKS, IBALL2, FLYING SHARK, FIFTH QUADRANT [Bubblebus], STRIKE FORCE COBRA, WAR HAWK[L/R & EX] RICOCHET [Firebird], COMET GAME [600 LIST, count not incremented].*

Stewart says that CASE OF MIXED SHYMER is "probably definite" ! Canny stuff eh ?

NOTE: FIFTH QUADRANT is not OPTION2/2X, and STRIKE FORCE COBRA is not OPTION 1 even though it may appear otherwise, and Layaqat says exactly the same about S/FORCE HARRIER from MIRRORSOFT nominating COBRA as OPTION1 with a loader. Call 'em both HACKPACK ! Stephen Basford points out that WARHAWK is not easy to "catch", and certainly in his case he needs to set up a "Speccy" screen size fix it,

```
10 MODE 1: OUT &BC00,1: OUT &BD00,32: OUT &BC00,2: OUT &BD00,42: OUT &BC00,6: OUT &BD00,24: RUN"YOURNAME"
```

AS I READ IT !

The ultimate in tape protection [if it won't load you can't copy it] as mentioned on several games in recent news, is used on WERNER ! It's a few tiny short bits of "headerless" that are normally OK on a 464, but never been known to load on a 6128 !

Ray Adams, with the PRICE OF MAJIK note, also observes that GEMS OF STRADUS is probably 464 only - anyone agree ?

Steve Basford reports a "flood" of nearly three new games into Crewe - lots of trains, GO NOW !

A.C.U letter editor has chosen to call BONZO - TYPE utilities ILLEGAL ! Makes me a "pusher", you a "user" with ACU obviously being part of a major syndicate in "aiding and abetting" the felony ! Makes me a bit fearful about paying the advertising bill lest that be construed as "compounding a felony". Some people are dim, some are just witless, others plain thick. Is the man in question "broadly dim-witted" or just trying to ensure that when the DPP investigates he can claim to be no part of the BONZO ring that purveys these ILLEGAL proggies. Or did he get his words mixed up ? It's such a shame that when the likes of Jeff Walker and Pat Winstanley are attempting to inject a little sanity into ACU that some quick thinking but brain-dead wally is allowed to express such infantile thoughts.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, REVOLUTION. GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FRUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUPW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, WIZBALL*, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINCKER, AGENTXIII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMoose, CITY SLICKER, COSTA CAPERS, DEPLEKTOR, FINAL MATRIX, ATF, BOBSLEIGH, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [See Multi-loader heading].

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

NOTE DRASTIC PRICE CHANGES 4th. APRIL.

MULTI - LOADERS

Just a little note to tell you that we have acquired a mega-hack of GRYZOR for exp. machines from a clever meddler, and I've done something similar [but easier !] for OUT OF THIS WORLD again ex/m only. Both "specials", each takes a full side. Simon's "hacked-out" RASI-ANSWORD, well done Simon ! [Gulps down third jelly baby of the day !].

WHO DARES WINS II THE FINAL SOLUTION !

Most of you will remember this one, however transferred sometimes runs, sometimes doesn't. Full marks to CHRIS STEGGLES for a way that will give files that ALWAYS work ! It'll work on the ACTION PACK 3 version too. Simply transfer the first two files using OPTION 1. [WDW2 and WDW] - Stop the tape ! Now run OPTION2X which will give you BACK1, B1, and C1. LIST the WDW file, and change the LOAD name from LOADER to BACK1. Resave it. You will now find that running WDW2 [WHODARES was the original non - compilation filename] will ALWAYS give you a running game. WELL DONE CHRIS. [No Simon ! He doesn't want a jellybaby !]

SCREAM !

TONY WALKER is keen to find a CPC user club in the PRESTON/LANCASHIRE area, anyone know ? Tony's address:

24 ULLSWATER ROAD, FULWOOD, PRESTON, LANCASHIRE, PR2 4AT

SHANK COOKE is having problems trying all sorts to find a CPC pen-pal ANYWHERE in the UK. Can we help - Shane is at ;

1 POLBARDER, ST. HELLION, SALTASH, CORNWALL, PL12 6RE. PHONE: LISKEARD 50002.

MARK LAWRENCE has a "mint" unused disc version of GAUNTLET, get in quick with a £5 or two blank [not blue-coloured !] new discs. Mark resides at, 108 LINTON WOOD, LINTON-ON-OUSE, YORK, YO6 2BD

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til latish.

Luke's phone number - 021 - 458 - 4004

BRUM and COLCHESTER GET THE LOW DOWN ON THE USER GROUPS from LUKE [ABOVE], PHIL [BELOW].

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor, the Hardware Man most problems should get sorted. He did a swift move from CHELMSFORD to COLCHESTER during issue 17 !

P. A. FERRIS 6 Ferdinand Walk, COLCHESTER, ESSX, CO4 3TS. / PHONE [0206] 869371, for any general help. Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON HEARNS, GLASGOW, G77 6LA

DEBBY HOWARD - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECON GOLD 74:NIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

WHAT DO YOU MEAN, YOU DON'T PLAY ADVENTURES ? [Oh, we see, brains in fingers eh?]

BONZO ON ROM ? via **RODNEY TIPPING** 21 Marlborough Avenue, HORNSKA, NORTH HUMBERSIDE, HU18 10A. *NOTE NEW ADDRESS* Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

WADAMIGONNAREADNOW?

EVERYTHING HERE BETTER VALUE THAN BONZO NEWS - FROM ISSUE 22 ANYWAY !

WACCI from **WACCI** 75 Greatfields Drive, HILLINGDON, OXBRIDGE, MIDDLESEX UB8 3QN. £1.00 plus a GIANT SSAE gets the works!

SUGAR-CUBE from **STEVE BROOKSHIRE** 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

ADVENTURE PROBE from **ADVENTURE PROBE** 78 Merton Road, WIGAN, WN3 6AT. Super Sandra's offering. £1.25 gets the goodies!

A little list of others from **DAVE PAINTER** - [I've not actually seen any of them] - might be worth considering;

WHAT POKE from **H & D SERVICES**, 1338 ASHTON OLD ROAD, HIGHER OPENSHAW, MANCHESTER. Priced at £1.50.

INTERESTING from **D. K. JOHNSON** 38 Sqn. RCT. B.F.P.O.34, newsletter similar to this, priced at £2.00.

ANDATA.....Like Dave says, "FORGET IT !" **THE SUN**, yes we know all about the BIGBUSTS, that's where it is!

DID YOU KNOW That the 12.999 routine for VBC Adventure is also OK for **BOGGIT, BIG SLEAZE, COL. OF MAGIC & ROB. of SHERLOCK?**

FINALLY. .

Here's where I tell you - back-issues 50p + SSAE, the 1-7 summary plus issues 8 to 17 will cost £6.50. Advance orders for a MAXIMUM of 3 issues £1.50, addressed labels would assist greatly. I have enough material for the next three newsletters, so no more lists, "busts", or cheats for a while please. Let's get the backlog [Aussie stuff and the rest I promised are still waiting !] done first. I do need ALL NEWS OF NEW ISSUES & RE-ISSUES and which/what though ! It's been a mass of info this time, even without some of the regular stuff.....Happy Meddling, Colin. **NEMESIS**

GREETINGS !

If I've managed to do it the surprise is thanks to JIM PALMER, more in store ! The major news is that MIKE PENNEY has finally lost his "mention in despatches" record ! I've had to forgo the polite mention for Mike in favour of BOB ADAMS, who I incorrectly called RAY in the last issue. Apologies to Mike and Bob, it is "Adams" in't it ? Mike'll know ! Less major, but nonetheless interesting is my CRACKED BONE IN WRIST. "Good job it's your left hand said nurse !". I know what she meant, I'm left-handed ! [Stop sniggering, Simon !]. You will already know the news is late, now you know why. The headline explains how I'm getting this done [painfully], and why it appears overall a very odd newsletter in terms of content. I've gone for the least typing possible - and who wouldn't ? To be fair Simon said he'd do the typing, but he only got as far as "it's face was black as snow", before he ran out of jelly babies and demanded a meeting with ACAS. Not only that he'd decided to rename the news BONZO USERS MAGAZINE, which for some inexplicable reason he found quite hilarious. I think he's getting his own back because when I fell off my chair whilst talking to Jamie [hence the WRIST] he missed it ! Got pretty aggressive throwing jelly babies at me because I refused to do it again so that he could watch ! Sick that one is !

COMPILATION NEWS

TRIPLE DECKER transfer exactly as suggested by 600 list.

MICRO SELECTION [THE EDGE] Both transfer HACK PACK.

CLASSIC COLLECTION OPTION 2 as expected, but some reports of problems with AXIENS.

10 GREAT GAMES II [GREMLIN] - will cause some heartaches ! As far as I can see DUCT [OPTION2] is about the only one you'll get. As far as the rest are concerned, BANKRAID will help with most. NOTE that SAMURAI TRILOGY is a MULTI-LOADER, and that MASK uses multi-loader techniques. NEITHER are "specials", DEATH WISH 3 is a 6128 only "special".

WE ARE THE CHAMPS. [OCEAN] Essentially BLITZ [BLITZ4] including SUPERSPRINT & INTERNATIONAL KARATE+, which were previously OPTIONS ! RENEGADE is main file only. All four parts of BARBARIAN as previous, OPTION2 [2X preferred].

SIX PACK VOL. 2 LIGHTFORCE & SHOCKWAY, HACKPACK. ACE and BATTY and INTERNAT KARATE PT1 & PT2 are OPTION 1. Just like Colin Evans says; for KARATE just keep the IK1 and IK2 files, they run as are. Probable suitable cases for compressing too.

OPTION 1 STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

ALL NEW BLOCKBUSTERS*, STEVE DAVIS SNOOKER [re-issue BLUE RIBAND], VILLAGE OF THE LOST SOULS, SPINDRONE, TOMBSTOWNE, PORT STANLEY, BRAXX BLUFF, DIAMOND MINE, PYTHON PETE, SCREWBALL, CASTLE ASSAULT, CAPTAIN KIDD*, REBEL STAR*, DEATH OR GLORY, SABOTAGE

ALL NEW BLOCKBUSTERS DOMARK

This is a bit naughty, and really qualifies as a BIG BUST. Transfer everything with OPTION 1, RELOCATION OFF, the last file is called "BLOCK6". What makes this awkward is the undisguised attempt to make it unplayable from disc ! The file "BBC.BIN" which transfers early on from the tape will load up to &AC00, thus swiping the "disc buffer" area which we still need for the other files. The file is &7000 bytes long and loads to &3C00 - but at least the last &600 bytes are absolute garbage and can be dispensed with ! This will leave our disc buffer clear ! Simple way to sort "BBC" is a one liner,

10 OPENOUT"D":MEMORY &2BFF:CLOSEOUT: LOAD"BBC",&2C00:SAVE"BBC",B,&2C00,&6A00

Yes, deliberately loaded to a lower address to do the slicing. Erase the BBC.BAK file.

Now we've got to get around a complicated bit of code that causes "BAD COMMAND" when it tries to get the "BLOCK" files. Simple way is to leave it as it is and put a "PATCH" in. This will save the patch to the disc [quite full isn't it ?].

1 REM: CREATE THE PATCH FOR ALL NEW BLOCKBUSTERS

10 FOR x=&be80 TO &bed2:READ a\$:y=VAL("&"+a\$):POKE x,y:cs=cs+y:NEXT

20 IF cs<>9538 THEN PRINT"data error":END

30 SAVE"PATCH",B,&be80,&52

40 DATA f3,21,77,bc,11,cf,be,01,03,00,ed,b0,21,98,be,22,78,bc,3e,c3,32,77,bc,c9,21,cf,be,d5,f3,11,77,bc

50 DATA 01,03,00,ed,b0,3e,37,21,ce,be,34,be,20,02,36,31,21,c9,be,06,06,d1,cd,77,bc,e5,f5,21,98,be,22,78

60 DATA bc,3e,c3,32,77,bc,f1,e1,c9,42,4c,4f,43,4b,30,00,00,00

Having got that tucked away you need to introduce it via the basic loader BLOCKBUS. SIMPLE ! Load BLOCKBUS, list it and note the line that CALLS &6003. Insert a line immediately before that with these instructions,

LOAD"PATCH":CALL &be80

Re-save BLOCKBUS, erase the .BAK file and it's all done. Just RUN"BLOCKBUS". The game will load BLOCK1 as the first set of questions, then BLOCK2 and so on. After BLOCK6 it will restart with BLOCK1. The crafty amongst you will see that a little poke to the PATCH file will start it at the block you choose. Have fun, CAN I HAVE A P PLEASE BOB ?

CAPTAIN KIDD

We all know that this is a 464 ONLY job don't we ? A natter with PHIL WHARFE produced the 6128 fix; Transfer with OPTION 1 and then list the basic loader. Find the CALL 28000, and insert a line immediately before it with these two pokes,

POKE &7545,&bf: POKE &7546,&b8

Resave the file ! Gotta 664 ? No problem - same pokes.

REBEL STAR - TODD FLETT'S FIX

The information comes from MOUNTAIN VIEW , NEW SOUTH WALES. Stop and ponder that a while ! You realise, of course, that it took me two months to tumble that I was trying to read Todd's letter upside down. As Todd points out, this is not at all a bad game. You would normally have two separate sets of files, one for the one-player game, t'other for the two player. However, if you transfer OPTION 1 - RELOCATION OFF, you can discard the two loaders, and one of the 8K files. Ensure that you have a 35K file named 1REB, a 34K file named 1REB1, and one of the 8K files named 2REB. Type this in and save as "REBEL", and you've got TODD's very neat, tidy and economical version which allows you to select one or two player option. Memory is very tight here, so don't add anything, you could merge several lines together where appropriate to save some memory.

```
10 CLS:BORDER 0:INK 0,0:PEN 3:INK 3,26
20 LOCATE 15,6:PRINT"REBELSTAR"
30 LOCATE 6,20:INPUT"PLEASE SELECT 1 OR 2 PLAYERS";X
40 IF X<1 OR X>2 THEN 30
50 CALL &BBFF:CALL &BB4E
60 IF X=1 THEN 70 ELSE 120
70 RUN 80
80 OPENOUT"D":MEMORY 699:CLOSEOUT
90 LOAD"1REB.BIN",700: LOAD"2REB.BIN",35710
110 CALL 700:GOTO 110
120 OPENOUT"D":MEMORY 1999:CLOSEOUT
130 LOAD"1REB1.BIN",2000: LOAD"2REB.BIN",35710: CALL 2000
```

OPTION 2 HEADERLESS FILES. [But use OPTION2X, says everyone.] Some more for my favourite routine, ADRIAN MOLE [all], KNIGHT ORC [all], GARFIELD, WRIGGLER[PLAYERS],and **** PRO SKI SIMULATOR and 3DSTARFIGHTER [CODEMASTERS] ***, MOTOS[2M], FLYSPY [2X, was a "special" - is this another change ?]

I can't be sure as to whether the CODEMASTER ones are "early" versions, with SPEEDLOCK being the current type - or whether CODEMASTERS have dropped SPEEDLOCK in favour of OPTION2[X]. Why don't they put us on their mailing list ? Oh, I see, Simon ! I hadn't thought of that !

MOLE & KORC are LEVEL9 and OPTION2X only. It would seem that all LEVEL9 as now issued are OPTION2X, and have the horrid input code requirement on saving games. Saved games can ONLY be to tape [without major juggling], very short and quick anyway. HOWEVER, note that each BACK1 file should be modified by the following to enable the SAVE/LOAD to tape correctly.

It's under USER,7 on all BSM1988 supplied with this newsletter.

```
1 REM: LEVEL 9 ADVENTURES via OPTION2X NEED BACK1 MODIFIED FOR RESTORE
10 REM:set himem at start-1 of back1 to resave file to enable tape saving.
20 OPENOUT"D":MEMORY &3fff:CLOSEOUT:CLS:HM=HIMEM:LOAD"BACK1"
30 A=256*(PEEK(HM+3))+PEEK(HM+2)
40 POKE A+&4a,&18:POKE A+&4b,&8
50 FOR X=A+&54 TO A+&67:READ A$:POKE X,VAL("&"A$):NEXT
60 INPUT "LAST FILE LETTER LOADED [for D1 enter D]";Y$
70 POKE A+&5b,ASC(UPPER$(Y$)):PRINT:PRINT
80 PRINT Y$;:INPUT" - IS THIS CORRECT ?";C$
90 IF UPPER$(C$)<>"Y"THEN CLS:GOTO 60
100 CLS:SAVE"BACK1",B,HM+1,(A+&68)-(HM+1),HM+1: PRINT"DONE!"
110 DATA cd,7a,bc,3a,a1,be,fe,43,20,ef,3e,cf,32,37,bd,cd,37,bd,18,e5
```

OPTION 3 FLASHLOADERS.

The RICOCHET version of DAN DARE goes OPTION3 as did the original. The compilation version was OPTION2 with a "hairy" loader, and does not go with 2X ! Lief reports that the Danish MASTERTRONIC version doesn't.

OPTION 4 Not to be confused with the MENU OPTION !

You can add the FIREBIRD version of DARKSTAR to this list, and EARLY versions of ON THE RUN.

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY' WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.] FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKBUSTERS[some versions, and probably 464 only !], 2112AD, NEXOR, ARKHAM MAMOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD].

Duncan Whyte [GARFIELD] spotted that the BBPATCH file for SPEEDLOCKS will also run OPTION4 files under BIGBONZO. You'll need to incorporate the file with the 3WEEKS basic loader to get that one going. Duncan's managed to do it.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !

Word has it that SUPERSPRINT+ is OK, and a few others - but I await the second confirmation of these. Watch out for any of these appearing on compilations - could become SPEEDLOCK !

BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE

If you XOR disc files misbehave, then use this [just line 20] to get it going;

10 REM: this runs OP5 XOR, change name if needed in line 20 20 CALL &bbff:LOAD"CASSBIX":POKE &bf62,0:POKE &bf63,&10:CALL &bf1b

OPTION 6

Only one new confirmation, the re-issue of GHOSTBUSTERS. Note that KILLER COBRA and ROLLAROUND from MASTERTRONIC give the appearance of being OPTION 6 - but aren't. The similarity is destroyed by the basic loader. Maybe a "fix" in NEWS 20.

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, MOLECULEMAN, and the re-issues of ALIEN 8, GHOSTBUSTERS and SABRE WOLF.

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least; **ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE.**

A little mod will get BUNLOCK [or BLITZ] doing the three HIGHLANDER games.

```
10 LOAD"BUNLOCK": POKE &A030,&CD: ;TAPE: CALL &9ee0
```

Run this instead of BUNLOCK, it'll load BUNLOCK from disc, modify it, and then run it. Switch to destination disc before starting the tape loading. You'll need to do it for each of the 3 games, and as the filenames are the same don't use the same disc each time ! Think about it ! Not you, Simon ! You could damage yourself.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

FRUIT MACHINE [CODEMASTERS]*, STUNTMAN, ARKANOID2[Main file], Use BLITNUXL for WIZBALL & NIGEL MANSELL[Main file]. See BUNLOCK

There are now a number of compilations employing mainly BLITZ4 that are dealt with entirely by BLITZ. The individual games were originally under various types of protection. Watch out - there's compilations about. No Simon, EX-LAX doesn't cure compilations. FRUIT MACHINE will transfer [BLITZOLD] leaving a short standard file on the tape. This can be picked up every time by the disc files, but better is to transfer the short file using OPTION1 from BSM. RENAME this file, "D.BIN" - and then use this revised loader which will run the whole thing from disc.

```
1 REM: CODEMASTERS FRUITMC[BLITZ] & D.BIN LOADER
10 FOR x=&be80 TO &bedf:READ a$:Y=VAL("&"*A$):POKE X,Y:CS=CS+Y:NEXT
20 IF CS<10815 THEN PRINT"ERROR!":END:ELSE CALL &bbff:CALL &be80
30 DATA 21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,d2,be,34,21,cb,be,06,08,11,b0,3a,d5,cd,77,bc,e1,cd,83,bc,cd
40 DATA 7a,bc,00,3e,c9,32,a2,be,cd,b0,3a,21,00,c0,22,95,be,cd,8b,be,21,40,00,22,95,be,cd,8b,be,3e,01,32
50 DATA cc,76,21,c3,76,22,ce,76,c3,88,71,46,52,55,49,54,46,4c,2f,90,0c,90,0c,90,0c,90,0c,90,0c,90,0c,90
```

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

VENOM, MESSAGE FROM ANDROMEDA, BRAINSTORM, MUGGINS THE SPACE MAN, ZOLYX , NINJA SCOOTER SIM, DOODLEBUG, BUBBLER, DEMON'S REVENGE plus Bob Adams reports MOST INCENTIVE ADVENTURES AS NOW ISSUED.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "muddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK,TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, REVOLUTION. GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGEROUS, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, BOBSLEIGH, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each] ,FORBIDDEN PLANET, 3DFIGHT, BILLY, FLASH, SOCCER86, MGT, ZOZ2099, BASIL THE GREAT MOUSE.

SHOGUN, XENO, STARION, TRAILBLAZER, WESTBANK, KOBASHAYU NARU, NOSFERATU, ELITE, STORMBRINGER, BALLBREAKER, EXOLON, ACADEMY, REDLED, EVENING STAR, KRAKOUT, WIZBALL being BIGBUSTS are, of course, available as specials.

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! **NOTE NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.**

BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. Keep sending him your info !
 If you've not got a copy of BANKRAID III and have a 6128/expanded 464, a small knowledge of M/Code then send him A DISC AND £6 and you've got it ! Note that the price has just been settled. The whole program is of total commercial quality - definitely worth £12.50. If you are upgrading from an earlier version then I'm sure Neil will settle for a suitable reduced sum.
 Last month's ALIENS patch address should have been &80a2, sincere apologies from the originator for this. NEARLY all newsletters were hand-corrected, and I don't think anyone got into a panic that wasn't quickly resolved.
 I haven't anything from NEIL this month, VERY, VERY busy with examinations, and he's only about 5% effective CPC-wise for the next few weeks. We can expect something interesting to make up for it next time.

NEIL MacDougall 130 ROBIN WAY, CHIPPING SODBURY, BRISTOL, BS17 6JS.

BANK RAIDING without BANKS ?

Still available from LUKE A useful meddle! This program will work on any machine, virtually automatic, and will enable you to "grab" some of those otherwise "specials". Makes a good job of most HEWSON type loaders too. Recommended, a disc and a donation to Luke's Development fund -

LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM , B30 1HT.

INFINITE WOTSITS and ETERNAL THINGIES

Another pair of "goodies" from Gerard, I selected these as they are games that most of you are likely to have. New life for old games with Gerards super juggles !

```

10 'Shockway Rider Cheat Loader / This runs files from an Option 1 xfer
20 'save as SHOCKWAY.BAS
30 MODE 1:OPENOUT "d":MEMORY &7cf:CLOSEOUT
40 PRINT:PRINT:PRINT
50 PRINT"          *****"
LOOK !      60 PRINT"          *          *"
BLANK SPACES 70 PRINT"          * Shockway Rider *"
SIMON !     80 PRINT"          *          *"
90 PRINT"          *****"
100 PRINT:PRINT:PRINT
110 LOAD"SHOCKWAY.BIN"
120 PRINT"  Do you want invulnerability ? (y/n)"
130 a$="":WHILE a$="" :a$=INKEY$:WEND:a$=UPPER$(a$)
140 IF a$<>"Y" THEN CALL &7e0
150 POKE &868,&80:POKE &869,&be
160 FOR add=&be80 TO &be8a
170 READ a$:POKE add,VAL("&"+a$):NEXT
180 CALL &7e0:' See notes at end
190 DATA 3e,00,32,97,96,32,d2,76,c3,a4,73
200 'Note:- Don't CALL &7d0 or the Cassette operating system will be selected !

```

```

10 'Defend or Die cheat loader
20 'Save as DEFEND.BAS
30 'DEFEND2.BIN is the 17K file from an Option 1 Xfer
50 MODE 1:OPENOUT"!d":MEMORY &3FFF:CLOSEOUT
60 PRINT:PRINT:PRINT
70 PRINT"          *****"
80 PRINT"          *          *"
90 PRINT"          *  Defend or Die  *"
100 PRINT"          *          *"
110 PRINT"          *****"
120 PRINT:PRINT:PRINT
130 LOAD"defend2.bin"
140 INPUT"  Enter number of lives (1-99) ",l$
150 PRINT:PRINT
160 POKE &64e4,VAL("&"+l$)
170 INPUT"  Enter number of smart bombs (1-99) ",sb$
180 POKE &64e9,VAL("&"+sb$)
190 CALL &4025
200 a$="":WHILE a$="" :a$=INKEY$:WEND:a$=UPPER$(a$):RETURN

```

Marey ad a littel lam, she also ad a bare Ive offen seen er littel lam*4+++++ Get out Simon, these could've been a couple of useful lines ! So what if you are out of jelly babies ? No you can't do that. OK then, just a bit. Not there Simon, NOT THERE !!

THE BIG BUST KRAKOUT

A BIG BUST by the name of KRAKOUT makes the mind wander [or wonder !]. The first file gets KRAKOUT1 & 2 to disc. The second creates KRAKOUT.BIN which is needed to run it. All set for BIGBONZO FORMAT too. A BIG BUST to prove a point ! Yes, alright Simon - TWO points, and stop sniggering !

```
10 MEMORY &9FFF:REM GET THE KRAKOUT FILES TO DISC
20 FOR x=&a000 TO &a000+214:READ a$:y=VAL("&" + a$):cs=cs+y:POKE x,y:NEXT
30 IF cs<>22699 THEN PRINT"DATA ERROR":END
35 CLS:PRINT"FULLY REWOUND KRAKOUT TAPE IN PLAYER...DISC IN DRIVE...PRESS ANY KEY":CALL &bb18:CALL &bbff:CALL &a000
40 DATA cd,37,bd,f3,21,15,a0,11,40,00,01,bf,00,ed,b0,c3,40,00,00,00,00,21,00,00,11,00,01,06,00,d5,cd,77
50 DATA bc,e1,cd,83,bc,cd,7a,bc,21,62,00,22,05,01,2a,38,bd,22,94,00,c3,00,01,f3,11,00,c0,21,00,a6,01,00
60 DATA 1a,ed,b0,21,7c,00,11,80,be,01,c0,00,ed,b0,c3,80,be,31,00,c0,01,c0,7f,ed,49,d9,01,89,7f,ed,49,d9
70 DATA 21,97,be,e5,e5,cd,44,00,21,00,00,7c,e6,3f,67,22,a8,be,d9,cb,91,ed,49,d9,cd,00,00,cd,02,bc,cd,bd
80 DATA bb,cd,51,bb,cd,03,bb,cd,28,bd,21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,00,bf,34,21,f9,be,06,08,11,80
90 DATA 03,d5,cd,8c,bc,e1,11,80,a2,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,e3,be,21,00,c0,22,ce,be
100 DATA 21,00,1a,22,d6,be,cd,c4,be,c7,4b,52,41,4b,4f,55,54,30,00,00,00,00,00
```

1 REM: CREATE THE BINARY KRAKOUT LOADER

```
10 FOR x=&be80 TO &bf02:READ a$:y=VAL("&" + a$):cs=cs+y:POKE x,y:NEXT
20 IF cs=14620 THEN SAVE"KRAKOUT",B,&be80,&82,&be80 ELSE PRINT"DATA ERROR !":END
30 DATA 2a,42,be,11,00,be,01,19,00,c5,d5,ed,b0,21,ff,ab,11,40,00,0e,07,cd,ce,bc,e1,c1,ed,5b,42,be,ed,b0
40 DATA 21,01,bf,34,21,fa,be,06,08,11,80,03,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,b7,be,01,01,bc
50 DATA ed,49,04,0d,ed,49,21,00,c0,22,aa,be,cd,a0,be,f3,21,de,be,11,40,00,01,40,00,ed,b0,c3,40,00,31,80
60 DATA 03,21,00,c0,01,00,1a,11,00,a6,e5,ed,b0,e1,75,01,fe,3f,11,01,c0,ed,b0,c3,94,4e,4b,52,41,4b,4f,55
70 DATA 54,30,2b
```

WIZBALL A BLITZ NICK !

