



BONZO'S SCRAP YARD

No 3

Well Here We Are Again With Christmas Upon Us & All The Usual Jollity That The Festive Season Brings. Hopefully Santa Will Bring Some Of Us The Software We'd Wish For & We'll All At Least Try And Refrain From Dying Of Alcoholic Poisoning !!

So, What's New On The CPC Front ? I'm Pretty Sure We'll All Know That CPC Attack Seems To Have Gone Down The Pan, Which Is A Shame As After A Pretty Shaky Start It Started To Come On In Leaps And Bounds.

I Know There's At Least One Or Two Of You Out There Who Remember Playmates With A Great Degree Of Fondness And Mourned It's Passing. I'm Happy To Say That Another Kind Soul Has Started Up A Fanzine With The Hope Of Carrying On Where Playmates Left Off. Lee Rouane Has Now Produced The First Issue Of ALIVE & KICKING And It Contains Reviews Of Games, Pokes, Bonzo Information etc. It Also Includes Some Pretty Hefty Discount Offers On 2nd Drives/Bonzo Discs etc (see the 'zine for details). Basically, If You Liked Playmates I'm Pretty Sure You'll Like This. The Bonzo Column Within It Is Compiled By Myself And Is A Sort Of Condensed Version Of This Newsletter But Without The Type-In Section. Anyway If You're Interested Drop Lee A Line. Issue One Is Priced At £1.20p And Can Be Obtained From

Lee Rouane, 3 Causeway House, Kelstedge, Chesterfield, S45 0DW

More Good News Is That A General Helpline Covering Anything CPC Related Is Being Offered By Chris Williams. Called UP & RUNNING It's A Free Service So If You're Stuck On Anything Try dropping Chris A Line And He'll Do His Best To Help You Out. It Might Be Nice If You Could Enclose A S.S.A.E. As They're Always Welcome.

Chris Williams, 6 Frank Street, Great Horton, Bradford, BD7 3BT

You've All Seen The AA Covertape Loader/Transfer Files Haven't You ? Fancy Having A Go At Doing Them Yourself ? Go On, Why Not ! It Wont Do You Any Harm & It'll Make You A Little Wiser I'm Sure. Well The Author Of Many Of The Loader/Transfer Routines, Barry Snell, Has Produced A Guide To Fathoming Out These Mysteries, Written In English (i.e. Idiot Proof Language) And On A Step By Step Basis The Guide Is Very Good & Costs Just £1.00 Plus A S.S.A.E Approx 9 x 6 Inches And Is Available From

Barry Snell, 65 Bath Road, Southsea, Portsmouth, Hants, PO4 0HX

Barry Has Now Taken Over The Reins Of Editing CPC Domain, The Monthly Released Disk Fanzine. If You Haven't Tried CPC Domain You Really Ought To As It's A Very Good Read. It Covers All Aspects Of The CPC Apart From Games (At The Moment Anyway !). There Are Some Pretty Substantial Discounts On Hardware & Software Available To Subscribers. There Are A Couple Of Ways Of Ordering Issues But Perhaps The Easiest Is To Send Just £1.60 To The Subscription Dept' & In Return You'll Recieve A Brand New Disc (To Keep) With The Latest Months Issue On It. They Have Alternatives To This Method But You're Probably Best Dropping Barry A Line At The Above Address & He'll Fill You In With All The Details. OK ?

Right, As This Is Bonzo's Scrap Yard I'd Better Get On With Some Bonzo News Hadn't I ?

Here We Go Then.....

On the CHALLENGERS Compilation From UBI SOFT The Games Go As Follows.

Pro Tennis Tour, Stunt Car Racer, Kick Off & Super Ski Are All Option 1 Transfers. Super Ski Needs A Loader & Chris Williams Will Let Us Know When He's Done The Trick. He Also Tells Me That Fighter Bomber In The Same Comp' Is A Bonzo No-Go.

3D Pinball From Mastertronic Goes With Option 6 And Stormbringer From The Same Software House Is An Option 4 As Is Captain Dynamo From Codemasters.

Frontliner & Mazie From Zeppelin Are Both Option One.

Turbo The Tortoise Is Zapped With 11A.

