



# BONZO'S

ISSUE No 9

# SCRAPYARD

COMPILED By MARTIN COSSINS

For News, Views, Cheats, Passwords and Tape Transfers

Hello there lads and lasses, this issue of Bonzos Scrapyard comes to you in the middle of a heatwave and the perspiration is phenomenal at the moment, phew !! Despite having idiotically lost the listing of Bonzo transfers for the Beau Jolly 30 Red Hot Hits Compilation (apologies to Neil Frater here) we find a heathy swathe of other transfers to keep Nigel briefly out of mischief whilst up dating the tape busters data base. A quick word of thanks to Kevin Williams, Dave Caleno and Neil Frater, who in addition to supplying the mislaid Beau Jolly info also sent a few other bits and pieces. Many thanks to you all.



*Who ya gonna call ?*

*Bonzos Scrap Yard I hope !*

O.K. so here comes the bad news first. All the following have been reported as No Goes  
 DELIVERANCE, KRYPTON FACTOR, STRIDER, and TECHNO COP

And here are the latest reported transfers . . . . .

- BANKRAID - SPITFIRE 40 (HIRRORSOFT - USE OPTION KEYPATCH)  
 RASTERSCAN (MASTERTRONIC - USE OPTION TRONCIFER)
- OPTION 1 - BHX NINJA (ALTERNATIVE) STUNT EXPERTS (ALTERNATIVE)  
 ZOMBI (UBISOFT - NEEDS 100K OF DISC SPACE)  
 PUNCHY (ANSOFT - NEEDS LOADER ALTERATION TO READ AS FOLLOWS  
 10 MODE 1: CLEAR  
 50 LOAD "LOGO" etc  
 100 LOAD "CODE" etc  
 ZYNAPS (AA COVERTAPE 40)  
 IK WARRIOR (AA COVERTAPE 41)  
 TOOLKIT (AA COVERTAPE 38)  
 URUDIUM (AA COVERTAPE 38)  
 BOMBER (AA COVERTAPE 39)  
 UTILITIES (AA COVERTAPE 39)  
 SPRITING BACK (AA COVERTAPE 40)  
 DUMP ROUTINE (AA COVERTAPE 41)
- OPTION 2X - HYPERBOWL (MASTERTRONIC - USE GETHAST & RUNHAST TO LOAD  
 BACK1 & B1. STOP TAPE. RUN GETHAST FOR C1 & D1  
 FILES. ERASE GETHAST & BACK1. RENAME RUNHAST TO ?
- OPTION 4 - AHC Pt 1 & 2 (UBI SOFT - NEEDS CODE AT END OF PT1 TO LOAD PT2)  
 HIDEOUS (ALTERNATIVE)
- OPTION 11A - INTERNATIONAL NINJA RABBITS (MICROVALUE - MAIN FILE ONLY)

O.K SO HERE WE HIT THE AA COVERTAPE TRAIL WITH A FEW MORE MARATHON TYPE-INS  
COMING TO YOU FROM THE PEN OF THE ETERNALLY WONDERFUL ALEX COCHRANE

YEAH, I KNOW THEY LOOK A BIT ON THE DAUNTING SIDE BUT NOWT COMES EASY IN THI  
LIFE AND WHO WANTS THE HASSLES OF TAPE LOADING ANYWAY ????????