The file you can create with this is actually on BLITZ discs currently issued. As it deals with WIZBIZ and the main file of NIGEL MANSELL I thought I'd make it available to BSM users, gets another "special" out of the way and gives a taste of how BLITZ works. If you've not got it on your BLITZ and don't want to type it in - then get it up-dated !

1 REM: CREATE BLITNUXL for WIZBALL / OPTION 5 NEEDED AS MARKER

```
10 MEMORY &3fff:LOAD"option5",&4000:A=63:B=124:G=PEEK(&423a):H=PEEK(&4259)
20 FOR x=40688 TO 40688+703:READ a$:Y=VAL("&" + A$):POKE X,Y:CS=CS+Y
30 IF Y=A THEN POKE X,G
40 IF Y=B THEN POKE X,H
50 NEXT:IF CS=66808 THEN SAVE"BLITNUXL",B,40688,704,40688:ELSE PRINT"WHOOOPS!"
60 END
70 DATA 7c,00,9f,11,c0,ae,01,40,02,ed,b0,c3,c0,ae,00,00,cd,37,bd,06,00,11,00,90,cd,77,3f,e5,c5,d5,eb,cd
80 DATA 83,3f,cd,7a,3f,d1,c1,e1,ed,43,29,af,ed,53,00,af,ed,53,51,af,06,07,11,f6,b0,7e,fe,40,fa,f0,ae,12
90 DATA 13,23,10,f5,7c,ff,ab,11,40,00,0e,07,cd,ce,3f,7c,00,00,11,09,00,19,7e,32,7c,af,32,90,b0,32,a4,b0
100 DATA 23,7e,32,22,af,32,91,b0,32,a5,b0,7c,f6,b0,06,08,11,00,00,d5,cd,8c,3f,e1,11,00,00,01,00,00,3e,02
110 DATA cd,98,3f,cd,8f,3f,af,01,7e,fa,ed,79,cd,37,bd,7c,53,af,3e,cd,32,7a,3f,22,7b,3f,7c,ff,ab,11,40,00
120 DATA c3,00,00,7c,4b,00,36,54,7c,4e,00,36,fa,c9,00,00,00,00,00,7c,0b,b9,36,b9,7c,0e,b9,36,2e,ed,4b,02
130 DATA 3f,06,8a,11,00,b9,c5,1a,d5,11,79,03,91,7c,8a,b9,ae,77,23,1d,20,fa,15,20,f7,d1,13,c1,4f,05,20,e6
140 DATA 2a,7b,b9,22,ca,af,23,23,7e,32,5e,af,36,00,23,7e,32,5f,af,36,40,23,23,7e,32,cc,af,23,7e,32,cd,af
150 DATA 23,23,23,23,22,60,af,11,ce,af,36,c3,23,73,23,72,7c,00,00,11,00,00,a7,ed,52,c3,f9,bb,00,00,f3,7c
160 DATA 00,40,ed,5b,5e,af,ed,4b,cc,af,c5,d5,ed,b0,e1,d1,19,2b,2b,7e,fe,79,28,03,2b,18,f8,2b,2b,2b,36,00
170 DATA 23,36,c3,23,11,07,b0,73,23,72,23,11,e4,b0,01,12,00,ed,b0,2a,60,af,e9,f3,7c,00,a6,11,00,f0,01,00
180 DATA 09,31,00,c0,ed,b0,d9,cb,91,ed,49,d9,cd,44,00,cd,37,bd,cd,7a,b0,7c,fd,b0,34,7c,f6,b0,06,08,11,40
190 DATA 00,d5,cd,8c,3f,e1,11,c0,a5,01,00,00,3e,02,cd,98,3f,cd,8f,3f,00,3e,c9,32,44,b0,7c,00,c0,22,2f,b0
200 DATA 7c,00,40,22,37,b0,cd,25,b0,7c,fd,b0,36,2f,7c,7a,b0,22,2f,b0,22,3a,b0,7c,85,00,22,37,b0,7c,f6,b0
210 DATA 06,07,af,32,85,b0,cd,2e,b0,c7,7c,ff,ab,11,40,00,0e,07,cd,ce,3f,c9,7c,fd,b0,34,7c,f6,b0,06,08,11
220 DATA 00,00,d5,cd,77,3f,e1,cd,83,3f,cd,7a,3f,00,3e,c9,32,9d,b0,cd,00,00,7c,40,00,22,90,b0,cd,86,b0,01
230 DATA 01,3f,ed,49,c5,04,0d,ed,49,7c,00,c0,22,90,b0,cd,86,b0,f3,7c,00,f0,11,00,a6,01,00,09,ed,b0,c1,ed
240 DATA 49,04,0e,28,ed,49,11,00,be,d5,7c,e4,b0,01,12,00,ed,b0,e1,e9,00,00,00,00,00,00,00,00,00,00,00,00
250 DATA 00,00,00,00,00,00,42,4c,49,4e,55,58,4c,30,00,00,43,09,48,4c,0d,f2,03,49,4e,43,09,48,4c,0d,fc,03
260 DATA 4c,44,09,41,2c,28,48,4c,29,0d,06,04,4c,44,09,28,53,55,42,31,29,2c,41,0d,10,04,4c,44,09,28,48,4c
270 DATA 29,2c,23,30,30,0d,1a,04,49,4e,43,09,48,4c,0d,24,04,4c,44,09,41,2c,28,48,4c,29,0d,2e,04,4c,44,09
280 DATA 28,53,55,42,31,2b,31,29,2c,41,0d,38,04,4c,44,09,28,48,4c,29,2c,23,34,30,0d,42,04,49,4e,43,09,48
```

IME SIMON an I du all the reel work round ere. If yew want sum reel gud stuff wot Ive dun then send LOADSAMONEY to me Simon marked special and privet fur simon an Ile du yew summit reely gud wot yu cant get frum that twit col or bonzo. wheres all the p

HARRY'S CRUNCHY FILES More delighted reports from "meddling misers".

Harry's latest version will now compress HACKPACK [6128 FILES], BLITZOLD, BLITZ [and BUNLOCK], BLITZ4, BLITZNU, and single binary file transfers. Many examples quoted from happy users of savings up to 20K per game. A "built-in" option to run from BIGBONZO format too ! Harry will up-date your old version as a treat, if you've not got it yet then here's how: Harry supports a local children's cause, cheques made payable to HARRY MOORE will be used to swell the funds. Send cheque and disc to me, and I'll sort it out for you.

SCREAM !

NICK GEEVES Meddler of repute, has a 6128 project involving a couple of games in mind. Would appreciate some help, Machine Code, Graphics, ideas etc. "Haven't got a clue where to start", says Nick. All hands to the pumps, contact Nick at,
20 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA TELEPHONE [It's ex-directory, and I can't find it !].

JOHN GRIFFITHS 24 ALVANNEY ROAD, ELLESMERE PORT, SOUTH WIRRAL, L66 3LA . PHONE[051] 339 3688 - would like some contacts. DMP1 and BASIC are current interests. John has a great deal of time to spend on his machine, and can be phoned any time up to 9pm.

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day. [0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til latish.

Luke's phone number - 021 - 458 - 4804

BRUM and **COLCHESTER** GET THE LOW DOWN ON THE USER GROUPS from **LUKE** [ABOVE], **PHIL** [BELOW].

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted. Try Phil with printer problems !

P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS./ PHONE [0206] 869371, for any general help, Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

DEBBY HOWARD - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:MIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ? via **RODNEY TIPPING** 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

WADAMIGONNAREADNOW?

WACCI from **WACCI** 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3GN. £1.00 plus a GIANT SSAFE gets the works!

SUGAR-CUBE from **STEVE BROKENSHIRE** 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

Note that Steve's adress from 22.4.88 is 23 HILLSIDE CRESCENT, BARNETBY-LE-WOLD, Nr. BRIGG, S.HUMBERSIDE. [PRESTEL 011112310].

ADVENTURE PROBE from **ADVENTURE PROBE** 78 Merton Road, WIGAN, WN3 6AT. Super Sandra's offering. £1.25 gets the goodies!

*****WHAT POKE***** mentioned in passing last week as worth investigating, may be so for a different reason ! Dave Evans sent a sub of £10.50 to WHAT NOW, got one issue and nothing else. No responses via the normal channels. Anyone know anything more to help Dave out ?

NEWSLETTERS & PRICES

Very many thanks to all of you expressing support for the newsletter at the new prices. Some have promised to re-subscribe from 22, others have actually sent their cheques. Judged by the promises then there will be no problems, but I must obviously wait to see what does happen shortly after 21 has gone out. Some of you have already sent cheques for a full year [10 issues, £12.50], so despite what I said about only accepting the 6 months, 5 issues sub at £7.50 I have to bow to your requirements. If you have sent a £7.50 cheque, you can make it up to the full year by sending the difference, seems fair ! So far I am just holding the cheques sent, except for those that included amounts for other things. As soon as the target of a realistic number of subscribers is reached I shall bank them, or return them if it doesn't happen. It looks likely that we will have the number needed BEFORE issue 21 is done, so thanks once again ! Many of your subs expire with this issue, look for the BIG "L" on the envelope ! If you want to ensure 20 & 21 without being committed to the further series then £1 and a couple of labels will do.

BACK-ISSUES 50p + SSAFE, the 1-7 summary plus issues 8 to 18 will cost £7.00.

SPECIAL SPECIALS

A new feature to help offset the £12.50 [£10.00 for subscribers] SPECIALS. Each month I will sort two special discs to go at the old price of £6 each. I'll try to make them useful too. The fact that I'll be able to make a "master" means a lot less work. This month - the LORICIELS STRAIGHT SIX COMPILATION as one disc. The full TRIVIAL PURSUITS including questions, BIGBONZO FORMAT is the other. Yes ! I do want inlays as usual, and a cheque please ! Exit Simon trying to imitate a cold sore, muttering. That's it this time, sorry for the strange assortment. Wrist resting will now commence, HAPPY MEDDLING !... Colin. **NEWSISTS**



BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

MAY/JUNE 1988. No.28. THE GREAT SHOW AWARD !

GREETINGS !

I'm sitting comfortably thank you ! Since I fell off my chair a visit from Brian Bonner delivering two very plush leather chairs with arms has ensured that I can't do it again. Now Simon [a figment of YOUR imagination - and not to be confused with any other Simon mentioned here] thought that the other one was for him. I said to him "you have to break a wrist to get one !", and he wants to know who's wrist ! Jim Palmer was right, Simon thinks Jetset Willy is a disease suffered by the idle rich !

I'm miles behind with answering letters again, sorry ! Special thanks for info. sent to me must go to Bob Adams, Dave Coggins, Phil Wharfe, John Brown, Ray Mills, Frank Ryan, Simon Simpson, Chris Steggle, G. [George ?] Bantock, Mick, Stewart, Alan, Peter and others. Lief's real name is LEIF, apologies for that - but it does mean that I can't mention Mike Penney again ! Steve Ainsworth is leaving us, not for the DAKTARI, but for Jersey ! I can't think of a better place NOT to use a computer - Good luck, Steve ! Simon is reporting the Isle of Man to the Race Relations outfit. Bonzo would've reported them to the RSPCA. John Brown is just reporting ! AMSTRAD ACTION, 23 mistakes in our first half-page advertisement, reported to OED.

What's the GREAT SHOW AWARD ? Well Luke and Co., complete with BONZO ENBLAZONED LIVERY will be hoping that THIS time on the hour any-hour, they WILL find some fellow meddlers. Meeting point is the SIREN STAND, and one-o'clock on the Saturday will see the SPECIAL PRESENTATION [Bag of JB's ?] to THAT Simon. [Cobb that is]. At this point OUR Simon is scurrying about, resplendent in nurse uniform and wearing a cardboard dangly watch, secreting little bags of something in all manner of strange places. No - NOT there, Simon ! It'll interfere with your metabolism.

We all know that external ROMS can seriously interfere with "meddling" don't we ? Not just a ROMOFF command, but REMOVE them ! The exception will be DK EXPANSION ROM left on for HACKPACK transfers. OK., that seems to be that, or is it ? Gary reports that the "special" version of OUT OF THIS WORLD works on one 6128, but not on another. It works on mine, but not on Derek's - and there's more like that. All the 6128's were running under the same conditions, mysterious eh ? Add to that the fact that Phil W.'s 6128 won't run SHADOW SKIMMER, tape or disc - and that Dave's 6128 runs some games OK when first switched on, but not an hour or two later ! Someone else has a 6128 that will run some games ONLY when it has been on for a few hours but not from "cold". A deal of correspondence ran between myself and another patient "meddler" who couldn't get OPTION 4 or OPTION 5 to work for him. Eventually the 6128 was sent for "repair" - twice before they fixed it. It transpired that there was a chip overheating - problem now solved. I had a new 6128 a few months ago that seemed OK, until I tried "LIVING DAYLIGHTS" - the screen was disjointed and the game looked odd. Dixons supplied 3 replacements until I got a good one ! What's all this about then ? Alan Sugar has let it be known that the 6128 board has been re-designed to "improve efficiency", as a secondary benefit it will apparently be cheaper to produce. Choose your own order of priorities for this change ! Early days there were problems with the ULA [Uncommitted Logic Array, Simon - not underwear, legs and armpits] overheating, but that was apparently fixed. All we can say for certain is that where these "funnies" occur they concern one or more of the following:

A) Directly instructing the Disc Controller [FDC 765]. (B) The Video Controller [MD6845] (C) The Gate Array [40010] The fact that the games that refuse to run on the "odd" machines are NOT all the same, those that refuse to run on one may be perfectly OK on another tends to indicate different faults - UNLESS the Gate Array is totally responsible. Perhaps there's a "hardware man" out there who can elucidate what to me is a confusing subject ? Is it a fault or a design change ? Enter Simon with bent knife, fork and broken watch with two shoelaces attached. Reckons he'll fix 'em; more chance than I have !

COMPILATION NEWS

ALL STARS COMP.(THE EDGE) BOBBY BEARING, FAIRLIGHT 1, BRIAN BLOODAXE, MINDSTONE - ALL OPTION 1.

FAIRLIGHT 2, & PALITRON are HACKPACK. WARLOCK is BLITZ [ODD]. SHADOW SKIMMER & INSIDE OUTING are NOTHING AT ALL [SPECIALS].

COMPUTER HITS 4 12 GAMES, combined info from several sources arrive at BRIDES OF FRANKENSTEIN, REVOLUTION [*** !], UCHIMATA, STARQUAKE, TRIAXOS and DE-ACTIVATORS being OPTION 1. ANTIPIAD and PULSATOR are OPTION 2X, SPINDIZZY is HACKPACK. ELEKTAGLIDE is BLITZ, and GEORGE (I think !) BANTOCK reports DANDY as part OPTION 5, part 2X, but doesn't work properly ! With that combination - full marks for effort ! - I'm surprised that it would run !

MICROVALUE 4 GREAT GAMES 2 - George again ! KING TUT - OPTION 1. COPOUT - BUNLOCK. FUTURE SHOCK - OPTION 4 + PICBONK [How does he do it ?]. BATTLE OF PLANETS not mentioned but should be OPTION 4 as original.

MICROVALUE 4 GREAT GAMES 3 - Guess who likes compilations ! DIVE DIVE - HACKPACK. CUSTARD PIE, EQUINOX, IAN BOTHAMS CRICKET [sorry about the back Ian !] all OPTION 1.

GOLD COLLECTION 3 ALL go BLITZ - note that PART TWO of BLACK MAGIC needs the CODENAME "QUALTAN" to be entered when transferring. REVOLUTION [Again ?] needs you to look under the BLITZ heading. LEVIATHAN is MAIN FILE ONLY.

Note the reason for my oft quoted "watch out for compilations". REVOLUTION, UCHIMATA, STARQUAKE & EQUINOX, good examples of the changes. Andrew Mohan says the ALL STARS TAPE is "dodgy" - return it. The replacement will probably be dodgy too, but on other games. Simon says "why is a dodgy tape like Chelsea Football Club ?". Get lost Simon.

STREAKER Reported "bugged" months ago. John re-bought expecting it to be sorted out by now. Was it ? NAAAAAH ! Good eh ?

OPTION 1 STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE-Worth worthy of note, "*" SEE NOTES FOLLOWING.

METROPOLIS, TIRANOG*, IAN BOTHAM(C), CUSTARD PIE FACTORY(C), REVOLUTION(C), UCHIMATA(C), EQUINOX(C), LEAGUE CHALLENGE, TENPIN CHALLENGE, COLOSSUS MAHJON, ZARKON, BLOOD VALLEY*.

Luke reports BLOOD VALLEY via HACKPACK saves loadsa space, OPTION 1 needs the loader that follows. Stewart provides the TIRANOG loader. The main file of ZARKON will "stand alone" [and crunch to 24K from 48K !]

```
10 REM: TIR NA NOG/ OPTION1, RELOCATION OFF / dun by Stewart [ EDIBLE COMPUTERS ]
20 REM:OMIT LINE 50 FOR NO LOADING SCREEN :FILES TNN,TNN1,TNN2 - RELOCATION OFF : TNN NOT USED IF LINE 50 OMITTED
50 OPENOUT"d":MEMORY &5DB:CLOSEOUT:LOAD"TNN":POKE &61B,&C9:CALL &5ED: L=110: A=&Be80
70 R=0:READ A$:IF A$=CHR$(42) THEN CALL &be80
80 FOR s=1 TO LEN(A$)-1 STEP 2:Q=VAL("&"+MID$(a$,S,2)):POKE A,Q:A=A+1:R=R+Q:NEXT s
90 READ c:IF c<>R THEN PRINT"error in line";L:STOP: ELSE L=L+10:GOTO 70
110 DATA 21bcbe34060421b9be11,098
120 DATA 6000d5cd77bce1cd83bc,1570
130 DATA cd7abc003ec93297be21,1202
140 DATA d852228abecd00be21ca,1418
150 DATA 9ellcaad01709eedb80e,1256
160 DATA ff21d861cd16bd544e4e,1257
170 DATA 30ff,303.*
```

BLOOD VALLEY 10 REM: fix BLOOD VALLEY - I think this is right, I had to work it out backwards.Col.
20 MEMORY &403f:LOAD"BLOOD.BIN",&4040 :POKE &404d,&cb:POKE &4047,0:POKE &4048,0:POKE &4049,0
40 FOR X=&be80 TO &be91:READ A\$:POKE X,VAL("&"+A\$):NEXT:CALL &be80
50 DATA f3,21,40,40,11,40,00,01,42,23,ed,b0,01,ff,b0,c3,40,00

OPTION 2 HEADERLESS FILES. [But use OPTION2X !] Of course there's something: YOGI BEAR - that's all folks !
The mention of WRIGGLER [PLAYERS] last month omitted to say that it required a "dummy" start tape to be done in the time-honoured fashion. Those that know it - do it. Them as don't, HACK PACK it ! Re-issued DARTS 180 may NOT be MASTERX type.

OPTION 3 FLASHLOADERS..... SUPERSTUNTMAN - or BLITZ it !

OPTION 4 Not to be confused with the MENU OPTION !

Nothing new here, you're not trying are you ? It is a most "unlikely" routine ! Current list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY' WALLY, SAS STRIKEFORCE, AVENGER(not the S'lock early vsn.)
FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKBUSTERS[some versions, and probably 464 only !], 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD].ON THE RUN

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !

You can add METAL ARMY, CHAMPIONSHIP SPRINT [The DESIGNER is "no no" at present] and the main file of GREAT BRITAIN AIR RACE.
Current full list is;

BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL,
TERROR OF THE DEEP, WONDERBOY, QUARTET, NIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX,
FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF]

Phil wharfe got fed up with all OPTION 5 filenames starting with "C" and has devised a RENAME"C" mod for it. A little long for inclusion here, but a disc and small contribution to our busiest informant will get it for you. A very nifty rename file putting the numeric character to the end for HACKPACK 6128 files will be included.

Phil's address; PHIL WHARFE 52 SEDGEMOOR ROAD, BANKFIELDS, ESTON, MIDDLESBOROUGH, CLEVELAND TS6 OUA.

OPTION 6

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C'MAN & SABRE WOLF.

Killer Cobra needs the "dummy" tape file technique, and ROLLAROUND as mentioned last month is sadly a "special". For COBRA transfer the first two files with OPTION 1 - Stop the tape at that point and remove it. Call it Jim. Now load the basic file from disc, note the quaint remarks, and ALTER line 90 [and 100] to read as follows. Now get a blank tape , name Wendy, in your player, and run the altered basic file. It will pick up the binary file, modify it and save it to Wendy. Rewind Wendy. Now run OPTION 6, allowing it to pick up the file on Wendy. As soon as it has it, swap Wendy for Jim and allow it to continue. You will be rewarded with "KILLER" files that work perfectly. Don't forget to get your levels correct ! Sounds complicated, but it's not! All you are doing is re-creating the binary file at an address that suits us, and without the need for the basic file - which was only there so that the authors could tell us how cute their loading system is ' Simon just fell off his Pogostick laughing.

```
90 MODE 2:INK 0,0:INK 1,0:BORDER 0:POKE &BCA7,&C9:POKE &BBBD,&C9:POKE &BB51,&C9:POKE &BC02,&C9:LOAD "killerco"
100 FOR t=0 TO 512:POKE &700+t,PEEK(&A200+t):NEXT: :TAPE:SAVE"killer",0,&700,&200,&700
110 REM: USE AS DUMMY LOADER, GAME TAPE LEFT AFTER TWO FILES done by OPTION ONE.
```


DOO DAH

NOTE that LEGEND OF KAGE and YES PRIME MINISTER are OK clones. More important to note is that MANY games starting with a binary loader will run under BIGBONZO FORMAT by using BBPATCH from the BLITZ disc. It doesn't only apply to BLITZ transfers. Works just as well for OPTIONS 2X,4,5 & 6 plus most OPTION 1 with binary loaders.

CUTE DISC WHAT IS THIS - WHO KNOWS ?

John Brown wanted to use CUTEDISC under BIGBONZO FORMAT without having to transfer it to the large format. A few added lines sorted it out, with the option for BBONZO built-in.;

```

5 GOSUB 1000: REM ***select format*** / ADD THESE TO THE CUTEDISC FILE
1000 MODE 1:LOCATE 9,6:PRINT"BIGBONZO FORMAT Y or N"
1010 WHILE A$("<>"):A$="":WEND:WHILE A$="":A$=UPPER$(INKEY$):WEND
1020 IF A$="Y"THEN RESTORE 1060 ELSE RESTORE 1070
1030 P=PEEK(&be42)+256*(PEEK(&be43))
1040 READ A$:FOR X=1 TO (LEN(A$)-1) STEP 2:Y=VAL("&"+MID$(A$,X,2)):POKE P,Y:P=P+1:NEXT:CALL &BB00:RETURN
1060 DATA "2800030700cc003f00c00010000100720a2032e502040000ff"
1070 DATA "2400030700b3003f00c00010000000c1092a52e5020400ff00"

```

Because it adds to the length of CUTEDISC there are some extreme cases [in transfers to tape only] where it may get a problem, but not much to worry about. The same idea can be freely adapted to use where the fancy takes you.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, 3DFIGHT, BILLY, FLASH, SOCCER86, MGT, ZOIX2099, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR.

BONZO BLITZ, OPTION4 and OPTIONS transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! *NOTE NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.*

BANK RAIDING without BANKS ?

Still available from LUKE A useful meddle! This program will work on any machine, virtually automatic, and will enable you to "grab" some of those otherwise "specials". Makes a good job of most HEWSON type loaders too, Yes including NEBULUS ! Recommended, a disc and a donation to Luke's Development fund -

LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM , B30 1HT.

INFINITE WOTSITS and ETERNAL THINGIES

Gerard's BIGGY for BARBARIANS held until next issue: Meantime PRESS TAB on RICOCHET, SHIFT & TAB on OLLIE & LISA - just for fun.

HARRY'S CRUNCHY FILES AMAZING SAVING, Just like a sale at TESCO'S ! 42K PING PONG ? NAAAHH ! 21K !

Harry's latest version will now compress HACKPACK [6128 FILES], BLITZOLD, BLITZ [and BUNLOCK], BLITZ4, BLITZNU, and single binary file transfers. Many examples quoted from happy users of savings up up to 20K per game. A "built-in" option to run from BIGBONZO format too ! Harry will up-date your old version as a treat, if you've not got it yet then here's how: Harry supports a local children's cause, cheques made payable to HARRY MOORE will be used to swell the funds. Send cheque and disc to me, and I'll sort it out for you.

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU - Note the NEW ADDRESS £1.00 plus a GIANT SSAE gets the works.
SUGAR-CUBE from STEVE BROKENSHERE 23 HILLSIDE CRESCENT, BARNETBY-LE-WOLD, Nr. BRIGG, S.HUMBERSIDE. [PRESTEL 011112310]
Tel 0652 680636 Delay in publication due to Steve's recent move, making it as late as this is. All will recover shortly.
ADVENTURE PROBE No longer in my "good books" [No fault of SANDRA at all]. Recent changes give cause for concern - stay away is the advise. We believe subscribers WILL get their issues as usual. Some subscribers "in the know" have cancelled. -
***WHAT POKE** Bad news for Dave Evans. They have gone "bust", gone "walkies", gone with "loadsamoney" - not theirs either !



BANKRAID

by NEIL MacDougall. 130 Robin Way,
Chipping Sodbury, BRISTOL BS17 6JS
Send £6 + Blank Disc. Exp. Mach. Only.

THE MASTER CRIMINAL RETURNS! After a month at Queenie Hotel? [EXAMS he said!] Take that stocking off your head, Simon!
Chop chop busy busy work work bang bang! [Really? C.]

I shall start again with the solution to the last problem. Applying some inverse logic should provide the answer. Dividing 128 by 2 gives 64. The square root of which is 8. The answer therefore is NOT 8. Those paying attention to BB 18 will have noticed that the Aliens patch address should have been &80a2 and not &8082 as I printed - I thought I'd make you sweat it out a bit. If you want a neat screen then patch up the screen with your faithful artist jobbo and type this in, save it as ALIENS. (prog by Keith Hankin).

```
10 MEMORY &8000:MODE 0:BORDER 0:GOSUB 40:LOAD "ALIENS.BIN"
20 POKE &8f55,0:POKE &8f54,&30:POKE &8f51,0:POKE &8f52,1:POKE &8f59,0:POKE &8f5a,1 :CALL &8f08
40 DATA 0,6,16,25,0,0,0,0,13,0,0,0,0,0,26 :FOR N=0 TO 15:READ A:INK N,A:NEXT N:RETURN
```

Running ALIENS will give a perfect load!

Here's a small list of those definite transfers:

AUTOPATCH : Stainless Steel, Equinox, Herbert, Thing On A Spring, Avenger, Future Knight, West Bank, Jack The Nipper

SPEEDPATCH : Magmax, Gameover, Xevious, Arkanoid, Nemesis Warlock, Saracen, Brainache, Silent Service, Grand Prix wotsit, Dizzy, Pro Ski Sim

KEYRAID : Willow Pattern

MANUAL : Krakout

TRONICFER : Strike!!!, Stormbringer

[Thanks to Frank Ryan for most of the above]

Bankraid II : RED LED goes as follows : Patch &8448; Mode 1; Locate &30 (that's courtesy of Keith Miller)

I expect it will go Manually with Raid 3 : patch as above, Locate as above !

LATE NEWS : A proper 464+64K Ram version of Bankraid III is available now, (thanks go to Tony Halford) and it is identical to the 6128 version.

Very busy month this, back to normal in two months !! A quick thought to end with: If 10 people can watch a 2 hour video in two hours, how long will it take 20 people to watch the same video ?

On a final note (middle C ?) how many viewers out there have been with Bonzo since news 1 ? The Bonzo Institution (was that the right word !?) needs YOU! Don't forget to post your subs for News 22 onwards NOW !

