For News, Pokes, Big Busts, Loaders etc.

Hello, greetings & welcome to the first issue of Bonzo's Scrap Yard, a newsletter designed to include all the latest BSM & Blitz transfer news. The Scrap Yard will also include various bits & pieces that are not directly related to the Bonzo discs such as cheats, tips & the odd bit of advice.

Most of you will be aware that this newsletter is intended to carry on the good work previously done by (the now defunct) Playmates. Before I get down to the nitty-gritty I'd just like to go on record as saying a big thankyou to Carl Surry for his time, trouble & effort in running Playmates. There was many a moist eye when he decided to move on to pastures new. Right on to the goodies ....

There isn't a vast amount of Bonzo news in the first newsletter but the other bits & pieces make up for it, I think. Anyway here's the Bonzo bits.......

Atlantis 4 No 1 Collection all go with Option 2X. The collection comprises of Superkid, Spooky Castle, Crossfire & Crackup.

Dizzy's 1, 2 & 3 in addition to going as detailed in the database all go with Blitzold (for those that don't know Dizzy 2 & 3 are Treasure Island Dizzy & Fantasy World Dizzy).

The Hit Squad version of Power Drift will go with Blitz 5 (main file only) but you should skip the first (basic) file before doing the transfer.

The Hit Squad version of Bubble Bobble is as in the database (i.e. both parts go with Blitz 5).

Codemasters Quattro Super Hits all 4 games transfer using the Detect file but to save you time the games go as follows ....

```
SUPER STUNTMAN    - BLOLDXL
ITALIAN SUPERCAR - BLOLDXL
SUPER TANK        - BLOLDXL
SUPER HERO        - BLITZOLD
```

1st Division Manager (Codemasters) is Option 8 as is Super Seymour but you'll need a loader for this one & you may only get it to run from disc a few times.

Turbo Cup Challenge is a double option transfer using options 1 and 2X. Details of this are listed overleaf.

3D Quasers (Solar Software) is listed in the database as a HP transfer but if you want to use the Big Bust—overleaf you'll save a vast amount of disc space.

So in summary we have ....

OPTION 1 & 2X - TURBO CUP CHALLENGE (needs loader)

OPTION 2X   - ATLANTIS 4 No 1 Collection (Superkid, Spooky Castle
                                             Crossfire & Crackup)

OPTION 8   - 1st DIVISION MANAGER (Codemasters)
                 SUPER SEYMOUR (Codemasters - see notes)

BLITZOLD   - DIZZY 1,2,& 3
                 SUPER HERO (Quattro Super Hits)

BLOLDXL   - SUPER STUNTMAN (Quattro Super Hits)
                 ITALIAN SUPERCAR (Quattro Super Hits)
                 SUPER HERO (Quattro Super Hits)

BLITZ 5   - POWER DRIFT (Hit Squad - skip loader)
                 BUBBLE BOBBLE (Hit Squad - both parts)

BIG BUST   - 3D QUASERS (needs loader)

                      .... and here we go with the loaders and stuf
```

```
10 ' Super Seymour Saves The Planet Loader
20 ' Only Runs A Few Times From Disc. Why ?????
30 ' Use Option 8
40 ' By Alex Cochrane/Unicorn Software
50   CALL &bbff:LOAD "SEYMOUR",&bf10:POKE &bf66,&20
60   FOR a=1 TO 4:READ a:read b:out &bc00,a:out &bd00,b:
     NEXT:CALL &bf18
70   DATA 1,&20,2,&2a,6,&18,7,&1c
```

Alex adds maybe someone can write a patch to sort the
Seymour transfer/loader out. Any volunteers ?????

3D QUASERS

THE BIG BUST

```
10 ' 3D Quasers Big Bust
20 ' From Solar Software
30 ' Bust By Unicorn Software
40 ' Original XFER by BSM Hackpack
45 ' This Saves Mucho Disc Space
50   FOR a=&2000 To &2032: READ b$:b=VAL("&"+b$):POKE a,b
     :NEXT:CALL &2000
60   DATA 71,75,61,73,65,72,73,2e
70   DATA 62,69,6e,21,00,40,11,80
80   DATA 54,3e,3c,cd,a1,bc,06,0b
90   DATA 21,00,20,cd,8c,bc,3e,02
100  DATA 21,00,40,11,80,54,01,00
110  DATA 40,cd,98,bc,cd,8f,bc,c3
120  DATA 00,00,c9
```

TURBO CUP CHALLENGE (Players Premium)- OPTIONS 1 & 2X

Transfer all the code up to the Un-Named block. Save this
back to tape. EXEC address is same as the load address.

EDIT 10 and change LOAD "!",&c000 to LOAD "PRES",&c000
660 RUN "BACK1" or RUN "LOADER"

