BONZO'S Scrapyard

/10

Written & Compiled By ■ Martin Cossins

Well, yes, it's finally arrived - old moisty eye time to say a fond farewell to the old and much loved CPC. Tis indeed th very last issue of Bonzo's Scrapyard that will be drifting from this humble pen .... the good news though is that some idi ...... ooops sorry, kind soul has volunteered to continue waving the Bonzo flag, but I'll return to that in more detail later on.

With no time or space for idle chat just yet here's a piece of non-Bonzo transfer news. I'm told that Striker & The Crypts (Trojan can be 'zapped' to disc with the Glenco/Samson utilities. The produced files are SIMMER.BAS, LOADER.BIN, CODE1 TO 6.BIN .

You will need to erase SIMMER.BAS and type in the following ....

10 MEMORY &9C39:LOAD"LOADER.BIN":CALL &9C40:RUN"CODE1.BIN" Now save the line as something suitab [STRIKER.BAS ?]

Bonzo's Scrapyard No 9 brought news that I'd lost the listing for the Beau Jolly 30 RED HOT HITS compilation. I ca report that Neil Prater secretly kept a copy and has kindly thrown the listing in my direction once again.

OPTION 1 : BRIAN JACKS SUPERSTARS

    THE BOGGIT

    CATCH 23

    FA CUP

    NINJA HAMSTER

OPTION 2X : ACTIVATOR

OPTION 3 : DAN DARE

OPTION 6 : LA SWAT

    GHOSTBUSTERS

BONKEY : WAY OF EXPLODING FIST

BLITZNU : MEGA APOCALYPSE

HACK PACK : ENLIGHTENMENT

HARVEY HEADBANGER

I-BALL

MYSTERY OF THE NILE

NINJA MASTER

PARK PATROL

RASPUTIN

RICOCHET

THRUST

WAR CARS

ZOLYX

HP 2 :

ENDURANCE

KANE

FORMULA 1 SIM'

And the following have evaded Bonzo ....

    AGENT X 2 ,   DARK SCEPTRE,   OLLIE & LISA and   TARZAN

Now the AA tapes that get the Bonzo treatment ....

    AA TAPE 30 - NEIL ANDROID goes with Option 1

    AA TAPE 31 - RIK THE ROADIE transfers with HP2

AA TAPE 42 - FANTASY WORLD DIZZY has been reported with 2 differing options, Option 8 and HP2 - LAST RESOR so take ya pick

So that's the end of the Bonzo transfer news for this issue and my very last listing. Many, many thanks to everyone who ha contributed transfer news over the last two and a half years. You're too numerous to mention individually here but thanks a the same, it's been very much appreciated.

	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																											

TITLE	MAG	TYPE		TITLE	MAG	TYPE
1942	SY 07	CHEAT		3D CON' KIT DEMO [AA T5]	SY 01	BIG BUST
3D QUASARS	SY 01	BIG BUST & LOADER		4 MOST ADVENTURES	SY 10	BIG BUST
A VIEW TO A KILL	SY 10	BIG BUST & LOADER		A.T.F.	BB 29	CHEAT
ACADEMY	BB 16	BIG BUST & LOADER		ADDAMS FAMILY DEMO [AA T15]	SY 03	BIG BUST & LOADER
ALIEN 8	BB 1-7	LOADER		ALIEN 8	SY 10	BIG BUST
ALIEN SYNDROME	BB 32	BIG BUST		ALIENS	PM 12	BIG BUST & LOADER
ALIENS [U.S VERSION]	PM 12	LOADER		ANARCHY	BB 22	CHEAT
ANARCHY [AA T14]	SY 03	BIG BUST & LOADER		ANGLE BALL	SY 10	BIG BUST
ANIMAL,VEGETABLE,MINERAL	BB 1-7	LOADER		ANTIRIAD	BB 12	LOADER
APPRENTICE	BB 17	CHEAT LOADER		ARCADE TRIVIA QUIZ	BB 33	BIG BUST
ARGONAUT DISC UTILITIES	BB 37	VARIOUS UTILITIES		ARMY MOVES	BB 29	LOADER
ARNHEM	BB 15	LOADER		ASTERIX & THE MAGIC CAULDRON	SY 10	BIG BUST & LOADER
ATOMIC DRIVER	SY 09	CHEAT		AUF WIEDERSEHEN MONTY	BB 24	BANKRAID
B DRIVE BOOTER [AA T3-T22]	SY 04	B BOOTING UTILITIES		BAD CATS	BB 33	LOADER
BALL CRAZY	PM 08	BIG BUST & LOADER		BALLBREAKER	BB 12.9	BIG BUST & CHEAT
BALLBREAKER 2	BB 31	BIG BUST		BALLDOZER [AA T4]	SY 01	BIG BUST
BALLOON BUSTER [AA TAPE No?]	SY 06	BIG BUST & LOADER		BALROG [AA TAPE No ?]	SY 06	BIG BUST & LOADER
BARBARIAN	BB 21	CHEAT & LOADER		BASILDON BOND	BB 34	LOADER
BATMAN	BB 1-7	CHEAT		BATTLE BEYOND THE STARS	SY 10	BIG BUST & LOADER
BATTLESHIPS	BB 23	LOADER		BBPATCH	PM 10	DRIVE B LOADER UTILITY
BIFF [AA T29]	SY 08	BIG BUST		BLASTEROIDS	BB 34	CHEAT LOADER
BLOCKBUSTERS	BB 19	LOADER		BLOOD VALLEY	BB 20	LOADER
BOBSLEIGH	BB 21	BANKRAID		BOOTRACKER [AA TAPE No ?]	SY 06	BIG BUST & LOADER
BOSCONIAN	BB 24	BANKRAID		BOULDERDASH	BB 1-7	LOADER
BRIDGE-IT	BB 1-7	LOADER		BUGGY BOY	BB 36	LOADER
BUMPY	SY 02	CHEAT		BY FAIR MEANS OR FOUL	BB 33	BANKRAID
CASTLE MASTER	PM 11	CHEAT		CASTLE MASTER 2	PM 11	CHEAT
CAULDRON 2	BB 12	LOADER		CHEVY CHASE	PM 11	LOADER
CISCO HEAT [AA T9]	SY 02	BIG BUST & LOADER		CITY SLICKERS [AA T18]	SY 03	BIG BUST & LOADER
CLASSIC INVADERS	BB 12	LOADER		COLONY	BB 11	BIG BUST
COMMANDO	BB 1-7	LOADER		CONTRAPTION [AA T28]	SY 08	BIG BUST
CYBERNOID	BB 20	BIG BUST		CYBERNOID 2	PM 08	CHEAT
CYCLE	SY 03	UTILITY				
DAN DARE	BB 11	LOADER		DANDY	BB 25	LOADER
DEEP STRIKE	BB 12	LOADER		DEFEND OR DIE	BB 19	CHEAT LOADER
DEVIL'S CROWN	SY 10	FILE RENAMER		DOOH DAH	BB 08	UTILITY
DRAGONTORC [AA T16]	SY 03	BIG BUST & LOADER		DRILLER	PM 11	CHEAT
DUN DARAC	BB 1-7	LOADER		DYNAMITE DAN	BB 11	BIG BUST
E-MOTION	PM 08	CHEAT		EASI-AMSWORD	BB 1-7	LOADER
EDDIE EDWARDS SUPER SKI	BB 34	LOADER		ELITE	BB 12	BIG BUST
ELITE	SY 10	CHEAT LOADER		EMPIRE	BB 32	BIG BUST
EMPIRE STRIKES BACK	BB 24	BIG BUST		EMPIRE STRIKES BACK	PM 11	BIG BUST
EUROPEAN GAMES	BB 12.9	LOADER		EVENING STAR	BB 15	BIG BUST
EVENING STAR	SY 10	BIG BUST		EXOLON	BB 14	BIG BUST
F.A. CUP FOOTBALL	BB 24	LOADER		FANTASY WORLD DIZZY	BB 33	CHEAT LOADER
FAST FOOD DIZZY	BB 34	CHEAT LOADER		FINDERS KEEPERS	BB 1-7	LOADER
FIRE ANT	BB 1-7	LOADER		FIRELORD [AA T11]	SY 02	BIG BUST & LOADER
FOOTBALLER OF THE YEAR	BB 10	BIG BUST		FORBIDDEN PLANET [AA T15]	SY 03	BIG BUST & LOADER
FREDDY HARDEST	BB 16	CHEAT LOADER		FRUIT MACHINE	BB 1-7	LOADER
FRUIT MACHINE SIM'	BB 19	LOADER		FUN SCHOOL 2	SY 05	LOADERS
FUTURE KNIGHT [AA T4]	SY 01	BIG BUST				

