Well here were are again with another issue of Bonzo's Scrap Yard where we find Bonzo transfer news as scarce as the proverbial rocking horse droppings. We have a grand total of 5 reported transfers in this issue and these are as follows ..

| | | |
|---|---|---|
| CAPTAIN DYNAMO (Codemasters) | — | Option 4 |
| STUNTMAN SEYMOUR (Codemasters) | — | Option 4 |
| SCREENPLAY (MacMillan) | — | Option 8 |
| SEYMOUR GOES TO HOLLYWOOD | — | Option 14 |
| SUPER SEYMOUR SAVES THE PLANET | — | Option 14 |

And that's it !!! Not a lot is it ? So come on guys & gals, I know there isn't much being released at the moment but somebody, somewhere must have SOME news surely ?

Keeping on the transfer tack I'll add that I've recently bought the Fun School 4 Under 5's package and at present that should be listed as a No-Go. however, Option 11 does actually manage to dump all the files to disc but when run, it seems to load them O.K. but "freezes" just as the programme starts. Now someone out there may be able to write a patch file to get around this, or perhaps Option 11 simply needs a code to be put in at the appropriate time but it's beyond me. If anyone would like to have a go at fathoming out either of the above please drop me a line & I'll loan them the tape & if there's any success I'll print it in a later edition of the Scrap Yard.

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

From the above transfer news there may be one or two of you saying Option 14 !! Option 14 !! What the hell's he talking about ! Well the good news is that Bonzo has had a new baby !!

Option 14 comes from the pen of the famous (or should that be infamous ?) JASON (The Argonaut) BROOKS. Bonzo's latest kitten consists of 5 files which are, I think, too large to print here soooooooooo ......... anyone wishing to avail themselves of copies should send me a s.s.a.e (preferably a Jiffy bag) containing a blank, formatted disc and I'll gladly do the honours.

Option 14 follows the usual, easy to use Bonzo routine of running the Option, the game & the tap to make the tea. Two files are provided which allow you to rename the transfered files to something you think more suitable.

Before anyone asks "What The Hell Happened To Option 13 ?" - at the request of more than one superstitious person there is no Option 13, O.K. !

Our eternal thanks must go not only to JASON (The Argonaut) BROOKS but also to Nigel (Wells) for managing to convince Jason that Bonzo users everywhere would sleep safer in their beds at night in the knowledge that the Bonzo flag was still being flown from the top of it's mast. Thanks lads.

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

How many of you out there use a second drive with MS 800 ? Quite a few of you I suppose. Well it's worth giving you a bit of info on a programme available from S.D. Microsystems called FRONT RUNNER. The programme is a WIMP controlled disc management suite featuring all the usual Copy, Format, Rename etc facilities but of particular use to MS 800 users is that it will copy to & from MS 800 discs. It scores over the copier that's provided with MS 800 in that you can 'tag' as many files as you like (MS COPY only allows 10) and you can move files from A to B drive or B to A drive without having to re-load the copier (unlike MS COPY). Unfortunately I do have to say that the copier is still just as pedestrian as MS COPY.

Whilst on the subject of MS 800 the following is a list of games (mostly Bonzo transfers) which I've found WONT work under MS 800.....

| | | | |
|---|---|---|---|
| Escape From WACCI H.Q. | Wacky Orchard | Sorcery | Space Invaders (WACCI version) |
| Attack Of Killer Tom's | Blackbeard | Critical Mass | Technician Ted (NOT AA covertape) |
| Grand Prix Sim' 2 | Doomsday Blues | Skatin' USA | Equinoxe (Game NOT the music prog) |

They'll all run from Drive B OK, either directly or by using the ABPATCH or BBPATCH files on the Bonzo discs.

The next lot are all MS 800 & Drive B incompatables for similar like-minded technical morons as me .............

| | | | |
|---|---|---|---|
| Alex Higgins Snooker * | Kobayashi Naru * | Thundercats | Crazy Erbert |
| Alex Higgins Pool * | Apprentice * | Ghosts & Goblins | Turbo Boat Simulator |
| Pogostick Olympics | Pro-Tennis | Ricochet | Shockway Rider |
| Flypsy * | Swivel | Fast Food Dizzy | Advanced Pinball Sim' |

*= From the 50 game disc compilation that was advertised a little while ago in AA.

If anyone knows of anymore, please let us know - thanks.

One thing I did find when using MS 800 is that, provided with the utility are two MENU files to allow you to run games from Drive B (most try to return to Drive A unless told otherwise). Whilst they do work O.K. I prefer to have my games as stand-alone ones that aren't dependent on a further utility to run them. So, to get around them reverting to Drive A just use the ABPATCH or BBPATCH files from the Bonzo discs. They inevitably work fine.

************************************************************************

My thanks go to those of you who wrote or phoned to tell me that the author of last issues CRUNCHER file was Harry Moore. Harry apparently went the Amiga way a long time ago but that doesn't stop us giving credit where it's due.
The following is the second of Harry's files and is a screen cruncher.

```
10 CLS:MODE 1:OPENOUT"D":MEMORY &1FCF:CLOSEOUT
20 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$,&C000:CALL &BE80
120 y=PEEK(&BE80)+256*PEEK(&BE81)
130 MODE 1:INK 1,6:INK 2,25:PAPER 2:PEN 1:CLS
140 LOCATE 6,16:PRINT"CHANGE DISCS NOW IF YOU WISH!"
150 FOR i=1 TO 10000:NEXT:CLS:LOCATE 6,16:PRINT" BUT NOT NOW !!"
160 FOR I=1 TO 2000:NEXT:SAVE B$,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 TOSET 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
```

I hope everything's self explanatory & once more (no pun intended) our thanks go to Harry Moore.