Breakthru from Data East Is Broken With Bunlock & The Main File Of Motor Massacre Is Massacred By 10A.

A Couple Of Oldies Are Further Reported. Fantasy World Dizzy Goes With Arglock & The Budget Release Of Xenon Is An 8X Transfer.

Hibstars from A 'n' F Goes With Option 4X.

Finally(ish) Biff Is Grabbed With HP2.

Alex Cochrane Has Done A Whole Host Of Big Busts For Games Previously Listed. These Invariably Save Much Disc Space. The Games Include, Battle Beyond The Stars, Lords Of Chaos (M/F), Evening Star, Gilligan's Gold, 4 Most Adventures, Nexus, Kobayashi Naru, Nonterraqueous, Oriental Games (M/F), Pub Trivia (M/F), The Train, Spy Vs Spy, Rock N Wrestle, Soul Of A Robot, Uridium, Pro Snooker, Asterix, Magic Cauldron & Gunship. To Get Details Of These You Can Drop Alex A Line At

Alex Cochrane, Tiree Crescent, Newmains, Wishaw, Lanarkshire, ML2 9JA

So the usual summary in Option order gives us

OPTION 1	-	FRONTLINER (Zeppelin) MAZIE (Zeppelin) PRO TENNIS TOUR (Challengers Comp') STUNT CAR RACER (Challengers Comp') KICK OFF (Challengers Comp') SUPER SKI (Challengers Comp' Needs Ldr)
OPTION 4	-	STORMBRINGER (Mastertronic) CAPTAIN DYNAMO (Codemasters)
4X	-	HIBSTARS (A n F)
OPTION 6	-	3D PINBALL (Mastertronic)
OPTION 8X	-	XENON (Budget)
OPTION 10A	-	MOTOR MASSACRE (Kixx - Main File Only)
OPTION 11A	-	TURBO THE TORTOISE (Codemasters)

ARGLOCK - FANTASY WORLD DIZZY (Codemasters)
 BUNLOCK - BREAKTHRU (Data East)
 HP 2 - BIFF

So There's A Few To Add To The Ever Increasing List. Speaking Of Which, Don't Forget To Get The Latest Update From Nigel, You'd Be A Fool Not To As It's !>+£?} Good Stuff, As Usual His Address Is At The End Of The Newsletter So Drop Him A Line (He Gets Lonely If You Don't !).

Now, Where Do We Go From Here

The AA Covertape Loaders Seems As Good A Place As Any To Me.

Most Of The Covertapes Recently Have Only Included The One Game So Hopefully We Should Be Catching Up With Things By About The Next Issue Of The Scrap Yard. No, I Think I'll Re-phrase That, I Hope We Never Catch Up As That'll Mean They've Started Putting More Games On The Tapes (If You See What I Mean).

So We've Already Done Tapes 1 to 12 - Anybody Out There Had Problems ?

AA COVERTAPE No 13

AA COVERTAPE No 14

MAZE MANIA

ANARCHY

```
10 REM MAZE MANIA from AA tape 13.
15 REM Save This As Mazeman.Bas
20 REM Needs MENU, 2 & 3.BIN files
30 MEMORY &7FFF:LOAD "MENU.BIN",&8000
40 POKE &8126,62:POKE &8127,2:POKE &8128,0
50 POKE &879b,2:POKE &87a9,3
60 CALL &8110
70 OPENOUT"a":MEMORY &FFF:CLOSEOUT
80 LOAD"3.bin",&1000:CALL &be80
```

```
10 ' ANARCHY LOADER By MAD AL-AA TAPE 14
15 ' Rename 3.BIN to ANARCHY.BIN Save This As ANARCHY.BAS
20 ' M/FACE 3809,x Lives
30 ' 48e2,00 inf lives
40 DATA 21,00,10,11,70,01,01,c0,bc,ed,b0,3e,00,cd,0e,bc,
   c3,80,01,c9
50 RESTORE 40:FOR a=&be80 TO &be93:READ a#:b=VAL("&"+a$)
60 POKE a,b:NEXT
70 OPENOUT"a":MEMORY &fff:CLOSEOUT
80 LOAD"ANARCHY.BIN",&1000:CALL &be80
```

