



BONZO'S

Scrapyard

Written & Compiled By ■ Martin Cossins



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O.K. lads and lasses' here we are once again with our periodical boost of Bonzo bumpf ! I hope the newsletter finds everyone fit and well and not too despondant with the way the old CPC scene seems at the moment. Since the last Scrap Yard we've seen the rather sad demise of CPC Domain, something which has indeed been a shame and no doubt it's death was given a more speedy momentum by the slugging off it recieved in a few issues of Amstrad Action.

Not normally being one to similarly 'have a go' at others I feel I can't let the above pass without comment and I find it very disappointing that AA went to such lengths to heap criticism on something that was being run for no profit, for the benefit of others, for minimal cost and by enthusiasts similar to ourselves. Whilst the Domain might well have had it's faults I certainly think Amstrad Action should spend more time looking at the 'comic' it produces and seek to get it back up to the standard it had before the covertapes were included, talk about the pot calling the kettle black !!!!!!!!!!!

I have to admit that I find AA so bad nowadays that I've given up buying it on a regular basis and will only get further issues if there's something I actually want on the covertape (there's been nothing yet !) or the general standard improves.

Right, enough of this waffle and on to the Bonzo news. Thanks to all those that sent info'

- OPTION 1 - Country Cottages [Sterling Software]
Impossaball [Hewson]
Battle Of The Planets
Scooby Doo
Everyones's A Wally
Run For Gold *
- OPTION 2X - Tag Team Wrestling
- OPTION 3 - High Frontier *
Barry McGuigan's Boxing *
- OPTION 4 - Rampage *
- OPTION 5 - Supersprint *
GeeBee Air Rally [Main File Only] *
Dandy [M/F - Data Files are Option 1] *
- OPTION 8 - Ghostbusters *
- OPTION 11A - Sailing *

HACK PACK - Dead Dr Alive *
 Strike Force Harrier *
 Qabbala
 Flight Sim' [Keep Screen]
 Erb*rt
 Pictionary [Main File Only]
 Formula 1 Sim' [ChartBusters Comp']
 Brian Jacks Superstar Challenge [ChartBusters Comp']

BLITZNU - Armourgedden Man *

BLITZXL - Mega Apocalypse *
 750cc Grand Prix [Codemasters]

So there's a few more to add to the database (hope Nigel's listening). You should all note that those marked with * are from the GRANDSLAM compilation. It's worth adding that quite a few of these are different from their original release transfer options so it does show the worth of reporting these games.

Another software 'package' worth remarking on is the re-released Fun School 2 series on the Hit Squad label. It's been reported that these are the same as the original transfers [as listed in the database].

Whilst on the subject of the Fun School 2 packages I'll add a few tips here so as to be able to get the tape packages to run from [and return to] a simple menu. Firstly type in the menu programme that appears later on in the newsletter. Now, having Bonzo transferred the FS 2 files to disc you need to do a bit of simple file editing. For this example I'll be using the Under 5's package but the principle's the same for all ages groups.

The 8 files to be adapted fall into 2 basic types

1. A rather lengthy line that needs adapting to include a RUN "MENU command
2. A shorter line that needs similarly amending.

TYPE ONE

The programme TEDDY COUNT has the file COUNT1.BAS which needs adapting. Load the file and type EDIT LINE 140. Now amend this lengthy line so that the end reads

```
THEN 150 ELSE IF PEEK (&7FF2)=0 THEN CALL 0 ELSE RUN "MENU
now save the adapted file as COUNT1.BAS
```

Follow the above example and similarly adapt the following files

```
PICK1.BAS   :   Line 145   -   PICNIC1.BAS   :   Line 145
SNAP1.BAS   :   Line 140
```

TYPE TWO

Is slightly simpler in that the lines to adapt are much shorter and all the following should be amended to read

```
IF PEEK (&7FF2) THEN CALL 0 ELSE RUN "MENU
```

```
MOLE1.BAS   :   LINE 150   -   LETTER1.BAS   :   Line 220
TRAIN1.BAS  :   LINE 8250  -   SPELL1.BAS    :   Line 150
```

And that, as they say, should be that.....

Further to the information from Peter Curgenvin in issue 4 of the Scrap Yard regarding running the AA covertapes from Drive B you can add the following to his list

<u>TAPE 23</u>	POKE &B397	-	&CALL B110
<u>TAPE 24</u>	POKE &B317	-	&CALL B0DB
<u>TAPE 25</u>	Will run direct		

On the subject of Pokes & Calls here's a few that you might like to use in any messing about you might be doing

POKE &A700,1	:	Switch to Drive B
POKE &A700,0	:	Switch to Drive A
CALL &BC02	:	Reset all colours to the default ones.
CALL &BB18	:	Await any keypress

I find the last one particularly useful when putting any on screen text in lines as you can fill the screen and hold the text there by simply sticking CALL &BB18 at the end of the line[s] and it saves having to use the PRINT:PRINT commands all the time. O.K. ?

A few other transfer details here, for one of Bonzo's competitors, Soft-Lok. The following have been reported.

SUPERWONDERBOY	:	V91	ITALIAN SUPER CAR	:	V87
BUBBLE BOBBLE	:	V90	ARCADE FLIGHT SIM	:	V87

Finally in this bit, a Password to Pt 2 of BLACK MAGIC is QUALTAN

This issue of the Scrap Yard ends with a rather good, but simple, type-in from the pen of Lee Rouanne. It's a very effective and professionally looking MENU programme that I use all the time. It's easy to adapt and can accept about 8 programmes to run by moving the window commands around the screen if need be.