************************************************************************

# THE AA COVERTAPES

*For those of you unaware, these short loader programmes allow you to seperate the Covertape games from the Menu and run them as stand-alone files.*

## COVERTAPE No 19

```
3   REM AA Covertape No 19
5   REM LINK transfer file by Barrie Snell
    for CPC Domain & Bonzos Scrap Yard
10  MEMORY &2FFF:LOAD "3.bin",&3000:!ERA,"3.BIN"
20  PRINT "Put In Another Disc NOW, or Leave"
30  PRINT "This One In And Press Any Key":CALL &BB18
40  SAVE "LINK.BIN",b,&3000,&2C16,&3000
```


```
2   REM AA COVERTAPE No 19
5   REM BY BARRIE SNELL for CPC Domain & Bonzos Scrap Yard
7   REM ON THE RUN LOADER ADAPTER
8   REM NEEDS THE FILES MENU, 1 & 2.BIN
9   REM SAVES ADAPTED MENU FILE AS RUNNER -
    Alter Line 40 To Different Name If Desired
10  MEMORY &7FFF:LOAD "MENU.BIN",&8000
20  POKE &8100,62:POKE &8101,1:POKE &8102,0
30  POKE &8735,1:POKE &8743,2:REM Point to 1.BIN & 2.BIN.
    Alter These Files To Different Numbers If Desired
40  !ERA,"MENU.BIN":SAVE "RUNNER",b,&8000,&7E1,&80EA
```

## COVERTAPE No 20

```
5   REM Loader For GLIDER RIDER From AA Tape 20
10  REM Rename 1.BIN to GLIDER.BIN
15  REM SAVE This As GLIDER.BAS
20  REM By BARRY SNELL For CPC DOMAIN & BONZO FANS
30  OPENOUT "a":MEMORY &3FF:CLOSEOUT
40  LOAD "GLIDER.BIN",&400 : CALL &400
```

## COVERTAPE No 21

```
3   REM NEXOR LOADER - AA TAPE No 20
5   REM By BARRIE SNELL for CPC DOMAIN & BONZOS SCRAP YARD
6   REM
8   REM ***** DELETE LINES 3 to 9 BEFORE RUNNNING *****
9   REM
10  MODE 1:OPENOUT "d":MEMORY &2B7:CLOSEOUT:LOAD "2.BIN",&2B8
20  a$="1.BIN": !ERA,@a$:a$="2.BIN": !ERA,@a$:a$="MENU.BIN": !ERA,@a$
30  PRINT "Insert Disc With At Least 35k Free"
40  PRINT "To Which You Want To Copy NEXOR"
50  PRINT "Then Press Any Key": CALL &BB18
60  SAVE "NEXOR.BIN",b,&2B8,&89E8,&2B8
```

*O.K. So that's the end of the Covertape transfer section for this issue and our thanks go once more to Barrie Snell for all his endeavours but (as the saying goes) there's more ......................*

Peter Curvegen recently dropped me a line and included his adaptation of small programme originally written by Philip Bowden & David Pearson which allows you to run the AA Covertapes (as transfered) from Brive B. Just to clarify that — the following programme runs the original transfered suite of programme *NOT* the one's we've been processing as stand-alone files (these can usually be run from Drive B by simply using the ABPATCH or BBPATCH files from the Bonzo discs — although these don't seem to work on the Demo games).

Right (or should that be write /) type in the following and save it as DISC on the B Drive disc.

```
10 MEMORY &7fff
20 LOAD "MENU"
30 POKE &____,&C2
40 CALL &____
```

In the spaces after the POKE & CALL commands in Lines 30 & 40 you need to input the codes from the table listed below for the relevant covertape.

*I'll just note that the games on tapes 1 & 2 were run direct and not from a Menu. Try the ABPATCH & BBPATCH files again (useful aren't they //).*

| | | | | | |
|---|---|---|---|---|---|
| TAPE No 03 : POKE 82FA | CALL 80D5 | TAPE No 04 : POKE 831F | CALL 80E8 | TAPE No 05 : POKE 832F | CALL 80E8 |
| TAPE No 06 : POKE 832C | CALL 80DC | TAPE No 07 : POKE 8353 | CALL 80F0 | TAPE No 08 : POKE 834D | CALL 80EA |
| TAPE No 09 : POKE 8328 | CALL 80D7 | TAPE No 10 : POKE 834D | CALL 80EA | TAPE No 11 : POKE 834D | CALL 80EA |
| TAPE No 12 : POKE 8359 | CALL 80F6 | TAPE No 13 : POKE 8397 | CALL 8110 | TAPE No 14 : POKE 8372 | CALL 80FD |
| TAPE No 15 : POKE 8359 | CALL 80F6 | TAPE No 16 : POKE 834D | CALL 80EA | TAPE No 17 : POKE 839C | CALL 8127 |
| TAPE No 18 : POKE 834D | CALL 80EA | TAPE No 19 : POKE 834D | CALL 80EA | TAPE No 20 : POKE 834D | CALL 80EA |
| TAPE No 21 : POKE 834D | CALL 80EA | TAPE No 22 : POKE 834D | CALL 80FD | | |

*Hope this is of help to someone, and thanks to Peter, Philip & David.*

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So we're at the end of this issue and my thanks go to all who contributed but I want to give a particular vote of thanks to *LEE ROUANE* — not only for giving encouragement, friendship & help when it's needed but also for helping to keep British Telecom's profits as exorbitantly high as they usually are.

You should all know the addresses by now but here they are once again. Don't forget to keep in touch with Nigel & his ever wonderful database print-outs.

Issue 5 will be out by JULY 1993 so don't forget the s.s.a.e + extra stamp.

GENERAL MESSING ABOUT

MARTIN COSSINS
11 DULVERTON SQUARE
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LEEDS
YORKSHIRE
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