NEIL ANDROID TAPE 30

RIK THE ROADIE TAPE 31

```
10 'neil android big bust tape 30
20 PRINT"Please wait poking data.":GOSUB 50
30 PRINT"Press any key to execute"
40 WHILE INKEY$="" :WEND:CALL &40
50 cs=0:RESTORE 80
60 FOR a=&40 TO &16D:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
70 IF cs<>23546 THEN PRINT"data error.....":END ELSE RETURN
80 DATA 01,00,00,CD,38,BC,3E,00
90 DATA 01,00,00,CD,32,BC,3E,01
100 DATA 01,18,18,CD,32,BC,3E,02
110 DATA 01,06,06,CD,32,BC,3E,03
120 DATA 01,1A,1A,CD,32,BC,3E,01
130 DATA CD,0E,BC,21,B0,00,CD,A5
140 DATA 00,CD,18,BB,21,00,06,11
150 DATA 00,9A,3E,F2,CD,A1,BC,06
160 DATA 04,21,69,01,CD,8C,BC,3E
170 DATA 02,21,00,06,11,00,9A,01
180 DATA 00,84,CD,98,BC,CD,8F,BC
190 DATA 21,48,01,CD,A5,00,CD,18
200 DATA BB,CD,00,84,C9,7E,FE,FF
210 DATA C8,CD,5A,BB,23,18,F6,C9
220 DATA 0F,03,20,20,20,20,20
230 DATA 20,20,20,4E,45,49,4C,20
240 DATA 41,4E,44,52,4F,49,44,20
250 DATA 42,49,47,20,42,55,53,54
260 DATA 0D,0A,0F,02,20,20,20,20
270 DATA 20,20,20,20,20,2A,2A,2A
280 DATA 2A,2A,2A,2A,2A,2A,2A,2A
290 DATA 2A,2A,2A,2A,2A,2A,2A,2A
300 DATA 2A,2A,0D,0A,0D,0A,0A,0F
310 DATA 01,49,6E,73,65,72,74,20
320 DATA 74,61,70,65,20,33,30,20
330 DATA 69,6E,74,6F,20,64,72,69
340 DATA 76,65,2E,20,52,65,77,69
350 DATA 6E,64,20,74,6F,20,20,20
360 DATA 20,73,74,61,72,74,0D,0A
370 DATA 0A,50,72,65,73,73,20,50
380 DATA 6C,61,79,20,74,68,65,6E
390 DATA 20,61,6E,79,20,6B,65,79
400 DATA 2E,2E,2E,2E,2E,0D,0A,FF
410 DATA 0F,03,42,75,73,74,20,64
420 DATA 6F,6E,65,2E,20,50,72,65
430 DATA 73,73,20,61,20,6B,65,79
440 DATA 20,74,6F,20,70,6C,61,79
450 DATA FF,6E,65,69,6C,00,00,00
```

I know there was a transfer in CHEAT MODE,  
but ALEX done this before Lee done his.

```
10 'RIK THE ROADIE TRANSFER ROUTINE
20 'AA COVERTAPE No. 31 SIDE B
30 'THIS INCLUDES OWN LOADER
40 '(c)Alex Cochrane 1993
50 CALL &BBFF:CALL &BB4E:INK 0,0:BORDER 0:INK 1,26
60 PRINT"Insert"CHR$(24)" TAPE 31
   "CHR$(24) "Side "CHR$(24)"B"CHR$(24)
70 PRINT"Insert destination disc into drive"
80 PRINT"Then press ANY key .....":
   WHILE INKEY$="" :WEND
90 DATA 21,40,00,11,87,A6,3E,F2,CD,A1,BC
100 DATA 06,07,21,08,BF,CD,8C,BC,3E,02,21
110 DATA 40,00,11,87,A6,CD,98,BC,CD,8F,BC
120 DATA 06,06,21,08,BF,CD,8C,BC,3E,02,21
130 DATA C0,BE,11,81,00,01,C0,BE,CD,98,BC
140 DATA CD,8F,BC,CD,18,BB,C3,00,00,0E,FF
150 DATA 21,C8,BE,CD,16,BD,CD,CB,BC,3E,01
160 DATA CD,0E,BC,21,0F,BF,CD,FE,BE,06,07
170 DATA 21,08,BF,CD,77,BC,21,40,00,CD,83
180 DATA BC,CD,7A,BC,21,C7,A6,11,87,A7,01
190 DATA 87,A6,ED,B8,21,2C,BF,CD,FE,BE,CD
200 DATA 18,BB,C3,00,01,7E,FE,FF,C8,CD,5A
210 DATA BB,23,18,F6,72,6F,61,64,69,65,32
220 DATA 52,49,4B,20,54,48,45,20,52,4F,41
230 DATA 44,49,45,20,49,53,20,4C,4F,41,44
240 DATA 49,4E,47,0D,0A,0A,FF,0F,02,18,50
250 DATA 72,65,73,73,20,61,6E,79,20,6B,65
260 DATA 79,2E,2E,2E,18,FF,00,00,00,00,00
270 DATA *AC*
280 chk=0:x=&BE80
290 READ a$:IF a$="*AC*" THEN 320 ELSE 300
300 a=VAL("&"+a$):POKE x,a
310 x=x+1:chk=chk+a:GOTO 290
320 IF chk<>&51FD THEN GOTO 340
330 CALL &BE80
340 PRINT "Data Error Old Bean ...":END
```

And if you think these two are a bit on the long  
side just wait till you see the ultimate cheat  
for ELITE. Coming soon to a listing near YOU !!!

THESE AND OTHER SIMILAR GOODIES CAN BE OBTAINED DIRECT FROM ALEX COCHRANE AT 16  
TIREE CRESCENT, NEWMAINS, WISHAW, LANARKSHIRE, ML2 9JA. PLEASE INCLUDE A S.S.A.F  
IN ANY CORRESPONDANCE - ESPECIALLY IF YOU EXPECT A REPLY !! I CAN TRULY  
RECOMMEND HIS DISC OF BUSTS, DROP HIM A LINE HE DOESN'T BITE [I THINK !!!!!]