Title	Ref	Description	Title	Ref	Description
D.A.C. [AA T10]	SY 02	BIG BUST & LOADER	GALACTIC PLAGUE	BB 1-7	LOADER
GAME OVER 1 & 2	BB 25	BIG BUST	GAUNTLET	SY 09	CHEAT
GEOFF CAPES STRONGMAN	BB 1-7	LOADER	GET DEXTER	BB 1-7	CHEAT
GLIDER RIDER	BB 1-7	CHEAT	GLIDER RIDER [AA T20]	SY 04	BIG BUST & LOADER
GRAND PRIX SIM'	BB 12	LOADER	GREYFELL	BB 37	LOADER
GROUND ZERO	BB 12	LOADER	GUNFIGHTER	SY 07	CHEAT
HARD BALL	BB 09	LOADER	HARRIER ATTACK	BB 1-7	LOADER
HARRY'S CRUNCHER FILE	SY 03	FILE COMPACTING UTILITY	HARRY'S FILE CRUNCHER	BB 17	FILE COMPACTOR
HARRY'S SCREEN CRUNCHER	BB 15	FILE SCREEN COMPACTOR	HARRY'S SCREEN CRUNCHER	SY 04	FILE SCREEN COMPACTOR
HEARTLAND	BB 09	LOADER	HEAVY ON MAGIC [AA T6]	SY 02	BIG BUST & LOADER
HEAVY ON THE MAGIC	BB 1-7	LOADER	HERBERTS DUMMY RUN	BB 17	LOADER
HERO QUEST DEMO [AA T5]	SY 01	BIG BUST	HEROES OF THE LANCE	BB 28	DISC PROTECTION REMOVER
HIT SQUAD [THE]	BB 29	LOADER	HOBBIT [THE]	BB 1-7	LOADER
HONG KONG PHOOEY	BB 37	BIG BUST	HOPPER COPPER	BB 23	LOADER
HUNCHBACK THE ADVENTURE	BB 35	BIG BUST	HYDROFOOL	BB 12	BIG BUST
HYDROFOOL	PM 08	AA COVERTAPE CHEAT	HYPERBOWL	PM 11	BIG BUST
HYPERLOCK	PM 07	MULTI-CHEAT LOADER FILE			
IKARI WARRIORS	BB 08	LOADER	IMPOSSABALL [AA T9]	SY 02	BIG BUST & LOADER
INCREDIBLE SHRINKING SPHERE	BB 32	LOADER	INFILTRATOR	BB 27	BANKRAID
INVASION	BB 23	BIG BUST			
JAIL BREAK	BB 10	LOADER	JET BIKE SIM'	BB 18	BIG BUST
JOE BLADE	BB 18	LOADER	JUGGERNAUT	BB 08	LOADER
JUMP JET	SY 08	LOADER			
KILLER COBRA	BB 20	LOADER	KNIGHTLORE	BB 09	LOADER
KOBASHAYU	BB 11	BIG BUST	KRAKOUT	BB 19	BIG BUST
KWIKSNAX DIZZY	PM 08	CHEAT			
LIFE TERM	SY 10	BIG BUST	LIGHT FORCE	BB 14	CHEAT LOADER
LIGHTFORCE [AA T6]	SY 02	BIG BUST & LOADER	LINK [AA T19]	SY 04	BIG BUST & LOADER
LIVING DAYLIGHTS [THE]	BB 15	BIG BUST	LOOPZ	PM 10	CHEAT
LOOPZ	PM 12	CHEAT	LOOPZ	SY 01	CHEAT
LORD OF THE RINGS	BB 14	BIG BUST	LORDS OF CHAOS	SY 10	BIG BUST
MACADAM BUMPER	BB 1-7	LOADER	MACHINE CODE TUTOR	BB 28	BIG BUST
MAGICLAND DIZZY	PM 08	CHEAT	MANIC MINER	BB 1-7	LOADER
MARAUDER	BB 29	BIG BUST	MARBLE MADNESS	BB 15	BIG BUST
MARBLE MADNESS	PM 12	CHEAT	MARSPORT	BB 25	LOADER
MARSPORT [AA T7]	SY 02	BIG BUST & LOADER	MASTERS OF THE UNIVERSE	BB 27	CHEAT
MAZE MANIA [AA T14]	SY 03	BIG BUST & LOADER	MEGAPHOENIX DEMO [AA T4]	SY 01	BIG BUST
METAPLEX	BB 28	LOADER	MIAMI COBRA GT	SY 07	CHEAT
MILK RACE	BB 14	BIG BUST	MINI OFFICE 2	BB 26	BIG BUST
MISSION GENOCIDE	BB 15	BIG BUST	MISSION GENOCIDE	PM 09	BIG BUST
MISSION JUPITER	PM 08	CHEAT	MOONTORC	SY 10	BIG BUST
MR FREEZE	BB 1-7	LOADER	MULTI-FACE 2	BB 36	TIP
MULTIFACED GAME LOADER	PM 10	SELF EXPLANATORY			
NEBULUS	BB 20	BIG BUST	NEIL ANDROID	PM 09	CHEAT
NEIL ANDROID [AA T30]	SY 09	BIG BUST	NEMESIS	BB 12.9	CHEAT
NEXOR [AA T21]	SY 04	BIG BUST & LOADER	NEXUS	BB 1-7	LOADER
NEXUS	SY 10	BIG BUST & LOADER	NIGHTSHADE	BB 1-7	LOADER
NINJA HAMSTER	BB 23	LOADER	NONTERRAQUEOUS	SY 10	BIG BUST & LOADER
NORTH STAR	BB 27	CHEAT	NOSFERATU	BB 11	BIG BUST
NOSFERATU THE VAMPIRE	PM 09	CHEAT			
OBLITERATOR	BB 36	BIG BUST	OBSIDIAN	BB 1-7	LOADER
ON THE RUN [AA T19]	SY 04	BIG BUST & LOADER	OPERATION HORMUZ	PM 11	CHEAT
OPTION 11	PM 07	TRANSFER ROUTINE	OPTION 12	PM 09	TRANSFER ROUTINE
OPTION 2X	BB 16	TRANSFER ROUTINE	OPTION 4	BB 17	TRANSFER ROUTINE
OPTION 4 RENAME	PM 11	TRANSFERED FILE RENAMER	OPTION 5X	BB 21	TRANSFER ROUTINE
OPTION 6	BB 18	TRANSFER ROUTINE	OPTION 8	BB 26	TRANSFER ROUTINE
OPTION 8X	PM 10	TRANSFER ROUTINE	OPTION 9	BB 26	TRANSFER ROUTINE
OPTION FIVE RENAME	PM 11	TRANSFERED FILE RENAMER	ORIENTAL GAMES	SY 10	BIG BUST & LOADER

