BONZO'S Scrapyard

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Hello once again and welcome to Issue 6 of Bonzo's Scrap Yard.

Once again we find that there seems to be little Bonzo transfer news about which naturally tends to make the newsletter a bit sparse on info'. Still, we have to be thankful for what we can get I suppose so here goes ....

10th FRAME from Ocean is a Bunlock job.

ANGLE BALL from M.A.D. goes with Option 4.

CYBERWORLD (or PARANOIA COMPLEX — early versions) from Magic Bytes is an Option 1 transfer but you'll have to rename the file names as you go as the file names default to *.BAS or *.BIN on transfer.

DRAGON NINJA from Imagine was previously listed as a No-Go but I'm told the main file can be grabbed with Blitz 5.

GUARDIAN II from Hi-Tec is zapped with Option 1.

LAZER TAG from GO! goes (no pun intended) with Option 10B (previously less specifically listed as option 10).

OSPREY from Bourne Educational is reported as a Hack Pack transfer. I'm told the files might go with Option 1 but they need a bit of jiggling about with filenames etc to get the thing to run.

RENEGADE from Imagine is listed as Blitz Detect but actually goes with BLITZNU.

O.K. that's the A-Z listed but for those of you that prefer it this way here's a brief summary in Option order.

OPTION 1   :   GUARDIAN II [Hi-Tec]
                        CYBERWORLD [Magic Bytes]

OPTION 4   :   ANGLE BALL [M.A.D.]

OPTION 10B   :   LAZER TAG [GO!]

BUNLOCK   :   10TH FRAME [Ocean]

HACK PACK   :   OSPREY [Bourne Educational]

BLITZ 5   :   DRAGON NINJA — Main File Only [Imagine]

BLITZNU   :   RENEGADE — Main File Only [Imagine]

*And that, as they say, is that. Our thanks go to Dave Caleno and
Neil Frater for supplying all the above information, thanks lads.*

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THE RETURN OF THE AA TAPE TRANFER BIT

*I've had one or two people enquire about the absence of the AA
Covertape 'stand alone' type-in routines from the last two issues
of the Scrap Yard. There are a couple of good reasons for this
and they're simply because [A] I gave up buying AA at the
beginning of the year as I felt it was a waste of money and
therefore couldn't have a go at the more recent tapes myself and
[B] the main source for the routines, Barry Snell's column in CPC
DOMAIN, was lost when the disczine folded.*

*But now [fanfare of trumpets] to our rescue comes FRANK RYAN, all
the way from sunny Northumberland [home of the best supported
football club in the history of Christendom — Newcastle United to
you] with some more short type-ins to do the business.*

*Frank says that he's just manipulated the original routines a bit
and that he's not trying to steal the original authors glory or
whatever.*

*As I don't have the tapes or mag's in question myself I can't tell
you which tape or issue number they're from but I'm sure if you
have them you can work that one out yourselves.*

BALROG

```
5   REM Balrog loader needs "MENU.BIN" or own filename
10  MEMORY &7FFF:LOAD "BALROG.BIN",&8000
20  POKE &81AF,32:POKE &810E,&B:POKE &8903,1
30  CALL &80C1
```

BOOTRACKER

```
5   REM BOOTRACKER loader
10  MEMORY &7FFF:LOAD "MENU.BIN",&8000
20  POKE &81AF,62:POKE &810E,&8
30  CALL &80C1
```

SYNTAX

```
5   REM SYNTAX loader
10  MEMORY &7FFF:LOAD "MENU.BIN",&8000
20  POKE &81AF,62:POKE &810E,&C
30  CALL &80C1
```

BALLOON BUSTER

```
5   REM BALLOON BUSTER loader
10  MEMORY &7FFF:LOAD "MENU.BIN",&8000
20  POKE &81AF,62:POKE &810E,&A
30  CALL &80C1
```

It should be fairly apparent that all the routines are very similar. So a special THANKS to FRANK RYAN *for his endeavours.*

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The preceding has been what could loosely be termed 'the good news' now for the bad stuff /////////////////

It's with a great deal of sadness that I have to announce that the future of BONZO'S SCRAP YARD *is in doubt. There are a few reasons for this but the main ones are that it has become ever more difficult to find information to place in the newsletter and that apart from a few trusty friends [who know who they are] there seems to be very little enthusiasm for continuing this. The main thrux of the* SCRAP YARD *has been to report transfer news and there's just not enough coming in I'm afraid. Additionally I've been very much disheartened by some of the 'contacts' [and I use the word loosely as I don't like swearing in print] I've had over the last year or so, many of whom couldn't even be bothered to give a word of thanks for any help I gave them. I'm very happy to help anyone out if I can, all I've ever asked for is [literally] an honest 'thankyou' for any time or trouble I've put in — but lately I've been lucky to get even that* /////////////////

All that might have been overlooked if the prime reason for closing the newsletter down hadn't occurred, and that was that my last 6128 keyboard went 'down' and despite DIY attempts at chip swapping in order to get up and running again I've had no luck. Faced with a 40 pounds or so repair bill I've reluctantly decided that I can't really justify the expense.

It is a shame I know, as I've always been proud of the CPC's *capabilities and always found it very friendly to use and perhaps more importantly I've gained lots of friends through using it.*

Those of you that know me a little will be aware that I've been using an Atari ST for quite a while now and given the price of secondhand ST's the CPC will have to remain unrepaired whilst I consider buying an additional ST and placing all my eggs in the Atari basket.

For the time being at least I'm still hanging in the CPC scene, but I'm lingering on the goodwill of a mate who has kindly lent me his 6128 keyboard while I get all my loose ends sorted out. So if you've a query or something you can still get in touch and I'll do my best until such time as my mate, Big Mal [/], comes around threatening me !!!!!!!!!!!

There will be at least one more issue of the Scrap Yard, in fact there seems no real reason why I can't continue to compile the newsletter regardless of whether I'm CPCless or not, but somehow it doesn't seem quite right.

Anyway, can I ask you to please send me anything you might think will be of interest, Bonzo related or otherwise.

This issue has been a little late coming out and whilst the main reason for this was given above I still hope you all accept my apologies. I'm not sure when the next issue will be out , a February deadline seems to be about right, so I'll be aiming for that.

Before finishing off can I just give a plug to another Newsletter about called CONTACT. It's compiled by Dave Muggeridge [address below] and contains various bits and pieces of interest, is a good 'friendly' read and costs the pricely sum of 30p (yes, just 30p).

My thanks go to those that helped in compiling the info', especially Dave Caleno, Neil Frater, Frank Ryan and not forgetting Mr Printout himself <u>NIGEL MELLS</u> *.*

A final reminder that to recieve the next issue of Bonzo's Scrap Yard you should send a stamped, self addressed envelope <u>PLUS</u> *one extra first class stamp [which has just gone up to 25p].*

<u>ALL INFO' TO</u>

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<u>PRINTOUTS</u>

NIGEL MELLS
SHENDALE
51 AVONDALE ROAD
ASHFORD
MIDDLESEX
TW15 3HP

CONTACT NEWSLETTER

DAVE MUGGERIDGE
3 LAKERS LEA
PLASTOW ROAD
LOXWOOD
NR BILLINGSHURST
WEST SUSSEX
RH14 OTT

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