BONZO'S Scrapyard 8

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Issue 8 of Bonzo's Scrapyard finds that not only is this a rather nice looking font but also that there is quite a bit of news and info' to pass on for your delight and entertainment, something that is nice to report given the relative dearth of such lately. It's also good to report the return of an old familiar name within these modest pages. ALEX COCHRANE has been busy once again and has kindly passed on the results of his endeavours to the Scrapyard and our thanks go to him.

Right, without further ado let's get on with the show and the following tapes can now be put in a cold, dark room and beaten with a big stick !!

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OPTION ONE : BETTER MATHS
             THE ILLUSTRATOR
             BEYOND THE ICE PALACE [ use the BSH file ABPATCH as a loader]
             AA TAPE 32 - BLUES BROTHERS [ Side One of the tape only]
             AA TAPE 33 - STORMLORD
             AA TAPE 33 - FONT EDITOR
             AA TAPE 34 - ELITE [ load/save routine reverts to tape though]
             HIGHWAY PATROL [from Microids]
             JUMP JET - [needs loader - see end of listing]

OPTION TWO : AA TAPE 36 - CYBERNOID 2
             SUPERKID IN SPACE [from Atlantis]

OPTION 11A : GILBERT - ESCAPE FROM DRILL [from ATLANTIS]

HACK PACK : RUN FOR GOLD [from Alternative]

HP2        : SOLAR EMPIRE [from Players]

BLITZ DETECT : DOMINATOR [from System 3] Main File only
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That's the end of this issues listing and with no space for an A-Z it just leaves the loader for JUMP JET which is as follows ....

```
1 '****JUMP JET\MICRO SELECTION****
2 '****OPTION 1 LOADER****
3 '****SAVE AS "JET"****
5 MODE 0:FOR a=0 TO 15:READ b:INK a,b:NEXT:BORDER 0:OPENOUT"!d":
  MEMORY &2BFF:CLOSEOUT::LOAD"!screen",&C000:LOAD"!code",&C200:
  MEMORY &A000
6 RUN"!basic":DATA 23,13,0,0,2,9,18,14,10,1,2,24,20,0,3,6
```

And our thanks go to Dave Muggeridge for the above loader .

AA FOREVER ....!?.... Well, perhaps not but whilst they're still about we'll keep having a go at busting the tapes to disc. It's fairly obvious from the preceding listing that AA have discontinued the previous menu system and games are appearing as stand-alone tape ones. Of the recent tapes all can be grabbed by the listed Bonzo options or previously printed routines [Big Busts] specific to them. Exolon & Nebulus come into the latter category. Those of you with a decent memory [doesn't include me !] might remember at the last tape "done" by the Scrapyard was Covertape No 21. I'm very pleased to announce that Alex [The Bust Man] Cochrane has been grafting away and has zapped a load more of the tapes for us. Before moving on to newer tapes here's one for Thunderjaws from Tape No 7 which had previously been listed as "a swine to grab".

AA TAPE No 7 - THUNDERJAWS
****

```
10   'THUNDERJAWS DEMO
20   'NEEDS 3 & 4 BIN.
30   'UNICORN SOFTWARE
40   cs=0:RESTORE 1580
50   FOR a=&BE00 TO &BE27:READ b$:b=VAL("&"+b$):
     POKE a,b:cs=cs+b:NEXT
60   IF cs<>4549 THEN PRINT"data error:....>>.>>."
     :END ELSE CALL &BE00
70   DATA 06,01,21,26,BE,CD,77,BC
80   DATA 21,00,01,CD,83,BC,CD,7A
90   DATA BC,06,01,21,27,BE,CD,77
100  DATA BC,21,00,C0,CD,83,BC,CD
110  DATA 7A,BC,F3,CD,00,64,33,34
```

So this brings us nicely up to Tape No 21. I'll just note here that the 2 games that havent been grabbed so far are the LEMMINGS DEMO [which I'm told is a Speedlock variant] from Tape No 16 and from Tape No 17, DEFENDERS OF THE EARTH - which is a Multi-Loader.