Title	Code	Type	Title	Code	Type
OVERLANDER	BB 23	LOADER			
PANIC DIZZY	PM 10	CHEAT	PENGUINS [AA T22]	SY 08	BIG BUST
PHM PEGASUS	BB 24	LOADER	PICK 'N' PILE	PM 12	CHEAT
PICTIONARY	BB 33	LOADER	POPEYE	BB 1-7	LOADER
POSTMAN PAT	BB 29	BIG BUST	POSTMAN PAT 2	SY 10	LOADER
POWERDRIFT	PM 07	CHEAT	PRO MOUNTAIN BIKE SIM'	BB 24	BANKRAID
PRO SNOOKER SIM'	BB 09	LOADER	PRODIGY	BB 23	LOADER
PSYCHEDELIA	BB 1-7	LOADER	PSYCHO HOPPER	BB 35	BIG BUST
PUB TRIVIA	SY 10	MINI-BUST & LOADER	PUNCH & JUDY	BB 34	BIG BUST
QUACK A JACK	PM 11	LOADER	QUEST PROBE	BB 09	LOADER
R.C. QUEST	SY 09	PASSWORDS	RADZONE	BB 1-7	LOADER
RALLY SIM'	BB 34	LOADER	RANARAMA	BB 17	BIG BUST
RANARAMA [AA T14]	SY 03	BIG BUST & LOADER	RASTAN	PM 07	CHEAT
REAL STUNT EXPERTS	BB 34	LOADER	REBELSTAR	BB 12	LOADER
RED HEAT	BB 32	LOADER	RED LED	BB 16	BIG BUST
REDHAWK	PM 11	LOADER	REFLEX	BB 18	LOADER
REVOLUTION	BB 12	BANKRAID	RIK THE ROADIE [AA T31]	SY 09	BIG BUST
ROAD RUNNER	BB 16	BIG BUST	ROBIN OF SHERWOOD	BB 12.9	LOADER
ROBOCOP	PM 08	CHEAT [NEEDS HYPERLOCK]	ROBOZONE DEMO [AA T6]	SY 02	BIG BUST & LOADER
ROCCO	PM 12	BIG BUST	ROCK & WRESTLE	SY 10	BIG BUST & LOADER
ROCKY HORROR SHOW	PM 09	CHEAT	ROLAND ON THE ROPES	BB 1-7	LOADER
SABREWOLF	BB 33	LOADER	SAILING	BB 36	BIG BUST
SCOOBY DOO	BB 08	LOADER	SCRAPYARD MENU	SY 05	MENU PROGRAMME
SEYMORE DEMO [AA T11]	SY 02	BIG BUST & LOADER	SEYMOUR SAVES PLANET	SY 01	BIG BUST
SHE VAMPIRES	PM 09	CHEAT	SHOCKWAY RIDER	BB 19	CHEAT LOADER
SHOCKWAY RIDER	SY 02	BIG BUST & LOADER	SHOGUN	BB 1-7	BIG BUST
SIR LANCELOT	BB 1-7	LOADER	SKYFOX	BB 1-7	LOADER
SLIGHTLY MAGIC	PM 12	CHEAT	SMASHED	SY 10	BIG BUST
SNOOPY	PM 09	BIG BUST	SOOTY & SWEEP	SY 07	CHEAT
SOUL OF A ROBOT	SY 10	BIG BUST & LOADER	SOULS OF DARKRON	SY 10	LOAD/SAVE TO DISC LOADER
SOUTHERN BELLE [AA T10]	SY 02	BIG BUST & LOADER	SPACE CRUSADE DEMO [AA T12]	SY 02	BIG BUST & LOADER
SPACE HARRIER	BB 15	CHEAT LOADER	SPACE HARRIER	SY 07	CHEAT
SPELLBOUND	BB 12.9	LOADER	SPIKE IN TRANSYLVANIA	PM 12	CHEAT
SPINDIZZY	BB 22	CHEAT	SPINDIZZY [AA T3]	SY 01	BIG BUST
SPITTING IMAGE	PM 09	BIG BUST & LOADER	SPY HUNTER	BB 33	LOADER
SPY vs SPY 1	SY 10	BIG BUST & LOADER	STAIRWAY TO HELL	PM 11	LOADER
STAR GLIDER	BB 32	BIG BUST	STAR TROOPER	BB 35	CHEAT LOADER
STAR WARS DROIDS	BB 22	BIG BUST	STAR WRECK	SY 10	BIG BUST
STARION	BB 17	BIG BUST & LOADER	STARQUAKE	BB 14	BANKRAID
STARSTRIKE 2	BB 21	CHEAT	STORM LORD	BB 35	BIG BUST
STORM WARRIOR	BB 29	LOADER	STORMBRINGER	BB 12.9	BIG BUST
STRIKER & CRYPTS	SY 10	LOADER & CHEATS	STRIKER & CRYPTS DEM [AA 14]	SY 03	BIG BUST & LOADER
STUNT CAR RACER	PM 09	BIG BUST & LOADER	SUB SUNK	BB 09	LOADER
SULTAN'S MAZE	BB 1-7	LOADER	SUPER ROBIN HOOD	BB 08	LOADER
SUPERMAN - MAN OF STEEL	BB 29	LOADER	SUPERSKI CHALLENGE	PM 07	LOADER
SWEEVO'S WORLD	BB 1-7	LOADER	SWEEVO'S WORLD [AA T8]	SY 02	BIG BUST & LOADER
SWITCHBLADE	SY 07	CHEAT	SWITCHBLADE DEMO [AA T4]	SY 01	BIG BUST
SYNTAX	BB 30	LOADER	SYNTAX [AA TAPE No ?]	SY 06	BIG BUST & LOADER
T-BIRD	SY 07	CHEAT	TANKBUSTERS [AA T22]	SY 08	BIG BUST
TASK FORCE	BB 30	CHEAT	TECHNICIAN TED [AA T5]	SY 01	BIG BUST & LOADER
TERROR OF DEEP [AA T8]	SY 02	BIG BUST & LOADER	THANATOS	BB 09	LOADER
THE TRAIN	SY 10	BIG BUST & LOADER	THEY STOLE A MILLION	SY 10	LOAD/SAVE TO DISC LOADER
THEY STOLE A MILLION	SY 10	BIG BUST	THING BOUNCES BACK	BB 27	CHEAT
THOMAS THE TANK ENGINE	BB 34	BIG BUST	THREE WEEKS IN PARADISE	BB 17	LOADER
THUNDERBLADE	BB 29	CHEAT	THUNDERCATS	BB 29	LOADER
THUNDERJAWS [AA T7]	SY 08	BIG BUST	TIRNANOG	BB 20	LOADER
TIRNANOG [AA T9]	SY 02	BIG BUST & LOADER	TLL	BB 17	BIG BUST & LOADER
TOTAL ECLIPSE	PM 11	CHEAT	TOTAL ECLIPSE 2 [AA T12]	SY 02	BIG BUST & LOADER
TRAILBLAZER	BB 09	BIG BUST & LOADER	TRIVIAL PURSUIT	BB 12.9	BANKRAID
TURBO CUP CHALLENGE	SY 01	LOADER	TURRICAN 2 DEMO	PM 11	CHEAT
TURRICAN 2 DEMO [AA T7]	SY 02	BIG BUST & LOADER	TURTLES 2 DEMO [AA T3]	SY 02	BIG BUST & LOADER