Anyway, enjoy the rest of news 20. What do you mean this is the end? Oh the end for me, what do you mmeaan (I've been chopped!)

THE BIG BUST THE HEWSON PAIR - CYBERNOID & NEBULUS Skip any basic file, you know the rest;

1 GETCYB - PRODUCES FILES FOR CYBERNOID - SCR 3/5/88

```
10 MODE 1:OPENOUT"0":MEMORY &FFF:CLOSEOUT
```

```
20 C=0:FOR S=&BE80 TO &BE9F:READ A$:R=VAL("&"+A$):POKE S,R:C=C+R:NEXT S:READ A:IF A<>C THEN PRINT"DATA ERROR.":STOP
```

```
30 CALL &BE80:SAVE"CN1",B,&8000,&1860: CALL &BE8C:SAVE"CN2",B,&1000,&7530:SAVE"CN3",B,&C000,&3A98
```

```
60 DATA 21,00,80,11,60,18,3E,87,CD,A1,BC,C9,21,00,10,11,30,75,CD,86,BE,21,00,C0,11,98,3A,CD,86,BE, ,C9,FF,3450
```

RUN IT.....

```
10 CYBERNOID LOADER FOR FILES CN1CN (OPTIONAL), CN2, CN3 - SCR 3/5/88
```

```
20 MODE 1:INK 0,0:INK 1,24:INK 2,20:INK 3,26:BORDER 0:MEMORY &7FFF:LOAD"cn1":CALL &8000
```

```
30 OPENOUT"d":MEMORY &FFF:CLOSEOUT:LOAD"cn2":FOR s=0 TO 3:INK s,0:NEXT:LOAD"cn3"
```

```
40 FOR s=&be80 TO &be99:READ a$:POKE s,a:NEXT:CALL &be80
```

```
50 DATA 33,0,16,17,0,2,1,40,117,237,176,33,0,192,17,163,117,1,152,58,237,176,243,195,0,2
```

10 THE NEBULUS HACK '88 BY THE MASKED MEDDLER

```
30 MODE 1:PRINT "REWIND THE NEBULUS TAPE AND PRESS PLAY"
```

```
40 FOR i=&BE80 TO &BEC6:READ a$:POKE i,VAL("&"+a$):tot=tot+PEEK(i):NEXT
```

```
60 IF tot<>7382 THEN PRINT"ERROR IN DATA":STOP
```

```
70 MODE 0:CALL &BE80
```

```
80 DATA 21,00,C0,11,00,40,CD,9E,BE,21,00,01,11,00,80,CD,9E,BE,21,00,40,11,54,3B
```

```
110 DATA CD,9E,BE,C3,00,00,E5,D5,3E,87,CD,A1,BC,21,8F,BE,34,06,00,11,00,C0,CD,8C
```

```
140 DATA BC,D1,E1,01,00,00,3E,02,CD,90,BC,CD,8F,BC,C9,30,4E,45,42,55,4C,55,53
```

RUN IT..

```
10 NEBULUS LOADER -BONZO- VERSION ex Luke Ireland
```

```
20 MODE 0:FOR i=0 TO 15:READ a:INK i,a:NEXT
```

```
30 DATA 0,2,10,13,9,6,11,20,12,3,26,15,10,24,20,18
```

```
40 FOR i=&be80 TO &bed4:READ a$:POKE i,VAL("&"+a$):tot=tot+PEEK(i):NEXT
```

```
50 IF tot<>9281 THEN PRINT"ERROR IN DATA":STOP:ELSE CALL &be80
```

```
60 DATA 21,00,c0,cd,b8,be,21,00,01,cd,b8,be,21,00,c0,cd,b8,be,f3,21,00,c0,11,00,81,01,54,3b,ed,b0,21,0f
```

```
70 DATA 1d,11,00,87,01,c6,7f,3e,01,31,00,c0,dd,21,54,bc,fd,21,54,bc,fb,c3,00,01,e5,21,cd,be,34,06,00,11
```

```
80 DATA 00,c0,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c9,30,4e,45,42,55,4c,55,53
```

SCREAM !

AUDIOGENIC Chatting to Nigel Alderton the other day. He was saying that he'd be delighted to hear from ANYONE capable of writing a marketable game, either from cold or to a storyboard. If you think you can offer anything that may be of use then contact Nigel, perhaps you can earn loadsamoney ! Nothing ventured etc. Drop Nigel a line....

NIGEL ALDERTON, AUDIOGENIC, WINCHESTER HOUSE, CANNING ROAD, WEALDSTONE, HARROW, HA3 7SJ.

NICK GEEVES Meddler of repute, has a 6128 project involving a couple of games in mind. Would appreciate some help, Machine Code. Graphics, ideas etc. "Haven't got a clue where to start", says Nick. All hands to the pumps, contact Nick at, **28 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA TELEPHONE [0705 482915].** YES, I know it was in before - **NO TAKERS** - nasty !

As you will all know, telephoned help etc., from **BONZO TOWERS** during normal working hours. Monday evening is reserved for calls that cannot be made during the day. [0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish.

Luke's phone number - **021 - 458 - 4884**

BRUM and COLCHESTER GET THE LOW DOWN ON THE USER GROUPS from **LUKE [ABOVE], PHIL [BELOW].**

PHIL THE DRUID [Colchester] offers general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted. Try Phil with printer problems !

P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at, **140 CAPELRIG ROAD, NEWTON NEARNS, GLASGOW, G77 6LA**

DEBBY HOWARD - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

18 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:NIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

MORGAN'S QUEST Frank Grimshaw's adventure; much hard work and help from the Colchester mob has created a delightful adventure. Wanna copy ? Disc and a donation to **FRANK GRIMSHAW, 48 CRADOCK VILLAS, BISHOP AUCKLAND, CO. DURHAM, DL14 6HA**

GEE UP ! Andrew Mohan has done a Horse Racing predictor, disc and donation - see what you make of it - to Andrew;

Andrew Mohan, 75 PENNINE ROAD, GLOSSOP, DERBYSHIRE, SK13 9UL.

DAVE CROSSMAN Compulsive meddler and cruncher, wonders if anyone would like to correspond ? Also has for sale REAL TIME CLOCK & LIGHTPEN on ROM, £12 EACH. Can't be bad..... Someone write at least - an old hand at meddling is Dave.

BONZO ON ROM ? via **RODNEY TIPPING** 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

NEWSLETTERS & PRICES

Enough [well, nearly !] subscribers for 22 and beyond for me to confirm that the news will continue. It's £12.50 for one year (TEN issues), or £7.50 for six months (FIVE issues). The cheques that I was holding pending the decision will be banked before the end of May. Very many thanks for the convincing support you have shown. From issue 22 we plan to improve "readability" by decreasing the number columns from 128 to 90, and adding another page to compensate. Any other ideas would be welcome, let me know what you like/dislike etc. Yes, I know what you like Simon - but just eating the legs is wasteful !

BACK ISSUES

Issues 1-7 are available in a ten-page summary, devoid of waffle [hurrah !] for £1.75. Issues 8 to 19 are available at 50p. + SSAE as singles, or the full works of this idiot - 1-7, plus 8 to 19 for £7.50. Do you need them ? Probably not !

SPECIAL SPECIALS

A new feature to help offset the £12.50 [£10.00 for subscribers] SPECIALS. Each month I will sort two special discs to go at the old price of £6 each. To make it more adaptable I've sorted them out in "sides", any two sides makes one £6 special. **LORICIELS STRAIGHT SIX [2 - SIDES]. TRIVIAL PURSUITS & QUESTIONS [1], GRYZOR 6128 [1], HYPERBOWL+FLYSPY+NINJA[1], ALIENS+TARZAN[1], THING ON SPRING+THINGII+BOUNDER[1], AGENTXII-ALL[1], DRACULA-ALL[1].** Yes, I MUST have the inlays which will be returned with the disc AND your cheque for £6.

FINALLY.....

There's still a mountain of stuff to wade through for future issues, but what I do need is as many reports as you can send me. I know it's a 13p stamp, a scribble on a sheet or anything, but it's invaluable to everyone in the long run. You'll not get an acknowledgement - but it will be the basis of the future newsletters. News 21, the last of the "cheapies" will be early July. If you pack up your computer for the summer, well done ! I wish I could. At this point Simon, with hair ablaze, wearing a bottomless galvanised dustbin, and making "choo choo" noises is heading at speed towards me. There's a glazed expression on what passes as his face..... I think I forgot the jelly babies this week ! HELP.... Colin. **NEMESIS**



The BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

JULY 1988. No. 21. THE LAST HALF-NOTE NOTES

GREETINGS !

Well that's it then, no more el-cheapo Beano ! From now on only the blatant rich and/or addled brain meddlers will be getting their regular dose of cranial isometric work-out ! I estimate that somewhere in the region of 50% of all subscribers have re-subscribed for the treatment that will be dispensed with issues 22 onwards - not at all bad. Note the try-out of the "readability" change, and various other eyeball delights, can it get better? Simon says it will if I don't pick it. He's getting cheeky now that he's got his own spot [and I certainly won't pick that !].

The BIRMINGHAM BONZO BOYOS reported actually meeting up with someone this time ! Only one mind you, but it augurs well for the Centenary Celebration in 2088. Several lone show visitors reported finding no-one, and our Simon wonders who had the best deal.

Phil Wharfe's become a double agent [bought a DAKTARI], and when last heard from was trying to train a kitten to push the plastic mouse around so that he could get some time on a real computer [CPC stupid !]. Simon's put in a bid for a 5000 gigabyte Cray, muttering something about "that's a lot of fish - who's buying the chips ?".

Apologies are due to Dave Crossman for including his advert. for some goodies, but excluding his address in issue 20 ! I've put it right this time. Two adjacent commas in line 60 of the first file for the CYBERNOID bust fooled some of you. Delete one of them and it's OK, sorry. We put that right on the first re-print. Phil the Druid seems to have gone on an extended adventure, we would like to know how, where and what you are at Phil ! A short report from me [Not that sort Simon !], ROMS definitely clog up the works, OK ! As you can tell, sanity is still the missing ingredient - and things are not likely to improve whilst I get letters addressed to SIMON BOSSMAN, and SIMON 'IMWATDUSALLDEWURK.

Simon is running around in circles, alternately playing ENTRY OF THE GLADIATORS on a paper and comb, and shouting "Do my bit, do my bit !". Any more of that and I'll nail his other foot to the floor. Commonsense suspended for;

SIMON'S SPOT This may have suffered in translation from Simonese.

It seems that Simon has transferred with OPTION 1 a game called FRED. There are two files on the disc - FRED.BAS and FRED.BIN. FRED.BAS is a very simple loader;

```
10 MEMORY &3FFF: INK 1,26: INK 2,2: LOAD"FRED": CALL &5000
```

It doesn't work when Simon types in RUN"FRED". What should he do [NOT write to me !]. Very elementary for most of you, but not so simple if you are new to "meddling". Answer next issue.

MULTI-LOADERS

I won't bore you again with the obvious reasons why we cannot automatically get these completely to disc. Sometimes the extra files are in normal AMSDOS style, no problems for the likes of WORLD CLASS LEADERBOARD, ROAD RUNNER, GUADALCANAL. Again, sometimes, a mad meddler will work out some means of doing them and they become "specials like, AGENTXII, GRYZOR, OUT OF THIS WORLD, DRAGONS LAIR 1 & 2, FRANK BRUNO'S BOXING, SLAINE, KNIGHT GAMES, TRIVIAL PURSUITS, DANDY. For the most part they don't, can't, and who wants to re-write 100K of code anyway ! Latest nasties are KRYPTON FACTOR and EVERY SECOND COUNTS. Very amusing is NOT A PENNY MORE, NOT A PENNY LESS - where a desperate attempt to use the same version for tape and disc, with the tape version not allowing transfer to disc [the disc version has more files], has resulted in the classic "shot in the foot !". The tape version won't run on a 6128 ! The current compilation version of FRANK BRUNO gets a complete transfer to disc, but will need close attention to get the "boxers" to load. I'll maybe sort that for issue 22, meanwhile it's a special. The ones you can definitely forget [buy the disc version if you haven't already bought the tape !] are: EIDOLON, NIGEL MANSELL, GAUNTLET 1&2, COMBAT SCHOOL, PLATOON, OUT RUN, RENEGADE, WORLD GAMES, ARKANOID 2, LEVIATHAN, SUPERCYCLE, KILLED UNTIL DEAD, KRYPTON FACTOR, EVERY SECOND COUNTS, INDIANA JONES, FLASH GORDON. In the majority of cases you will at least get the main file - saves some 5-8 minutes tape loading time.

COMPILATION NEWS

A bit of confusion unravelled by Stuart Herman concerns;

MICROVALUE 4 GREAT GAMES 2 - true situation is, KING TUT - OPTION1. COPOUT - OPTION4.

FUTURE SHOCK - OPTION 1, but loader in NEWS 17 needed. BATTLE OF PLANETS - OPTION 4.

KONAMI ARCADE COLLECTION All BLITZ except HYPERSPORTS [will I fix it and get both parts ?]. Note that JACKAL, NEMESIS and JAILBREAK go under the new file BLITZ5 [Not really worth up-dating for yet !].

TRIPLE DECKER - ALTERNATIVE

CLASSIC MUCHER - OPTION1 [CRUNCH to save 6K]. CLASSIC AXIENS & CLASSIC INVADERS - OPTION2.

BACKPACK COMPILATION

BARRY MC. BOXING - BLITZ. MARSPORT OPTION 1 [LOADER LATER !]. NIGHTSHADE - BLITZ.

STARION - as BIG BUST in NEWS 17. 3D STARSTRIKE - OPTION 1. XENO - as BIG BUST in NEWS8.

The rest, SUPERSLEUTH, MONTY ON RUN, NIGHT GUNNER, THING ON A SPRING all specials. [a £6 cheapie if you like !].

SIX-PAK VOL 3 - ELITE

GHOSTS & GOBLINS, PAPERBOY & ENDURO RACER (!) - OPTION 1. LIVING DAYLIGHTS - OPTION 4.

OPTION 1 * = see notes following.

WEREWOLF SIMULATOR. POKE EASY (!?). CASTLE BLACKSTAR*. BEYOND THE ICE PALACE*. HUNT for RED OCTOBER*. COUNTDOWN. SCARY TALES (Simon runs cross-legged towards bathroom, hair vertical). RALLY DRIVER*. ASTROBALL. HOPPING MAD.

Rally Driver needs a couple of mods that aren't so obvious as the loaders for the other games. List and modify, LINE 122 DATA &21,&99,&01 delete rest of line. LINE 123 - make the second byte 5 - equal to the length of the filename in the last line - DATA NAME, -1. OK ?

CASTLE BLACKSTAR LOADER You should find this instantly recognisable. RYI.

10 MEMORY 36863:LOAD"BLACKSTA.BIN":POKE &BCC8,&C9:POKE &BC6E,&C9:CALL 36864

BEYOND THE ICE PALACE

10 MEMORY 40959:LOAD"ICE.BIN",40960:CALL 40960 : REM Transfer made relocation OFF.

HOPPING MAD

1 REM: HOPPING MAD OPTION 1 LOADER

10 OPENOUT"s":MEMORY 3999:CLOSEOUT :LOAD"elite",4000:CALL 4000

OPTION 2 but use 2X

Never lets us down ! THE INHERITANCE [PART 1], EYE, DARTS 180 (revised)

Use OPTION2X to transfer EYE, it'll crash conveniently after displaying the piccy. Now transfer the remainder [one file , EYE2] with OPTION 1. Simply RUN"BACK1" and you're away. Being a clever-clogs I renamed BACK1 to EYE ! *DON'T BUY "EYE" if you don't have a COLOUR MONITOR.* Our reporter for INHERITANCE found it so "naff" that he couldn't be bothered to see what happens to PART 2 !

As reported last issue, the new/compilation release of DARTS 180 has a slightly different loader. Identified by the fact that the filename is NOT "*****". Guess what they've done [NO! SIMON, you're the only one that does THAT ! Stop it now !]. They've added about 4K of "garbage" to the flashing file, overwriting our routine. Well we don't need the garbage, and all that is required is an extra line added to the GETMAST file. Thereafter transfer as usual. The transfer will take place BEFORE the tape has finished loading - we just don't want the extra "garbage" like I said.

GETMAST MOD FOR DARTS 180

36 POKE &BE80,&21:POKE &BE81,&22:POKE &BE82,&40:POKE &BE83,&36:POKE &BE84,&AD:

POKE &BEEC,&80:POKE &BEED,&BE:POKE &BE85,&C9: REM add to GETMAST for DARTS 180

OPTION 3 - Looks like everyone has BLITZ !**OPTION 4** Not to be confused with the MENU OPTION !

ANGLEBALL goes with OP4 - it does still go with HACKPACK. Full known list is;

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.] FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKBUSTERS[some versions, and probably 464 only !], 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD].ON THE RUN [early versions], ANGLEBALL.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !
 New reports are SWORD SLAYER, STAR TROOPER and GUADALCANAL [OPTION 1 picks up subsidiary files making it a neat MULTI-LOAD full transfer]. The list is,
BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT. KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt. 1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL.
 Remember the DESIGNER for CHAMPIONSHIP SPRINT ? The BSM disc now carries OPTION5X which deals with it. Or you can get busy with the listing that follows !

```
5 REM: CREATE OPTION5X COPYRIGHT NEMESIS 1988
10 OPENOUT"d":MEMORY &1EFF:CLOSEOUT:ADDR=&1F00
20 FOR X=0 TO &2b7:READ A$:Y=VAL("&"+A$):POKE ADDR+X,Y:CS=CS+Y:NEXT
30 IF CS<>54056 THEN PRINT"Simon did it - error !":END
40 SAVE"OPTION5X",B,&1f00,&300,&1f00
5000 DATA 21,0e,1f,7e,b7,ca,bb,1f,23,cd,5a,bb,18,f5,46,55,4c,4c,59,20,52,45,57,4f
5010 DATA 55,4e,44,20,54,41,50,45,20,49,4e,20,50,4c,41,59,45,52,2e,2e,2e,2e,2e,2e
5020 DATA 2e,2e,2e,2e,2e,2e,44,49,53,43,20,49,4e,20,44,52,49,56,45,20,2d,20,57,52
5030 DATA 49,54,45,20,45,4e,41,42,4c,45,44,2e,2e,2e,2e,2e,2e,2e,2e,2e,0d,0a
5040 DATA 0a,00,42,4f,4e,5a,4f,20,4f,50,54,49,4f,4e,35,58,20,2d,20,5b,43,5d,20,4e
5050 DATA 45,4d,45,53,49,53,20,31,39,38,38,2e,20,4c,75,76,20,42,6f,6e,7a,79,4b,65
5060 DATA 76,69,6e,20,50,61,72,6b,65,72,20,74,68,65,20,4d,41,53,54,45,52,20,57,48
5070 DATA 41,54,20,3f,2e,20,43,41,53,53,59,53,20,57,48,41,54,20,3f,cd,37,bd,00,00
5080 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
5090 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
5100 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
5110 DATA 22,57,20,eb,cd,83,bc,e5,cd,7a,bc,f3,2a,09,00,22,38,20,22,4d,20,21,29,20
5120 DATA 22,09,00,af,32,00,ac,e1,e9,f3,e5,f5,3e,c3,21,00,ac,be,cc,3a,20,f1,e1,c3
5130 DATA 00,00,2a,01,ac,22,ba,20,22,a1,21,22,68,20,21,53,20,22,01,ac,21,00,00,22
5140 DATA 09,00,c9,f3,06,07,21,00,00,11,87,21,7e,fe,40,fa,63,20,12,13,23,10,f5,21
5150 DATA 00,00,3e,f3,be,22,9e,21,23,28,02,18,f7,3e,31,be,36,00,23,28,02,18,f6,be
5160 DATA 28,0a,36,00,23,18,f8,21,00,ad,18,03,21,00,b0,3e,49,2b,be,20,fc,2b,3e,ed
5170 DATA be,28,03,23,18,f1,2b,3e,f6,be,28,03,23,18,e8,23,36,c3,11,84,be,23,73,23
5180 DATA 72,21,bc,20,01,00,01,ed,b0,c3,00,00,f3,e1,22,42,bf,e1,22,3e,bf,e1,22,3a
5190 DATA bf,31,fe,bf,d9,01,89,7f,ed,49,d9,cd,57,bf,21,56,bf,34,21,4f,bf,06,08,11
5200 DATA 00,ac,d5,cd,8c,bc,e1,11,80,03,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9
5210 DATA 32,bd,be,11,00,c0,21,00,40,cd,f2,be,11,40,00,21,bb,a6,cd,f2,be,21,fb,be
5220 DATA 22,a8,be,22,b3,be,21,80,00,22,b0,be,21,56,bf,36,30,21,4f,bf,06,07,cd,a7
5230 DATA be,c7,ed,53,a8,be,22,b0,be,18,a3,cd,57,bf,00,00,00,00,00,00,00,00,00,21
5240 DATA 56,bf,34,21,4f,bf,06,08,11,00,ac,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e
5250 DATA c9,32,1e,bf,21,00,c0,22,11,bf,cd,63,bf,21,40,00,22,11,bf,cd,07,bf,31,00
5260 DATA c0,21,00,00,e5,21,00,00,e5,21,00,00,00,00,00,00,00,00,00,00,00,e9,58
5270 DATA 41,53,53,42,49,54,30,21,ff,ab,11,40,00,0e,07,cd,ce,bc,c9,3e,c9,32,00,00
5280 DATA cd,00,00,cd,07,bf,c9,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
```

OPTION 6 * = refer to NEWS 20.

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL 'C' MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA]

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least;

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME.

From my knowledge of the BLITZ file I know there are a number more, but I am reluctant to "report" them without confirmation.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New report:
INTERNATIONAL KARATE + on the compilation is BLITZA as against previous OPTION 5.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops. BEACH BUGGY SIMULATOR, HUNTER OF OCTOBER. (There's loads more than that ! C.)

GOLDEN MOULDIES?

The el-cheapo WAY OF FIST goes with HI-BONKEY, but not BLITZ ! So I am advised twice !

DOO DAH A long list of OK recent clones from Frank Ryan.

BRAXX BLUFF, BOUNDER, PPS GAMES DISCS 1 & 2, AMTIX STAR GAMES 4, PROTEXT, V, MINI OFFICEII NEXUS, PITMANS TYPING TUTOR, KONAMI COIN OP HITS, ROAD RUNNER, SCRABBLE, SPITFIRE 40, TANK COMMANDER, TORNADO LOW LEVEL, TRIVIAL PURSUITS, WAY OF TIGER, SOFTWARE PR 4 PACK. PIRATES. NO-GO are GET DEXTER and DAN DARE. The full list of WILL GO is very, very long. [Is it really Simon ? No ! I don't want to see it - thankyou.]

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each] ,FORBIDDEN PLANET, BILLY, FLASH, MGT, ZOYZ099, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, TOUR DE FORCE, SLAINE, SIDEARMS, UNITRAX

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

INF INITE LIVES AND INFERNAL THINGIES

The promised "goody" from Gerard. Not only will it give you a cheat mode, but you can get all of BARBARIAN to a BIGBONZO format by using Harry's screen cruncher. The listing virtually explains all. After crunching transfer all files [re-named] to a BIGBONZO FORMAT disc, there will be 3K free ! Reset your machine and erase the BIGBONZO file. Replace with the DISC.BAS file that follows the listed MENU.BAS. Run "DISC" !

```

10 'Barbarian Bigbonzo Cheat Loader : G TOON 10-4-88. SAVE as MENU.BAS
30 OPENOUT "d":MEMORY &17FF:CLOSEOUT:MODE 1:LOCATE 15,10:PRINT"BARBARIAN"
40 LOCATE 11,14
50 PRINT"Part 1,2,3 or 4 ?";
60 a$="":WHILE a$="":a$=INKEY$:WEND
70 IF INSTR("1234",a$)=0 THEN PRINT CHR$(7):GOTO 40
80 PRINT:PRINT:IF INSTR("12",a$)<>0 THEN INPUT" How many hits to kill enemy (1-12)";h
90 IF h<1 OR h>12 THEN h=12
100 FOR i=0 TO 15:INK i,0:NEXT:CLS
110 LOAD"BARB"+a$+"C.SCR",&1FD0:CALL &1FD0
120 LOAD"BARB"+a$+"A",&1800:LOAD"BARB"+a$+"B",&6AF2
130 IF INSTR("12",a$)<>0 THEN POKE &6D46,h
140 CALL &6AF2
150 'H1.BIN renamed BARB1.SCR:F1.BIN renamed BARB1A.BIN:J1.BIN renamed BARB1B.BIN
160 'D2.BIN renamed BARB2.SCR:F2.BIN renamed BARB2A.BIN:H2.BIN renamed BARB2B.BIN
170 'H3.BIN renamed BARB3.SCR:F3.BIN renamed BARB3A.BIN:J3.BIN renamed BARB3B.BIN
180 'D4.BIN renamed BARB4.SCR:F4.BIN renamed BARB4A.BIN:H4.BIN renamed BARB4B.BIN
190 'Erase all other files.
200 'All .SCR files have been reduced in size with the Screen Cruncher
210 ' SCREEN CRUNCHER from Bonzo News 16.

