Well hello and a big Howdy Doody to you all out there and I hope this issue of Bonzo's Scrap Yard finds you all still healthy, wealthy and at least a little wiser.

Here in the land of Bonzo News we're still recovering from a particularly nasty bout of A.A. Flu. This is something similar to Asian Flu except that the patient is proclaimed terminally dead [can you be dead any other way I ask you?] *BEFORE* any diagnosis is undertaken !!!!!!!!

Contrary to the wonderful and detailed research you might have expected from an established periodical of Amstrad Action's standing I can, in true Mark Twain style, report that rumours of my death have been greatly exaggerated !

Bonzo's Scrap Yard is still around and despite the last issue being more than a little downbeat I'm happy to be able to report that many kind words of encouragement have been thrown in my direction [and my thanks go to all those that offered such] with the result that I am much more enthused that I am not totally wasting my time.

However, there have been a few changes since the last Scrap Yard, the main one being my decision to sell most of my software and some of my hardware too. I'm keeping most of the 'serious' stuff but the games are all likely to go. I've rarely played most of them so they're just basically taking up valuable space.

I've also found buyers for my 2nd drives and in future I'll not be able to deal with three & a half inch discs, so I'd be grateful if you could all bare that in mind please, ta.

Nevertheless I'm still hanging in here and if I ever do go mad and decide to fold the Scrap Yard you will hear it from ME first. Okay !!

Right, that's enough of the moaning and groaning so lets get onto the main point of this newsletter ....

Bonzo Transfer News

Not too much in the transfer section of the Scrap Yard this issue but anyway, here goes ....

First the bad news, the following 4 games have be reported as being beyond the transfering talents of the Bonzo discs.

4 X 4 OFF ROAD RACING from Kixx
FIREMAN SAM   from Alternative
PPOTECTOR   from Edos *
ZOMBI   from Ubisoft

For anyone unaware, the Edos System is a method used by many shops [John Menzies in particular] to download games that they hold on compact disc. It means the shop can hold loads of games [across all formats] without having to stack lots of boxes on shelves and they just download the software as or when it's ordered. Shops can usually download onto tape or disc, the main difference being about three quid !

And now on to the [limited] good news ....

PARA ASSAULT COURSE from Zeppelin is a Hack Pack transfer
POSTMAN PAT 3   from Alternative is an 11A job
PRESIDENT   from Addictive goes with Option 1
RUNNING MAN   from Grandslam is Blitz 5 but Main
                     File only [shame !]
SKWEEK   from Whoever [?] is zapped with Option 7
WOMBLES   from Alternative is Option 4 material

So all that's fairly easy to accomodate [hi-ya Nigel !] but
here's the listing again in Option order.

```
OPTION 1     :     PRESIDENT
OPTION 4     :     WOMBLES
OPTION 7     :     SKWEEK
OPTION 11A   :     POSTMAN PAT 3
HACK PACK    :     PARA ASAULT COURSE
BLITZ 5      :     RUNNING MAN [Main File Only]
```

Cheats and things ....

Here we go with the 'don't lose your rag' bit and we start
with a few passwords for the P.D. puzzle game PUZZNIX ....

```
LEVEL 10 : MATRIX    LEVEL 20 : HITECH    LEVEL 30 : SHADOW

LEVEL 40 : ACTION    LEVEL 50 : TECHNO
```

Next up are a few Multi-face pokes so get ready with the red
button ....

```
CRAZY ERBERT     4A1B - 00     INFINITE LIVES
DARK STAR        4945 - 00     INFINITE LIVES
KILLER TOMATO'S  3625 - 00     INFINITE LIVES
JOHNNY QUEST     77A7 - 00     DO BOTH POKES FOR
                 77B2 - 00     INFINITE LIVES
```