RANARAMA

STRYKER DEMO

```
10 'RANARAMA LOADER - AA tape No13
15 'Rename 1.BIN to RANARAMA.BIN. Save this as RANARAMA.BAS
20 'Alex Cochrane PLAYMATES/AA
30 'HI CARL.
40 OPENOUT"a":MEMORY &18FF:CLOSEOUT
50 LOAD"RANARAMA.bin",&1900:CALL &5ab5
```

```
10 ' STRYKER DEMO LOADER - AA Tape No 14
15 ' Rename 1 & 2.BIN Files To STRYKER 1 & 2.BIN
20 'ALEC C
30 DATA 21,00,10,11,69,01,01,97,8e,ed,b0,af,32,03,c0,c3,
   11,11,c9
40 FOR a=&be80 TO &be92:READ a#:b=VAL("&"+a$):POKE a,b:
   NEXT
50 OPENOUT"a":MEMORY &fff:CLOSEOUT
60 LOAD"STRYKER1",&1000:MEMORY &9fff:LOAD "STRYKER2",
   &C000:CALL &be80
```

Just A Quick Note To Say That In The Type-Ins Don't Confuse The Noughts With O's . As A General Rule You'll Find That Unless It's A Recognised Word (e.g. GOTO, GOSUB, OPENOUT etc) You Can Fairly Safely Assume It's A Nought Being Used.

AA COVERTAPE No 15

ADDAMS FAMILY DEMO

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10 REM ADDAMS FAMILY demo from tape 15. Save as ADDAMS.BAS
20 REM needs MENU,2,3,4,5,6 & 7.BIN files
30 MEMORY &7FFF:LOAD "ADDAMS.BIN",&8000
40 POKE &810C,62:POKE &810D,5:POKE &810E,0
50 POKE &87D9,2:POKE &87F8,3:POKE &8803,4:REM file
60 POKE &880A,5:POKE &8811,6:POKE &8818,7:REM names
70 CALL &80F6

```

FORBIDDEN PLANET

```

10 'Forbidden Planet AA Tape No15
15 'Needs The 1.BIN file only.
20 'UNICORN SOFTWARE
30 FOR a=&40 TO &5C:READ b$:b=VAL("&"+b$):POKE a,b:NEXT:CALL &40
40 DATA 06,05,21,57,00,cd,77,bc
50 DATA 21,e5,02,cd,83,bc,cd,7a
60 DATA bc,cd,37,bd,cd,e5,02,31,2e,62,69,6e,c9

```

AA COVERTAPE 17 Is A Bit Of A Disaster As Far As We're Concerned As The Main Game, DEFENDERS OF THE EARTH Is A Dreaded Multi-Loader And Therefore Can't Be Grabbed.

AA COVERTAPE NO 18

Five On Treasure Island Can Be Grabbed By Option 11A. For The CITY SLICKER Game The Prog' Adjacent Will Load 1.BIN File, Adapt It, Erase It & Leave SLICK.BIN To RUN. Another One Of Barry Snell's Goodies.

AA COVERTAPE No 16

DRAGONTORC

```

10 'DRAGONTORC AA Loader - Tape No 16
15 'Needs the 2.BIN & 3.BIN files.
20 'UNICORN SOFTWARE
30 MEMORY &9fff:cs=0
40 FOR a=&A000 TO &A037:READ b$:b=VAL("&"+b$):POKE a,b:
   cs=cs+b:NEXT
50 IF cs<>&1913 THEN 130 ELSE CALL &A000
60 DATA 3e,01,cd,0e,bc,06,05,21
70 DATA 2d,a0,cd,77,bc,21,ad,3f
80 DATA cd,83,bc,cd,7a,bc,cd,ad
90 DATA 3f,06,05,21,32,a0,cd,77
100 DATA bc,21,b9,03,cd,83,bc,cd
110 DATA 7a,bc,cd,b9,03,32,2e,62
120 DATA 69,6e,33,2e,62,69,6e,c9
130 PRINT "Data Error Pleeze Chek Datar":END

```

Also On Tape 16 Is The LEMMINGS DEMO Which Unfortunately Is A No-Go. Spit !!!!!

CITY SLICKERS

```

10 MEMORY &11ff:LOAD "1.BIN",&1200:1ERA,"1.BIN":1ERA,"MENU.BIN"
20 SAVE "SLICK.BIN",b,&1200,&9100,&1422

```

So We're Nearly Up To Date Now. Does Anyone Actually Play These Games ? There'll Be More To Follow In The Next Issue Of The Scrap Yard. Our Eternal Votes Of Thanks Need To Go To Both Alex Cochrane & Barry Snell For Their Gallant Efforts In Making The AA Tapes Much Less Of A Pain In The Nether Regions.