.... And bringing us nearer the future are the routines for Tape 22 [which wasn't a terrific success] but here are the busts ....

AA TAPE No 22
****

```
10 'TANKBUSTERS
20 'UNICORN SOFTWARE
30 OPENOUT"1":MEMORY &300:CLOSEOUT
40 LOAD"1",&388:LOAD"2",&C000
50 DATA 21,00,c0,11,00,a0,01,00,13,
   ed,b0,c3,88,03
60 FOR a=&BE80 TO &BE8D:READ b$:b=VAL
   ("&"+b$):POKE a,b:NEXT:CALL &BE80
```

```
10 'PENGUINS
20 'UNICORN SOFTWARE
30 OPENOUT"a":MEMORY &F00:
   CLOSEOUT
40 LOAD"3",&FA0:LOAD"4"&449D
50 CALL &62EC
```

AA TAPE No 23
****

I'm still missing details for Tapes 24 to 27 and would be grateful if one of you could let me have any info' on these tapes. Routines for Bootracker, Balrog, Balloon Buster & Syntax have been printed previously so I assume they must be from one or more of the "missing" tapes

```
10 'WRIGGLER
20 'UNICORN SOFTWARE
30 MODE 1:BORDER 9:INK 0,9:INK 1,6:
   INK 2,2:INK 3,23
40 OPENOUT"a":MEMORY &300:CLOSEOUT
50 LOAD"1",&3E8:LOAD"2",&C020
60 DATA f3,21,20,c0,11,d2,80,01
70 DATA 43,3f,ed,b0,c3,d2,80
80 FOR a=&100 TO &10E:READ b$:b=VAL("&"+b$)
   :POKE a,b:NEXT
90 CALL &100
```

Another page of type-ins to greet you and due to the length of these I'm gonna have to use a smaller font I'm afraid [so get the magnifying glass out !]

AA TAPE No 28
****

```
10 '**********************
20 '* CONTRAPTION AA BUST *
30 '*      TAPE  28      *
40 '**********************
50 GOSUB 130
60 INK 0,0:INK 1,26:INK 2,24:INK 3,18:BORDER 0:MODE 1
70 LOCATE 13,1:PRINT"CONTRAPTION AA":PEN 2:LOCATE 13,2:
   PRINT"**************"
80 PRINT:PRINT:PRINT:PEN 3:PRINT"INSERT TAPE 28 INTO
   DRIVE....."
90 PRINT:PEN 1:PRINT"THEN INSERT DISC INTO DRIVE"
100 PEN 2:PRINT"PRESS PLAY THEN ANY KEY"
110 WHILE INKEY$="":WEND:CALL &BE80
120 STOP
130 RESTORE 160:cs=0
140 FOR a=&BE80 TO &BEB0:READ b$:b=VAL("&"+b$):POKE a,b
   :cs=cs+b:NEXT
150 IF cs<>5837 THEN PRINT"data error old bean...":END
   ELSE RETURN
160 DATA 21,D0,07,11,C0,92,3E,F2
170 DATA CD,A1,BC,06,07,21,AA,BE
180 DATA CD,8C,BC,3E,02,21,D0,07
190 DATA 11,C0,92,01,00,9A,CD,98
200 DATA BC,CD,8F,BC,CD,18,BB,CD
210 DATA 00,9A,63,6F,6E,74,72,61,70
```

Unfortunately the next one is a bit of a beast and if you don't feel up to the typing just skip it and read the end paragraph ....