And finally on to a few cheats for Bonzo transferd games, something which I'm sure we're all pleased to see as the ones printed in A.A. and the like invariabley wont work on the Bonzo'ed version.

```
100 ' 1942 [OPTION 1] Cheat by
        Lee Rouanne
110 ' For Bonzo's Scrap Yard
120 ' Pick Number Of Lives
130 '
140 DATA 11,40,00,21,FF,AB,0E ,
        07,CD,CE,BC
150 DATA 21,29,BF,CD,11,BF,11,
        58,02,05,08
160 DATA D5,CD,77,BC,E1,CD,83,
        BC,CD,7A,BC
170 DATA 3E,05,32,1C,25,C3,B3,
        89,31,39,34
180 DATA 32,2E,62,69,6E,6E,20,
        20,20,20,20
190 DATA LCR
200 chk=0:x=&BF00
210 READ a$:IF a$="LCR" THEN 240
        ELSE 220
220 a=VAL["&"+a$]:POKE x,a
230 x=x+1:chk=chk+a:GOTO 210
240 IF chk<>&1566 THEN GOTO 310
250 INK 2,19:MODE 1:CLS:mem=&BF22
260 INPUT"Num. Of Lives [MAX 255]"
        ;lives
270 IF lives<0 OR lives>255 THEN 250
280 num$=HEX$(lives,2)
290 POKE mem,VAL["&"+num$]
300 CALL &BF00
310 PRINT "Data Error Old Bean..":
        END
```

```
100 ' Space Harrier
        Cheat [Option 1]
110 ' By Lee Rouanne
        for Scrapyard
120 ' Infinite Lives
130 '
140 OPENOUT "D":MEMORY
        &3B5: CLOSEOUT
150 BORDER 0: MODE 0
160 LOAD "SHARRIE2.BIN"
        ,&3B6
170 FOR x=&BF00 TO
        &BF07
180 READ a$:a=VAL["&"+
        a$]:POKE x,a
190 DATA 3E,00,32,74,
        0D,C3,B6,03
200 NEXT: CALL &BF00
```

If your loading file carries a differing filename than SHARRIE2 just amend the file name in line 160 to whatever your filename is and all should be ok.

```
100 ' Miami Cobra GT [Opt 1]
110 ' By Lee Rouanne for Bonzo's
        Scrapyard
120 ' Infinite Time
130 '
140 MEMORY &25FF
150 RESTORE 270:FOR a=0 TO 15:
        READ b
160 INK a,b:NEXT a
170 BORDER 0:MODE 0
180 LOAD "code1.bin",&C000
190 LOAD "code2.bin",&2600
200 FOR a=0 TO 15: INK a,a:NEXT
210 LOAD "code3.bin",&C000
220 RESTORE 240:FOR x=&BF00
        TO &BF07
230 READ a$:a=VAL["&"+a$]:
        POKE x,a
240 DATA 3E,00,32,C8,C7,CD,00,
        C0
250 NEXT:CALL &BF00
260 CALL 49152
270 DATA 0,13,26,12,25,9,18,
        10,20
280 1,2,23,16,4,3,6
```

```
100 ' Gunfighter [Opt 4]
110 ' By Lee Rouanne for
        Bonzo's Scrapyard
120 ' Inf Ammo, Lives &
        Faster Game
130 '
140 MEMORY &1FFF:GOSUB
        170:MODE 0
150 BORDER 0: LOAD
        "GUNFIGHT.2"
160 LOAD "GUNFIGHT.3",
        &C000:RESTORE 220:
        GOSUB 200
170 FOR i=0 TO 15:READ
        a:INK i,a:NEXT
180 RETURN
190 DATA 0,26,14,6,0,26,
        2,6,23,26,6,20,10,
        13,14,16
200 FOR x=&BF00 TO &BF11
210 READ a$:a=VAL["&"+
        a$]:POKE x,a:NEXT
220 DATA 3E,A7,32,EC,33,
        3E,A6,32,88,33,3E
230 DATA 10,32,FF,6F,CD,
        00,30
240 CALL &BF00
```

```
100 ' SWITCHBLADE CHEAT
110 ' OPTION 1 TRANSFER
120 ' INF ENERGY & WEAPONS
130 ' LEE ROUANNE FOR BONZO'S
        SCRAPYARD
140 '
150 DATA 21,89,BE,22,A6,9C,C3,40,9C,3E,00
160 DATA 32,2B,25,3E,C9,32,73,30,C3,80,C1
170 DATA LCR
180 chk=0:x=&BE80:MEMORY &9C40-1
190 READ a$:IF a$="LCR" THEN 220 ELSE 200
200 a=VAL["&"+a$]:POKE x,a
210 x=x+1:chk=chk+a:GOTO 190
220 IF chk<>&90B THEN GOTO 250
230 LOAD"!loader"
240 CALL &BE80
250 PRINT "Data Error Old Bean ......":END
```