```



This will also work with 3D FIGHT. Try it on any LORICIELS you have. It won't do all of them - but who knows what. Don't bother with other than LORICIELS. Called OPTION7 in hope!

```

10 REM: CREATE OPTION7 / COPYRIGHT NEMESIS 1988
20 MEMORY &9000:CLS:X=&9efe:GOSUB 50:a=1
30 IF cs<>58040 THEN 70 ELSE:cs=0:X=&a1fe:GOSUB 50:a=2:IF cs<>29318 THEN 70
40 SAVE "OPTION7",B, &9efe,&440,&9efe:END
50 READ A$: IF A$="bonzo"THEN RETURN
60 y=VAL("&"a$):cs=cs+y:POKE x,y:x=x+1:GOTO 50
70 PRINT"data error in section ";a:END
80 REM: SECTION 1 DATA
90 DATA cd,40,9f,f3,31,00,a6,21,00,a0,11,80,af,01,80,01,ed,b0,21,00,a2,11,80,be
100 DATA 01,00,01,ed,b0,31,00,c0,cd,37,bd,c3,80,af,42,4f,4e,5a,4f,20,4c,55,56,20
110 DATA 42,4c,49,54,5a,20,42,4f,42,42,59,20,54,49,4c,4c,59,20,3e,01,cd,0e,bc,21
120 DATA 52,9f,7e,b7,28,7d,cd,5a,bb,23,18,f6,4c,4f,52,49,43,49,45,4c,53,20,54,52
130 DATA 41,4e,53,46,45,52,53,3a,0d,0a,0a,54,61,70,65,20,5b,20,72,65,2d,77,6f,75
140 DATA 6e,64,20,5d,20,69,6e,20,64,65,63,6b,2e,0d,0a,44,69,73,63,20,69,6e,20,64
150 DATA 72,69,76,65,20,5b,20,77,72,69,74,65,2d,65,6e,61,62,6c,65,64,2e,5d,0d,0a
160 DATA 0a,50,72,65,73,73,20,61,6e,79,20,6b,65,79,20,77,68,65,6e,20,72,65,61,64
170 DATA 79,2e,2e,2e,2e,2e,2e,0d,0a,0a,00,cd,18,bb,c9,00,00,00,00,00,00,00,00
180 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,43,4f,50,59,52,49
190 DATA 47,48,54,20,20,4e,45,4d,45,53,49,53,20,30,37,60,38,38,cd,37,bd,06,00,11
200 DATA 40,00,cd,77,bc,c5,d5,eb,cd,83,bc,e5,cd,7a,bc,cd,86,b0,21,99,b0,34,21,92
210 DATA b0,06,07,11,80,be,d5,cd,8c,bc,e1,11,00,01,01,80,be,3e,02,cd,98,bc,cd,8f
220 DATA bc,00,3e,c9,32,b7,af,e1,d1,c1,22,fe,af,ed,43,aa,af,22,ad,af,ed,53,a2,af
230 DATA 3e,08,32,a0,af,cd,98,af,cd,37,bd,cd,de,af,18,1f,2a,17,bd,22,06,b0,2a,a2
240 DATA bc,22,80,b0,21,20,80,22,17,bd,11,00,b0,2a,21,00,36,c3,23,73,23,72,c9,c3
250 DATA 00,00,f3,22,22,b0,21,00,00,22,17,bd,21,10,b0,cd,16,bd,21,24,b0,34,3e,02
260 DATA be,28,05,cd,de,af,18,03,cd,9a,b0,c3,00,00,00,f3,d9,c5,01,89,7f,ed,49,d9
270 DATA cd,44,00,ed,56,cd,86,b0,cd,aa,b0,d9,c1,cb,d1,cb,d9,ed,49,d9,31,00,c0,c3
280 DATA 41,00,f3,d5,e5,f5,cd,7a,b0,f1,e1,d1,d5,e5,cd,a1,bc,d2,00,00,cd,aa,b0,d1
290 DATA 21,99,b0,34,21,92,b0,06,08,d5,cd,8c,bc,e1,d1,3e,02,01,00,00,cd,98,bc,cd
300 DATA 8f,bc,37,c9,3e,cf,32,a1,bc,21,00,00,22,a2,bc,c9,21,80,af,11,40,00,0e,07
310 DATA cd,ce,bc,c9,4c,4f,52,49,43,49,4c,2f,21,a2,bc,22,ee,af,21,25,b0,22,f1,af
320 DATA cd,ea,af,c9,3e,c3,32,a1,bc,21,48,b0,22,a2,bc,c9,00,00,00,00,00,00,00,00
330 DATA bonzo:REM NOW SECTION 2 DATA
340 DATA 00,00,cd,3d,bf,21,50,bf,34,21,49,bf,06,08,11,40,00,cd,77,bc,eb,cd,83,bc
350 DATA e5,cd,7a,bc,e1,22,c6,be,cd,37,bd,cd,a6,be,18,1f,2a,17,bd,22,cd,be,2a,a2
360 DATA bc,22,37,bf,21,20,80,22,17,bd,11,c8,be,2a,21,00,36,c3,23,73,23,72,c9,c3
370 DATA 00,00,f3,22,ea,be,21,00,00,22,17,bd,21,d8,be,cd,16,bd,21,ec,be,34,3e,02
380 DATA be,28,05,cd,a6,be,18,03,cd,51,bf,c3,00,00,00,f3,d9,c5,01,89,7f,ed,49,d9
390 DATA cd,44,00,ed,56,cd,3d,bf,cd,61,bf,d9,c1,cb,d1,cb,d9,ed,49,d9,31,00,c0,c3
400 DATA 41,00,f3,e5,cd,31,bf,e1,e5,cd,61,bf,d1,21,50,bf,34,21,49,bf,06,08,d5,cd
410 DATA 77,bc,e1,cd,83,bc,cd,7a,bc,37,c9,3e,cf,32,a1,bc,21,00,00,22,a2,bc,c9,21
420 DATA 80,af,11,40,00,0e,07,cd,ce,bc,c9,4c,4f,52,49,43,49,4c,30,21,a2,bc,22,b6
430 DATA be,21,ed,be,22,b9,be,cd,b2,be,c9,3e,c3,32,a1,bc,21,10,bf,22,a2,bc,c9,00
440 DATA bonzo

```

RED LED REVISITED

If you did the recent BIG BUST for REDLED, and get a funny fist - then use this loader.

```

10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT
20 BORDER 0:LOAD"REDLED2"
30 OPENOUT"d":MEMORY &i0ff:CLOSEOUT:LOAD"redled1",&1100
40 FOR x=&be80 TO &be8e:READ a$:POKE x,VAL("&"a$):NEXT:CALL &be80
50 DATA f3,21,00,11,11,00,01,01,25,83,ed,b0,c3,00,01

```

BARBARIAN BIGBONZO DISC.BAS

```

10 ` Bigbonzo Menu Loader Jan 88 :by G Toon. Save this as "DISC.BAS"
30 MODE 1: INK 0,11: LOCATE 1,13
40 PRINT " Drive A is set to Bigbonzo Format"
50 A=PEEK(&be42)+256*(PEEK(&be43))
60 READ A$: FOR X=1 TO (LEN(A$)-1) STEP 2: Y=VAL("&"+MID$(A$,X,2))
70 POKE A,Y: A=A+1: NEXT: CALL &BE00: RUN"MENU.BAS"
80 DATA "2800230700cc003f00c000100001000720a2032e500040100ff"

```



Hi Crims !

Clean shirt, new shoes, and I don't know what I am gonna dooohhh! Ah there you are - BOTH of you ! Cor, is it summer all ready? Most people pack their Ammies away during the summer (not me boss) which means that very little gets reported. I advise everyone out there to pack their computers away for at least 5 minutes, unpack them - on with the news. I thought BOB SLEIGH was Santa Claus's (I didn't say he exists) stable boy, but I am advised otherwise. Here's the transfer : [Raid III] Run DISC with Bankraid disc in drive, select install, and press return. Run this below, with tape in deck. When loaded, use P to save out as prog - screen not needed. ['ere, dunnit go wiv HACKPACK ? YEP !]

```

10 OUT &7F00,&C5: POKE &7E00,&C3: POKE &7E01,&0: POKE &7E02,&40: OUT &7F00,&C0
20 GOSUB 80
30 !TAPE: MEMORY &3FFF: LOAD "!BOBSLEIGH": LOAD "!",&A000: CALL &BE80
40 POKE &A048,0: POKE &A049,&BF
50 RESTORE 110
60 FOR u=&BF00 TO &BF07: READ a$: POKE u,VAL("&"+a$): NEXT
70 MODE 1: CALL &A00F: CALL &BF00
80 FOR o=&BE80 TO &BEA2: READ s$: b=VAL("&"+s$): POKE o,b: NEXT
90 RETURN
100 DATA 21,00,A0,01,00,02,C5,11,9A,BE,06,08,1A,AE,77,13,10,FA,23,C1,0B,78,B1,20,ED,C9,
ED,B0,CD,79,40,CD,37,BD,3E,FF
110 DATA 01,C5,7F,ED,49,C3,00,40

```

There was something else, (delve,delve, paper everywhere, delve,delve) - a little pokerydo (g'day) for Starstrike2. Way, way back in news number... err, way back in July, a Raid 2 Starstrike 2 transfer appeared. This prog gives yo infinite fuel,shields and laser! (t'was sent in by John Brown - round of applause)

```

10 MODE 1: MEMORY &18FF: BORDER 0: INK 0,0
20 LOAD "strike2",&8F00
30 FOR x=&8F81 TO &8F88: READ a$: POKE x,VAL("&"+a$): NEXT
40 CALL &8F00
50 DATA 3E,00,32,A0,24,C3,00,20

```

Just before I go - a warning. We Amstrad users have severe problems - one or two of the magazines are now giving 60 pages for £1.25. This leaves us only with the Alcoholic Therapy group (think!) to provide worthwhile reading material. Don't buy the garbage - support the users : take a look at Wadamigonaread. Start now before its too late. That's about it - the last of the old style news's. A sad farewell to those who won't be here with 22, for the rest, who knows - I might see you next month (that's more like it - suspense, mystery...)

NEIL

JAMES ROGERS — SUPERSTAR The "mystery" BIG BUST of JACK NIPPER 2
Once in a while I hint - only the canny spot it, only the keen pursue it. With commendable logic James decided that the KRAKOUT BIG BUST must do something else - it does, JACK THE NIPPER 2. Well done James ! THING2, AUF MONTY and DEATWISH3 don't - so don't go frantic !

SPECIAL SPECIALS

This is way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
 3 TRIVIAL PURSUITS [BB FORMAT]
 4 GRYZOR [6128 ONLY]
 5 HYPERBOWL, FLYSPY, NINJA
 6 ALIENS & TARZAN
 7 DEFLEKTOR, FINAL MATRIX, C.SLICKER

SIDE

8 THING ON SPRING, THING II, BOUNDER
 9 AGENTX II - COMPLETE
 10 DRACULA - COMPLETE
 11+12 KNIGHT GAMES [2 SIDES]
 14 SOLOMONS KEY, TRANTOR, RYGAR
 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU - Note the NEW ADDRESS £1.00 plus a GIANT SSAE gets the works. !

SUGAR-CUBE the only other real user-magazine from ;

STEVE BROKESHIRE 23 HILLSIDE CRESCENT, BARNETBY-LE-WOLD, Nr. BRIGG, S.HUMBERSIDE.
 [PRESTEL 011112310] Tel 0652 680636

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,
 140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 10A.

HARRY'S CRUNCHY FILES

From a total of 61K each these represent typical disc saving space by using Harry's amazing files:

METROCROSS to 46K. EXPRESS RAIDERS to 52K. IMPOSSIBLE MISSION to 45K. TENTH FRAME 36K. They're just BLITZ transfers. Harry's files will deal with the main BLITZ options, HACKPACK 6128 transfers. OPTION 3 and 5 transfers, any "stand-alone" binary files, and any screens. Mark Lawrence observing that many "meddlers" don't know how to create a stand-alone file has come up with the definitive answer, so impressed with the CRUNCHY files was he ! Mark's article will appear in NEWS 22, wait for it !

In the meantime you should be aware that the CRUNCHY files are NOT for sale. Harry is a willing fund-raiser for a local children's cause - and what he wants are donations please! Send a disc to me, with a cheque for your donation made payable to Harry Moore and I'll do the rest. I'd appreciate a stamp too - my sideways contribution in terms of postage and Jiffy-bags is getting a bit steep !

How does "Crunching" work ? A long answer made simple. If six bytes are 45,45,45,45,45,45 then it's clear that they can be represented by &ff[marker], &06 [the next six bytes are], 45. That's just 3 bytes. Work from that and improve it, and you can write your own ! Obviously it's very complex finally, but screen crunching alone is fairly easy.

BUY BYE !

REAL TIME CLOCK, LIGHT PEN - both on ROM
 £12 each is all Dave Crossman wants, and you need his address !
DAVE CROSSMAN 61 THE CRESCENT, BREASTON, DERBY, DE7 3DE

GREEN SCREEN MONITOR - OFFERS ?
MP1 MODULATOR £12.50

Both of these items available from Basil Dennis, telephone [0604] 404767 for details.

DARKSTAR the ADVENTURE

The game and instructions supplied on tape, £2.50 or send a disc and £1.50 for this intriguing adventure to;

DUNCAN WHYTE 4 PARK PLACE, DUNFERMLINE, FIFE, KY12 7QJ

BUY BUY !

Amstrad Action will carry the annual Summer Sales offer of any three discs for £30. Not a lot of use to some of you who have the BONZO essentials. If you don't have BLITZ or DOO DAH then you really should have them. If you haven't got FLASHPACK then you are missing something better than UTOPIA [and that is Alastair Scott's WACCI opinion]. If you've not got BIG BATCH you'll never win the pools, and if you like adventures and haven't got the adventure disc - then I'm ashamed of you !

Ain't it odd that recently MAGNETIC SCROLLS were applauded for the innovation of "no deaths" in an adventure. Four of the five that I wrote don't have either ! Another was applauded for the "first" adventure HEROINE [No Simon, it's got an "E" on it] - really ? Nuff sour grapes, I'll write this quickly so that not too many of you read it !

UNTIL JULY 30 ONLY - ANY two discs, £16. What are they ? All normally £12.50 each.

[1] DOO DAH. [2] BLITZ. [3] BSM/HACKPACK. [4] FLASHPACK. [5] BIGBATCH. [6] THE ADVENTURES.
 Exclusions, NO TRADE, NO ACCESS. NOT after 30th. July. Include - "specials" discs.

BYE BYE !

It is inevitable that some subscribers at the old rate will not deem it worthwhile to re-subscribe at the new rate. I doubt that I would, but understand why a good proportion of you have re-subscribed. This issue is a "test" for the changed format, hence the extra pages - and from issue 22 onwards it can only improve. We are still depending on YOU to tell us what you know - for the benefit of ALL readers.

If you haven't sent £12.50 for the full year [10 issues], or £7.50 - six months [5 issues] then this is your last BULLETIN. If you have subscribed then many thanks, can we have some input from you from time to time, please ?

BACK ISSUES ? Still available. Issues 1-7 compiled in a "waffle free" form are £1.75. Issues 8 to 20 are 50p. each (plus a stamp), the complete works of BONZO, 1-7 and 8 to 20 are a frightening £8.00. But it may rain until Christmas !

To those that go, it's a BIG BONZO BYE BYE from all at BONZO TOWERS. MIAOW !

BYE BYES !

I used to call this bit *FINALLY*. First the thanks to all who sent in super news, views, hacks, mags, and cheats. There's a lot unused, wish I could fit everything in. [No Simon, you'd very likely never get it back. In any case electric pencil sharpeners are nasty !]. Any BFFO "meddlers" in West Germany should drop me a note, so that I can re-circulate each of you with names and addresses of the others. Rank is not important - let's face it, if it's very rank you wouldn't be there !

Future plans ? Looking very closely and getting very intrigued by the idea of a NEWSWEEP - TYPE of BONZCOPY. Multi-format handling, but excluding the "squeeze" facility. The prospects of a rapid screen edit and dump utility look good. To sort out the things like the BIGBUST logo for example. ISSUE 22 ? I've masses of cheats, and big busts to choose from. The treat will probably be a screen - grabber from disc files. All I really need is plenty of notifications of new games from YOU ! That's if there are any, of course.

Lots of you write, and I do my best to answer - but you could help in many cases by sending a disc ! If you are querying a transfer, then send the tape too ! Obviously if my answer is going to involve lengthy explanations and lists, the provision of a disc will save us both time. One file equals a lot of words. Apart from that I can always use it to put any up-dated BONZO files on.

For the last hour Simon has been marching up and down with his hands around his throat saying "Evenin', Evenin' ". That's right, it's Simon Charades. Namedat Choon !

"SIMON CHANTED EVENING, YOU WILL MEET A STRANGLER". Good grief. Regards, Col. *NEMESIS*



The BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

AUGUST 1988. No. 22. AMAZING DISCOVERIES by THREE SIMONS !

GREETINGS !

The amazing news is that SIREN have finally twigged what "STAND ALONE" means, not surprising is the fact that D+ lags a long, long way behind BSM. Various publications are announcing an assortment of new "AMSTRADS" due to appear, all based upon one morsel of information that may, or may not, have some substance. Time will tell [No Simon, not THAT Will Tell. Take the apple off your head !] EXTREME SCREAM: D'you know of JRT3 PASCAL ?? Our Simon [as opposed to the "Noisy Northerner" and Simon Simpson] wasn't offered any jelly babies in the last issue, which was the deliberate mistake that most of you spotted! Simon Simpson's wife confirmed Simon's "meddling" abilities by presenting him with another mouth to feed. The offspring is named April, confirming my suspicions that if your name is Simon then you'll be a bit behind the times ! Our Simon was "bit behind the Times" by Blitz the cat when trying to read the aforementioned newspaper ! [Yes, it was upside down. Eventually Simon put the newspaper to good use by cutting out a jacket with ten sleeves that he wears when in medieval mood ! I'll tell you why later.]

Simon [Simpson, that is] got back up to date by buying CHART BUSTERS 20 and finding that with three exceptions they all transfer OK. 17 on disc from a £10 tape can't be bad eh ?

I'm behind the times with answering letters as usual, much to the disgust of Colin Evans, Dave Coggins, Alastair, Neil, Ron, Keith, Chris, Norman, Stewart, Bob and probably a few others by the time you read this. It's the paradox that if I know you quite well then I'll keep you waiting as I think you'll understand the situation. If I don't then I'll reply pronto, 'cos that's the right thing to do ! I guess you'll all be adopting pen names to confuse me now ! Sometimes I get really exotic [No, not erotic Simon ! Harm can come to a young lad like that !] letters, like one from a Head Hunter in Papua New Guinea ! If you want some really rare stamps on your mail then pay attention when we get to the back page ! SIMON'S SPOT was much picked last month, so here's the answer and yet another of Simon's Screw-ups to unravel. Oh sorry, little acne lad; he wants me to tell you that the Times cut-out is his Coat of Arms. Grief, dribble, mumble !

SIMON'S SPOT Translated from Simonese by Stanley Unwin.

The answer to the issue 21 problem was simply that the load command should've read LOAD "FRED.BIN". It wouldn't normally matter about leaving out the 3 character suffix, but in this case your CPC has two FRED files. If the suffix is not included then Amsdos looks in turn for a blank suffix, .BAS and then .BIN. In this case it finds FRED.BAS, which in turn finds FRED.BAS etc., etc. !

Simon's problem this time concerns another OPTION 1 transfer, the files are FRED.BAS, FRED1.BIN, FRED2.BIN and FRED3.BIN. Interestingly OPTION 4 from BONZO shows the parameters for ALL three binary files to be the same - START &4000, LENGTH &0200, EXECUTE &0040. The basic file reads:

```
10 OPENOUT"D":MEMORY &3FFF:CLOSEOUT
20 LOAD "FRED1"
30 LOAD "FRED2",&A600
40 RUN "FRED3",&0040
```

Why doesn't it run from disc ? Simon says that it's because the ASCII code for the letter "F" isn't recognised by the CPC unless it's a basic file, and in any case his cardboard knickers have got a staple in them. Answer next time.

MULTI-LOADERS

Latest news concerns THE BARD'S TALE, which is so damn long you'll do yourself a favour to buy the disc version anyway. It is possible to juggle it about so that it all transfers and runs from tape - but you're stuck with tape saves, and you'll need to do that a great deal. BIONIC COMMANDOS and CHAMONIX CHALLENGE should also be acquired as disc versions. Simon thought his cardboard knickers were a CHAMONIX CHALLENGE but I think he means a different kind of "NIX". Just seen CAPTAIN FLOOD, another multi-loader, the main file has been hacked out [as have CHAMOMIX and BIONIC] so I have them if you are stuck. It's not too bad as the levels do load fairly quickly. Disc version of BARD "clones" with DOO DAH.

COMPILATION PERSPIRATION

Simon [the breeder] sorted out the CHART BUSTERS 20, but allow for the fact that he's losing plenty of sleep:

CHART BUSTERS 20 OPTION 1 - F.A. CUP FOOTBALL, BRIAN JACKS (BOTH PARIS), TAU CETI.
 OPTION 6 - GHOST BUSTERS, KANE, LA SWAT, DAN DARE, FORMULA 1 SIM.
 HACK PACK - NINJA MASTER, RASPUTIN, RICOCHET, ZOLYX, I BALL, THRUST
 -"- PARK PATROL, HARVEY HEADBANGER, WAR CARS.

That leaves OLLIE & LISA, and AGENTXII as "specials" - the latter is a 3 part job. WAY OF FIST is likely to be HIBONKEY !

COMPLETE HOME ENTERTAINMENT ALL go OPTION 1 and only MACADAM BUMPER needs any attention. Nick Geeves reports that the 1-7 summary loader does it. Here it is,

```
1 REM: MACBUMPER: FILES MACADAM.LAY/PRG/SCR and MAC - OPTION 1, RELOCATE OFF
20 LOAD"MAC",&BKD0:FOR X=&BKD1 TO &BKDC:READ A$:POKE X,VAL("&" +A$):NEXT
30 POKE &HF37,82: CALL &BKD0
40 DATA H0,AE,11,88,A9,08,07,CD,CE,BC,0,0
50 REM POKE IN LINE 30 ONLY NEEDED IF YOU HAVE A FILE WITH SUFFIX .SCN
```

COMPUTER HITS 4, revisited Glenn Bantock rates DEACTIVATORS and TRIAXOS both as HACKPACK and not as the 700+ list. There have been variations on this compilation.

OPTION 1 * = see notes following.

Latest news concerns,

ROGUE*, MAD FLUNKY*, DERVISH, MACADAM BUMPER*, BATTLESHIPS*, TWICE SHY, ASTROBALL.

Make a note of the last mentioned. As John Brown points out this is an excellent program on which to learn a few tricks about infinite lives etc. The basic program calls code routines, and these are very easily modified to suit your fancy. Try it !

Reports are down this month, not surprisingly. One version [not the compilation] of MACADAM BUMPER I have seen DID NOT run from tape on a 6128 ! Here's the simple loaders you can use for the above mentioned, plus an explanation of last month's RALLY DRIVER - but this can be done by HACK PACK anyway.

BATTLESHIPS 10 OPENOUT"D":MEMORY &7d43:CLOSEOUT:LOAD"ELITE.BAS":CALL &7d44

MAD FLUNKY 10 OPENOUT"D":MEMORY &1ff:LOAD"????":CALL &200

RALLY DRIVER Confusion over last issue explanation of what to do with the loader was caused by the fact that the last line carries the FILENAME, yes, but in ASCII numeric values ! Also name the basic loader something totally different, or "FRKD" problem arises ! Try the last line [of DATA] as 125 DATA &52,&41,&4C,&4C,&59,-1. Line 122 is just DATA &21,&99,&01 and second byte in line 123 is 5.

ROGUE Alastair Scott sorted this out as follows. Transfer all with OPTION 1. Erase ROGUE.BAS and SCR.BIN and rename ROGUE.BIN to R.BIN. Type in the following, save it as ROGUE, and run it. Saved games will still be to tape - not so bad really !

```
10 MODE 1: FOR A = &be80 TO &be94: READ B$
20 POKE A,VAL("&" +B$):NEXT: CALL &BE80
30 DATA 6,1,21,94,be,cd,77,bc,21,40,0,cd,83,bc,cd,7a,bc,c3,40,0,52
```

OPTION 2 but use 2X

Just scraped in to continue the success of this OPTION - something of a surprise - DARKSIDE [use 2X]. More "offbeat" was a single report of SPINDRONE, always been OPTION 1 until now, unless I misread the report. GNOME RANGER, is a 2X job, just as expected.

OPTION 3 - Everyone uses BLITZ - don't they ?**OPTION 4** Not to be confused with the MENU OPTION !

Well worth digging back with this OPTION - especially with some older MASTERTRONIC games. I've just discovered that ASTERIX [also HACKPACK] and STORMBRINGER transfer a treat ! Full known list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.], FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD], ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX, STORMBRINGER.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !
 Recently seen a copy of BIG TROUBLE IN LITTLE CHINA - no problem. Also note that RAMPAGE will transfer with OPTION 5X, start transfer just prior to the CL2 file on the tape.
 BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT. KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP SHIP BASKETBALL, DIZZY DICE, TANTUM, RADIUS*, SHANGHAI KARATE[pt. 1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL, BIG TROUBLE L/C, RAMPAGE[5X].

OPTION 6 * = refer to NEWS 20.

ESPECIALLY note that the 20 CHARTBUSTERS compilation seems to include a number of OPTION 6 transfers that would normally not be - and are not listed here yet ! Seems that DAN DARE has a record of numerous loaders, each needing a different OPTION. So far there has been a version for OPTIONS 2,3,6 and HACKPACK !

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL 'C MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA]

OPTION 7 The LORICIELS BIG BUST of issue 21 !

Just qualifies as a "REAL OPTION" by virtue of a couple of reports, makes the list : PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOZ2099, and FIFTH AXIS. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least -

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDESHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

* ~~PRIGASIE BRIDGE [I think it's a war game], GALIVAN ['ODD, took a while for that to surface !], SUPER HERO, and a reminder of SPACE SHUTTLE.~~

SAILING is an obscure type 4, not yet sorted out - is it worth it ?

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

SKATEBOARD KIDZ, STUNTBIKE SIMULATOR, and BIOSPHERES[Pt. 1].

Yet another TREAT for you - HACKPACK2, or HP2 as it is low voltage work. Just type this in and add it to your HACKPACK disc. It uses the other HACKPACK files, and is an "experimental" job that takes care of BLADERUNNER. Should also sort out RADZONE and others of the same ilk that we previously did under OPTION2 by saving a dummy file to tape first. Ought to be OK and give a more reliable result for the OPTION 1 "funnies" too.

10 HACKPACK2.COPYRIGHT NEMESIS 1988

20 CALL &bbff: PRINT" TAPE IN DRIVE, DISC WRITE-PROTECT OFF !":PRINT:PRINT" Hold [TAB] just before loading is over."

25 PRINT:PRINT"Press any key...":CALL &bb18

30 POKE &7fff,81:POKE &4500,93:OUT &7f00,&c5

40 IF PEEK(&7fff)>>81 OR PEEK(&4500)>>93 THEN 60

50 OUT &7f00,&c0:LOAD"gthac464.bin":GOTO 70

60 OUT &7f00,&c0:LOAD"gthac128.bin"

70 POKE &bedd,0:POKE &bebe,0:POKE &bef,0

80 LOAD"xd38":LOAD"newD13":CALL &b000

90 POKE &bed7,&c3:POKE &bed8,&60:POKE &bed9,&be:FOR X=&be60 TO &be71:READ A\$:POKE X,VAL("&"+A\$):NEXT

95 DATA cd,7a,bc,e1,22,70,be,21,ff,bb,11,40,00,3e,ff,c3,00,00

100 CALL &bbff:TAPE:GOSUB 130:CALL &be80

110 CALL &bc6e:CLS:PRINT"PLEASE REWIND TAPE - MOTOR IS ON..... THEN PRESS ANY KEY":

PEN 1:CALL &bb18:CLS:CALL &bc71

130 POKE &be61,PEEK(&bca1):POKE &be62,PEEK(&bca2):POKE &be63,PEEK(&bca3)

135 POKE &be64,&c9:POKE &bca1,&c3:POKE &bca2,&50:POKE &bca3,&be

140 POKE &be65,PEEK(&bc7a):POKE &be66,PEEK(&bc7b):POKE &be67,PEEK(&bc7c)

145 POKE &be68,&c9:POKE &bc7a,&c3:POKE &bc7b,&55:POKE &bc7c,&be

150 RESTORE 160:FOR x=&be50 TO &be60:READ a\$:POKE x,VAL("&"+a\$):NEXT:RETURN

160 DATA cd,61,be,18,03,cd,65,be,c5,06,10,fb,76,10,fd,c1,c9

* OPTION 1.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, SPACKED OUT, GARY LINKER, AGENTXII, OLLIE & LISA, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOOSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, DRUIDII, SLAINE, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBOT. SHORT CIRCUIT PT2.

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
4 TRIVIAL PURSUITS [BB FORMAT]
6 GRYZOR [6128 ONLY]
8 HYPERBOWL, FLYSPY, NINJA
11 ALIENS & TARZAN
14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
16 UNITRAX, TERRAMEX, SIDEARMS

SIDE

3 THING ON SPRING, THING II, BOUNDER
5 AGENTX II - COMPLETE
7 DRACULA - COMPLETE
9+10 KNIGHT GAMES [2 SIDES]
12 SOLOMONS KEY, TRANTOR, RYGAR
15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD

CRUNCH BUNCH Mark Lawrence on How to create "Stand alone binary files".

Mark wrote recently somewhat dismayed to find that some meddlers of his acquaintance were unsure of how to CREATE a stand-alone file when their programs weren't already in that form. As he says, getting even more out of Harry's files isn't too difficult. Here's Mark's succinct explanations and examples:

CREATE - This is a simple basic routine used to create a self-booting, stand alone binary file. The program is self explanatory in so far as it gives prompts for all inputs, however the file parameters must be found by the user Load address and file length can both be found using CUTEDISC or BSM, however it should be noted that while the file length figure will always be constant the address may not be correct. Some programmers change the load address in the basic loader. As you need to examine the loader program to find the entry address it is always worth while checking the start address. Some programmers hide these parameters in the program as strings, it is a simple task of finding where the appropriate string has been defined and getting the value. Other more devious methods I have come across have included CALLING the ASCII value of a set of characters (RYHB!).

If you have any pokes (ie infinite lives) you want written to the new program then press 'ESC' when asked for the file length, enter the pokes direct then type 'GOTO 60'. Remember these pokes will be permanently written into the program, so make a back-up copy of the original, you should have the original software anyway!