TURTLES COIN-OP DEMO	PM 11	CHEAT	!			
UCHI-MATA	BB 24	LOADER	!	UNITRAX	BB 30	LOADER
URIDIUM	BB 17	LOADER	!	URIDIUM	SY 10	BIG BUST & CHEAT LOADER
VIEW TO A KILL [A]	BB 1-7	LOADER	!	VINDICATORS	BB 29	STOP IDLING DRIVE ROUTINE
VIEW TO A KILL [A]	SY 10	BIG BUST & LOADER				
WAR IN MIDDLE EARTH	BB 28	BIG BUST	!	WARLORD	BB 1-7	LOADER
WEC LE MANS	BB 28	LOADER	!	WEREWOLVES OF LONDON	BB 26	LOADER
WEST BANK	BB 11	BIG BUST	!	WIBSTAR	BB 23	BIG BUST
WIZ BIZ	SY 10	BIG BUST	!	WIZARD WILLY	SY 09	CHEAT
WIZARDS LAIR	BB 11	LOADER	!	WIZARDS LAIR [AA T3]	SY 01	BIG BUST
WIZBALL	BB 19	BIG BUST	!	WORLD CLASS LEADERBOARD	BB 16	BIG BUST
WORM IN PARADISE	BB 1-7	LOADER	!	WRIGGLER [AA T2]	SY 08	BIG BUST
XCEL	BB 14	CHEAT LOADER	!	XENON	BB 08	BIG BUST
XENON	SY 10	LOADER	!			
ZUB	BB 12.9	CHEAT	!	ZYNAPS	BB 15	BIG BUST

So, there you have it, a total of 357 entries. Some games get listed more than once as often a later routine has managed to install a cheat or has maybe compacted the file into a smaller size.