```
10 ' TURBO CUP LOADER
20 ' UNICORN SOFTWARE
30   LOAD "c1",&C000:OPENOUT "a":MEMORY &1FF:CLOSEOUT
40   LOAD "b1",&200:CALL &208
```

THE LOADER

```
10 ' 3D Quasers Loader
20 ' Unicorn Software
30 ' For Bonzo's Scrap Yard
50   MEMORY &3FF
60   LOAD "QUASERS",&4000
70   CALL &7C00
```

Alex added that this is the first Big Bust he's
ever done. More power to his elbow I say !

```
#################################################################
#################################################################
```

That's all the Bonzo news I have for this issue of the Scrap Yard. It's
probably obvious but I'll add here that any transfer news or information
would be greatly appreciated. Re-release or compilation news is just as
welcome as new release stuff even if they are the same option as the
original release it's still handy to know such. Secondly I'm also willing
to make note of any games that can't be Bonzoed so we punters can bare
these things in mind when we're in the software shop.

And now, as they say, for something completely different. The   AA
Covertapes. I've had one or two queries regarding these asking if I've any
idea how to isolate the games so they don't need to be run from the menu.
The short answer is no, I haven't got a clue but to the rescue came good
old (or perhaps young) Alex Cochrane and additionally Barrie Snell via CPC
Domain. Between them they've managed to grab most of the stuff on tapes 3
to 16 (the games on covertapes 1 & 2 can be run direct already). Alex's
loaders load/run the game files directly whilst Barrie's adapt the menu
before loading the game files (whilst dispensing with the need to select
the game). I've jiggled about with one or two of the lines so that, where
possible, you can rename the 1.BIN, 2.BIN etc files to something more
specific to the game. Everything printed here has been tried and tested and
works fully on my machine (6128).

O.K. so starting with Tape No 3 we find loaders for Spindizzy & Wizards
Lair. Just follow the REM statements.

SPINDIZZY

```
10 ' SPINDIZZY LOADER - AA Tape No3
20 ' ALEX COCHRANE for Amstrad Action (and the Scrap Yard)
25 ' RENAME FILES 1.BIN & 2.BIN to SPIN1.BIN & SPIN2.BIN
     save this as SPIN.BAS
30   BORDER 0:FOR i=0 TO 15:INK i,0:NEXT
40   OPENOUT"a":MEMORY &2FF:CLOSEOUT
50   LOAD"SPIN1",&300:MEMORY &7FFF:LOAD"SPIN2",&C000
60   DATA 21,00,03,11,40,00,01,c0,7f,ed,b0
70   DATA f3,21,00,c0,11,00,80,01,00,31
80   DATA ed,b0,c3,80,b0
90   FOR i=&BE80 TO &BE99:READ a$:a=VAL("&"+a$)
100  POKE i,a:NEXT:CALL &BE80
```

WIZARD'S LAIR

```
10 ' WIZARDS LAIR LOADER-By BARRIE SNELL
     (via CPC DOMAIN) save this as WIZARD.BAS
20 ' From AA Tape No3
30 ' Needs MENU.BIN, 3.BIN & 4.BIN
33 ' RENAME MENU.BIN to WIZARD1.BIN
35   MEMORY &7FFF:LOAD "WIZARD1.BIN",&8000
40   POKE &81C3,32
50   POKE &8122,10
60   POKE &8687,3:POKE &8692,4
70   CALL &80D5
```

SWITCHBLADE DEMO

```
10 ' SWITCHBLADE DEMO loader + cheat - AA Tape No 4
20 ' ALEX COCHRANE for US & AA
25 ' RENAME 1,2 & 3.BIN to SWITCH1,2 & 3.BIN. Save
       this as SWITCH.BAS
30   MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,26:INK 3,13
40   PRINT"Do you wanna install Cheat Mode";:INPUT cht$:
       IF cht$="Y" OR cht$="y" THEN cht=1
50   CLS:MEMORY &3FFF:LOAD"SWITCH1",&4000:CALL &4000
60   OPENOUT"a":MEMORY &115B:CLOSEOUT:LOAD"SWITCH2",&115C
70   IF cht THEN POKE &1AB5,0
80   LOAD"SWITCH3",&C000:CALL &C184
```

MEGAPHEONIX