AA TAPE No 29
****

```
10 '***************************
20 '* BIFF AA BIG BUST TAPE 29*
30 '***************************
40 CLS:PRINT"Please wait poking data...."
50 GOSUB 70
60 PRINT"Ready Press any key":WHILE INKEY$="":WEND:CALL &1000
70 cs=0:RESTORE 70
80 FOR a=&1000 TO &1132:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:
   NEXT
90 IF cs<>24745 THEN PRINT"Data error......":END ELSE RETURN
100 DATA 01,00,00,CD,38,BC,3E,00
110 DATA 01,00,00,CD,32,BC,3E,01
120 DATA 01,18,18,CD,32,BC,3E,02
130 DATA 01,06,06,CD,32,BC,3E,03
140 DATA 01,1A,1A,CD,32,BC,3E,01
150 DATA CD,0E,BC,21,7B,10,CD,70
160 DATA 10,CD,18,BB,21,58,1B,11
170 DATA B1,89,3E,F2,CD,A1,BC,11
180 DATA 58,1B,21,FF,AB,0E,07,CD
190 DATA CE,BC,06,04,21,2F,11,CD
200 DATA 8C,BC,3E,02,21,58,1B,11
210 DATA B1,89,01,A5,A4,CD,98,BC
220 DATA CD,8F,BC,21,0B,11,CD,70
230 DATA 10,CD,18,BB,CD,A5,A4,C9
240 DATA 7E,FE,FF,C8,CD,5A,BB,23
250 DATA 18,F6,C9,0F,03,20,20,20
260 DATA 20,20,20,20,20,20,20,20
270 DATA 20,20,42,49,46,46,20,42
280 DATA 49,47,20,42,55,53,54,0D
290 DATA 0A,0F,02,20,20,20,20,20
300 DATA 20,20,20,20,20,20,20,20
310 DATA 2A,2A,2A,2A,2A,2A,2A,2A
320 DATA 2A,2A,2A,2A,2A,0D,0A,0D
330 DATA 0A,0A,0F,01,49,6E,73,65
340 DATA 72,74,20,74,61,70,65,20
350 DATA 32,39,20,69,6E,74,6F,20
360 DATA 64,72,69,76,65,2E,20,52
370 DATA 65,77,69,6E,64,20,74,6F
380 DATA 20,20,20,20,73,74,61,72
390 DATA 74,0D,0A,0A,50,72,65,73
400 DATA 73,20,50,6C,61,79,20,74
410 DATA 68,65,6E,20,61,6E,79,20
420 DATA 6B,65,79,2E,2E,2E,2E,2E
430 DATA 0D,0A,FF,0F,03,0D,0A,0A
440 DATA 42,75,73,74,20,64,6F,6E
450 DATA 65,2E,20,50,72,65,73,73
460 DATA 20,61,20,6B,65,79,20,74
470 DATA 6F,20,70,6C,61,79,FF,42
480 DATA 49,46,46,00,00,00,00,00
```

Okay, so it's a bit of a mammoth but Alex has almost finished compiling a "Bust" disc containing this, nearly all the other AA tape busts [most contain a cheat too !] and busts for several games such as Asterix & Magic Cauldron, Battle Beyond The Stars, Eye, Nexus, Rock 'N' Wrestle ..... oh too many to mention here ....

For details drop Alex a line at 167 TIREE CRESCENT, NEWMAINS, WISHAW, LANARKSHIRE, ML2 9JA. Please include a s.s.a.e and if you'd like copies of the Bust disc send your disc in a s.s.a. jiffy bag and it'd be nice if you'd include a couple of quid just to say "thanks" .

It goes without saying but I'll say it anyway - a BIG thankyou to Alex for his continuing help and skill in these matters.

No more type-ins this issue but there's lots more to come in Issue 9 so don't say you haven't been warned Before giving details of a Contact/Scrapyard scoop here are a few multi-face pokes a kind soul has sent me for the game GOTHIK .... for no harm on contact try - 62DD 00 & 6E5F 00 and to top up the following ...... 8E6F 80 - LIFELINE : 8E70 80 - ARROWS : 8E71 80 - BOLTS