Goodness knows how many hackers have been involved throughout the years but needless to say our thanks go to them all. During my stint on the Bonzo 'editorial' [sounds flash but I hope you get my drift] I'd just like to give a special vote of thanks to Lee Rouanne and Alex Cochrane for there numerous efforts in the hacking department. A good job, well done and for the grand old price of nothing !

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As there's a little space to fill [and before the demon type-in bit] here's a little news [courtesy Gallup and C4 Teletext Page 470+] on current software and hardware trends.

MARKET SHARE BY FORMAT as of MARCH 94		and SEPT 94	BEST SELLING GAMES SINCE JULY '94	
MEGADRIVE	30.0%	23.6%	COMPUTERS	CONSOLES
SNES	12.3%	16.6%		
P.C	11.0%	16.4%	1 - FRONTIER - ELITE 2	1 - MORTAL COMBAT 2
AMIGA	18.1%	11.0%	2 - INT' SENSIBLE SOCCER	2 - FIFA SOCCER
GAMEBOY	6.8%	8.5%	3 - TIE FIGHTER	3 - WARIO LAND
MASTER SYSTEM	5.2%	5.0%	4 - LEMMINGS 2 : THE TRIBES	4 - JUNGLE BOOK
GAME GEAR	3.5%	3.9%	5 - THEME PARK	5 - SONIC 2
PC CD ROM	1.6%	3.6%	6 - SIM CITY 2000	6 - MORTAL COMBAT
NES	4.5%	2.4%	7 - TACTICAL MANAGER	7 - WORLD CUP USA
AMIGA CD 32	1.4%	1.5%	8 - PREMIER MANAGER 2	8 - COOL SPOT
CD-I	1.7%	1.5%	9 - KICK OFF 2	9 - SONIC 1
MEGA CD	1.7%	1.2%	10 - CANNON FODDER	10 - SAMPRAS TENNIS
TOTAL	97.8%	95.2%		

Leaving the rest to battle out a total of 4.8%. Presumabley made up of Atari ST, the 8 Bits and other miscellaneous offerings. Looks fairly serious regarding anything that isn't PC or console related but as some one once said, there are lies, damn lies ....an statistics. These statistics are based on sales reported at varying outlets of which Currys - Dixons - WH Smiths - Comet - Menzies & Woolies make nearly 87% of the figures, yet your local independant shop [you know the one you'd go to for something out of the ordinary] which represents 15% of the market has only a 2.49% representation in the charts ? I'll leave you to ponder on that one yourselves.

Software sales seem to reflect the impact the World Cup had on the country despite Englands absence with 4 soccer related titles in the 'puter chart and a couple in the console one. Maybe it's worth a comment that the computer chart tends to contain more games in the 'serious' department than the console one, does that tell us something ?

O.K. so it's not CPC related but what the hell, I thought it might be of interest to you.

4 MOST ADVENTURES

These transfers basically use the same routine. The only
difference is the length of code which has to be saved and the
filename. Disable all external ROMs for the code to run OK.

LIFE TERM

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10 'LIFE TERM (4 most adventures - Alternative) BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'DISABLE ALL EXTERNAL ROMS - !ROMOFF or !ROMON7 no good
40 'When you wanna run game.
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:!TAPE:LOAD"loader",
   &1000:!DISC
60 POKE &1102,&80:POKE &1103,&BE:'tells loader to
   execute BUST
70 DATA 21,00,10,11,40,00,01,60,02,ed,b0,cd,40,00:
   'this move loader to exec add
80 FOR a=&500 TO &50D:READ b$:b=VAL("&"+b$):POKE a,b:NEXT
90 RESTORE 110:FOR a=&BE80 TO &BEA4:READ b$:b=VAL("&"+b$):
   POKE a,b:cs=cs+b:NEXT
100 IF cs<>3827 THEN PRINT"DATA ERROR...":END ELSE CALL &500
110 DATA 06,08,21,9c,be,cd,8c,bc,3e,02
120 DATA 21,40,00,11,47,9e,01,2c,1f,cd
130 DATA 98,bc,cd,8f,bc,cd,2c,1f,6c,69
140 DATA 66,65,74,65,72,6d,c9
```

SMASHED

```
10 'SMASHED (4 most adventures - Alternative) BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'DISABLE ALL EXTERNAL ROMS - :ROMOFF or :ROMON7 no good
40 'When you wanna run game.
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:!TAPE:LOAD"loader",
   &1000:!DISC
60 POKE &1102,&80:POKE &1103,&BE:'tells loader to
   execute BUST
70 DATA 21,00,10,11,40,00,01,60,02,ed,b0,cd,40,00
80 FOR a=&500 TO &50D:READ b$:b=VAL("&"+b$):POKE a,b:NEXT
90 RESTORE 110:FOR a=&BE80 TO &BEA3:READ b$:b=VAL("&"+b$):
   POKE a,b:  cs=cs+b:NEXT
100 IF cs<>3776 THEN PRINT"DATA ERROR...":END ELSE CALL &500
110 DATA 06,08,21,9c,be,cd,8c,bc,3e,02
120 DATA 21,40,00,11,83,A2,01,2c,1f,cd
130 DATA 98,bc,cd,8f,bc,cd,2c,1f,73,6D
140 DATA 61,73,68,65,64,c9
```

STAR WRECK

```
10 'STAR WRECK (4 most adventures - Alternative) BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'DISABLE ALL EXTERNAL ROMS - :ROMOFF or :ROMON7 no good
40 'When you wanna run game.
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:!TAPE:LOAD"loader",
   &1000:!DISC
60 POKE &1102,&80:POKE &1103,&BE:'tells loader to
   execute BUST
70 DATA 21,00,10,11,40,00,01,60,02,ed,b0,cd,40,00
80 FOR a=&500 TO &50D:READ b$:b=VAL("&"+b$):POKE a,b:NEXT
90 RESTORE 110:FOR a=&BE80 TO &BEA4:READ b$:b=VAL("&"+b$):
   POKE a,b:cs=cs+b:NEXT
100 IF cs<>3819 THEN PRINT"DATA ERROR...":END ELSE CALL &500
110 DATA 06,08,21,9c,be,cd,8c,bc,3e,02
120 DATA 21,40,00,11,2d,95,01,2c,1f,cd
130 DATA 98,bc,cd,8f,bc,cd,2c,1f,73,74
```

WIZ-BIZ