```
10 ' MEGAPHEONIX DEMO CHEAT-AA Tape No4
20 ' by A.Cochrane for Us/AA
25 ' RENAME 4.BIN to FEENIX.BIN . Save this as FEENIX.BAS
30   OPENOUT"a":MEMORY &FFF:CLOSEOUT
40   LOAD"FEENIX.BIN",&1000:INPUT"Do you wanna install
       Cheat Mode";cht$
50   IF cht$="Y" OR cht$"y" THEN POKE &1C03,&A7:
       CALL &1000 ELSE CALL &1000
```

Hope you're all following this, there'll be questions
asked later on !!!!!!!!!!!!!!!!!

If, for whatever reason, you have problems with any of
this lot (and it's not beyond the realms of impossability
that my typing's gone A.W.O.L) please feel free to get in
touch at the usual address.

Most of the loaders (not all) make allowances for you
to re-name files thereby making it a little easier to
move files about without having clashing filenames etc.

FUTURE KNIGHT

```
10 ' FUTURE KNIGHT loader + Infinite Lives cheat
     AA TAPE No 4
20 ' RENAME 5,6 & 7 BIN to FUTURE 1,2 & 3.BIN save
       this as FUTURE.BAS
30   INK 0,0:BORDER 0:INK 1,18:MODE 1
40   PRINT"Do you wanna install Cheat Mode";:INPUT cht$:
       IF cht$="Y" OR cht$="y" THEN cht=1
50   OPENOUT"a":MEMORY &3FF:CLOSEOUT
60   LOAD"FUTURE1",&400:MEMORY &78FF:LOAD"FUTURE2",&7900
70   IF cht=1 THEN POKE &799,&A7
80   LOAD"FUTURE3",&C000:CALL &400
```

BALLDOZER

```
10 ' BALLDOZER LOADER THIS GAME IS PD - AA Tape No 4
20 ' Loader by ALEX COCHRANE
30 ' LONG LIVE PLAYMATES
40   OPENOUT"a":MEMORY &FFF:CLOSEOUT
50   LOAD "BALLDOZE.BIN",&1000
60   tot=0:MEMORY &9FFF:RESTORE 110:FOR a=&A000 TO &A044
70   READ a$:b=VAL("&"+a$):POKE a,b:tot=tot+b:NEXT
80   IF tot<>5560 THEN PRINT"Please check....."":END
90   MODE 1:BORDER 0:RESTORE 100:FOR a=0 TO 15:READ b:
       INK a,b:NEXT:CALL &A000
100  DATA 0,18,2,6,26,0,2,8,10,12,14,16,18,22,1,11
110  DATA 21,00,10,11,40,00,01,b8
120  DATA 3f,ed,b0,21,40,00,11,00
130  DATA 40,01,2b,16,ed,b0,11,00
140  DATA 58,01,6d,06,ed,b0,11,40
150  DATA 60,01,80,0c,ed,b0,11,00
160  DATA 70,01,00,0d,ed,b0,11,c0
170  DATA 7f,01,a0,09,ed,b0,21,40
180  DATA 00,11,41,00,01,bf,3f,36
190  DATA 00,ed,b0,c3,b0,3f
```

HERO QUEST DEMO

```
10 ' HERO QUEST DEMO By BARRIE SNELL (via CPC DOMAIN)
20 ' AA COVERTAPE No 5
25 ' Needs the MENU.BIN, 1.BIN & 2.BIN files. Save this as
       HERO.BAS
28 ' Rename MENU.BIN to HERO1.BIN
30   MEMORY &7FFF:LOAD"HERO1.BIN",&8000
40   POKE &81E6,32
50   POKE &8135,8
60   POKE &8694,1:POKE &86AD,2
70   CALL &80E8
```

So that does the first 3 AA Covertapes and we'll be seeing
more of these in the next few issues of the Scrap Yard.

3D CONSTRUCTION KIT DEMO