Once the new file has been saved the program will try to run it, the only problem I've had to date has been 'SUBTERRANEAN STRYKER' which gave an unusual syntax error when run but after crunching it, and saving 15K (33K if you count the loader and screen), it ran O.K.

```

10 MODE 1: INPUT "Old file name...."; a$
20 PRINT: INPUT "Load address....."; x
30 OPENOUT "d": MEMORY x-1: CLOSEOUT
50 LOAD a$, x
60 CLS: PRINT: INPUT "File length....."; y
70 PRINT: INPUT "Entry address...."; z
80 PRINT: INPUT "New file name....", a$
90 PRINT: PRINT "Saving....."; UPPER$(a$); ".BIN"
100 SAVE a$, b, x, y, z : CLS: RUN a$

```

RENAME - If when you run the 'CREATE' program you get a funny looking screen then you will need a basic loader to set the screen to MODE 0. You cannot preset the screen mode then run the program as it defaults back to MODE 1. As the loader will only handle a 3 letter file name the binary file will need to be RENamed. The 'RENAME' program will do that and give you the ASCII values in hexadecimal to add to the data statement in the loader program.

```

10 MODE 1: x=1
20 FOR z=1 TO 3
30 PRINT "Enter letter"; x; "of new filename - ";
40 a$=UPPER$(INKEY$): IF a$="" THEN 40
50 PRINT a$;: PRINT " - ";: PRINT HEX$(ASC(a$))
60 x=x+1: t$=t$+a$: next
70 WINDOW#1,1,40,8,11
80 INPUT#1, "Old file name in full (ie AIRCODE.BIN)", n$
90 PRINT#1, "Renaming old file": t$=t$+".bin": ren,@t$,@a$: cls#1
100 PRINT#1, "Make a note of the above numbers and substitute them for the
'xx' in line 40 of the 'LOADER' program"
110 locate 1,13: PRINT "Loading 'LOADER': LOAD loader. bas"

```

LOADER - The only clever part to this suite of programs, Colin's work I'm afraid I pinched it and utilised it to my own ends (WHY NOT! C.). Substitute the 3 sets of numbers you were given in the rename program for the 'xx' in line 40 and resave it under a suitable filename, this should run the offending program and cure the screen problem.

```

10 CALL &BFFF: MODE 0
20 FOR x=&BE80 to &BE98: read a$: poke x, VAL("&"*a$): NEXT
30 DATA 21,96,be,06,03,11,40,00,d5,cd,77,bc,e1,cd,83,bc,e5,cd,7a,bc,e1,e9
40 DATA xx,xx,xx
50 CALL &BE80

```

Heres some example programs and their parameters (start,length,entry) for you to try. N.B.

* - denotes requires loader.

AIRWOLF II - 700,41492,26192 :

SUBTERRANEAN STRYKER - 1000,39919,29268*

CLASSIC AXIENS - 8192,21248,8192(B1 file ex OPTION2 Transfer): BOMB JACK - 6000,35060,6000*

Mark Lawrence

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

BANKRAID

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by, and available
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Look at this - Bonzo News has taken on lavish surroundings ! To celebrate I thought we'd have something a bit different. [Simon thinks "lavish" means something very different ! First time he's been right today, C.]

My thinking went : "Why not look at the Bankraid 3 loader - that way everyone else will be able to make changes to suit themselves."

The loader loads in at &a000, it is the 1k file that is saved. To load it in, use 'MEMORY &9fff:LOAD name,&a000' where name is the filename of that small file (by the way, don't type those squiggly (') thingies). Once in, you can start poking around.

A mode to a saucepan - The byte at &a001 is the screen mode and can be 0,1 or 2. Poke this if you must, or alternatively move on to &a066 which determines if a screen is to be loaded. If you have saved with a screen, but don't want it then poke &a066 with a non-zero byte. If you do this, you'll have to poke &a0e0 with &30. This changes the name to take account of the fact that you've robbed it of a file!

2.5 inches more or a ;B in the bonnet - So you've got a 5 1/4 inch drive or you want to load from drive B huh ? No problem! The byte at &a05d is a call to &b0ce which resets Amsdos. Poking &a05d with &21 will stop this and allow you to run from various setups, as long as you have previously installed the required software! (sounds painful - if you want to run from drive B then type ;B). If you do this then you MUST create a basic program thus : 10 MEMORY &9FFF:LOAD name,&a000:CALL &a000

It looks pretty daft but stops basic from reverting to tape ! (you know tape - its that slow loading, painful etc. system that makes you think data is coming in at 2 baud !)

Cash in the Bank - Nope, just registers. It might interest (nice pun with Bank there) you to know that the following locations hold the following registers:-

&A0f6 = HL (2 bytes)
&A0f9 = DE (2 bytes)
&A0fc = BC (2 bytes)
&A0ff = A (1 byte)
&A102 = IX (2 bytes)
&A106 = IY (2 bytes)
&A109 = SP (2 bytes)

There. That was nice and technical - change these at will, and feel free to put any numbers you like in! Before I go, the bytes from &a10b to &a116 are the execution bytes - but that's another story (you're bored too ?!)

Once you've made all these fantastic changes save the loader with 'SAVE name ,B,&a000,&140,&a000'. Then try it out and see what happens !

Did anyone recognise last months intro line taken from a song of my choice ? If so then congratulations - You've got a wonderful taste in music. If not then take that box off of your head and come into the real world.

That's it this month - I would say "Enjoy the summer", but I seem to have missed it somehow. Oh well, where's that umbrella OPENOUT: CLOSEOUT: HELP NEIL

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAE. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates - issues 23 to 26 inclusive are £6. Issues 23 to 32 are £11 and back issues of any from issue 22 onwards will be £1.50 each. [ouch !].



The BIG BUST STAR WARS DROIDS

All you have to do with this is type it in and run it. Write-enabled disc in drive, DROIDS tape in Player - of course ! The loader is written to disc as well !

```
10 REM: GETS STARWARS DROIDS
20 MODE 1: FOR X=&be80 TO &bf98: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X, Y: NEXT
30 IF CS<>30843 THEN PRINT"Who dun that ?": END
40 PRINT"TAPE IN PLAYER, DISC IN DRIVE": CALL &bb18: CALL &be80
100 DATA 21,00,c0,cd,37,bd,0e,07,11,00,a0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,00
110 DATA c0,22,1e,a0,21,ab,be,22,21,a0,21,d2,be,22,30,a0,c3,00,a0,cd,32,a0,f3,f5
120 DATA c5,d5,e5,21,00,c0,11,00,a1,01,00,0a,ed,b0,11,00,01,01,00,02,c5,ed,b0,c1
130 DATA 11,00,45,ed,b0,e1,d1,c1,f1,c9,cd,8c,bf,21,8b,bf,34,21,86,bf,06,06,11,00
140 DATA 01,d5,cd,8c,bc,e1,11,00,aa,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32
150 DATA f4,be,21,00,c0,22,df,be,21,00,40,22,e7,be,cd,d5,be,21,8b,bf,36,30,21,86
160 DATA bf,06,06,11,80,00,ed,53,e7,be,11,25,bf,ed,53,ea,be,cd,e1,be,c7,cd,8c,bf
170 DATA 21,8b,bf,34,21,86,bf,06,06,11,00,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00
180 DATA 3e,c9,32,3f,bf,21,00,c0,22,32,bf,cd,28,bf,21,5c,bf,11,00,47,01,80,00,ed
190 DATA b0,c3,5c,bf,31,00,a0,21,00,a1,11,00,b0,01,00,0a,ed,b0,21,00,01,01,00,02
200 DATA c5,ed,b0,c1,21,00,45,ed,b0,21,00,01,36,00,01,fe,02,ed,b0,c3,00,04,44,52
210 DATA 4f,49,44,30,21,ff,b0,11,40,00,0e,07,cd,ce,bc,c9,00
```

BONZO's PICNIC

Using a similar idea to HACKPACK this little bit of nonsense will load a game from disc [tape if you like] and on pressing TAB play will be frozen. Put your destination disc in drive, and you can save the screen to disc. Ready to edit, or dump to printer, or whatever. There will be two files, SCREEN1 holds the mode and colour info., SCREEN2 is the actual screen file. NO ! It won't work on everything ! The older the game the better, as any that use the interrupt will not work. Don't use it on files that use &BE80 as a load address [that includes HACKPACK] 'cos this does too ! Best bets are OPTION 1 type files, and if you load the games from tape you can try HACKPACK types. Just a bit of fun ! Use the short "DISPLAY" file to put your saved "screen" back on the screen.

```
10 'BONZO's PICNIC-COPYRIGHT NEMESIS 1988
15 'SKIP NAME INPUT AND OMIT A$ IN LINE 80 FOR TAPE LOADING. ADD ;TAPE TO LINE80
20 'GRAB SCREEN: MODE/BORDER/COLS IN SCREEN1. SCREEN2 IS SCREEN
30 FOR X=&be80 TO &bf87: READ A$: Y=VAL("&" + A$): POKE X, Y: CS=CS+Y: NEXT
40 IF CS<>33052 THEN END
50 CALL &bbff: INPUT"FILENAME to RUN FROM DISC "; A$
60 IF LEN (A$)>12 OR LEN (A$)<1 THEN 50 ELSE A$=UPPER$(A$)
70 PRINT: PRINT"INSERT SOURCE DISC... Press any key": CALL &bb18
80 CALL &bbff: CALL &be80: RUN A$
100 DATA f3,2a,d1,bd,22,ce,be,21,ca,be,22,d1,bd,2a,da,bd,22,d4,be,21,d0,be,22,da
110 DATA bd,2a,ec,bd,22,da,be,21,d6,be,22,ec,bf,2a,39,00,22,04,bf,21,e5,be,22,39
120 DATA 00,2a,1f,bb,7c,e6,3f,67,22,f5,be,3e,e9,32,16,bd,3e,c9,32,c8,bc,32,37,bd
130 DATA c9,00,cd,dc,be,c3,00,00,cd,dc,be,c3,00,00,cd,dc,be,c3,00,00,e5,21,e5,be
140 DATA 22,39,00,e1,c9,f3,f5,d5,e5,c5,d9,c5,cb,91,ed,49,c1,d9,3e,44,cd,00,00,d9
150 DATA ed,49,d9,28,02,18,07,c1,e1,d1,f1,c3,00,00,f3,d9,cb,91,ed,49,d9,21,15,bf
160 DATA e5,e5,cd,44,00,cd,c8,bc,21,ff,af,11,01,a6,0e,07,cd,ce,bc,cd,11,bc,21,00
170 DATA a0,77,23,e5,cd,3b,bc,e1,af,70,23,71,23,fe,10,28,0a,f5,e5,cd,35,bc,e1,f1
180 DATA 3c,18,ee,3e,2f,cd,1e,bb,28,f9,21,85,bf,34,06,07,21,7f,bf,11,00,a0,d5,cd
190 DATA 8c,bc,e1,11,40,00,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,69,bf,21
200 DATA 00,c0,22,54,bf,21,00,40,22,5c,bf,cd,4a,bf,c7,53,43,52,45,45,4e,30,67,47
```

```

1 DISPLAY PICNIC FILES - SCREEN1/SCREEN2
10 MEMORY &9fff:LOAD"screen1"
20 CALL &bbff:MODE PEEK(&a000):BORDER PEEK(&a001),PEEK(&a002)
30 C=0:FOR X=40963 TO 40994 STEP 2:INK C,PEEK(X),PEEK(X+1):C=C+1:NEXT
40 LOAD"SCREEN2"
50 CALL &bb18:CALL &bbff:CALL &bc02:CALL &bb4e:'restore normal cols/wipe screen on keypress

```

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. !

SUGAR-CUBE Good news and bad news. The bad news is that Steve has reluctantly decided that lack of support, reader input, and heavy printing costs has made it "unworkable". The good news is that he has done a deal with UNITED AMSTRAD USER GROUP which effectively "merges" SUGAR CUBE. All subscribers will be offered transferred subscriptions to UAUG or a refund. Being as the UAUG mag. was due to get a mention here anyway, you know what my advice is ! UAUG are at 1 MAGNOLIA CLOSE, FAREHAM, HANTS, PO14 1PX If you are not a SUGAR CUBE subscriber, then try tempting them with a £1 for a "sample" issue. Looks fine to me, PD stuff available too ! I understand Steve will keep "active".

ADVENTURE PROBE - you will recall that this was "de-listed" recently. I did make it clear that the magazine was good, there was no risk to it's future, but as I was aware of certain factors concerning a change in control I was dropping it. Bob Adams points out that this makes no difference to the readers, and potential readers - it remains the best adventure "fanzine" available. Bob is writing a regular article for it - which is another "plus". Trouble is, I dunno what the form is for getting it now ! Consider it an "in" publication anyway, and I'll check with my moles. [Not YOUR moles, Simon. They are in a most unsightly place ! Take a jelly baby and go away.]

INFINITE THINGIES and ETERNAL WOTSITS

Not much room left this month, so we'll give Gerard a breather and present some "snips".

```

10 REM: ANARCHY CHEAT / for OPTIONS transfer / by KEN LAIDLAW
20 MODE 1: FOR N=&b000 TO &b053:READ A$:POKE N,VAL("&"+A$):NEXT:CALL &b000
30 DATA 06,08,21,28,b0,cd,77,bc,21,70,01,cd,83,bc,cd,7a,bc,cd,80,01
40 DATA 06,08,21,30,b0,cd,77,bc,21,70,01,cd,83,bc,cd,7a,bc,c3,38,b0
50 DATA 41,4e,41,52,43,48,59,31,41,4e,41,52,43,48,59,32
60 DATA 21,41,b0,22,a5,01,c3,80,01,3e,c9,32,d5,38,32,e1,48,3e,e7,32
70 DATA fb,48,32,1c,49,c3,00,80

```

```

10 REM: SPINDIZZY infinite time /HACKPACK 6128 TRANSFER [ NOT a 2X JOB ! ] / by JOHN BROWN
20 REM: FILENAME IN LINE 30 DEPENDS ON WHAT YOU CALLED IT !
30 LOAD"FILENAME":FOR ADDR=&bf17 to &bf1e:READ A$:POKE ADDR,VAL("&"+A$):NEXT:CALL &be80
40 DATA 3e,c9,32,5e,a8,c3,00,b0
50 REM: JOHN BROWN, 27 THE THRESHOLD, JURBY, ISLE OF MAN. RARE STAMPS !
60 REM: BROKEN ANKLE, TEACHING WIFE TO DRIVE. ALLEVIATE SUFFERING & WRITE !

```

HEADHUNTING in PAPUA NEW GUINEA

GRAEME GARRETT, P.O. BOX 60 ARAWA, BOUGAINVILLE, PAPUA NEW GUINEA.

Graeme obviously doesn't get too much contact with local CPC meddlers ! He writes "My knowledge of hacking is negligible. So if anyone wants to help enlighten me I would be only too glad to hear from them." I reckon he'd be glad to hear from you anyway ! Incidentally, Graeme mentions that SUPERSTUNTMAN is a straight OPTION 3, but it is a keyboard only job. Has anyone wriggled a JOYSTICK option into it yet ? I've not had a chance yet, and Simon's idea of a JOYSTICK OPTION is pretty frightening.

FINALLY

Just room to tell you that Harry's Crunchy files are still available, refer to previous issues. Regular features missing this time will return next. I never know just what to put in the Bulletin [or what to leave out, that's the tough bit !]. I need your comments as a guide, otherwise I shall continue in the same haphazard fashion ! Usual apologies for missing this and that, and guess what Simon has made out of 6 cwt. of blue-tack ? A camel with THREE humps ! That's right, Humphrey Camel - I pass. Regards, Col. NEMES IS



BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

SEP/OCT 1988. No. 23. THE ROYAL FAIL !

GREETINGS ! [YES - they're back, but where's Jack ?]

Well, it had to happen ! A newsletter that got written, re-written, and then scrapped. I awaited the resolution of the DISPUTE [are they afraid to call them STRIKES ?], and gathered in as much of your delayed information as possible in order to create this late but up-to-date issue.

A little of my own contentious waffle before we get on with the REAL stuff. I've noticed a tendency on the part of some hitherto respected software houses to lob out HOMOEOPATHIC SOFTWARE. That is with all the goodness removed, and with added roughage ! The rumour that OCEAN are preparing a double quick release of PARABOLIC ASTEROIDS starring BEN JOHNSON are of course absolutely true.

At least Simon restored some credibility by observing that he thought that the REAL dope-test is SYNCHRONISED SWIMMING! Our Simon was away on his annual "hols" as the "posties" decimated our turnover and working capital. He announced that he was going FIRST CLASS as a treat. Duly engulfed in a large Jiffy bag, Simon was sealed up with the last of the 18p. stamps affixed and forced through the local collection box addressed to a questionable bordello in GREAT YARMOUTH. Three weeks after departure the same Jiffy was delivered back to BONZO TOWERS, with the address crossed out and marked "PUT AWAY - RETURN TO SENDER" ! Some hurried unwrapping revealed a pale Simon. Revived eventually with 2 bags of jelly-babies he was able to recount the full story. It seems that whilst impounded in a sorting office somewhere he heard a remark that used the phrase "Get TNT to deal with the parcels" ! As Simon said, it was rather fortunate that it was a brown Jiffy bag. Next year he's going to up the costs and travel by Telegram.

The trauma of the experience has left Simon wondering whether his mental powers have improved, because they can't get worse. The solution to Simon's Spot of last issue is quite simple, but what mess has he made for the new problem ?

A multi-thankyou to Frank Ryan who sent the most comprehensive list of recent transfers, with full notes and references. Much of the "news" is compiled from Frank's information and supported by further confirmations.

SIMON'S SPOT Translated from Simonese by the T.U.C.

Some of you thought that there was more than one reason for the failure of the basic file in the last problem. In fact they were all valid except LINE 30. Attempting to load FRED2 to &A600 will overwrite part of the disc buffer area - and havoc will ensue. The only answer to it is to load it to a suitably free address, then LOAD FRED3 to a higher address than specified. Now that it's all in memory we can lose the disc buffer, so a short bit of code should be constructed to shift FRED2 to &A600, FRED3 to &0040, and then JUMP to &0040.

Simon's present problem is of elementary proportions. He has this 35K long basic program which he has been running and modifying. Loads of variables and data in it - now that he's modified it to suit he finds that when he tries to save it to disc all he gets is a "MEMORY FULL" message. If he resets the computer, no program - and his little acne idea of pouring the excess stuff out of the machine via the joystick socket doesn't work ! What should he do ? Or is there anything he can do ? Answer next issue.

MULTI-LOADERS

The latest MULTI to reach these parts is DALEY'S OLYMPIC CHALLENGE. As the wounded chap was unlucky to miss out on a medal I expect that it'll be cheap, cheap 'fore long. The main file is BLITZ5 - but the rest is NO - NO ! So, if you want to ruin your keyboard, get hold of the disc version - but DON'T pay full price for it !

There's not many that can be transferred completely from tape, there are some that are available as "SPECIALS". Even your ubiquitous MULTIFACE II falls flat on these, for much the same reason - files are loaded sequentially on completion of each section. In some cases you'll make it with BSM & BLITZ [WCLB, ROADRUNNER.] where MFII will fail.

COMPILATION PERSPIRATION

POWER PLAYS - from Power House [now extinct !].

CORRIDOR CONFLICT goes via HACKPACK, the remainder are OPTION 1 - WRATH OF OLYMPUS, FREEDOM FIGHTER, NAKAMOTO, NOCTURNE, TIME LORD, AMSTRAD SHUFFLE and BARRIER REEF.

From Frank Ryan a whole daffy of compilations explained :

10 COMPUTER HITS 2 ALL OPTION ONE, but remember to remove the load address in MUTANT MONTY to avoid "BAD COMMAND". The rest are, 3D STARSTRIKE, SUPER PIPELINE II, TECHNICIAN TED, ANDROID 2, CODENAME MAT, MOON BUGGY, WORLD CUP, GAUNTLET, FANTASIA DIAMOND.

10 COMPUTER HITS 3 OPTION ONE gets: HIRISK, DEVILS CROWN [just use the main file], WRIGGLER, ELIDON, GEOFF CAPES [needs loader from newsletter]. CAULDRON is OPTION2X, ON THE RUN is OPTION4, DYNAMITE DAN use HACKPACK2, and for JUGGERNAUT Frank used the "bust" from the news, I think it'll HACKPACK or something as well.

10 COMPUTER HITS 4 HACKPACK accounted for DEACTIVATORS, TRIAXOS and SPINDIZZY. OPTION2X - sorted out PULSATOR, STARQUAKE, and SACRED ARMOUR of ANTIPIAD. OPTION ONE for REVOLUTION, BRIDES OF FRANKENSTEIN and UCHI-MATA, with CITY SLICKER and DANDY both "NO-GO" and available as "SPECIALS".

FIVE STAR HITS 3 TRAPDOOR - OPTION 1 + LOADER. EXPLODING FIST - HIBONKEY. TAU-CETI - OPTION 1. TEMPEST - OPTION 3. STRIKE FORCE HARRIER - HACKPACK [Skip the first two files to transfer]. FIRELORD & ALIENS are both specials.

COMPUTER CLASSICS Not so useful this one. ZYNAPS needs the recent mini-bust. DYNAMITE DAN is HACKPACK2 again. CAULDRON2 is OPTION2X, with ALIENS and EAGLES NEST as "SPECIALS".

CODENAME MAT II This appears on one compilation in a form totally different to the original. You can tell which one it is by transferring the basic loader and noting the MASTER HACKER reference if you list it. It's too idiotic to be THE MASTER HACKER of OPTION 5 infamy - and why anyone would want to be connected with such an arrogant code-waster I don't know. Anyway, suffice to say that a few alterations to the said basic file will actually dump the confounded game to disc for you ! Here it is - self explanatory.

```
1 REM: MODIFIED CM2 FILE TO GET CODEMAT2 POSITION TAPE AT START OF HEADERLESS BLOCK.
2 OPENOUT"D":MEMORY &7ef:CLOSEOUT
10 RESTORE 20:a=33:q=&bf00:WHILE a<>-1:POKE q,a:q=q+1:READ a:WEND:CALL &bf00:REM LAST TWO
& FIRST TWO STATEMENTS DELETED
14 RESTORE 30:FOR X=&7f0 TO &7fe:READ A$:POKE X,VAL("&"+A$):NEXT:REM ADDED LINE
15 ;DISC:SAVE"CMAT2",B,&7f0,&9732,&7f0:REM JUST RUN CMAT2
20 DATA 0,&0B,17,&22,&97,&af,205,161,&bc,216,195,0,0,-1:REM 2ND BYTE TO &0B
30 DATA f3,21,22,9f,11,22,a9,01,22,97,ed,b8,c3,7b,84:REM ADDED LINE
```

OPTION 1 * = see notes following.

HOPPER COPPER*, BATTLE VALLEY*, OVERLANDER*, CASTLE OF THE SKULL LORDS, CRICKET CRAZY, NINJA HAMPSTER*, WRATH OF OLYMPUS, MAZIE, VECTOR BALL, 2088, KILLAPEDE [Power House vsn.], GRIDIRON [gets Duncan's Golden Turkey Award !], SPACE TRADER, BATTLESHIPS* are reported. Last issue we reported DERVISH, correctly, but another version has appeared. The simple answer is to use HP2 - and it won't matter which version you have. CASTLE OF THE SKULL LORDS has no saved game facility - anyone fixed it ? Bob Adams would like to know. Use the standard basic loader for BATTLE VALLEY, but include MODE 0 as first command. The loaders you will need for the other "*" references are,

```
10 REM: HOPPER COPPER/DELETE ANONAME!/RENAME OTHERS TO COPPER1,COPPER2
20 MODE 0: OPENOUT"D":MEMORY &1FFF:CLOSEOUT:LOAD"COPPER1":LOAD"COPPER2",&2000:CALL &6069
```

```
10 REM: OVERLANDER - the loader as determined by reading BSM instructions !
20 MEMORY 41983: LOAD"OVERLAND":CALL 41984
```

```
10 REM: NINJA HAMPSTER OPTION 1 LOADER
20 OPENOUT"D":MEMORY 4863:LOAD"NINJAHAM.BIN":CALL 4890
```

```
10 REM: CURRENT BATTLESHIPS OPTION 1 LOADER
20 MEMORY 32067:LOAD"ELITE":CALL 32073
```

OPTION 2 but use 2X

NOTHING FOR THIS - very unusual as regulars will know !

OPTION 3 - Everyone uses ELITZ - don't they ?
Still, we get a report of STREET MACHINE from Frank.

OPTION 4 Not to be confused with the MENU OPTION !

Full known list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER(not the S'lock early vsn.), FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO(main file), DARKSTAR(FIREBIRD), ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX, STORMERINGER.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !

THING [Players] and PRODIGY are the latest. Full know list is :-

BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, NIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL, BIG TROUBLE L/C, RAMPAGE[5X]. THING, PRODIGY.

We now have sufficient reports of a "NO-GO" for HIJACK that there must now be a different version in circulation. Maybe an answer for that next time. A little "pokery doo" for PRODIGY will display the screen and set the colours correctly;

1 REM: SORT OUT PRODIGY OPTION 5 FILES

10 CALL &bbff:FOR x=0 TO 15:READ a:INK x,a:NEXT: BORDER 0:LOAD"CPRODIG"

20 POKE &bf21,0:POKE &bf22,0:POKE &bf26,0:POKE &bf25,0:CALL &bf1b

30 DATA 0,20,26,25,26,0,2,8,10,12,14,16,18,22,24,16

OPTION 6 * = refer to NEWS 20.

KIKSTART II, [seen this one myself !], POOL and SNOOKER [Mastertronic], GOLDEN EGGCUP and the recent release of SPEED KING can be added to : -

ANARCHY, SWAT, GRAND PRIZ TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C'MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA]

OPTION 7 The LORICIELS BIG BUST of issue 21 !

Nothing to report here." The small list is;

PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOZ2099, and FIFTH AXIS. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least -

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME, XEVIOUS.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

COSMIC SHOCK ABSORBERS, ATV SIMULATOR and main file of DALEYS OLYMPIC CHALLENGE are most recent notifications. The last two use the BLITZ5 file. Some of you may recall that I predicted a "new" SPEEDLOCK some months ago. BLITZ5 has been on the BLITZ disc ever since, just starting to earn it's keep ! Another "first" for BONZO ! Duncan Whyte says there's no guessing about the compilation version of WAY OF FIST - it is a BLOLDXL type.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

A small mistake in the listing for HP2 meant that it only dealt with binary files, I think that nearly all of you spotted the missing line, 120 RUN". Sorry about that - I deleted the line in the wordprocessor intending to add the command to the end of line 110, but forgot ! It has been well tested with good results reported from many of you. A little twist - remove the CALL &B000 in line 80, and add POKE &BD16,&E9. You'll then find it will cope with TIRANOG. Worth keeping in mind !

An assorted mixture of reports,

SOULS OF DARKON, SAMURAI WARRIOR [EX], BEERHUNTER, IBALL2, DRAGONS LAIR[Main file], POGO OLYMPICS[EX], WALLY WINO[LR-MOFF], CONTAMINATION[LR-ALLOW RES.], THINGY & DOODAHS[EX HP2] TOBRUK [LR-ALLOW RESET].

If you have the VIRGIN tape of STRANGELOOP - then use side B and it should be no problem as a normal HACKPACK transfer. WALLY WINO will need TAB hitting as soon as "81" appears.