In the final furlong with these last two type-ins, one a fairly decent Space Harrier type blast-it-up and the other a kiddies special [despite being a bit too Speccy ported].

```
100  '  T-BIRD [Opt 2X] Cheat
     '    By Lee Rouane
110  '  For Bonzo's Scrapyard
120  '  Inf Lives & Smart Bombs
130  '
140  DATA 11,40,00,21,FF,AB,0E,
     07,CD,CE,BC
150  DATA 21,35,BF,CD,1A,BF,21,
     2B,BF,22,28
160  DATA 9F,C3,EC,9E,11,A0,8C,
     06,0A,D5,CD
170  DATA 77,BC,E1,CD,83,BC,CD,
     7A,BC,C9,AF
180  DATA 32,33,14,32,AB,15,C3,
     00,10,74,2D
190  DATA 62,69,72,64,2E,62,69,
     6E,20,20,20
200  DATA LCR
210  chk=0:x=&BF00
220  READ a$:IF a$="LCR" THEN
     250 ELSE 230
230  a=VAL["&"+a$]:POKE x,a
240  x=x+1:chk=chk+a:GOTO 220
250  IF chk<>&1C55 THEN GOTO 270
260  CALL &BF00
270  PRINT "Data Error Old Bean
     ............":END
```

```
100  '  SOOTY & SWEEP CHEAT
110  '  By Lee Rouane for
     '    Bonzo's Scrapyard
120  '  Infinite Time
130  '  Option 4 transfer
135  '
140  DATA 11,40,00,21,FF,
     AB,0E,07,CD,CE,BC
150  DATA 21,32,BE,11,0C,
     BF,CD,14,BE,06,09
160  DATA D5,CD,77,BC,E1,
     CD,83,BC,CD,7A,BC
170  DATA 21,2A,BE,22,82,
     BF,C3,14,BF,3E,00
180  DATA 32,F4,2E,C3,09,
     66,73,6F,6F,74,79
190  DATA 2E,62,69,6E,AA,
     55,55,55,55,10,A9
200  DATA LCR
210  chk=0:x=&BE00
220  READ a$:IF a$="LCR"
     THEN 250 ELSE 230
230  a=VAL["&"+a$]:POKE x,a
240  x=x+1:chk=chk+a:GOTO
     220
250  IF chk<>&1D0A THEN
     GOTO 270
260  CALL &BE00
270  PRINT "Data Error Old
     Bean ......":END
```

Well that marks the end of the Cheat bit for this month and special thanks go to Lee Rouane for not only giving us the benefit of his technical skills but also for allowing me to spell his name incorrectly on page three and not getting too upset about it !! Sorry Lee !!!!!

Okay, so that's the end of Bonzo's Scrapyard for this issue and it only leaves me to thank all those that contributed especially LEE ROUANE, DAVE CALENO, PETER CURGENVEN and DAVE MUGGERIDGE for endless enthusiasm. If I missed anyone out, please accept my apologies or ring me up and scream at me !

Contributions/ideas for the next issue should be in no later than as soon as you can get them to me and please, please, PLEASE .... anything you can send would be very much appreciated.

If you've a favourite/difficult game that's been Bonzo'ed and you'd like to see it cheated, send me a disc with it on and I'll plead, beg or bribe Lee to do the honours !!!!!

The usual addresses appear at the foot of the page and I intend to make Dave Muggeridge's a permanent fixture as [contrary to AA's opinion] I think his contact newsleter/ club is very good and I believe a number of you already recieve it anyway.

INFO' ETC

MARTIN COSSINS
11 DULVERTON SQUARE
COTTINGLEY
LEEDS
YORKSHIRE
LS11 0LL

TEL : 0532 715492

PRINTED WORD

NIGEL MELLS
SHENDALE
51 AVONDALE ROAD
ASHFORD
MIDDLESEX
TW15 3HP

CONTACT CLUB

DAVE MUGGERIDGE
3 LAKERS LEA
PLASTOW ROAD
LOXWOOD
NR BILLINGSHURST
WEST SUSSEX
RH14 0TT

Next issue out May '94 so don't forget the S.S.A.E and extra stamp. See you then.

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