```
10 ' 3D CONSTRUCTION KIT AA TAPE No 5
20 ' UNICORN SOFTWARE
30 ' NEEDS DATA.DAT & BORDER.DAT ON SAME DISC
40 ' RENAME 4.BIN to  3DCONKIT.BIN save this as
       3DCONKIT.BAS
50   MODE 1:LOCATE 5,12:PEN 1:PAPER 3:PRINT CHR$(24)
       "3D CONSTRUCTION KIT DEMO LOADING"CHR$(24):
       MEMORY &3FFF
60   LOAD"3DCONKIT.BIN",&4000:CALL &8000
```

TECHNICIAN TED

```
10 ' TECHNICIAN TED LOADER-AA TAPE No 5
20 ' RENAME 3.BIN to TECHTED.BIN save this as TECHTED.BAS
30 ' UNICORN SOFTWARE
40   MEMORY &2CB9:LOAD "TECHTED.BIN",&2CBA:CALL &4AC4
```

Having finished that little lot, let's chuck in a few Multi-Face pokes. I ain't got a magic box but I presume all of you out there with one can fathom out these hyroglyphics (yeah, I know it's probably spelt wrong !).

```
SPIKE IN TRANSYLVANIA      - 04EC,X      - LIVES
                             1691,00     - INFINITE LIVES
ANARCHY AA FREEBIE         - 3809,X      - LIVES
                             48E2,00     - INFINITE LIVES
Q10 TANKBUSTERS            - 002E,X      - LIVES
                             C512,00       INFINITE LIVES
SUPERCARS (DISC)           - 06E3,99     - $999999
                             06E4,99       Do all 3 pokes & you can
                             06E5,99       select any car after 2nd race.
TURTLES COIN-OP AA FREEBIE - 61F,00

LOOPZ                      - 2a05,C9 or A7   - INFINITE GOES
```

And just for good measure here's a type in cheat for that terrific puzzler LOOPZ .

```
10  ' LOOPZ GOES INFY
20  ' BY ALEX COCHRANE for the SCRAP YARD & AA
30  ' TAPE - Also Works on the BONZO Option 1 transfer
50    MODE 1:BORDER 0:MEMORY &1503:INK 0,0:INK 1,21:INK 2,15:INK 3,26
60    LOAD "!10.cd":CALL &1770
70    LOAD "!11.cd":INK 0,0:INK 1,0:INK 2,0:INK 3,0:LOAD "!12.cd",&C000
80    a=&14FA:FOR c=1 TO 8:READ b:POKE a,b:a=a+1:NEXT
90    POKE &2A05,&C9:CALL &14FA
100   DATA &01,&8d,&7f,&ed,&49,&c3,&04,&15
```

As you can see from the REM statement the cheat also works on the transfered game (and in MS800).

Here's a tip you might like to try, If you buy Amstrad Action you'll know that they include loads of typed in cheats on their covertapes. Well, I've found that if you try these on games transfered with Option 1 they sometimes work.

So, here endeath the first issue of the newsletter. How was it for you ?

Good, fair, crap or whatever — feel free to tell me so. As compiler of the Scrap Yard I am at your mercy, I can only include what you send me — so get in touch lads & lasses. Anything of even vague interest will be included. You may think it might not be much but I can assure you there are folk out there eager ..... nay, desperate ..... to hear about it. I'll even include the odd game review or two, providing they're shortish. I have Mini-Office, Protext & Tasword so you can send files in any of these formats but a typed (or neatly written) letter is O.K.

I have no Bonzo News for issue 2 yet but there's plenty of the AA Tape loaders and a few tips and news pieces. With new releases seemingly getting fewer and fewer I suppose the Bonzo transfers will do likewise.

O.K. we finally come to the acknowledgement part and I'd like to thank the following people who have (directly or otherwise) contributed to this issue Alex Cochrane (good on ya' Alex), Barrie Snell, Lee Rouane, Carl Surry & Pat Dunne.

Don't forget that print outs of the up-dated Bonzo Database can be obtained from Nigel Mells at the address below. They're free but please send him an A4 sized s.s.a.e. The next issue of the Scrap Yard will be out Oct 92 (possibly ealier if I get the info). Send your s.s.a.e. and an extra first class stamp (to cover my mucking about) to the address below. See ya then.

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        MARTIN COSSINS                      NIGEL MELLS
        100 COTTINGLEY APPROACH             SHENDALE
        COTTINGLEY                          51 AVONDALE ROAD
        LEEDS                               ASHFORD
        YORKSHIRE                           MIDDLESEX
        LS11 0HH                            TW15 3HP

        TEL : (0532) 715492
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