Note that "*" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES*, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AUFW MONTY, STRIKE, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP, THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each] ,FORBIDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, DRUIDII, SLAINE, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBOT. SHORT CIRCUIT PT2. INDIANA JONES-full side

BONZO BLITZ, OPTION4 TO OPTION7 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
4 TRIVIAL PURSUITS [BB FORMAT]
6 GRYZOR [6128 ONLY]
8 HYPERBOWL, FLYSPY, NINJA
11 ALIENS & TARZAN
14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
16 UNITRAX, TERRAMEX, SIDEARMS
18 INDIANA JONES
20 BUBBLE BOBBLE [2-PARTS]
22 DRAGONS LAIR II

SIDE

3 THING ON SPRING, THING II, BOUNDER
5 AGENTX II - COMPLETE
7 DRACULA - COMPLETE
9+10 KNIGHT GAMES [2 SIDES]
12 SOLOMONS KEY, TRANTOR, RYGAR
15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
19 RIGEL'S REVENGE [BOTH PARTS]
21 DRAGONS LAIR I
23 DANDY

NEWS FROM THE GRASS BOOTS

John Brown experiencing the painful "bug" on BUBBLE BOBBLE, whereby instead of loading the final screen it crashes, wrote to FIREBIRD returning the tape to them. After 3 months and several more letters he finally received another tape. Just a compliments slip, and no letter of explanation ! The tape ? You guessed it - just the same ! If you are having difficulty contacting FIREBIRD [and would like to indulge in some time-wasting fruitless correspondence] then the address appears to be not the obvious one, but:

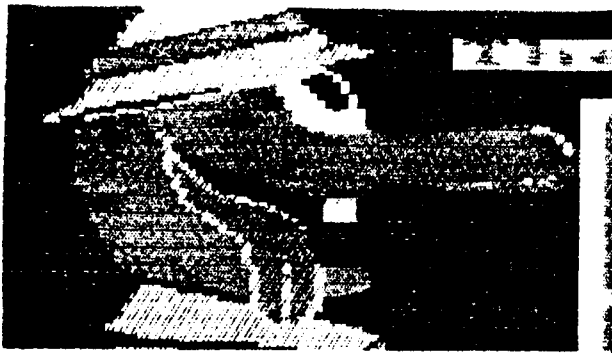
FIREBIRD SOFTWARE, B.T. MAIL ORDER
P.O. BOX 394, LONDON, N8 0QR

Paul Greenbaum found that his KDS 8-BIT printer port wouldn't work on his 6128 ! Hours on the 'phone eventually confirmed that it doesn't work on SOME 6128's - so Paul got a MARK X version that does work. In other words, it ain't bound to be your 6128 / printer at fault!

Much more encouraging was a letter I received from one of our meddlers, Mr. F. DONEGAN, the important part of which reads;

"I can help with HARDWARE problems, willing to give advice, I repair and can supply spares for ALL AMSTRAD computers. I can be reached on 01 - 856 - 3551 between 7pm and 10pm weekdays, or THURS/FRI/SAT between 9am and 6pm on 01 - 303 - 4750."

That is certainly one of the most useful offers of help we have had.



WIBSTARS
and
INVASION
Hot Topic?

```
1 REM: bigbust for WIBSTAR. writes loader as well. tape in/disc in. run this.
10 MEMORY &a4ff: FOR X=&a500 TO &a5f8: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X, Y: NEXT
20 IF CS=27061 THEN CALL &a500 ELSE PRINT "SIMON DUN IT - ERROR !": END
100 DATA cd,37,bd,11,40,00,06,00,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,21,1b,a5,22,58
110 DATA 91,e1,e9,dd,22,ce,a5,22,d6,a5,ed,53,dc,a5,ed,43,d9,a5,f5,e1,22,d1,a5,3e
120 DATA c9,32,1c,91,cd,e9,a5,21,e8,a5,34,21,e1,a5,06,08,11,03,91,d5,cd,8c,bc,e1
130 DATA 11,94,02,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,56,a5,21,00,c0,22
140 DATA 41,a5,21,00,40,22,49,a5,cd,37,a5,21,40,00,22,41,a5,21,00,90,22,49,a5,cd
150 DATA 37,a5,21,92,a5,22,41,a5,22,4c,a5,21,80,00,22,49,a5,21,e1,a5,06,07,cd,40
160 DATA a5,c7,cd,e9,a5,21,e8,a5,36,30,21,e8,a5,34,21,e1,a5,06,08,11,03,91,d5,cd
170 DATA 77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,b1,a5,cd,03,91,21,00,c0,22,a4,a5
180 DATA cd,9a,a5,21,40,00,22,a4,a5,cd,9a,a5,dd,21,00,00,21,00,00,e5,f1,21,00,00
190 DATA 01,00,00,11,00,00,c3,40,00,57,49,42,53,54,41,52,30,21,ff,ab,11,40,00,0e
200 DATA 07,cd,ce,bc,c9,00,00,00,00
```

INVASION

```
10 REM: GET INVASION FILES TO DISC/ TAPE IN PLAYER DISC IN DRIVE
30 CALL &bbff: FOR X=&be80 TO &bee2: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X, Y: NEXT
40 IF CS < 11310 THEN PRINT "SIMON DUN IT !": END: ELSE CALL &be80
100 DATA cd,37,bd,06,00,11,00,40,cd,77,bc,21,f7,9b,cd,83,bc,cd,7a,bc,21,9d,be,22
110 DATA 58,9c,c3,f7,9b,21,ff,ab,11,00,a6,0e,07,cd,ce,bc,21,e2,be,34,21,df,be,06
120 DATA 04,11,00,c0,d5,cd,8c,bc,e1,11,00,40,01,40,00,3e,02,cd,98,bc,cd,8f,bc,00
130 DATA 3e,c9,32,c7,be,21,40,00,22,b2,be,21,00,9c,22,ba,be,cd,a8,be,c3,00,00,49
140 DATA 4e,56,30
```

```
1 REM THIS RUNS INVASION WITH SCREEN / OR SIMPLY RUN "INV2"
10 MODE 0: BORDER 1: FOR X=0 TO 15: READ A: INK X, A: NEXT: LOAD "inv1": RUN "INV2"
20 DATA 0,26,6,20,8,18,2,24,15,12,16,11,13,22,14,25
```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CPC problems. Drop a line to Trevor to get the details;

TREVOR CATTERMOLLE, 24 CROMWELL ROAD, COLCHESTER, ESSEX

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH

RETURN TO OZ - and back again ?

Another source of pretty stamps ! *CHRIS WOODWORTH* writes from OZ that he would really like to be in touch with anyone, anywhere to correspond on HACKING, MACHINE CODE, LASER BASIC. Chris has a UK letter inverter, drop him a line;

CHRIS WOODWORTH, 35 HOMEBUSH DV., ROBINA 4226, QUEENSLAND, AUSTRALIA.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAK. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates-issues 24 to 26 inclusive are £4.50. Issues 24 to 31 are £10 and back issues of any from issue 22 onwards will be £1.50 each [ouch !].

INFINITE THINGIES and ETERNAL WOTS ITS

Another from Garard, a neatly sewn up EXOLON for the "SPECIAL" version.

```

10 'Exolon' cheat loader for 'special' version. By GERARD TOON: erratic line nos. by Colin.
20 'This replaces EXOLON.BIN and can be saved as EXOLON.BAS
50 MODE 1:SYMBOL AFTER 125
60 SYMBOL 125,255,255,255,255,255,255,255,255
70 PRINT"          } } } } } } } } } } } } } } }"
80 PRINT"          }          }"
90 PRINT"          }   EXOLON   }"
100 PRINT"         }          }"
110 PRINT"         } } } } } } } } } } } } } } }"
120 PRINT:PRINT:PRINT
130 cs=0:FOR add=&BF17 TO &BF80:READ a$:d=VAL("&"a$)
140 POKE add,d:cs=cs+d:NEXT add
150 IF cs<>&258F THEN PRINT"Data Error...":STOP
160 PRINT"          Input number of lives"
180 PRINT:PRINT"          ( 0 for infinite)";
190 INPUT lives$:lives=VAL(lives$):IF lives>255 THEN lives=0
200 IF lives=0 THEN s=&BF79:f=&BF7D:GOSUB 400:ELSE s=&BF73:f=&BF78:GOSUB 400:
    POKE &BF7A,lives
210 ELSE s=&BF73:f=&BF78:POKE &BF7A,lives
230 PRINT:PRINT:PRINT"          Infinite Ammo ? (y/n)"
240 GOSUB 410:IF z$>"Y" THEN s=&BF6D:f=&BF6F:GOSUB 400
260 PRINT:PRINT:PRINT"          Infinite Grenades ? (y/n)"
270 GOSUB 410:IF z$>"Y" THEN s=&BF70:f=&BF72:GOSUB 400
280 CALL &BF17
290 DATA 21,00,b0,11,00,a6,0e,07,00,00,00,3e,10,01,00,00,3d,f5,cd,32
310 DATA bc,f1,b7,20,f4,21,6b,bf,35,06,07,21,65,bf,11,00,01,d5,cd,77
330 DATA bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,47,bf,21,00,c0,22,3a,bf
350 DATA cd,17,bf,f3,21,00,c0,11,00,a0,01,d0,11,ed,b0,c3,6c,bf,45,58
370 DATA 4f,4c,4f,4e,33,af,32,59,11,32,7a,1f,32,25,2a,32,25,2b,3e,00
390 DATA 32,2b,01,c3,00,01,fin
400 FOR l=s TO f:POKE l,0:NEXT:RETURN
410 z$="":WHILE z$="":z$=INKEY$:WEND:z$=UPPER$(z$):RETURN

```

SNIPPETS

ARKANOID 2 [DISC VSN.]. Hold down R.T.F together, then press ESC, to access any level and increase score. Dave Crossman.

THINGY and THE DOODAHS, work out how to POKE &1747,0 and you'll get infinite lives. J.B.

HARRY'S CRUNCHY FILES

Just in case you didn't know the "CRUNCHY FILES" are for compressing SCREEN FILE, STAND ALONE BINARY FILES, and complete HACKPACK[6128], OPTION5, BUNLOCK, and most BLITZ transfers to using much reduced disc space. £5 will get a disc holding these files, of which £2 will be passed on to Harry for his local charitable project in aid of handicapped children. Do everyone a little bit of good ! Notable "crunches" all from 61K are:

TOPGUN 52K. S.F. HARRIER 47K. 3D GRAND PRIX 43K. BRUCE LEE 39K. METROCROSS 46K. PHANTOM CLUB 48K. KONAMI GOLF 42K. all of which include screens ! The real meanies among you can achieve savings resulting in file lengths of: BALL CRAZY 24K. INTERNATIONAL KARATE+ 32K. ANGLE BALL 25K. ROCKRAID 31K. CYRUS CHESS 29K. PING PONG 21K. SPEED KING 23K. REFLEX 27K.

BANKRAID

by, and available
from ,

Expanded CPC's.

BAGS OF FUN !

NEIL MacDOUGALL
130 ROBIN WAY
CHIPPING SODBURY
BRISTOL BS17 6JS

Send £6 and Disc.

Flob-adob-dob! Hello. Brain in gear, ready to go. No medals (topical, topical !) this month, but then I've never given any away, sounds like a good idea to me. For those of you who don't know what I'm on about, don't worry - nor do I! Actually, what your witnessing is a Split Personality! (Yes, I know it was released many years ago, before the dawn of time) I've finally dug out the transfer. The reason for it is simple - I'm tackling the Specials list. Call me a Masochist - and a Sadist for making you read it!
Chom-ching-chang. Type in this listing - and slide the Bankraid III disc into drive A. Run the program with the tape in the player. Its fully automatic (uses a little trick a man standing on his head showed me (all done with mirrors)). When the Bankraid menu appears, use option 'P' to save it to a disc of your choice.

```
10 REM Bankraid III transfer of Split Personalities
20 CHAIN MERGE "SETUP"
9000 DATA 3,C3,38,00
9010 DATA f3,00,c0,00,40
9020 ;TAPE: MEMORY &2BFF:LOAD "",&2C00
9030 FOR u=0 TO 28:POKE &2F13+u,PEEK(&2D13+u):NEXT:POKE &2F23,&BF:POKE &2F2A,&BF
9040 POKE &2E02,&BF
9050 RESTORE 9070:FOR x=&2F30 TO &2F45:READ a$:POKE x,VAL("&" +a$):NEXT
9060 MODE 1:CALL &2F38
9070 DATA 01,c5,7f,ed,49,c3,00,40,21,00,2c,11,00,bc,01,00,04,ed,b0,c3,71,bc
      [type line no.'s as shown, or else !]
```

This next paragraph is where I get to sign off. My predictions for the Christmas? Ok. I submit. Firstly, a (no names) Amstrad mag will close down. Secondly, the CPC's will start to slip away from the major formats. (less software, John) Last of all, Bonzo News will still be here (what else did you expect?), will I though? Anyway, I'm not studying Philosophy, bet your'e relieved. Think I'll go Alternative next week. Yes indeed, that's right loyal reader. He who laughs last laughs longest - and don't you forget it! **NEIL**
[Neil's imminent run of examinations is getting to him - he'll be here next time! C.]

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. ! Much better value than you get from The BULLETIN !

ADVENTURE PROBE

C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.

Just the job for adventure fiends ! Includes articles by our very own Bob Adams - which proves that some meddlers can write, read AND play adventures ! Now under the control of the delightfully named Mandy Rodrigues [No Simon, Mandy is a Mrs. and the obvious adjective would NOT be suitable ! You can stop that right now, cats do NOT like jelly-babies - not stuffed up their nostrils anyway !].

Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE

1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX

Having absorbed SUGAR CUBE [that's clever !] this should continue to be a very worthwhile read. Rates are VERY low, but can I suggest you tempt them with a mere £1 for a sample issue ? It's too late to say I can't, isn't it ?

SUNDAY SPORT Says Mike Penney, or Perrey.

SUNDAY OBSERVER Says I. [Not worth wrapping JB'S in says Simon.]

BONZO'S BARGAIN BASEMENT

Not a regular feature, but there's a fair amount of "goodies" available this month, including some from me [Open to offers for Simon - runs on jelly-babies, work-rate zero] I have a DAKTARI 520STFM, as most of you know. It's had about 2 hours of attempted use, but I don't like the damn thing at all ! If you want to know the good things about the ATARI read elsewhere. Anyway, ATARI STFM, 1/2 MEG. built in drive + adaptor to use AMSTRAD CPC COLOUR MONITOR, aprox 70 discs pseudo-blank, 20 real blanks, + original software [ex WH SMITH] valued at £200. I want £300 for the whole lot. I've also got a PCW8512 c/w printer and some software in perfect condition, again - £300. A Radio Amateur friend of mine has a mint, boxed, CPC464, COLOUR, some tape software - around £160 for this hardly used computer. Contact me for any of above.

Robert Shepherd of Sutton Coldfield, TEL 021 - 353 - 5536 has loadsa goodies, CPC6128[COLOUR] + 150 DISCS(games and utilities) + TELETEXT ADAPTOR - around £400 the lot. MULTIFACE II [OLD STYLE] £15. DISK WIZARD £10. DISK DEMON £10. DMP2000 £80[offers?] SECOND DRIVE for 664/6128 £45. ROM BOX with MAXAM, ARCS, UTOPIA, RODOS, PROTEXT - £50.

NICK GEEVES 20 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA. TEL [0705] 482915
Nick has a few unopened tape games, say £3 each, DEACTIVATORS, DELUXE MARBLE MADNESS, IMPOSSABALL, LIGHT FORCE and DAM BUSTERS.

COMMERCIAL BREAK

Dave Crossman is producing a device to fit between your ROM BOARD and COMPUTER that will enable you to physically turn of those damn ROMS without forever unplugging the board. As you know this causes a lot of wear, is frustrating, and ROMOFF commands do not always work. There will be an indicator as to the ON/OFF condition, and a "soft" reset switch for the computer will be included. The price will be £15, and I'm looking forward to getting my one. I'll reserve judgement, as always, until I've used it - but I really have no doubt that it will do exactly as Dave says. More news next issue.

I also have a second 6128 with a 51/4 drive, and was pleased to get a test version of the BOOTSELECTOR CARD from Dave McKeever of STRATHCLYDE DEVELOPEMENTS [TEL: (0292) 541283]. The main purpose of this bit of kit is to enable you to switch drive status between A & B. This means that CPM can be run from DRIVE B [when it is nominated as DRIVE A], as can any other programs. I was intending to acquire a small quantity for re-sale, but unfortunately it didn't function on my old Cumana 51/4 drive, so I would be unable to offer any support to problems. However, Steve Brokenshire has tested it on several other 51/4's as well as the standard 3" second drive and found it to work perfectly OK. Contact Dave McKeever for price and details of this useful bit of kit - 6128 only at present.

ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.

Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU's back, and re-named Model Universe - but no connection with Armor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There's 100K of instruction files too !

SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it's £6.00. Cheques, Postal Orders, Cash or Olympic Medals to;

Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.

POSTAL STRIKE ANGUISH

Our turnover was reduced to next to nothing for about a month, and unlike a "postie" I can't work overtime to recover lost trade ! It's an ill wind that blows nobody any good, so in order to inject some badly needed loot into the BONZO BALANCE I am forced to discard the profit motive in favour of turnover for a short period. Hence, until the end of October ANY "SPECIAL" disc or assortment will be £6 only. Also, provided you can show proof that you already own two or more BONZO DISC UTILITIES, you can have any other one for just £6. Now's the time to get the "extra" disc that you've only pondered before !

FINALLY [we allowed Simon to write this.]

Mi gunner sez e needs awl the info wot yew can send im fer the nex news wotall be on time erly in novembr. i ownley get too jelly babes a week so send awl yore munny and jelly to me wot dus all de wurk. I luv yew orl an ope i get loadsa stuff cos ARRrrrrggghhhhhhhhh!!



BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

NOVEMBER 1988. No. ⁴23. WHICH A.A. ?

GREETINGS ! [JACK's supposed to be in the USA - Lies !]

There he was, our Simon, with an even more glazed expression, attempting to emulate the Leaning Tower of Pisa whilst eating a mangled assortment of fish and chips from a copy of CPC COMPUTING. [It used to be called C.W.T.A., soon to become anonymous we fancy]. Anyway, tilted like that on the doormat, with more beer on his tie than you drink in a lifetime, we began to get suspicious. Very quick witted at Bonzo Towers ! A visit to A.A. was ordered, else no Jelly Babies or clean cardboard underwear for a month.

At the moment he's curled up in the fireplace studying flight information for North America. Seems he was advised to drink Canada Dry, so he wants to emigrate ! We think he went to the other A.A., NOT the motoring mob either. There's no knowing what capers they get up to in Bath ; I've had lots of fun with rubber ducks and things, haven't we all ? That's nowt to do with computers, or is it ? More news suggests that the new AMSTRAD will be pretty anonymous, HE surely doesn't mean THAT is it - does he ? The latest SHOW was something of a disaster for Traders, no less for the other Simon [the breeder] who bought THE EMPIRE STRIKES back and immediately wants to sell it ! I've done a BIG BUST for it, which will give it something useful to do - but someone out there likes it, don't they ? I'm listening.....

Hello, he's just got out of the fireplace and looking for a large airmail envelope. No Simon, You know what happened when we posted you to Yarmouth ! No, we didn't post you twice - Ah, I see the gesture has another meaning. Before the final brain damage we extracted the answer to last month's Simons Spot, and got a new problem.

SIMON'S SPOT Translated from Simonesse by Ivor Grotjob.

The pickle Simon was in last month was caused by the workspace filling up with arrays and data, to such an extent that the machine couldn't organise a buffer. The best solution is to type CLEAR as a direct command - look in your handbook to see what it does. Typing NEW just won't do !

This month he has a problem with a binary file that when loaded and called still won't load in the files it's meant to. He knows that the loading routine correctly names the files it wants, everything about that is OK. He suspects that there's a CALL or JUMP to &ED16 which reverts everything to tape-loading effectively, he doesn't know the address it's at - and poking &ED16 with &c9 just crashes the program. What CAN he poke to it ? Incidentally, he knows that &ED16 is the problem because if he loads the program and pokes &ED16 with &f3, AND &ED17 with &76 the computer "hangs" when he calls the start of the file. Another question, why is that ?

MULTI-LOADERS

Latest seen is VINDICATOR, so buy the disc 'cos these make my brain hurt, and similar to Simon's rear end. If you've got the disc DON'T expect anything to "clone" it - the nearest you'll get to it is with version 5 of the French Discology, and it'll run sometimes ! On the subject of Vindicator I am assured by Jamie that OPPENHEIMER and ENOLA GAY have some special significance. Simon says "So do JB's and Carlsberg Special Brew !". I have hacked out DALEY'S OLYMPIC CHALLENGE tape, this appears on the "specials" list.

COMPILATION PERSPIRATION

To save myself some headaches I repeat the information on WE ARE THE CHAMPIONS, a perfect example of how loaders can change on compilations ! The original transfer method in brackets;

SUPERSPRINT [5], INTERNATIONAL KARATE+ [5], RAMPAGE [5X], are all now BLITZ4. RENEGADE being a multi-loader is a BLITZ main file only. BARBARIAN is as before, OPTION2X. The lesson is that if it's a compilation - anything could happen, same applies to re-issues ! Last I heard was that one version of TOMAHAWK is OPTION 1, funny ole world!

OPTION 1 * = see notes following. Latest reports:

FOOTBALL FRENZY, HOUSE OF USHER, SUNSTAR, BLUE RIBBON POOL, MURDER OFF MIAMI, TT RACING SIMULATOR [re-hashed ENDURANCE says Alan Maybury], FA CUP FOOTBALL*, UCHIMATA*, PHM PEGASUS**

Murder off Miami needs some thought, all filenames are the same, so you'll have to do it file by file, renaming as you go. Some concern about SCOOBY DOO, which MAY now be differently constructed. Just in case it's the same as before I list the old loader for OPTION 1 transfer. The FA CUP & UCHIMATA [was a BLITZ!] files by Ian are self-explanatory.

SCOOBY DOO 10 REM: SCOOBY DOO OPTION 1 LOADER
20 OPENOUT"D":MEMORY &5db:CLOSEOUT:LOAD"ELITE":CALL &5F9

PHM PEGASUS 10 OPENOUT"D":MEMORY 20479:CLOSEOUT:LOAD"EA.BIN":CALL &5000

```
10 REM =====
20 REM UCHI-MATA loader [ On one compilation this was a BLITZA transfer ]
30 REM By Ian Oxford
40 REM =====
50 REM Transfer all files option 1
60 REM This file replaces TAPE1.BAS (third file on tape)
90 REM You can in fact ignore files up to TAPE1.BAS
110 REM =====
120 OPENOUT"d":MEMORY 699:LOAD"vic.bin",700:MODE 1:BORDER 0:OUT &bc00,1:OUT &bd00,0
130 LOAD"gre.bin",&c000:POKE 700,201:POKE &894,&cd:POKE &895,&0:POKE &896,&be
140 FOR i=&be00 TO &be06:READ a$:POKE i,VAL("&"+a$):NEXT i
150 POKE 2188,0:POKE 2189,243:CALL 703
160 DATA cd,83,bc,cd,7a,bc,c9
```

10 REM Use option 1 - [reloc off]

20 REM -----
30 REM Loader for FA CUP football by I.Oxford Oct 88

```
50 REM -----
60 CALL &bb00:CALL &bb4e:CALL &bbba:CALL &bbff:CALL &bca7:MODE 0:BORDER 0
70 FOR T=0 TO 15:READ A:INK T,A:NEXT:OPENOUT "X":MEMORY &fff:CLOSEOUT
80 LOAD"screen.bin",49152:DATA 0,15,26,10,9,2,25,18,20,1,24,11,7,16,3,6
90 REM Moves AMSDOS down to between &500 and &1000 (disk fiddle)
100 FOR i=&10f0 TO &10fc:READ a$:POKE i,VAL("&"+a$):NEXT i:CALL &10f0
110 LOAD"code.bin":CALL &7cc0
120 DATA 01,07,00,11,00,05,21,00,10,cd,ce,bc,c9
```

OPTION 2 but use 2X

Comes back to life with some interesting stuff,

CYBERNOID II, PASSENGERS ON THE WIND [PART 0], and some "monkeying" to get MOTORBIKE MADNESS !

Motor Bike Madness is listed here because you can do it without OPTION 2, but you must use the MASTERX system ! Do the first 14K with OPTION 1, reset CPC, and leave tape in player. Now rename the disc file to B1.BIN, load GETMAST from BSM disc, put the B1 disc back in and type RUN. GETMAST will load the B1 file from disc, and then pick up the rest of the tape files, dumping them to your disc. It then only needs RUNMAST to be added, and away it'll go. A hybrid hybrid, no less !

OPTION 3 - Everyone uses BLITZ - don't they ?

No, not everybody. *ADVANCED PINBALL SIMULATOR* with OPTION 3 or *PICBONK RALLY DRIVER* by *ALTERNATIVE* with *BONKEY*. The latter game is NAFF says a sad purchaser.

OPTION 4 Not to be confused with the MENU OPTION !

Full known list is :

BATTLE OF THE PLANETS, COFOOT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.], FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD], ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX

Note that I've deleted STORMBINGER, as apparently it becomes unplayable. Previous mini-bust should be used instead.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill ! Keeps on going does this one. Latest news gives us *RUN FOR GOLD*, *HOTSHOT*, and *JOE BLADEII* to add to the list below. *RUN FOR GOLD* wasn't originally an OPTION5 - so careful with this one. I'm still waiting to see a "no-go" *HIJACK* as reported last month. *BACK TO THE FUTURE*, *SPACE ACE*, *JOE BLADE*, *HIGH FRONTIER*, *STAR RAIDERS II*, *ENDURO RACER*, *HOWARD THE DOCK*, *CHMP BASEBALL*, *TERROR OF THE DEEP*, *WONDERBOY*, *QUARTET*, *KNIGHTMARE*, *XOR*, *SUPERSPRINT*, *HIJACK*, *DRILLER*, *INTERNAT.KARATE+*, *TETRIS*, *REFLEX*, *FIRETRAP*, *CHAMP'SHIP BASKETBALL*, *DIZZY DICE*, *TANIUM*, *RADIUS**, *SHANGHAI KARATE[pt.1]*, *CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF]*, *SWORD SLAYER*, *STAR TROOPER*, *GUADALCANAL*, *BIG TROUBLE L/C*, *RAMPAGE[5X]*. *THING*, *PRODIGY*.

OPTION 6 * = refer to NEWS 20.

BARBARIAN II by *PSYGNOSIS*, not to be confused with the *PALACK* game can be added to; *ANARCHY*, *SWAT*, *GRAND PRIX TENNIS*, *ENERGY WARRIOR*, *KILLER COBRA** & re-issued *ALIEN 8*, *GHOSTBUSTERS*, *MOL'C MAN & SAERE WOLF*, *KING FU MASTER [AMERICANA]*, *KIKSTARTII*, *GOLDEN EGGCUP*, *POOL & SNOOKER [mastertronic]*, *SPEED KING [re-release]*.

OPTION 7 The *LORICIELS BIG BUST* of issue 21 !

Still nothing to report here. The small list is;

PRO TENNIS, *SOCCER 86*, *3DFIGHT*, *BILLY*, *ZOXZ009*, and *FIFTH AXIS*. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the *BLITZ* disc [by the name of *BLITZ !*], this is also on *BSM1988* and takes care of at least -

ARMY MOVES - both, *COBRA STALLONE*, *DONKEY KONG*, *GOONIES*, *GREAT ESCAPE*, *ARKANOID*, *BMX SIMULATOR*, *EXPRESS RAIDER*, *LEADERBOARD*, *TOURN. LEADERBOARD*, *MIKIE*, *SARACEN*, *TOPGUN*, *MINDSHADOW*, *LEGEND OF KAGE*, *VAMPIRE. HIGHLANDER[See 19]*, *SHAO-LIN*, *TENTH FRAME*, *XEVIOUS*.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

SLAINE [BLITZA], and naturally *ADVANCED PINBALL SIMULATOR* are the latest.

HACK PACK

Note that LR = LAST RESORT. KX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

Acouple of reports only. REMEMBER that HP2 makes light work of nearly all OPTION 1 types.

PEGASUS BRIDGE, and *MR FREEZE [FIREBIRD ISSUE]* are both HP2, so I am assured.

Note that "%" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via *BANKRAID* on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with *BANKRAID* !