```
10 'WIZ-BIZ (4 most adventures - Alternative) BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'DISABLE ALL EXTERNAL ROMS - !ROMOFF or !ROMON7 no good
40 'When you wanna run game.
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:!TAPE:LOAD"loader",
   &1000:!DISC
60 POKE &1102,&80:POKE &1103,&BE:'tells loader to
   execute BUST
70 DATA 21,00,10,11,40,00,01,60,02,ed,b0,cd,40,00
80 FOR a=&500 TO &50D:READ b$:b=VAL("&"+b$):POKE a,b:NEXT
90 RESTORE 110:FOR a=&BE80 TO &BEA3:READ b$:b=VAL("&"+b$):
   POKE a,b:cs=cs+b:NEXT
100 IF cs<>3794 THEN PRINT"DATA ERROR...":END ELSE CALL &500
110 DATA 06,07,21,9c,be,cd,8c,bc,3e,02
120 DATA 21,40,00,11,af,a2,01,2c,1f,cd
130 DATA 98,bc,cd,8f,bc,cd,2c,1f,77,69
140 DATA 7a,2d,62,69,7a,c9
```

SOULS OF DARKON LOADER

Use OPTION 1 to transfer all the files. The loader replaces
SOULS.BAS and SLOAD.bin. Delete these as they are not needed.
This will enable you to SAVE/LOAD data from disc and lots of
                disc space. Original was a HP transfer.

```
10 'SOULS OF DARKON LOADER
20 '(c) UNICORN SOFTWARE 1994
30 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,1:INK 3,14
40 LOAD"lodscrn",&C000
50 FOR a=&40 TO &7C:READ b$:b=VAL("&"+b$):POKE a,b:NEXT:
   CALL &40
60 DATA 06,02,21,79,00,cd,77,bc
70 DATA 21,00,20,cd,83,bc,cd,7a
80 DATA bc,21,00,9c,11,80,00,cd
90 DATA ab,bb,21,00,20,11,00,7c
100 DATA 01,00,24,ed,b0,06,02,21
110 DATA 7b,00,cd,77,bc,21,00,02
120 DATA cd,83,bc,cd,7a,bc,c3,00
130 DATA 02,73,32,73,33
```

STRYKER IN THE CRYPTS OF TROGAN

Use OPTION 1. Use the loader to run game or use your
       SWITCHBLADE loader (renamed of course).

```
10 'STRYKER IN THE CRYPTS OF TROGAN
20 '(c)Unicorn Software 1994
30 MEMORY &13FF:LOAD"!loader.bin":CALL 40000
```

STRYKER CHEATS

Type in these codes when you get in the hi-score table...

SIMPLICITY	-	Difficulty setting 1(Easy)-10(Hard).
SIMBURGER	-	30 Lives.
SIMMERING	-	Start on LEVEL 2.
SHIMMER	-	Start on LEVEL 3.
SIMPER	-	Start on LEVEL 4.
ZIMMER	-	Start on level 5.
SIMPOINTS	-	100,000 Points
SIMATERIAL	-	I think resets all cheats

ALIEN 8

Use OPTION 1 to transfer code. This is for the original release only. This assumes you have not renamed 0.BIN to something else. If you have rename it back to 0.BIN.

```
10 'ALIEN 8 (Ultimate (orig.release) not Mastertronic)
20 'PINCHED FROM THE KNIGHT LORE LOADER ON BSM DISC
30 'Use OPTION 1 or GLENCO
40 OPENOUT"dum":MEMORY &10F3:CLOSEOUT
50 LOAD"alien.bin"
60 POKE &A604,&30:POKE &1136,&4:POKE &1137,&A6:POKE &1131,1
70 POKE &1133,&C0:POKE &1134,&7:POKE &113E,&C3:POKE &113F,
   &F4:POKE &1140,&10
80 FOR x=&10F4 TO &10FC:READ a$:POKE x,VAL("&"+a$):NEXT:
   CALL &1100
90 DATA cd,83,bc,cd,7a,bc,c3,41,11:'load and execute
```

DEVIL'S CROWN PROBE/AMSOFT

Use OPTION 1 to transfer. Then follow instruction in the REM statements.

```
RENAME  -  ANONAME! to CROWN1
           BNONAME! to PIC
           CNONAME! to CROWN2
```

```
10 'DEVIL'S CROWN use OPTION1 - Unicorn Software 1994
20 'MODIFIED BASIL BOND LOADER ON BSM DISC
30 'Rename ANONAME! to CROWN1 BNONAME! to PIC and
   CNONAME to CROWN2
40 'SAVE THIS LOADER AS CROWN.BAS
50 DATA 10,26,19,6,25,0,3,15,5,9,1,11,4,24,0,26
60 MODE 0:RESTORE 50:BORDER 0:FOR a=0 TO 15:READ b:
   INK a,b:NEXT
70 LOAD"pic",&C000
80 RESTORE 100:FOR x=&BE80 TO &BECD:READ a$:y=VAL
   ("&"+a$):cs=cs+y:POKE x,y:NEXT
90 IF CS<>8466 THEN PRINT"DATA ERROR":END ELSE CALL &BE80
100 DATA 21,FF,B0,11,00,AB,0E,07,CD,CE,BC,21,CC,BE,34,21,
    C7,BE,11,40,00,06
110 DATA 06,D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,00,3E,C9,32,
    A2,BE,21,00,05,22
120 DATA 93,BE,CD,8B,BE,21,40,00,11,BC,AA,01,44,03,ED,B0,
    CD,56,AB,21,11,06
130 DATA E5,21,15,AB,E9,43,52,4f,57,4e,30,00
```

XENON

Use OPTION 8X and use this loader to sort out the screen mode. Replace filename with what you called the transfer.