```

1 REM *****
2 REM *** FOR EXPANDED MACHINES ONLY 464 AND 6128. ***
3 REM *** COPYRIGHT 1992 C. WILLIAMS. CYCLEPROG VERS 2 ***
4 REM *****
10 GOSUB 200
20 MODE 1
30 MEMORY &3FFF
40 OUT &7F00,&C4

```

Right Then Lads & Lasses, Here Is One Totally Terrific Type In From The Pen Of Chris Williams (Of The Up & Running Helpline).

What We Have Here Is A Not Too Lengthy Type-In That Will Allow You To Load In 4 Different Machine Code Games And Flip Between Them At The Press Of A Key.

```

50 LOAD "game1",&4040
60 OUT &7F00,&C0
70 OUT &7F00,&C5
80 LOAD "game2",&4040
90 OUT &7F00,&C0
100 OUT &7F00,&C6
110 LOAD "game3",&4040
120 OUT &7F00,&C0
130 OUT &7F00,&C7
140 LOAD "game4",&4040
150 OUT &7F00,&C0
160 POKE &AF2B,66:REM CHOOSE SUITABLE KEY THAT NO GAME USES
170 CALL &AF00:CALL &AF1B
180 PRINT "PRESS ESCAPE TO CYCLE"
190 NEW
200 In=190
210 FOR adr=&AF00 TO &AFB7 STEP 13
220 READ byte$:chk=0
230 FOR i=0 TO 12
240 v=VAL("&"+MID$(byte$,i*2+1,2))
250 POKE adr+i,v:chk=chk+v
260 NEXT
270 IF chk<>VAL("&"+RIGHT$(byte$,3)) THEN PRINT
   "ERROR IN LINE";In:STOP
280 In=In+10:NEXT
290 RETURN
300 DATA 010000C521A9AF010D001158AF365
310 DATA EDB0C1215EAF06801127AFC3EF6AB
320 DATA BC2158AF110500010500C3E9BC468
330 DATA 3E44CD1EBBC801C47F79C601FE672
340 DATA C8322EAF2815ED4921404001003EC
350 DATA 40114000EDB001C07FED49C3655CC
360 DATA AF3EC4322EAF33A AFC9000000535
370 DATA 000000000000000000002158AF128
380 DATA CDECBC0EFF2173AFC D16BDCD767AB
390 DATA AFCD00AFCD1BAFC D82AFCD40006CD
400 DATA 0101BCED490128BDED490102BC4CF
410 DATA ED49012EBDED490106BCED4901552
420 DATA 19BDED490107BCED49011EBDC95AB
430 DATA 0000000000000000000000000000
440 DATA 2EAF2815ED4921404001004011343

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Sounds Great Doesn't It ! So, What's The Catch.

Well The Programme Does Have It's Limitations In That No Game Can Be More Than 17k In Length & Which Run When Is Called From Address &40.

As Chris Says, This Might Seem A Bit Limiting But Quite A Few Games Will Compress Down To 17k.

In This Version All Games Are Accessed By A Press Of The ESCAPE Key But You Can Change This To Another One By Changing The Key Number In Line 160.

For Example, If You Wished To Use The DEL Key To Induce The Cycle Then Change Line 160 To Read POKE &AF2B,79

79 Being The Key Number For DEL (See The Manual Or The Top Of Your 6128 Keyboard For These).

As The REM Statement In Line 2 Says The Programme Will Only Run On A 128k Machine As It Uses The Extra Ram Chips And Chris Isn't Sure If It'll Work On A 6128 Plus.

If Anyone Out There Has A 6128 Plus And Attempts The Type-In Can They Let Me Know Whether Or Not It Does Actually Run On Their Machine.