MOONCRESTA, *STARSTRIKE2*, *DRUID*, *NICK FALDO PLAYS SOMETHING*, *GET DEXTER. SAI COMBAT*, *NIGHT GAMES (2 full sides)*, *ZAXXON*, *BOUNDER**, *THING ON A DING**, *ROCKY HORROR*, *STAINLESS STEEL**, *TOMAHAWK*, *TRIVIAL PURS** (main file only), *TLL**, *FIGHTING WARRIOR*, *MERMAID MADNESS*, *STARGLIDER*, *NODES OF YESOD*, *SPLIT PERSONALITIES**, *EAGLES NEST. KNIGHT RIDER*, *BIGGLES*, *MISSION ELEVATOR*, *TARZAN*, *HYPERBOWL*, *NINJA*, *FLYSPY. HOLLYWOOD OR BUST*, *DANDY*, *ALIENS**, *SUPERSLEUTH*, *FEUD*, *SUPERMAN*, *THAI BOXING*, *LORDS OF MIDNIGHT*, *DYNAMITE DAN II*, *CYCIT*, *AUW MONTY**, *STRIKE*, *ONE*, *MERCENARY*, *AMAZING SHRINKMAN*, *MOVIE*, *BACTRON*, *INFODROID*, *AMERICA'S CUP*, *THING II*, *NIGHT GUNNER*, *MISSION GENOCIDE**, *HACKERII*, *BUMPSET STRIKE*, *SOLOMONS KEY*, *CENTURIONS*, *TRANTOR*, *BOSCONIAN**, *SPACED OUT*, *GARY LINEKER*, *AGENTXII*, *OLLIE & LISA*, *RYGAR*, *DANGERMUSE*, *CITY SLICKER*, *COSTA CAPERS*, *DEFLEKTOR*, *FINAL MATRIX*, *ATF*, *DRACULA [3 parts - one side]*, *GRYZOR* and *OUT OF THIS WORLD [6128 only, a FULL side each]*, *FORBIDDEN PLANET*, *FLASH*, *MGT*, *BASIL THE GREAT MOUSE*, *INSIDE OUTING*, *CAMELOT WARRIORS*, *MACH3*, *ROLLAROUND*, *ENDURANCE*, *BRAVE STARR. TERRAMEX*, *BASUN*, *NORTH STAR*, *DRUIDII*, *SIDEARMS*, *UNITRAX*, *SAILING*, *ELECTION*, *ROBBBOT. SHORT CIRCUIT PT2*. *INDIANA JONES-full side*, *MASTERS OF THE UNIVERSE*, *FAIR MEANS OR FOUL*, *DALEY'S OLYMPIC CHALLENGE [6128 ONLY]*.

*NB. Some of these in compilations DO transfer, usually OPTION 1.

BONZO BLITZ, *OPTION4 TO OPTION7* transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. *We must have the inlay cards as proof of ownership*, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
 4 TRIVIAL PURSUITS [BB FORMAT]
 6 GRYZOR [6128 ONLY]
 8 HYPERBOWL, FLYSPY, NINJA
 11 ALIENS & TARZAN
 14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
 16 UNITRAX, TERRAMEX, SIDARMS
 18 INDIANA JONES
 20 BUHLE BOBELE [2-PARTS]
 22 DRAGONS LAIR II
 24 DALKEYS OLYP. CHALL. [6128]

SIDE

3 THING ON SPRING, THING II, BOUNDER
 5 AGENTX II - COMPLETE
 7 DRACULA - COMPLETE
 9+10 KNIGHT GAMES [2 SIDES]
 12 SOLOMONS KEY, TRANTOR, RYGAR
 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
 17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
 19 RIGEL'S REVENGE [BOTH PARTS]
 21 DRAGONS LAIR I
 23 DANDY
 24 FAIR MEANS OR F, MAST/UNIVERSE, AGENT ORANGE

DOO DAH

Just to remind that it exists, and despite the fact that it is NOT a "cloner" it does make good back ups of all know GREMLIN discs, including *MICKY MOUSE*.

WHAT'S NEW PUSSYCAT ?

Not a lot, but thought you'd like to know that the current BSM incorporates a chiselled-out database from BIG BATCH carrying the useful info on 790+ transfers. It's usable and amendable - what finer reason for a £3.00 update ? OK, a live BIG BUST may be better - but who's knocking what ? Don't do that Simon - it'll break off.

ABPATCH = BBPATCH

This is your Xmas "goody", published now in case we are not able to squeeze another issue in before then. I think we will- but MORE reports will be needed to make it up to scratch! With the plethora [look it up, Simon] of non-standard DRIVE B drives about I am getting more and more requests for information on how to RUN games from DRIVE B. As all of you should know, DRIVE B is essentially a DATA storage medium for the likes of word thingies. By tradition CPM boots only from A, so why should AMSDOS be an exception ? Now, games that have a basic loader will invariably run direct from drive B without any hassle, whereas those with a binary first file will not. This is because a call to &BOCE must be made - thus resetting the default drive and standard formats [sounds familiar ?]. A single [stand-alone] binary file will run OK. You will know that we manage to retain BIGBONZO format for games by using the file HEPATCH, which simply intercepts the &BOCE call and re-instates the BIGBONZO format. It occurs to me then that a suitable change to BBPATCH could enable it to,

- [1] AUTOMATICALLY DETECT THE DRIVE IT IS RUNNING FROM.
- [2] LIKewise DETECT THE FORMAT IT IS RUNNING UNDER.
- [3] PRESERVE THESE FOR THE LOADING OF SUBSEQUENT FILES.

It would also be nice if the "PATCH" could somehow relocate itself as needed to avoid being overwritten by the incoming file, which would send everything haywire - and to work regardless of the type of format from which HEPATCH, suitably renamed to match the game, was run under. A tall order - or an 80' scaffold pole ? Yes, even one of those Simon !

```
5000 FOR X=&c0 TO &16f: READ A$: y=VAL("&"+A$): POKE X,y: cs=cs+y: NEXT: A$="FILENAME"
5010 REM: EXCLUDE FILETYPE. [ EG. USE "FILENAME" NOT "FILENAME.BIN" ]
5020 IF cs<>19373 THEN PRINT"ERROR !": END
5030 K=1: FOR X=&12c TO &12c+(LEN(A$)-1): Y=ASC(MID$(A$,K,1)): POKE X,Y: K=K+1: NEXT: CALL &c0
5040 DATA 21,ce,bc,e5,11,29,01,01,03,00,ed,b0,e1,3e,cd,77,11,ef,00,23,73,23,72,11
5050 DATA 00,90,21,2c,01,06,08,cd,77,bc,cd,34,01,eb,cd,83,bc,e5,cd,7a,bc,e1,e9,e5
5060 DATA d5,c5,f5,3a,4c,be,cb,47,28,09,21,40,00,22,07,01,22,18,01,2a,42,be,11,00
5070 DATA 00,19,11,00,be,01,19,00,c5,d5,ed,b0,cd,29,01,21,00,00,ed,5b,42,be,19,eb
5080 DATA e1,c1,ed,b0,f1,c1,d1,e1,c9,00,00,00,20,20,20,20,20,20,20,20,f5,d5,e5,c5
5090 DATA 7a,b7,28,08,3d,28,05,c1,e1,d1,f1,c9,cd,7d,bc,21,c0,00,11,c0,a5,01,90,00
5100 DATA ed,b0,21,ff,a5,3e,a6,77,2e,dc,77,2e,c6,77,3d,25,2e,d2,77,af,21,e2,a5,77
5110 DATA 23,77,23,77,c3,c0,a5,00
```

There it is then ! About the only thing that'll beat it is a file that relocates itself straight over the patch [unlikely, but fixable] - or a file that resets the operating system before the &BCK call. The latter could be solved with suitable pokes to &BCC8, &ED37, &ED16 in the BEPATCH file before A\$ is actually run. Perhaps a VERY small percentage will refuse to behave. So to recap, any drive, any format that is current, and away it will go. You already know how to use BEPATCH, so this revised one will represent no problem to you. What about a BASIC loader that includes a line RUN"FILENAME", FILENAME being a binary file ? Simple ! Delete the RUN command, replace with GOTO XXXX, with BEPATCH being appended to the loader starting at line number XXXX.

REMEMBER that the whole point of this is that provided BEPATCH is the first file of your game it will not matter what drive or format you run it from [The old BEPATCH was BIGBONZO, drive A specific.]

If you "CRUNCH" files via Harry's super crunchy job, then DON'T specify BIGBONZO if you want to take advantage of the DRIVE B aspect. Crunch for normal format, THEN incorporate the new BEPATCH. At this point new readers are removing their brains for adjustment.

Some of you format to 80 tracks on those "funny" drives, and may be stuck for something to set up the drive if you are using the BOOTSELECTOR card to nominate your second drive as DRIVE A. I should add at this point that the BOOTSELECTOR card is an excellent and convenient way of utilising your DRIVE B funny to the full. For example you will be able to run CPM under it, whereas BEPATCH is only applicable to AMSDOS applications. If you're keen on CPM then you know all about the GRADUATE CPM ROM - if you don't - find out because it's quite brilliant if a little costly for blue meanies.

Anyway, I digress. The BIGBONZO set-up file can be modified to account for 80 track formatted discs, to enable drive A, B, or both to recognise the enlarged format, and thus enabling the use of the revised BEPATCH. Here begins the listing for GIANT FORMAT initialisation [is that spelt rite ?]

```
10 CLS:L$=" 80 tracks SET for "
20 A=PEEK(&be42)+256*(PEEK(&be43)):B=A+64
30 PRINT"SET-UP FOR DRIVE [A], [B], or bot[H] ? "
40 IF INKEY(69)<>-1 THEN 60 ELSE IF INKEY(54)<>-1 THEN 70 ELSE IF INKEY(44)<>-1 THEN 80
50 WHILE INKEY$<>"" :WEND:GOTO 40
60 CLS:PRINT L$+" DRIVE [A]":P=A:GOSUB 90:GOTO 110
70 CLS:PRINT L$+" DRIVE [B]":P=B:GOSUB 90:;B:GOTO 110
80 CLS:PRINT L$+" DRIVE [A] & [B]":P=A:GOSUB 90:P=B:GOSUB 90:GOTO 110
90 RESTORE:READ A$:FOR X=1 TO (LEN(A$)-1) STEP 2:Y=VAL("&"+MID$(A$,X,2)):POKE P,Y:P=P+1
91 NEXT:RETURN
100 DATA "2800040f01c7003f000000100000000010a1630e502040000ff"
110 CAT
```

The DATA in line 100 MAY be different according to your format data. Modify if needed. For that matter DOO DAH can be modified to format 80 tracks, but that's another story ! WHATEVER you do, DO NOT try to format to 80 tracks on a regular 3" drive, DD1, FD1 or otherwise !

RENAME OPTION 5 FILES

John, now resident in Peterboro' after a short tail (!) of woe in I.O.M., returns with a nifty way of re-naming those awkward OPTIONS files that always seem to begin with a "C". Your job for the month might be to find out exactly why this happens - and it's not a bug! Here's John's file, we reckon it should be OK for a 464 as well, but you'll fix it anyway.

```
10 REM: OPTIONS RENAME: JW BROWN 1988
20 INV$=CHR$(24):MODE 1:PRINT INV$;" RENAME OPTION 5 TRANSFER FILES ";INV$
30 PRINT:PRINT"Filenames to be ";inv$;" EXACTLY ";INV$;" 7 LETTERS LONG."
40 PRINT:PRINT:PRINT:INPUT"OLD FILENAME :";OLD$
50 PRINT:INPUT"NEW FILENAME :";NU$
60 IF LEN(OLD$)<>7 OR LEN(NU$)<>7 THEN RUN
70 PRINT:PRINT" DISC IN DRIVE - PRESS ANY KEY":CALL &BB18
80 L$=".BIN":FOR X=1 TO 3:A$=NU$+CHR$(X+30)+L$:B$=OLD$+CHR$(X+30)+L$:;REN,@A$,@B$:NEXT
90 OLD$=OLD$+".BIN":LOAD OLD$
100 FOR X=1 TO 7:POKE &bf6e+X,ASC(MID$(NU$,X,1)):NKXT
110 SAVE NU$,B,&bf1b,&6a,&bf1b:;ERA,@OLD$
120 MODE 2:CAT:REM: SIMON used NEWS instead of NU$ - WOW ! - don't do it !
```

THE BIG BUST ?

The
 EMPIRE
 STRIKES BACK

The transfer is
 possibly more
 fun than
 the game.
 Just as tough
 to type in !

Well, the piccy is better than the loading screen. Tough bit first - transfer the first file from the tape with OPTION 1. Load it from your disc, and then alter line 80 to read;
 80 SAVE"EMP",B,33979,225,34141

Now type RUN [ENTER]. The file EMP will be written to disc. Erase EMPIRE.BAS. OK so far ? The tape should be in the right place, so leave it there, and type in this transfer file. Now run it [did you save it just in case ?] and the rest of the game will be collected from tape and dumped to the disc. Just RUN"EMPIRE", and THE UMPIRE BIKES HACK !

```

10 REM: EMP is saved from EMPIRE STRIKES BACK LOADER. TAPE WOUND PAST BASIC LOADER
20 REM: THEN RUN THIS. RUN EMPIRE FROM DISC WHEN TRANSFER COMPLETE
30 MEMORY &8000: LOAD"EMP":CLS
40 POKE &857d,&80: POKE &857e,&bf: POKE &858c,&c0
45 POKE &8599,&c4: POKE &859a,&be: POKE &855f,&f3
50 FOR X=&be80 TO &bf85: READ A$: Y=VAL("&"+A$): POKE X,Y:CS=CS+Y: NEXT
60 IF CS<>31703 THEN PRINT"ERROR-WHODUNNIT?" ELSE CALL &855f
70 DATA f3,cd,bb,84,e5,f5,01,00,f6,ed,49,cd,95,be,fb,10,fd,f1,e1,f3,c9,21
80 DATA 68,bf,34,06,07,21,62,bf,11,23,01,d5,cd,8c,bc,e1,11,f4,01,01,00,80
90 DATA 3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,b4,be,21,00,c0,11,00,40,cd,69
100 DATA bf,c9,11,32,80,21,00,04,cd,69,bf,cd,ba,be,21,68,bf,36,30,21,ea,be
110 DATA 22,aa,be,22,9f,be,21,a0,00,22,a7,be,06,06,cd,9b,be,c7,21,ff,ab,11
120 DATA 40,00,0e,07,cd,ce,bc,21,68,bf,34,21,62,bf,06,07,11,23,01,d5,cd,77
130 DATA bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,0c,bf,cd,7c,bf,21,00,c0,22,ff
140 DATA be,e5,cd,f5,be,f3,cd,23,01,3e,1e,06,ff,cd,74,bf,10,fb,3d,20,f6,cd
150 DATA 7c,bf,21,00,04,22,ff,be,cd,f5,be,e1,22,ff,be,cd,f5,be,f3,21,51,bf
160 DATA 11,80,03,01,20,00,ed,b0,c3,80,03,31,00,01,21,00,c0,11,00,86,01,00
170 DATA 3a,ed,b0,c3,00,80,45,4d,50,49,52,45,30,22,9f,be,ed,53,a7,be,cd,95
180 DATA be,c9,c5,06,ff,00,10,fd,c1,c9,01,01,bc,ed,49,04,0d,ed,49,c9,00,00
  
```

If you are itching to get your hands on the tape for this, then Simon Simpson has a mint one, like new, for just a fiver ! Be quick,

SIMON SIMPSON, 29 DERRY LANE, MENSTONE, ILKLEY, WEST YORKSHIRE. LS29 6NQ

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAR. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates--issues 25 to 26 inclusive are £3.00. Issues 25 to 31 are £9 and back issues of any from issue 22 onwards will be £1.50 each [ouch !].

WANNA BE A STAR ?

REW STEWART of 57 GALT AVENUE, IRVINE, SCOTLAND, KA12 0NX seeks someone with a good ledge of M/Code to co-write a couple of games [Arcade ?]. Now's your chance !

BANKRAID

Expanded CPC's.

BAGS OF FUN!

by, and available from ,

NEIL MacDOUGALL
130 ROBIN WAY
CHIPPING SODBURY
BRISTOL BS17 6JS

Send £6 and Disc.

Wow, pretty funky hey? Here we are, RAIDERS INC. Straight into the stuff we shall go!. The transfers this month are all courtesy of Brenton Nicholson (applause please)(thank you). They are all for Raid 2, although if you own Raid 3 (what taste you have!) then you can still use them.

For each listing, Raid 2 users should run Install from their discs and then use Dummy* to create a fake Info file when the transfer has taken place. Then use Grabswag as normal. You will need to alter the execution bytes (using Alter) to what each program says. Raid 3 users can Run "INSTALL" from the Raid 3 disc. This installs Raid 3 as if it were Raid 2. You too need to alter the exec bytes, but use the Alter option, then save it all to disc with option 'P' ! [* I use Simon, naturally. Col.]

Bosconian (hey, that's on the specials list!) [YEP ! C.]

```
1 REM Bosconian - Alter execution bytes to c3,37,04
10 MEMORY &3FFF:MODE 1:check=0:FOR loop=&140 TO &15b
20 READ s$:s=VAL("&"+s$):check=check+s:POKE loop,s:NEXT loop
30 IF check>2157 THEN PRINT"Ooopss, Derrs a data error boss.":END
40 !TAPE:LOAD "!",&4000:PRINT"Here we go, here we go, here we go.":CALL &140
50 DATA 21,00,04,11,7f,26,3e,16,cd,a1,bc,21,54,01,22,32,04,c3,00,04,01,c6,7f,ed
60 DATA 49,c3,00,40
```

Aufw Weider Monty

```
1 REM Aufw Monty - Alter execution bytes to c3,00,80
10 !TAPE:MODE 1:check=0:FOR loop=&d6 TO &fe
20 READ s$:s=VAL("&"+s$):check=check+s:POKE loop,s:NEXT loop
30 IF check>4353 THEN PRINT"Capuutt, Derrs a data bodge guv.":END
40 PRINT"Hold tight.":CALL &d6
50 DATA af,67,6f,5f,16,c0,47,cd,77,bc,21,00,01,cd,83,bc,cd,7a,bc
60 DATA 3e,c3,32,8e,01,21,f7,00,22,8f,01,c3,00,01,01,c6,7f,ed,49,c3,00,40
```

My word processor tells me I'm on line 33, so I shall wrap up quickly! If anyone has any ideas as to what they would like to see (software wise!) for the Amstrad, I'd be glad to hear (so long as it has NOTHING to do with tape to disc!). If more than 2 people reply, then I might not be able to reply to you all (I suspect this is wishful thinking!), you could also send your ideas to Colin (Oh dear, has that put me in his bad books?) or even Simon (I believe he's writing a Jellybaby simulator (I reckon he likes all the research involved!)). A fresh injection of NEEDKD software is required, so screw your head back on and get to it! [Exit Simon trying to screw his head off. ~~mmmmmmmmmmmmmmmm~~ ?]

That's me for another month, and remember : if you could fit all the stuff on all of your discs onto one disc, what would you do with the disc box?

TA-RA.....NEIL

BONZO's BARGAIN BASEMENT

First note that I have heard nothing that would enable me to advise the use of a firm called MICROCHIPS [also known as PROMPT DATA] of somewhere south. I also have good evidence of an intolerant policy by MARTECH, "CASH IT and FORGET IT" style.

Better stuff may interest the users of the good old DMP1 printer. Jim Morton has a number of goodies he has written to change the output of this printer into something special.

There's a Font Designer, Logo Designer AND a Screen Dump too. I couldn't test this - ain't got a DMP1 - but I reckon a disc plus £6 and a bit for postage sent to Jim would delight !

JIM MORTON, HILLVIEW, SORABA MEADOW, ARDFERN, LOCHGILPHEAD, ARGYLL, SCOTLAND, PA31 8QR.

COMMERCIAL BREAK**ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.**

Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU's back, and re-named Model Universe - but no connection with Arnor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There's 100K of instruction files too !

SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it's £6.00. Cheques, Postal Orders, Cash or Olympic Medals to;

Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CFC problems. Drop a line to Trevor to get the details;

TREVOR CATTERMOLLE, 24 CROMWELL ROAD, COLCHESTER, ESSEX

Trevor himself is very keen on hardware, roms et al, as indicated by an interesting letter just received from him. Keep on meddling, Trev !

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER !

Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. ! Much better value than you get from The BULLETIN !

ADVENTURE PROBE

C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.

It's real Dandy, Mandy ! Pleased to report that Sandra is now out of hospital and doing well. ADVENTURE PROBE includes articles by our very own Bob Adams. I've just read the last one, makes me wish I could find time to play some adventures - or even write one.

Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE

1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX

Stirred in with SUGAR CUBE recently, this is a very worthwhile read. Rates are VERY low, but can I suggest you tempt them with a mere £1 for a sample issue ?

FINALLY

Get out, Simon - we got nothing from your last effort except bags of Jelly Babies. Simon retreats, sulking, back into the fireplace. Grate, innit ! Next news SHOULD be out just before the entire staff really go to Canada. Depart 14th. December, return 5th. January. So, no Monday clinic, specials or other stuff during that time ! To get the December issue really bang-on I need YOUR news, PLEASE ! Stuff it on a postcard, the back of a fiver, or anything ! I've got stacks of stuff from you all for infinite lives, meddlers and so on, t it's transfer news that is badly needed. Compilations, or anything will help. Meddlers

you, do not collect 5000, do not pass go, but do send a scribble.

shall we do for a new proggie ? Any ideas anyone ? Regards....

Colin



THE XMAS PUDDING EDITION

DECEMBER | JANUARY
1988 | 1989

BONZO BULLETIN
Published about
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Ringstead, Kettering,
NORTHANTS. NN14 4DW.

GREETINGS ! [JACK's not even in Liverpool !]

There's two ways to make yourself feel good this Xmas. One is to apply for the position of STAFF WRITER on the AMSTRAD ACTION magazine. Steve Carey, Editor, is seeking someone with an ability to write, review games, a good understanding of the CPC, and prepared to move to Bath. This is a hot number, and the chosen applicant will need to demonstrate aptitude, ability to work under pressure, AND have a sense of humour. Phone, or write swiftish, if you wish to be considered,

*Steve Carey, Editor. AMSTRAD ACTION, FUTURE PUBLISHING LTD, 4 QUEEN STREET, BATH. BA1 1EJ
TELEPHONE [0225] 446034. Just making the effort will improve your well being !*

A CERTAIN way to feel great is to act after reading THIS carefully;

NORMAN is a long-time meddler; spends a great deal of time on his CPC using databases and playing games. Unusual ? I'll say, NORMAN is BLIND ! Obviously he gets help when he needs it - but that's not often. Getting about with his dog "TAN", best friend, guide and comforter made every day a pleasant one. A recent move to a ground floor flat made life even easier, or should have done. The day Norman moved in his much loved "TAN" died. It needs no stretch of the imagination to figure out just what that means to Norman.

Getting another dog means lots of training, lots of money - and the MIDDLESBOROUGH GUIDE DOG TRAINING CENTRE are severely short of cash. Even with it, Norman could wait up to a year for a suitable dog !

There's plenty of appeals at this time of year - but rarely does a sad story have close connections with us. I'm not sending ANY Xmas cards this year, instead I have sent a sum equivalent to what I would spend to :

*THE APPEALS MANAGER
GUIDE DOGS FOR THE BLIND
65A HIGHFIELD ROAD
MIDDLESBOROUGH
CLEVELAND TS4 2QW*

Too late for you to do the same, but not too late to send a small sum to help the MGDTC to do their best for Norman and others. Please, please find a little and send it. I attached a note to my donation saying "NORMAN needs another - use this to help. No receipt needed".

SIMON'S SPOT Translated from Simonese by Rudolph [He's no brain, dear !]

The animated carrot had everyone guessing last week - machine code problems are not much fun ! The simple answer was to poke &BD16 with &E9 [JP (HL)]. The call to &BD16 resets the operating system and then jumps to the address held in HL [yes, I know that is a simple answer, and that &E9 will not ALWAYS control the situation. For our purposes it IS invariably the answer !]. The pokes &F3, &76, equate to DI, disable interrupt and HALT, await interrupt ! Figure that out !

Something a little different this week, since I told our budding meddler that he could sequentially peek every byte of RAM and display it as a character to the screen he has developed this one-liner - but the screen eventually goes haywire. What has he forgotten ?

```
10 MODE 1:FOR x=0 TO 49151:PRINT CHR$(PEEK(x));:NEXT
```

The whole point is that, once you get it right, it can be typed in as direct command revealing the ASCII content of any file in memory. Vary the loop values to cover the addresses you are interested in. Well - what did Simon omit ?

COMPILATION PERSPIRATION

Telephoned in from a number of readers:

CONFLICTS I from PSS. *BATTLE OF BRITAIN* - HP. *TOBRUK HP* [L/R A/R]. *B. FOR EUROPE* - OP1.
SUPREME CHALLENGE *ACE2* - HP [only on this compilation]. *SENTINEL & TETRIS* as listed
TAITUNG COIN OPS. *LEG. KAGE* - *BLITZ*. *FLYING SHARK* - *BLITZ* [5] as are most on this tape.
 Includes *MAIN FILE* only of *RASTAN*, with *RENEGADE* as previous. *BUBBLE BOBBLE* no go - and a
 lousy recording by several accounts !
DIXONS COMPILATION 20 are ALL *BLITZ*, with *TANK* and *TAI-PAN* main file only.

MULTI-LOADERS

There's a few of these about including *TRIVIAL PURSUIT* - *A NEW BEGINNING*. Buy the disc of this - but we do have a "meddle" under *BIGBONZO* all on one side of a disc. The disc clones with almost anything. *ALMOST* a multi-loader is *STRIP POKER II* +, but there's a full *HACKPACK* fix for this. *DANDY* ceases to be a "special" as a result of some *OPTION5* juggling - see later. Late news indicates *OPERATION WOLF* and *TYPHOON* as multis. *BLITZ* main files.

OPTION 1 * = see notes following. Latest reports:

ENDZONE, *AFTERMATH*, *IMPACT*, *SAVAGE**, *POWERPLAY* [Players re-release]*, *ALIENS* [Electric Dream vsn.], *MACROCOSMICA* [Budget], *BUBBLER*, *NEIL ANDROID*, *DRUID**, *SAI COMBAT**.

STEPHEN EVANS found that his original versions of the last two were *OPTION 1* ! Not mine !! All three parts of *SAVAGE* are OK [ignore the fancy loader]. The three parts need the obvious basic loader using *OPENOUT"D":MEMORY 999:CLOSEOUT: LOAD"WHATEVERITIS" CALL 40960* ! *GARY S.* advises that codes are *SABATTA* [LVL 1], *FERGUS* [LVL 3] and *NOT* as the game says ! The mention last time of *TRAPDOOR* brought evidence that it remains the same - 10 *OPENOUT"D":MEMORY 511:CLOSEOUT: LOAD "TRAPDOOR.BIN":CALL 512*. That's right - a one line loader. The others you may need are:

```
1 REM: MARSPOUT/OP1 LOADER [RELOC.OFF]
10 *cccccccccccccccccccccccccccccccccccccccccccccccccccccccc*
20 ***      Marsport Loader      ***
30 ***      By Ian Oxford June 88  ***
40 *cccccccccccccccccccccccccccccccccccccccccccccccccccccccc*
50 OPENOUT"m":MEMORY &897:LOAD"marsport.bin"
60 DATA &0e,&07,&11,&40,&03,&21,&90,&08,&cd,&ce,&bc,&c3,&a5,&08: Move Amsdos
70 FOR a=&a000 TO &a00d:READ z:POKE a,z:NEXT a: CALL &a000
```

1 REM: *POWERPLAY* from *PLAYERS* - Phoned in by Neil Gore.

10 CALL &bbff:MEMORY 24063:LOAD "POWERPLA.BIN"

20 POKE &bcc8,&c9:POKE &bd16,&e9:POKE &bc6e,&c9:POKE &bd37,&c9: CALL 25336

OPTION 2 but use 2X

RIDE THE RAPIDS is the only new report. Note that this used to be *OPTION 1*.

OPTION 3 - Everyone uses *BLITZ* - don't they ?

WRONG yet again. The *FOOTBALL FOUR* from Codemasters all go, or even *Picbonk* or *Blitzold*.