A trio of Cheats are to be found next. All from Lee Rouanne who, unfortunately, now seems to have totally Amigrated, which really is a shame. Nevertheless our thanks go to him for these and all his past endeavours for the Scrapyard. I can't swear if Atomic Driver actually is a Bonzo transfer as it was one of those games that just turned up on a second hand disc I aquired. A simple driving game that kept Philip [my son] amused for a while. The others are more well known, happy typing .....

ATOMIC DRIVER

```
100 'Atomic Driver Cheat
110 'Option Transfer
120 'No Enemy Cars
130 'By Lee Rouane For Bonzo Scrapyard
140 'Filename Must Be ATOMIC.BIN
150 '
160 DATA CD,14,BC,11,40,00,21,FF,AB,0E,07
170 DATA CD,CE,BC,21,2C,BF,CD,14,BF,11,40
180 DATA 00,06,0A,D5,CD,77,BC,E1,CD,83,BC
190 DATA CD,7A,BC,3E,00,32,6F,76,C3,91,7D
200 DATA 61,74,6F,6D,69,63,2E,62,69,6E,D9
210 DATA LCR
220 chk=0:x=&BFOO
230 READ a$:IF a$="LCR" THEN 260 ELSE 240
240 a=VAL("&"+"a$"):POKE x,a
250 x=x+1:chk=chk+a:GOTO 230
260 IF chk<>&18DA THEN GOTO 280
270 CALL &BFOO
280 PRINT "Data Error Old Bean ...":END
```

GAUNTLET

```
100 ' Gauntlet Cheat
110 'Invulnerability
120 'Option 1 Transfer
130 'For Bonzo Scrapyard
140 'By Lee Rouane
150 '
160 DATA 3E,01,CD,0E,BC,01,00,00,CD,38,BC
170 DATA 3E,00,01,00,00,CD,32,BC,3E,02,01
180 DATA 06,06,CD,32,BC,3E,03,01,1A,1A,CD
190 DATA 32,BC,11,40,00,21,FF,AB,0E,07,CD
200 DATA CE,BC,21,5E,BF,11,00,90,06,0A,CD
210 DATA 4A,BF,CD,00,90,21,68,BF,11,00,10
220 DATA 06,0A,CD,4A,BF,C3,56,BF,D5,CD,77
230 DATA BC,E1,CD,83,BC,CD,7A,BC,C9,3E,00
240 DATA 32,61,49,C3,6A,1D,67,61,75,6E,74
250 DATA 31,2E,62,69,6E,67,61,75,6E,74,32
260 DATA 2E,62,69,6E,D2,00,00,F7,00,F7,00
270 DATA LCR
280 chk=0:x=&BFOO
290 READ a$:IF a$="LCR" THEN 320 ELSE 300
300 a=VAL("&"+"a$"):POKE x,a
310 x=x+1:chk=chk+a:GOTO 290
320 IF chk<>&2DBD THEN GOTO 340
330 CALL &BFOO
340 PRINT "Data Error Old Bean ...":END
```

WIZARD WILLY

```
100 'Wizard Willy Cheat
110 'Option 3 (PICBONK) Transfer
120 'Infinite Lives & 255 Spells
130 'By Lee Rouane For Bonzo Scrapyard
140 'Filename Must Be WIZWILLY.BIN
150 '
160 DATA 01,00,00,CD,38,BC,3E,00,01,00,00
170 DATA CD,32,BC,11,40,00,21,FF,AB,0E,07
180 DATA CD,CE,BC,21,46,BF,CD,35,BF,21,28
190 DATA BF,22,75,B0,C3,2C,B0,3E,00,32,1C
200 DATA 1C,3E,FF,32,6C,0B,C3,5E,80,11,10
210 DATA B0,06,0C,D5,CD,77,BC,E1,CD,83,BC
220 DATA CD,7A,BC,C9,77,69,7A,77,69,6C,6C
230 DATA 79,2E,62,69,6E,42,30,C0,30,60,30
240 DATA LCR
250 chk=0:x=&BFOO
260 READ a$:IF a$="LCR" THEN 290 ELSE 270
270 a=VAL("&"+"a$"):POKE x,a
280 x=x+1:chk=chk+a:GOTO 260
290 IF chk<>&239D THEN GOTO 310
300 CALL &BFOO
310 PRINT "Data Error Old Bean ...":END
```

*Needless to say, but I'll say it anyway, we can always use this sort of thing as Bonzo Cheats are rare to find so any contributions would be very welcome. Tai*

Moving on to a differing theme, news reaches the Scrapyard of a new P.D. Library that has been recently launched by one of our regular contributors, Neil Frater.