Chris Reports That The Following Games Will Run From The Programme, Terra Cognita, Microball, Punchy, Balldozer, Ping Pong, Guardian II & Link.

Finally It's Worth Adding That Whilst Chris Has Been Good Enough To Donate This Programme To Bonzo's Scrap Yard It Is NOT Public Domain, So If You Want To Circulate It Please Get In Touch with Chris First Wont You.

Nice One Chris, And Thanks Once Again.

ALL OUR YESTERDAYS

Here I'm Printing A Re-Run Of The Cruncher File Previously Found In Issue 17 Of Bonzo News. Basically It's Reprinted Not Only Because It's A Good Utility Anyway But Also As It Ties In Nicely With Chris' CYCLE Type-In.

One Problem I Have Is That I Can't Find Who The Author Is So I'm Unable To Give The Proper Credit Due. The Old Bonzo News Just Lists The File As Harry's Cruncher File. Who's Harry ? Does Anyone Know. If You Do Drop Me A Line Please.

So, The Utility Works Rather Simply. The Limitations Are That It'll Handle Most Stand Alone Files Up To 42k In Length And You'll Find That Some Dramatic Savings Can Be Made. It Will Deal With All The Main Blitz Options, 6128 HP & Options 3 & 5 Transfers.

Type The Listing In, Run It - The Screen Usually Goes Haywire Whilst The Compression Is Made - And You Should Find The Result Saved To Your Disc.

The Programme Has A 'Sister' File That'll Compress Screen Files Which I Hope To Reprint In The Next Issue.

I May Attach A Few Sheets To Future Issues Of The Scrap Yard But As It's Such A Comprehensive Listing It's Going To Take Forever To Get Around To Finishing It. Sooo..... As Danny Also Sent Me The Info' In Data File Form I'm Willing So Send Anybody A Copy Providing They Send A Disc With The Necessary Stamps/Jiffy Bag etc. The Data Files Load Into Rambase 2 (or 3) Which Surely Everybody Has A Copy Of By Now, But If You Haven't Let Me Know And I'll Do You A Copy As It's A P.D. Database.

Alternatively (and more expensively) I Could Get Anyone A Photo-Copy Of The Entire Listing But I'm Going To Have To Charge £2.50 To Cover The Expenses And Postage.

Either Way, It Would Also Be Nice If You'd Send An Extra £1.00 As A Sort Of Thankyou For All the Time & Trouble That's Gone Into Compiling The Data Files, Which I Will Gladly Pass On To Danny. Danny Has Freely Donated This (And Other Items To Be Printed At A Later Date) And A Little Appreciation Won't Go Amiss, Methinks.

Finally, The Thanks Bit.

Firstly, Special Thanks Go To Allen Rose For So Quickly Responding To My Request For A Letterhead Featuring A Cat. He Sent Me A Few Variations From Which I Chose The Present One. Cheers Allen.

Our Other Thanks Go To

Carl Surry, Alex Cochrane, Lee Rouane, Barry Snell, Chris Williams, Dave Caleno & Jacqui Owen & Tony Edwards (good mates) And Anyone Else I Might Have Forgotten.

The Next Issue Will Be Out By April 1993 (God, That Seems A Long Way Away Maybe I'll Make That Sometime In March ?) So Don't Forget Your S.S.A.E & Extra Stamp. See You Then. Byeeeeeeeeeeeeeeeeeee.