How then [guys & gals !] those of you that have been on the Bonzo scene some time might remember an old Bonzo relative called BANKRAID. Written by Neil MacDougall it was a full commercial release that managed to transfer a number of games etc that Bonzo couldn't handle. Those of you with a copy of Nigel's terrific database printout will see a number of games listed as BANKRAID transfers and it's a fair assumption that it will back-up a lot more too. To be perfectly honest I've not have a chance to have a 'serious' look at the utility and as I have an unadapted Plus machine I'm unable to try it myself but first appearances seem to indicate that it is slightly more 'techy' orientated than the Bonzo discs. However the utility comes with an 'AUTO' option which should help you to get aquainted with it before delving further and instructions are included in both Protext and ASCII files. The best news is that Dave [Muggeridge] has contacted Neil and as he has moved on to [in his words] 'something PCish' he has given his permission for BANKRAID to be released to any Scrapyard or Contact members free of charge. BANKRAID is available in 2 versions, BANKRAID 2 is the older version and is 6128 only. BANKRAID 3 is the latest [last ?] version and works on expanded 464's & 6128's. Those interested should send a blank, formatted disc for EACH version and a self addressed jiffy bag, pre-stamped to 29p [for 2nd class return] . The discs also come supplied with a Rambase datafile giving details of where to find some of the previously published BANKRAID info' as well as a few relevant type-ins/loaders. It must be said that this one really is a 'goodie' and simple thanks don't seem to be quite sufficient but ..... many, many, thanks to **Neil MacDougall**
One final note is that the release of BANKRAID to our members
does **not** indicate in any way that it has been released to the Public Domain, it **hasn't** and all copyrights are still retained by Neil MacDougall.

Dazed and confused ??????   I've had a couple of enquiries from people who
are a little 'lost' in using the 8K Sector Editor written by Jason [The Argonaut] Brooks, mainly regarding the 'back-up' of game levels. I can't speak for the tape-to-disc version having never tried it but the disc back-up goes something like this. Run the 8K Sector Editor and follow the on-screen instructions. Insert your game disc [write protected] and when/if the screen flashes or you hear a 'beep' remove the game disc and insert a blank, formatted one. Now press 'T' and if the back-up has worked it will have downloaded three files to disc titled DISC, DISC1 and [unsurprisingly] DISC2. What you now have here is the equivalent of the 'Main File' of a tape game and you now need to copy/find the game levels.
Okay, so this is where some folk are getting confused. If the game you're backing up runs from the one side of a disc you will almost certainly find that the levels are in the later 'tracks'. An Amstrad three inch disc consists of information laid across 39 Or 41 tracks and it's usual that the main programme will be across tracks 0 to 17/20 and the levels across tracks 18/20 to 41. the procedure above took care of the main programme so to grab the levels we need to use a disc copier that allows us to specify which tracks we wish to copy. Procopy, Nirvana, Discology and others allow this so when setting up the disc copy make sure that you are copying only from tracks 20 to 41. This is only a starting point and if you've problems loading the game try copying from tracks 18 onwards. You can download these tracks onto your previously copied disc with the DISC, DISC1, DISC2 files and hopefuly everything should be okay. Where a game runs over BOTH sides of a disc you may need to copy the entire side of the disc either because of the games physical size or the 'levels' have been placed in the discs early tracks.
As a general rule I prefer to use Discology as a disc copier as it shows clearly on screen the amount of information that is being picked from each track and therefore you can usually 'see' the empty tracks between main programme and game levels and so get an idea of where to start the level copy from.
I hope all that makes sense and is of some help. Still baffled ? Give me a ring sometime, aw-wite ! ! !

Who, What, Where & Why ??   The Scrapyard is pleased to report that
we've had a few more enquiries of late
and bearing that in mind here's a quick run down on the guys at the addresses listed below . . . .
Martin Cossins to be found loitering at 11 Dulverton Square, Cottingley, Leeds, LS11 0LL and basically I'm the one to blame for compiling all this. Please send all info' [however trivial you might think it is] to me. Telephone 0532 715492 for any help or advice I can give.
Nigel Wells produces a rather wonderful updated database printout of all the Bonzo transfers. Reach him at Shendale, 51 Avondale Road, Ashford, Middlesex, TW15 3HP Send large s.s.ae. for list.
Dave Muggeridge produces his own newsletter called Amstrad Contact and is also of invaluable assistance in producing Bonzo's Scrapyard and seems to have unending enthusiasm for the CPC.

Game Name

ARGONAUT

Game Name																									
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																									