OPTION 4 Not to be confused with the MENU OPTION !

Full known list is :

BATTLE OF THE PLANETS, *COPOUT*, *FROSTBYTE*, *JACK THE NIPPER*, *EVERY WALLY*, *SAS STRIKEFORCE*, *AVENGER*[not the S'lock early vsn.], *FUTURE KNIGHT*, *EQUINOX*, *FOOTBALLER O'YEAR*, *LIVING DAYLIGHTS*, *HERBERTS DUMMY*, *3 WEEKS IN WATFORD*, *2112AD*, *NEXOR*, *ARKHAM MANOR PT2.*, *FRANK BRUNO*[main file], *DARKSTAR*[*FIREBIRD*], *ANGLEBALL*, *TANKBUSTERS*[early vsn. 464 only], *ON THE RUN*[early versions], *ASTERIX*

OPTION 5 Not to be confused with the MENU OPTION ! * = recovering - fixed by Jason.

Late news from *DUBLIN* gives *FERNANDEZ MUST DIE*. Simon's writing the sequel - *EL STIEFFO* !

Now that I've seen the awkward version of *HIJACK I* can give you a simple "mod" to convert *OPTION5* to *OPTION5Y* to do it. The same *OPTION5Y* plus a loader will also do *DANDY* - pick up the three files 1,2,3 with *OPTION 1*. Also the *PRODIGY* colour sort-out. Current list first; *BACK TO THE FUTURE*, *SPACE ACE*, *JOE BLADE*, *HIGH FRONTIER*, *STAR RAIDERS II*, *ENDURO RACER*, *HOWARD THE DUCK*, *CHMP BASEBALL*, *TERROR OF THE DEEP*, *WONDERBOY*, *QUARTET*, *KNIGHTMARE*, *XOR*, *SUPERSPRINT*, *HIJACK*, *DRILLER*, *INTERNAT.KARATE+*, *TETRIS*, *REFLEX*, *FIRETRAP*, *CHAMP'SHIP BASKETBALL*, *DIZZY DICE*, *TANIUM*, *RADIUS**, *SHANGHAI KARATE*[pt. 1], *CHAMP. SPRINT. METAL ARMY*. *GB AIRRACE*[MF], *SWORD SLAYER*, *STAR TROOPER*, *GUADALCANAL*, *BIG TROUBLE L/C*, *RAMPAGE*[5X]. *THING*, *PRODIGY*, *RUN FOR GOLD* [re-issue], *HOTSHOT*, *JOE BLADE II*, *FERNANDEZ MUST DIE*.

[3] OPTION 5 contd.

Three little type ins, the first should be saved as OPTION5Y. Sorts out the recently mentioned HIJACK no go. Use the same to transfer the main chunk of DANDY - get the ordinary files 1.bin, 2.bin, 3.bin with OPTION 1, and use the loader listed second to run it. Gets rid of another "special" ! The third file is to set the colours accurately for PRODIGY - just a loader for the transferred files.

```
1 REM: ***** OPTION5Y *****
10 REM: MODS OPTION 5 TO OPTION 5Y - for DANDY and some versions of HIJACK
20 MEMORY &9000: LOAD"OPTION5"
30 POKE &9e68,&c9: POKE &9e6b,&28: POKE &9e6c,&12: POKE &9e6d,&18: POKE &9e6e,&fa : CALL &9d00
```

```
1 REM: ***** DANDY OPTION5Y LOADER *****
10 REM: MOD TO DANDY VIA 5Y - FILES 1,2,3 BY OPTION 1
20 CALL &bbff: LOAD"CDANDYT": POKE &bf5e,&88: POKE &bf5f,&13
30 POKE &bf62,&3: POKE &bf63,&ac : CALL &bf1b
```

```
1 REM: ***** PRODIGY OPTION5 COLOUR SORT LOADER *****
10 CALL &bbff: FOR x=0 TO 15: READ a: INK x,a: NEXT: BORDER 0: LOAD"cprodig"
20 POKE &bf21,0: POKE &bf22,0: POKE &bf26,0: POKE &bf25,0: CALL &bf1b
30 DATA 0,20,26,25,26,0,2,8,10,12,14,16,18,22,24,16
```

OPTION 6 * = refer to NEWS 20.

Nothing new reported, known list is:

ANARCHY, SWAT, GRAND PRX TENNIS, ENERGY WARRIOR, KILLER COBRA & re-issued ALIEN 8, GHOSTBUSTERS, MOL 'C'MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA], KIKSTARTII, GOLDEN EGGCUP, POOL & SNOOKER [mastertronic], SPEED KING [re-release], BARBARIAN II[Psygn.]*

OPTION 7 The LORICIELS BIG BUST of issue 21 !

Still nothing to report here. The short list is;

PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOZ2099, and FIFTH AXIS.

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !] , this is also on BSM1988 and takes care of at least -

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME, XEVIOUS.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

Mention made earlier of FOOTBALL FOUR - obviously BLITZOLD ! Latest info from North of the border [DUNCAN] gives OPERATION WOLF and TYPHOON, both main files only - BLITZ5 jobs. Some of you getting into a frazzle crunching YIE AR KUNG FU II ! The point is that once modified as per BLITZ special mod, it's no longer a true BLITZ loader. So - crunch the files exactly as transferred by BLITZ, then use this modification - OK ? We cater for all sorts [No Simon, not THAT sort of.... forget it !].

```
1 REM: *****AFTER CRUNCHING ORIGINAL FILES*****
5 REM: THIS MODIFIES YIESARL TO ENABLE FILES OPCON1 & 2 TO BE LOADED FROM DISC.
10 MEMORY &5f00: LOAD"yiesarl",&5f50
20 POKE &5f8b,&92: POKE &5f8c,&af
30 RESTORE 100: FOR x=&5f92 TO &5f9f: READ a$: POKE x,VAL("&"a$): NEXT
40 POKE &6057,&c3: POKE &6058,&92: POKE &6059,&af
50 SAVE"yiesarl",b,&5f50,&180,&5f50
100 DATA 21,0,ac,11,40,00,e,7,cd,ce,bc,c3,63,70
```

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops. Note that "%" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT.

An "old and new" mixture;

ACE2, BIGGLES!, DYNAMITE DAN [SILVERBIRD] LR-ALLOW RESET, TURBO BOAT SIMULATOR, MESSAGE FROM ANDROMEDA and JEWELS OF BABYLON both L/R A/R, TRAPDOOR L/R A/R, KINETIC L/R A/R, and BLADE RUNNER -HP2, THE TRAIN [HP2-EX], ATLANTIC CHALLENGE, STRIP POKER II + - HP2*.*

Biggles [Silverbird] is controversial, two "yes" reports - but I only find PART2 OK. The entry code for PART TWO is "WREN". The original was HACKPACK on part two only as well.

*There's a neat twist to the 2 GIRL GAME (leave it alone, Simon !) that enables you to get BOTH parts (that's asking for it !) as separate games. Almost a HACKPACK BIGBUST or two.

STRIP POKER II - HACKPACK

- STEP 1. USE HP2 and transfer in usual way. Send Simon-types out of room with Jelly Babies.
2. Leave tape in position. Rename (no screen) and shift files from HPAK disc & erase
 3. Now transfer again BUT do not press TAB. Play a hand, then SELECT another Girl, !!
 4. The tape will re-start, hold TAB just before loading is complete - as before.
 5. Rename [differently !], transfer to your STRIP POKER disc.
 6. If you want the loading screen, it is easy to do the first two files option 1 - and construct a menu for the two choices and display the screen. KEEP SIMON OUT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES*, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AUMW MONTY*, STRIKE, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP, THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBLDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR, TERRAMEX, BASUN, NORTH STAR, DRUIDII, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBBOT, SHORT CIRCUIT PT2. INDIANA JONES-full side, MASTERS OF THE UNIVERSE, FAIR MEANS OR FOUL, DALEY'S OLYMPIC CHALLENGE [6128 ONLY], 1943, EMPIRE, DARK SCEPTRE, SHADOWS OF MORDOR, NIGHT RAIDER.

*NB. Some of these in compilations DO transfer, usually OPTION 1.

BONZO BLITZ, OPTION4 TO OPTION7 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

- 1+2 LORICIELS STRAIGHT 6 [2 SIDES]
- 4 TRIVIAL PURSUITS [BB FORMAT]
- 6 GRYZOR [6128 ONLY]
- 8 HYPERBOWL, FLYSPY, NINJA
- 11 ALIENS & TARZAN
- 14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
- 16 UNITRAX, TERRAMEX, SIDEARMS
- 18 INDIANA JONES
- 20 BUBBLE BOBBLE [2-PARTS]
- 22 DRAGONS LAIR II
- 24 DALEYS OLYP. CHALL. [6128]
- 25 TRIVIAL P. A NEW BEGINNING. [BBFORM.]

SIDE

- 3 THING ON SPRING, THING II, BOUNDER
- 5 AGENTX II - COMPLETE
- 7 DRACULA - COMPLETE
- 9+10 KNIGHT GAMES [2 SIDES]
- 12 SOLOMONS KEY, TRANTOR, RYGAR
- 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
- 17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
- 19 RIGEL'S REVENGE [BOTH PARTS]
- 21 DRAGONS LAIR I
- 23 DANDY.
- 24 FAIR MEANS OR F, MAST/UNIVERSE, AGENT ORANGE
- 25 GAMEOVER 1 & 2 = 4 PARTS. [BB FORMAT]

HONOURABLE MENTIONS

There's many meddlers who month after month send in their news and meddles, yet never get mentioned. Quite true - and it was Stephan Evans who brought it to my attention. Everything you send is vital - and is used, keep it up - please. Thus this issue is dedicated to the unsung heroes of meddling. It's usually Mike Perrey who gets all the mentions, but as he tells me that it's the Times that is delivered - and NOT SUNDAY SPORT, I won't mention him. He didn't say what he READS ! Yes, Simon, that is very swollen !

WHAT'S NEW PUSSYCAT ?

As mentioned in the last issue the current BSM incorporates a chiselled-out database from BIG BATCH carrying the useful info on 800+ transfers. It's usable and amendable - what finer reason for a £3.00 update ? Doing a print-out from the Database uses 12 pages - but here's how to cut that in half. If you have a version of BSM with the DATABASE running as MENU CHOICE 1 on the INFO file, but don't have an alternative choice of number 8 - then you can use this. Don't try saving it to BSM, there's probably not enough directory space. Save it somewhere else, then load it - switch to BSM, and type RUN [ENTER].

If you want to extract the Database files from BSM then use NEWSWEEK or PIP to transfer these files [or make them "Standard" with DOO DAH before transferring to another disc]: WHATALOT.BAS, DBX.BAS, FB2.BIN, FBAUTO2.BAS, GAMES. , RELOCATE.BIN, and RELTAB2.BIN. You will then be able to keep the GAMES file up-to-date in the same way that I do.

```

10 REM: QUICKREAD OF GAMES FILE / BSM 1989 / NEMESIS (C) / part of INFO BSM vsn. 05.12/8
20 MODE 2: INK 0,0: INK 1,24: BORDER 0
30 PRINT: PRINT: PRINT "OUTPUT TO PRINTER [ Y / N ] ?"
40 IF INKEY(43)<>-1 THEN M1=8 ELSE IF INKEY(46)<>-1 THEN M1=0: GOTO 70: ELSE 40
50 PRINT: PRINT "READY PRINTER ?": GOSUB 180: IF INP(&f500) AND 64
    THEN PRINT "Printer not ready....": ELSE 70
60 GOSUB 180: GOTO 50
70 PRINT: PRINT: PRINT " P = PAUSE ... [SPACE] = CONTINUE ": GOSUB 180: MODE 2: OPENIN "games"
80 INPUT #9, size%, fields%, rec%
90 FOR f%=0 TO fields%: INPUT #9, name$(f%), type$(f%), length%(f%): NEXT
100 IF rec%=0 THEN 160
110 WIDTH 80: PRINT#m1, CHR$(13);: FOR x=1 TO 2: PRINT#M1, name$(0)+SPACE$(10)+name$(1)
    +SPACE$(4)+name$(2)+SPACE$(6);: NEXT
120 FOR r%=1 TO rec%: INPUT #9, a$, b$, c$: IF c$="." THEN c$=" "
130 m=m1: GOSUB 170: b=FREE("0")
140 IF INKEY(27)<>-1 THEN GOSUB 180
150 NEXT
160 CLOSEIN: GOSUB 180: MODE 1: RETURN
170 PRINT#M, a$;SPACE$(19-LEN(a$));b$;SPACE$(5-LEN(b$));c$;SPACE$((15-LEN(c$))+1);: RETURN
180 WHILE INKEY(47)<>-1: WEND: WHILE INKEY(47)=-1: WEND: RETURN

```

ABPATCH = BBPATCH

Some very keen reports on the use of the revised BBPATCH as in last issue. Based upon those reports I have made a few alterations to pick up some more of the very few awkward ones. The alterations concern three lines only - naturally the checksum, and the last two. Simply edit your file - these 3 lines:

```

5020 IF cs<>18850 THEN PRINT "ERROR !": END
5100 DATA ed, b0, 21, ff, a5, 3e, a6, 77, 2e, dc, 77, 24, 2e, 02, 77, 2e, 16, 77, 3d, 21, d2, a5, 77, 21
5110 DATA 18, 01, 22, e2, a5, c3, c0, a5, 00

```

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAE. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates-issues 26 to 31 are £9. and back issues of any from issue 22 onwards will be £1.50 each [ouch !].

Now that we're neatly sorted out with a database on BSM I shall gradually phase out the repetitious transfer listings in the news. At present they are still important to some new readers.

ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.

I make no apologies for repeating this - I've had a play with it, and it is EXCELLENT. Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU's back, and re-named Model Universe - but no connection with Armor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There's 100K of instruction files too !

SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it's £6.00.

Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.



BIG BUST

GAMEOVER I & II

All four
parts with
ONE BIGGIE

```
10 REM: TRANSFERS GAMEOVER1-both parts      GAMEOVER2-both parts
20 REM: ORIGINAL GAMEOVER1 [ both parts ] was a SPEEDLOCK
30 REM: BUT - the late 1988 pack of both games in 2 tapes is NOT SPEEDLOCK
40 REM: THIS 'LL get them anyway.
50 REM: ***ACCESS CODE GAME1/PT2 10218
60 REM: ***ACCESS CODE GAME2/PT2 84187
70 ;TAPE:MODE 1:MEMORY &9fff:FOR x=&a000 TO &aldf:READ a$
75 y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT:MODE 0
80 IF cs=46755 THEN CALL &a000 ELSE PRINT"WHO DON THAT THEN ? ERROR !":END
90 DATA f3,21,10,a0,11,00,01,01,00,03,ed,b0,c3,00,01,00,cd,0f,01,cd,61,01,3e,ff
100 DATA cd,6b,bc,af,32,35,01,21,00,00,11,00,04,06,00,cd,77,bc,fe,02,28,0b,fe,03
110 DATA 28,07,22,64,01,cd,7d,bc,c9,eb,22,5f,01,e5,cd,83,bc,cd,7a,bc,e1,c9,f3,3e
120 DATA 01,be,23,28,02,18,fa,3e,82,be,20,f3,23,3e,f7,be,2b,20,ec,2b,22,a1,02,36
130 DATA cd,11,77,01,23,73,23,72,2a,38,bd,22,c4,01,c3,00,00,06,07,21,00,00,11,32
140 DATA 02,7e,fe,40,fa,70,01,12,13,23,10,f5,c9,00,00,f3,ed,73,95,02,e1,c1,d1,ed
150 DATA 43,9b,02,ed,53,98,02,2b,36,f7,2b,36,82,2b,36,01,31,00,01,21,00,a6,11,00
160 DATA c0,01,00,1a,ed,b0,21,ac,01,11,80,be,01,10,01,ed,b0,c3,80,0e,31,fe,bf,01
170 DATA c0,7f,ed,49,d9,01,89,7f,ed,49,d9,21,97,be,e5,e5,cd,44,00,21,00,00,7c,e6
180 DATA 3f,67,22,a8,be,d9,cb,91,ed,49,d9,cd,00,00,cd,02,bc,cd,bd,bb,cd,51,bb,cd
190 DATA 03,bb,cd,28,bd,cd,77,bf,18,04,21,0d,bf,34,21,06,bf,06,07,11,06,bf,d5,cd
200 DATA 8c,bc,e1,11,80,00,01,0e,bf,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,dd,be,21
210 DATA 00,04,22,c8,be,21,00,a2,22,d0,be,21,c6,be,34,cd,be,be,21,00,c0,22,c8,be
220 DATA 21,00,1a,22,d0,be,cd,be,be,c7,42,4f,4e,5a,4f,42,42,30,cd,77,bf,af,cd,0e
230 DATA bc,21,0d,bf,34,21,06,bf,06,08,11,00,04,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc
240 DATA 00,3e,c9,32,2c,bf,01,01,bc,ed,49,04,0d,ed,49,21,00,c0,22,1f,bf,cd,15,bf
250 DATA 21,52,bf,11,00,03,01,40,00,ed,b0,c3,00,03,f3,21,00,c0,11,00,a6,01,00,1a
260 DATA ed,b0,01,01,bc,ed,49,04,0e,28,ed,49,31,00,00,11,00,00,21,00,00,d5,e5,f3
270 DATA c3,00,00,21,ff,ab,11,40,00,0e,07,cd,ce,bc,c9,77,00,00,01,53,54,55,46,46
280 DATA c2,9a,02,bb,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967. *** NOT BETWEEN DECEMBER 14 and JANUARY 6 ***

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CPC problems. Drop a line to Trevor to get the details;

TREVOR CATTERMOLE , 24 CROMWELL ROAD, COLCHESTER, ESSEX

Trevor himself is very keen on hardware, roms et al.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER !

Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARN, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

WANNA ROM YOUR BONZO ? Try the NO POM ROM Aussie - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

RODNEY TIPPING 21 Marlborough Avenue, HORNSSEA, NORTH HUMBERSIDE, HU18 1UA.

JASON's XMAS JUGGLE

Nowt to do with meddling really, but I found a use for it. It's also a good demo of computing power ON YE OLDE CPC. No hassle, 'cos it's got a line by line checksum.

```

10 MEMORY Display Utility / by JASON B. [ alias VIVALDI ]
20 MODE 2: BORDER 0,0: INK 0,0: INK 1,25: PRINT" Poking Data Please Wait..."
30 GOSUB 70: MODE 2: CALL &A000: CLS: PRINT"RSX Now Logged On :-": PRINT
40 PRINT";MEMORY For Normal Dump": PRINT: PRINT";MEMORY,1 For 6128 Dump"
50 PRINT: PRINT"Press A Key": CALL &BB18: ;MEMORY: CALL &bb18
60 END
70 MEMORY &9fff: ln=130: FOR adr=&a000 TO &a1ad STEP 13: READ byte$: chk=0
80 FOR i=0 TO 12
90 v=VAL("&"+MID$(byte$,i*2+1,2))
100 POKE adr+i,v: chk=chk+v: NEXT
110 IF chk<>VAL("&"+RIGHT$(byte$,3)) THEN PRINT"ERROR in LINE";FIX(ln/10)*10: END
120 ln=ln+5: NEXT: RETURN
130 DATA 2100a036c921c0a1010ea0c3d1585, bc13a0c31aa04d454d4f52d900645
140 DATA dde532b3a101c07fed493e02cd6cb, 0ebccdeba021a1a111b4a101085f4
150 DATA 00edb0113800cd7ba1112600cd4d3, 47a1210000cd98a0cd98a0cd98678
160 DATA a03ab3a1b7283b21a9a111b4a1619, 010800edb0117e01cd7ba1116c49c
170 DATA 01cd47a101c47fed49210040e5576, cd98a0e101c57fed49e5cd98a084b
180 DATA 01c67fed49e1cd98a001c07fed78f, 49cd09bb38fbdde1c90e4006005e8
190 DATA 7ee52ab4aled5bb6a1b7c404a17a1, 13ed53b6a1e12310eae521b4a1703
200 DATA 342ab8a122b6a1e10d20d9c97c65c, cdcaa07dc3caa05707070707e663a
210 DATA 0fc630fe3a3802c607cd5abb7a5a0, e60fc630fe3a3802c607cd5abb60c
220 DATA c9dd21c4a12100c006c8dd750062d, dd7401dd23dd23cd26bc10f1c96cb
230 DATA f5d5e5d52b2911c4a119e5dde180a, dd6e00dd6601d1eb3e80cb3ccb6db
240 DATA 1d3002cb3fcb3ccb1d3004cb3f486, cb3fcb3ccb1d3008cb3fcb3fcb610
250 DATA 3fcb3feb19chfccbf4b677e1d18b2, f1c90e0c2112000612d5cd04a1466
260 DATA 1310fa11100019d10d20ef080c356, 210010e52abaa1e5cd75bbe12c68a
270 DATA 2c22baa1e1cdc2a07cc6106710682, e8c921010006c1cd04a12310fa539
280 DATA 0600cd04a11310fa1306c1cd04440, a12b10fa06001bcd04a11b10fa48e
290 DATA c9020039003900020102007f011c2, 7f01022a00000000000000000000ac

```

BONZO's BARGAIN BASEMENT

Some more half-price goodies from Basil,

AMSTRAD GREEN MONITOR GT65 BOXED	£50.00
MICROTEXT ADAPTOR + TUNER + DISC	£90.00
30 HOUR BASIC - (BBC) - BOOK	£ 3.50
WINTERS GAMES - AMSTRAD DISC	£ 6.00

TELEPHONE NORTHAMPTON [0604] 404767

And some from Steve "computer asylum please" Brokenshire,

464 FIRMWARE GUIDE plus DD1 SUPPLEMENT	£10.00
MOUSE + INTERFACE [no software], OK as is for ART STUDIO, STOP PRESS etc.....	£15.00
PRISM 2000 MODEM	£20.00
MICROPOWER ROM BOARD + 6 UTILITY ROMS	£40.00
ANATOMY OF THE CPC'S -cover price £15	£ 5.00

TELEPHONE [0652] 680636

DAVES DONGLING ROM-SWITCH BOX

What a lovely bit of kit ! I've had mine for several weeks now, and it's a joy to use. No more mucking about ripping Romboards off the back, just switch 'em off ! Status light tells you whether they are on or off, and there's even a hard reset switch [leaves extra memory banks intact though !]. So when Simon creates a frozen machine for me I don't have to power off, then power on. A real Simon defeater, £15 - and good value from,

Dave Crossman, 61 THE CRESCENT, FREASTON, DERBY, DE7 3DE.

WOTNO BANKRAID - HEARTLESS !

Yes, it's true folks. Neils Xmas epistle is somewhere only the GPO know of. The deadline passed - so it's "Condiments of the Seasoning" from Neil, he'll return. Wotsdisereden ?

```

10 HEARTLESS:NEMESIS DEC.84/found by Simon DEC 88 !: DUN IN PAW BASICK BY COL.
20 ON BREAK GOSUB 320:DEFINT a-y
30 CLS:SPEED KEY 1,1:INK 2,2:INK 3,6:INK 0,23:INK 1,0:PAPER 0:BORDER 0
40 t=0:p=0:g=0:WINDOW#1,2,39,2,2:PEN#1,1:PAPER#1,2:WINDOW#3,1,1,1,25:PEN#3,3
50 PAPER#3,1:CLS#3:PRINT#3,STRING$(25,228);:WINDOW#4,40,40,1,25:PEN#4,3:PAPER#4,1
60 CLS#4:PRINT#4,STRING$(25,228);:WINDOW#5,2,39,25,25:PEN#5,3:PAPER#5,1
70 CLS#5:PRINT#5,STRING$(19,228);"HEARTLESS";STRING$(10,228);
80 CLS#1:LOCATE#1,5,1:PRINT#1,"LOCS":LOCATE#1,25,1:PRINT#1,"TIME:";
90 WINDOW#2,2,39,1,1:PEN#2,3:PAPER#2,1:CLS#2
100 PRINT#2,STRING$(10,228);"HEARTLESS";STRING$(19,228);
110 x=20:y=12:a=x:b=y:d=227:PEN 3:LOCATE x,y:PRINT CHR$(d);
120 LOCATE 3,10:PRINT"Use the arrow keys-even two together":LOCATE 3,12
130 PRINT"Fill the screen with HEARTS..easy?";:LOCATE 3,16
140 PRINT"Press any key to start..":CALL &BB18
150 FOR y=1 TO 2:PEN y:FOR x=3 TO 24:LOCATE 2,x:PRINT STRING$(38,225);:NEXT x:NEXT y
160 LOCATE#1,12,1:PRINT#1,t;:LOCATE#1,32,1:PRINT#1,g;:PEN 3:LOCATE 2,3:PRINT CHR$(228);
170 LOCATE 39,3:PRINT CHR$(228);:LOCATE 2,24:PRINT CHR$(228);:LOCATE 39,24
180 PRINT CHR$(228);:PEN 1:IF g>25000 THEN 320
190 IF g>20000 THEN BORDER 0,26
200 x=x+((INKEY(8)<>-1)-(INKEY(1)<>-1))
210 IF INKEY(8)<>-1 AND INKEY(0)<>-1 THEN d=228:ELSE IF INKEY(8)=-1 THEN d=229
220 IF INKEY(1)<>-1 AND INKEY(0)<>-1 THEN d=228:ELSE IF INKEY(1)<>-1 THEN d=226
230 y=y+((INKEY(0)<>-1)-(INKEY(2)<>-1))
240 IF x>=39 THEN x=39 ELSE IF x<=2 THEN x=2
250 IF y>=24 THEN y=24 ELSE IF y<=3 THEN y=3
260 IF x>a THEN c=243 ELSE IF a>x THEN c=242
270 IF y>b THEN c=241 ELSE IF b>y THEN c=240
280 IF d=228 THEN PEN 3:ELSE IF d=227 THEN PEN 2 ELSE PEN 1
290 IF a>x OR b>y THEN LOCATE a,b:PRINT CHR$(d);:t=t+1:p=p+1:ELSE 310
300 d=227:SOUND 1,211,1,12
310 LOCATE x,y:PRINT CHR$(c);:a=x:b=y:g=g+1:IF p>40 THEN 200 ELSE p=0:GOTO 160
320 SPEED KEY 10,2:BORDER 0:CLS:PRINT:PRINT:PRINT:PRINT" TRY AGAIN?(Y/N)"
330 z$=LOWER$(INKEY$):IF z$<>"y" AND z$<>"n" THEN 330:ELSE IF z$="y" THEN RUN:END

```

WADAMIGONNAREADNOW? - PAGE ONE AGAIN !

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. ! Much better value than you get from The BULLETIN !

ADVENTURE PROBE

C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.

Ploughing on relentlessly as though it's been around for years. Perhaps it's because it has ! ADVENTURE PROBE - essential reading for adventurers. Excellent last issue.

Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE

1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX

Sweetened up with SUGAR CUBE recently, this is another super read. Rates are VERY low, but I suggest you tempt them with a £1 for a sample issue. Where's my freebie ? Quiet, Simon !

FINALLY

The NEWS23 that was really 24 was a mistake - not a clever jibe at A.A. ! Why didn't I think of that before I admitted to the error ? Lots that I wanted to include will appear in future issues. Not much from our Simon this month - he's been sulking ever since he was fired from the Police Force ! Yes, I know he's only 4 foot high, but they conceded two feet on the basis of what hangs at the end of his legs. He did OK until the "SCIENCE OF CRIMES" aptitude test, when he was asked to do an impression of a heel. Thumping the Chief Inspector with a bag OF J.B's wasn't what they meant, Simon ! You know what he did when asked to "dust the desk for prints." ? I'll be slaving away on your behalf in Canada from DEC 14TH. to JAN 5TH., so no Monday clinic until the New Year. Our cat sitter doesn't know a computer from a can of Whiskas, so she's well pleased with the answering machine - I hate 'em ! Next Bulletin will be mid-February with Neil & BR., so 'til then,

MERRY XMAS and HAPPY NEW YEAR..... Colin.