```
10 'XENON BUDGET VERSION
20 'USE OPTION8X
30 'UNICORN SOFTWARE 1994
40 LOAD"filename"
50 MODE 0:CALL &BEF7
```

THEY STOLE A MILLION

Use OPTION 1 to transfer this to disc. Once this has been done erase the files named MILLION.BIN and DISK1.BIN. Type in the listing below, this will write a new file called DISK1.BIN, which is used to load in the game code. Once you have done this type in the LOADER and everything will SAVE/LOAD from disc. You can ignore all reference to TAPE use from now on.

DISK1.BIN

```
10 'DISK1.BIN - for THEY STOLE A MILLION
15 'INSERT DESTINATION DISC BEFORE RUNNING
20 'pinched from tape, which don't work as it is crunched
30 cs=0:FOR a=&800 TO &87F:READ b$:b=VAL("&"+b$):POKE a,b:
   cs=cs+b:NEXT
40 IF cs<>&3048 THEN PRINT"Datur Errurh...Pleez Cheque...":END
50 SAVE"disk1",b,&800,&80:PRINT"Data File saved"
60 DATA 3E,01,CD,6B,BC,06,09,21
70 DATA 24,08,11,00,A2,CD,77,BC
80 DATA 30,0E,21,00,0E,CD,83,BC
90 DATA 30,06,CD,7A,BC,C3,00,79
100 DATA CD,7D,BC,C7,50,41,52,54
110 DATA 31,2E,42,49,4E,69,3E,09
120 DATA C3,DE,7A,01,04,00,10,FE
130 DATA 0D,20,FB,C9,21,08,46,11
140 DATA AA,75,CD,72,75,21,6C,90
150 DATA CD,91,69,2A,46,45,11,AA
160 DATA 75,CD,A1,68,21,34,90,3A
170 DATA 1D,45,A7,28,03,21,42,90
180 DATA CD,91,69,C9,21,6C,90,CD
190 DATA 91,69,21,00,00,22,8D,75
200 DATA 21,8E,75,11,A3,75,CD,72
210 DATA 75,11,A3,75,21,02,02,CD
```

THE LOADER

```
10 MODE 1:INK 0,0:BORDER 0:INK 1,20:INK 2,20
20 PRINT" Due to the size and complexity of":PRINT
30 PEN 2:PRINT"      `THEY STOLE A MILLION'":PRINT:PRINT
40 PEN 1:PRINT" it will take some time to load":PRINT:
   PRINT:PRINT:PRINT
50 PRINT:PRINT:PRINT:PRINT:PRINT"      PRESS ANY KEY"
60 PRINT:PRINT:PRINT:PRINT"Designed by Tigress Designs Ltd"
70 WHILE INKEY$="":OUT &7F00,2:OUT &7F00,RND*25+65:WEND
80 CLS:BORDER 0:FOR a=0 TO 3:INK a,0:NEXT
90 LOAD"!PIC",&C000:FOR a=0 TO 3:READ i
100 FOR p=0 TO i:INK a,p
110 FOR b=1 TO 10:NEXT
120 NEXT p,a
130 DATA 24,1,26,6
140 OPENOUT"as":MEMORY &7FF:CLOSEOUT
150 LOAD"!DISK1.BIN":CALL &800
```

ASTERIX AND THE MAGIC CAULDRON

Type in the bust below, position tape a start and run bust. Everything is done automatically. When bust is done type in the loader. The original transfer is listed as a HackPack.

```
10 'ASTERIX AND THE MAGIC CAULDRON BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 !TAPE:LOAD"asterix":!DISC
40 POKE &A039,&80:POKE &A03A,&BE
50 FOR a=&BE80 TO &BEBA:READ b$:b=VAL("&"+b$):POKE a,b:
   NEXT:CALL &A000
60 DATA 06,07,21,b2,be,cd,8c,bc
70 DATA 3e,02,21,00,c0,11,00,40
80 DATA cd,98,bc,cd,8f,bc,06,08
90 DATA 21,b2,be,cd,8c,bc,3e,02
100 DATA 21,00,0a,11,00,96,cd,98
110 DATA bc,cd,8f,bc,cd,18,bb,cd
120 DATA 00,0a,61,73,74,65,72,69,78,31,c9
```

THE LOADER

```
10 'ASTERIX AND THE MAGIC CAULDRON
20 '(c)UNICORN SOFTWARE 1994
30 DATA 0,26,3,20,6,14,2,16,24,15,25,12,19,21,9,13
40 MODE 0:BORDER 0:FOR a=0 TO 15:READ b:INK a,b:NEXT
50 LOAD"asterix",&C000
60 OPENOUT"a":MEMORY &9FF:CLOSEOUT
70 LOAD"asterix1":CALL &A00
```

ORIENTAL GAMES

Use the listing below, this will transfer the screen and main code. You still have to load in the levels from side 2 tape.

```
10 'ORIENTAL GAMES BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'MAIN FILE ONLY(SIDE 1)
40 MEMORY &8FFF:cs=0
50 !TAPE:LOAD"loader":!DISC
60 POKE &903D,&0:POKE &903E,&8C
70 FOR a=&8C00 TO &8C36:READ b$:b=VAL("&"+b$):POKE a,b:
   cs=cs+b:NEXT
80 IF cs<>5326 THEN PRINT"DATA ERROR.....":END ELSE
   CALL &9000
90 DATA 06,05,21,32,8c,cd,8c,bc
100 DATA 3e,02,21,00,c0,11,00,40
110 DATA cd,98,bc,cd,8f,bc,06,02
120 DATA 21,32,8c,cd,8c,bc,3e,02
130 DATA 21,4f,00,11,00,8a,01,ae
140 DATA 04,cd,98,bc,cd,8f,bc,cd
150 DATA ae,04,4f,47,50,49,43
```

THE LOADER

```
10 'ORIENTAL GAMES LOADER
20 '(c)UNICORN SOFTWARE 1994
30 'USE THIS LOADER IF YOU WANT THE PICCY. IF NOT JUST
   RUN OG.BIN
40 DATA 0,18,16,13,9,19,3,6,14,2,24,11,15,1,0,26
50 FOR a=0 TO 15:READ b:INK a,b:NEXT:BORDER 0:MODE 0
60 LOAD"ogpic",&C000
70 RUN"og.bin"
```

ROCK AND WRESTLE

Type in and run the bust below. Insert tape at start and run the bust. Everything is done automatically. When the transfer is complete type in the loader. The original was done by HackPack.

DO NOT ERASE THE FILE ROCK1.BIN