INFO' & HELP

MARTIN COSSINS
11 DULVERTON SQUARE
COTTINGLEY
LEEDS
YORKSHIRE
LS11 0LL

TEL : (0532) 715492

DATABASE PRINTOUTS

NIGEL MELLS
SHENDALE
51 AVONDALE ROAD
ASHFORD
MIDDLESEX
TW15 3HP

MULTIFACE GAME POKE LIST A - C

GAME	ADDRESS	POKE	EFFECT
1942 (1)	0EB3	FF	INFINITE ROLLS
1942 (2)	2982	00	AUTO RAPID FIRE
1942 (3)	2974	C3	MANUAL RAPID FIRE
1942 (4)	24C0	C9 }	INFINITE LIVES
1942 (5)	24D0	C9 }	INFINITE LIVES
1943	79D6	A7	INFINITE FUEL
3D STARFIGHTER (1)	7F15	00 }	INFINITE SHIELDS
3D STARFIGHTER (2)	7F3A	00 }	INFINITE SHIELDS
3D STARFIGHTER (3) (Quattro)	7F3A	00 }	INVULNERABILITY
3D STARFIGHTER (4) (Quattro)	7F15	00 }	INVULNERABILITY
3D STARSTRIKE (1)	2640	00 }	INFINITE SHIELDS
3D STARSTRIKE (2)	2641	00 }	INFINITE SHIELDS
720 DEGREES (1)	8027	00	INFINITE LIVES
720 DEGREES (2)	80B8	00	INFINITE TICKET
720 DEGREES (3)	9528	00	INFINITE CREDIT
A.M.C.	876C	00	INFINITE LIVES
ACADEMY (1) (TAU CETI II)	8D17	00	INFINITE AMMO
ACADEMY (2) (TAU CETI II)	8DD6	00	INFINITE DELAY BOMBS
ACADEMY (3) (TAU CETI II)	8CC8	00	INFINITE FLARES
ACADEMY (4) (TAU CETI II)	8CF3	00	INFINITE MISSILES
ACADEMY (5) (TAU CETI II)	83C2	00	INFINITE SHIELDS
ACADEMY (6) (TAU CETI II)	A049	00 }	INFINITE FUEL
ACADEMY (7) (TAU CETI II)	8BEC	00 }	INFINITE FUEL
ADVANCED PINBALL SIM (1)	041B	00	INFINITE BALLS
ADVANCED PINBALL SIM (Quatt)	041B	00	INFINITE BALLS
AFTER THE WAR (1)	804A	00	INFINITE LIVES PART 1
AFTER THE WAR (2)	8049	00	INFINITE LIVES PART 2
AFTER THE WAR (3) (20 Chart)	804E	00	INFINITE LIVES PART 1
AFTER THE WAR (4) (20 Chart)	8049	00	INFINITE LIVES PART 2
AFTERBURNER (1)	20A7	3A	INFINITE LIVES
AFTERBURNER (2)	1D58	00	INFINITE MISSILES
AFTERBURNER (3) (disc)	20CF	3A	INFINITE LIVES
AFTERBURNER (4) (disc)	1D80	00	INFINITE MISSILES
AGENT X II (1)	5CDA	A7	INFINITE ENERGY LEVEL 1
AGENT X II (2)	9833	00	INFINITE ENERGY LEVEL 2
AIRBORNE RANGER (1)	945A	5C	INFINITE FIRST AID
AIRBORNE RANGER (2) (disc)	9539	3B	INFINITE FIRST AID
AIRWOLF (1)	786F	00	INFINITE LIVES
AIRWOLF (2)	822B	**	** = No. OF LIVES
AIRWOLF II (1)	786F	00	INFINITE LIVES
AIRWOLF II (2)	822B	**	** = No. OF LIVES (MAX FF)
ALIEN 8 (1)	418E	00	INFINITE LIVES
ALIEN 8 (2)	2EFE	00	INFINITE TIME
ALIEN 8 (3)	315E	**	** = NUMBER OF CHAMBERS
ALIENS	1B8D	00	INFINITE FIRE
ALTERED BEAST (1)	09B9	00	INFINITE CREDITS
ALTERED BEAST (2)(PowerUp C)	09B9	00	INFINITE CREDITS
ANARCHY	48E1	C9	INFINITE LIVES
ANDROID II	2822	00	INFINITE LIVES
ARCADE FLIGHT SIM (1)	8CD0	00	INFINITE AMMO
ARCADE FLIGHT SIM(2)(Quatt')	9D12	00	INFINITE LIVES (1)
ARCADE FLIGHT SIM(3)(Quatt')	9CD6	00	INFINITE LIVES (2)
ARKANOID (1)	20F3	00 }	INFINITE LIVES
ARKANOID (2)	02F3	00 }	INFINITE LIVES
ARKANOID (3)	0374	00 }	INFINITE LIVES
ARKANOID (4)	0683	B1 }	PRESS ESC TO SKIP LEVELS
ARKANOID (5)	0684	02 }	PRESS ESC TO SKIP LEVELS