Chef P. D. is it's somewhat odd title but unsurprisingly this just reflects Neils occupation. Being just a fledgling at the moment the library doesnt carry a huge amount of stock but it is growing all the time. Perhaps the friendliest thing to note (other than the ever helpful Neil) are the prices. 25p per disc side must be the best value ever seen in the P.D. market. For further details and/or an up to date stock list send a S.S.A.E. to Chef P.D., 6 LIME TERRACE, BRIDGE PLACE, BISHOP AUKLAND, Co DURHAM, DL14 8SX

Now that the commercial games market seems to have all but disappeared, P.D. games begin to look a good bet so here are the passwords to the P. D. game R. D. QUEST

- |         |           |          |
|---------|-----------|----------|
| 2-TEGGO | 10-TOUCH  | 18-DOUBT |
| 3-SUGAR | 11-PURKEY | 19-BITCH |
| 4-LIGHT | 12-FAITH  | 20-JESUS |
| 5-CURVE | 13-BRAIN  | 21-SLASH |
| 6-SAINI | 14-GLOBE  | 22-CHUNK |
| 7-SOMIC | 15-BLOOD  | 23-QUICK |
| 8-ROUGH | 16-COVER  | 24-DINOS |
| 9-LUNCH | 17-DIRTY  | 25-EXILE |

My thanks go to Peter Lurgenven for supplying the above.

Okay, so what else is new on the funny farm ?? Well it appears that Anstrad Action must be at least a little more confident of their future as they have re-introduced annual subscriptions, something that brings a little cheer to the CPC admirers heart. It would also appear that the introduction of a coverdisc is more than likely a probability, and about time too I say ! One of the reasons I gave up buying the magazine was due to the covertape, which I always regarded as an unnecessary extra cost and invariably a waste of money. At least with a coverdisc, if you don't like the game[s] you can re-format and utilise the damn thing.

On a more sombre theme it's sad to note that after quite a few years in the 'hot seat' Clive Bellaby is giving up the editorial of W.A.C.C.I. I hope Clive isn't totally disappearing from the CPC scene as we need all the enthusiasts we can get and regardless of whether or not you subscribed to W.A.C.C.I. the club has always provided a good service for it's members [apart from one brief 'blip' 4 or so years ago when the [then] organization 'lost it's way' for a while].

Moving back to pastures technically related the following is a brief translation of some of the commands found in the [untranslated] DISCOLOGY utility programme.

### RECHECHE LONGUE

LONG SEARCH : When doing a complete copy, OUI will check the structure of the track, if successive readings of the track have given different sector results.

### LONGUER PISTE

TRACK SIZE/LENGTH : When doing a copy this performs the physical cutting of a track into bytes. default is 6178 and can be varied with the cursor keys between 6050 and 6305. [This can be used with GAIN]

### GAIN

SAVING K31 : When doing a copy, will save a space in bytes, by sector, where the copier fails. The size of the space can be varied use cursor keys from 0 to 80.

### SECURITE

SECURITY : Works best on the default value of 1 which verifies the tracks that give problems. '0' does not verify the integrity of ALL tracks set up.

Yet more thanks to Alex Cochrane for decyphering from the French [or is it German?]

Well thats about all there is for this issue of Bonzo's Scrapyard. I will be attempting to compile a "where to find it" database based around the theme of in which issue of the old Bonzo Bulletins/Playmates & Scrapyard you can expect to find all those old routines/transfers you can never put your hands on when you want them !!!

As ever my thanks go to everyone who help to compile this issue by sending me the much needed info. Issue 10 will be out in November and until then all the best and keep in touch !

### HELP & INFO

THAT'S HE FOLKS ! TO RECIEVE ISSUE 10 SEND A S.S.A.E. PLUS AN EXTRA FIRST CLASS STAMP TO - MARTIN COSSINS , 11 DULVERTON SQUARE, COTTINGLEY, LEEDS, YORKSHIRE, LS11 0LL or you can telephone me on LEEDS [0532] 715492

### DATABASE PRINTOUTS

ARE AVIALABLE FROM NIGEL HELLS, SHENDALE, 51 AYONDALE ROAD, ASHFORD, MIDDLESEX, TW15 3HP but please send a large s.s.a.e. If you don't already have one of Nigel's 'specials' I'd strongly recommend that you get one NOW. They contain a listing of EVERY game ever Bonzoed and more besides.

### CONTACT CLUB

The ANSTRAD CONTACT CLUB is run by DAVE HUGGERIDGE and can be found at 3 LAKERS LEA, PLAISTOW RD, LOXWOOD NR BILLINGSHURST, WEST SUSSEX, RH14 0TT. The club has it's own bi-monthly newsletter and subscriptions are minial. Send a s.s.a.e. for further details.