Those of you with MS800 might wish to use it to run your games from the B drive instead of using the Menu's that come with MS800. What I do is adapt Line 120 of the MS800 DISC initialization file & remove the DRIVE B: CAT commands and replace them with RUN "MENU.

Using BBPATCH from the BLITZ disc to act as the B Drive loader file for the game instead of the MS800 menu's I can utilize Lee's menu and run the games this way rather than search about for the individual loader file. Take it from me, it's far easier [and much better looking] this way.

My thanks go to Lee for donating this little type-in and while I'm at it I'll give him a special vote of thanks for all the help, assistance and friendship he's shown to us all up here in Leeds over the past 18 months or so. As he's also recently undertaken the job of compiling the AA Cheat Mode section I hope the fame, fortune and the entourage of beautiful women that will ensue will not go to his head [on second thoughts - forget about the women - he doesn't need them as he's got Shelley !]

```

20 ' = MENU FOR BONZO'S SCRAP YARD By LEE ROUANNE =
30 ' =====
40 '
50 INK 0,0:BORDER 0:INK 1,14:INK 2,18:INK 3,20
60 MODE 1:PEN 2:PEN #1,2:PEN #2,3:PAPER #1,0:WINDOW 2,39,2,23:
  WINDOW #1,2,39,5,20: WINDOW #2,2,39,24,25
70 DRAW 0,399,1:DRAW 639,339,1:DRAW 639,0,1:DRAW 0,0,1
80 LOCATE 15,2:PRINT "X GAMES MENU X"
90 LOCATE 14,20:PRINT "X SELECT OPTION X"
100 RESTORE 120
110 PEN 3:READ n:FOR x=1 TO n:LOCATE 12,6+(x*2):READ a$:PRINT x;"<> ";
  a$:NEXT
120 DATA 4,GAME TITLE 1,GAME TITLE 2,GAME TITLE 3,GAME TITLE 4
130 a=0:WHILE a<1 OR a>n:a=VAL(INKEY$):WEND
140 ON a GOSUB 160,170,180,190
150 GOTO 60
160 PRINT"Ω":RUN "GAME 1"
170 PRINT"Ω":RUN "GAME 2"
180 PRINT"Ω":RUN "GAME 3"
190 PRINT"Ω":RUN "GAME 4"

```

I don't think any real instructions are necessary for the usual Scrap Yard readership but for those a bit nervous of 'twiddling' with such things here's a quick guide

Line 120 contains the information relating to how many items there are on the menu in the DATA 4 command. If you want it to contain 6 titles just change it to read DATA 6. The rest of the line prints your game titles to screen.

If your titles are too long to fit the screen you can move it's position by altering LOCATE 12,6 in Line 110 to something like 4,6.

Line 140 will need more commands if you go beyond 4 items on the menu. Just add more numbers to the GOSUB's [e.g. add 200, 210 etc] .

Of course you'll need to add these lines with their relevant RUN commands.

Finally, there are a few characters in the programme you might not be familiar with and are accessed the following way

Lines 80 & 90	-	The X is found by pressing CONTROL & X
Line 110	-	The < is found by pressing CONTROL & H
Lines 160 +	-	The Ω is found by pressing CONTROL & G

The characters perform different functions - try the menu with & without them to find out !!

Right, that's about it for this issue. The next one will be out in October so send your S.S.A.E. plus extra stamp sometime before then.

Our thanks go to the following for supplying various information - Neil Frater, Jacqui Owen, Peter Curgenvin, Dave Caleno, Lee Rouanne [again] for supplying the new header [what do you think of it ?] and of course Nigel Mells for the ever wonderful database print-outs. You should all know the addresses by now but here they are anyway.

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BONZO LIT'

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Game Name

ARGONAUT

1990TAPE (8K Ver.)

AMSDOS

BINARY DESIGN (Alt. Opt2M)

LONGBD37

BONZO BLITZ (Speedlock)

ANCIENT

ARGLOCK

BLITZ

BLITZ4, 4L

BLITZ5, 5X

BLITZ6, 6X

BLITZNU

BLITZNUL

BLITNUXL

BLITZODD

BLITZOLD

BLITZXL

BLOLDXL

BONZO SUPER MEDDLER

BONZO (1)

BONZO (2) (Head'less)

BONZO (3) (Flashload/Speedlock)

PICBONK(X) (Alt 3 above)

(HI)BONKEY (Alt 3 above)

BUNLOCK (Alt 3 above)

OPTION2X (Alt 2 above)

OPTION4, 4X, 4Y

OPTION5, 5X, 5Y (Casseys')

OP5ALT (Argonaut Casseys')

OPTION6 (Budgets)

OPTION7 (Loriciels)

OPTION8 (Alt Opt 4)

OPTION8X

OPTION9 (Alt Opt 4)

OPTION10(A,B) (Appleby)

OPTION11(A,B,C) (Hi-Tec/1991)
(11C only—try codes: 1 = 0 2 = 192)

OPTION12 (Alt 2X)

OPTION14

HACKPACK, HP2, (or Last Resort)

GOLDMARK

SAMSON

DELILAH (Head'less)

PLAYTRANS (Casseys')

FIRETRANS (Firebird)

SPEEDTRANS 3

GOLDTRANS (Appleby)

TRONICTRANS

GREMTRANS