```
10 'ROCK 'N' WRESTLE BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'ORIGINAL XFER BY HackPack
40 'this just save disc space
50 MEMORY &9FEF
60 !TAPE:LOAD"ROCK'N'WRESTLE":!DISC
70 POKE &9F4B,&80:POKE &9F4C,&BE
80 FOR a=&BE80 TO &BEB7:READ b$:b=VAL("&"+b$):POKE a,b:
   NEXT:CALL &9F00
90 DATA 06,04,21,b2,be,cd,8c,bc
100 DATA 3e,02,21,00,10,11,f0,8f
110 DATA cd,98,bc,cd,8f,bc,06,05
120 DATA 21,b2,be,cd,8c,bc,3e,02
130 DATA 21,00,c0,11,19,2e,cd,98
140 DATA bc,cd,8f,bc,cd,18,bb,cd
150 DATA 00,ee,72,6f,63,6b,31,c9
```

THE LOADER

```
10 'ROCK 'N' WRESTLE loader
20 '(c)UNICORN SOFTWARE 1994
30 '***DONT DELETE SCREEN(rock1.bin)***
40 MODE 0:BORDER 0:FOR i=0 TO 15:INK i,0:NEXT
50 LOAD"rock1",&C000
60 OPENOUT"a":MEMORY &FFF:CLOSEOUT
70 LOAD"rock",&1000:CALL &EE00
```

NEXUS

This should transfer via OPTION2X or a Headerless transfer routine. My copy of the game has 28 headerless files and will not go via BONZO so I done this to transfer it. Once the bust is done type in the loader to run it.

```
10 'NEXUS BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 GOSUB 110
40 BORDER 20:MODE 0
50 SYMBOL AFTER 256:OPENOUT "P":MEMORY &12FF:CLOSEOUT
60 RESTORE 100:FOR n=0 TO 15:READ a:INK n,a:NEXT n
70 !TAPE:LOAD "!LOADCODE":!DISC
80 LOCATE 6,10:PRINT"LOADING..."
90 POKE &A071,&80:POKE &A072,&BE:CALL &A040
100 DATA 13,20,26,14,25,9,22,10,0,1,11,7,16,15,3,6
110 RESTORE 120:FOR a=&BE80 TO &BEB9:READ b$:b=VAL("&"+b$):
    POKE a,b:NEXT
120 DATA 06,03,21,af,be,cd,8c,bc
130 DATA 3e,02,21,00,c0,11,00,40
140 DATA cd,98,bc,cd,8f,bc,06,04
150 DATA 21,b2,be,cd,8c,bc,3e,02
160 DATA 21,40,00,11,00,a1,01,40
170 DATA 00,cd,98,bc,cd,8f,bc,50
180 DATA 49,43,63,6f,64,65,cd,40,00,c9
190 RETURN
```

NEXUS LOADER

```
10 'NEXUS loader
20 '(c)UNICORN SOFTWARE 1994
30 MODE 0:BORDER 20
40 FOR n=0 TO 15:READ a:INK n,a:NEXT n
50 DATA 13,20,26,14,25,9,22,10,0,1,11,7,16,15,3,6
60 LOCATE 6,10:PRINT"LOADING..."
70 RESTORE 90:FOR a=&BE80 TO &BEAC:READ b$:b=VAL("&"+b$)
80 POKE a,b:NEXT:CALL &BE87
90 DATA 70,69,63,63,6f,64,65,06
100 DATA 03,21,80,be,cd,77,bc,21
110 DATA 00,c0,cd,83,bc,cd,7a,bc
120 DATA 06,04,21,93,be,cd,77,bc
130 DATA 21,40,00,cd,83,bc,cd,7a
140 DATA bc,cd,40,00,c9
```

A VIEW TO A KILL

The original transfer was by OPTION2X. This routine lets you
have all the files on one disc side.

```
10 'A VIEW TO A KILL BIG BUST
20 '(C) UNICORN SOFTWARE 1994
30 INK 0,0:INK 1,0:INK 2,18:INK 3,0:BORDER 0:MODE 1:PEN 2
40 PRINT:PRINT:PRINT:PRINT"Position tape after loader
   all files transfer automatically.  Then Press any key"
50 PEN 1:LOCATE 6,15:PRINT"Bust Dun.   Press any Key....."
60 cs=0:FOR a=&C000 TO &C074:READ b$:b=VAL("&"+b$):
   POKE a,b:cs=cs+b:NEXT
70 IF cs<>12461 THEN PEN 2:PRINT"DATA ERROR.Pleeze chek.":
   END ELSE CALL &C000
80 DATA 21,00,02,11,74,A4,3E,41
90 DATA CD,A1,BC,06,01,21,71,C0
100 DATA CD,8C,BC,3E,02,21,00,02
110 DATA 11,74,A4,CD,98,BC,CD,8F
120 DATA BC,21,E8,03,11,80,A2,3E
130 DATA 42,CD,A1,BC,06,01,21,72
140 DATA C0,CD,8C,BC,3E,02,21,E8
150 DATA 03,11,80,A2,CD,98,BC,CD
160 DATA 8F,BC,21,F4,01,11,10,A4
170 DATA 3E,43,CD,A1,BC,06,01,21
180 DATA 73,C0,CD,8C,BC,3E,02,21
190 DATA F4,01,11,10,A4,CD,98,BC
200 DATA CD,8F,BC,3E,01,01,1A,1A
210 DATA CD,32,BC,CD,18,BB,CD,00
220 DATA 00,41,42,43,c9
```

THE LOADER

```
10 'A VIEW TO A KILL LOADER
20 '(C) Unicorn Software 1994
30 MODE 1:INK 0,0:BORDER 0:INK 1,6:INK 2,4:INK 3,18:PEN 1:
   cs=0:RESTORE 150
40 FOR a=&BF00 TO &BF3E:READ b$:b=VAL("&"+b$):POKE a,b:
   cs=cs+b:NEXT
50 IF cs<>7902 THEN PRINT"Data errur.....":END
60 LOCATE 15,1:PRINT"A VIEW TO A KILL":LOCATE 15,2:PEN 2:
   PRINT"=========="
70 PEN 1:PRINT:PRINT:PRINT:PRINT"3 tabs1.The mines
   game":PRINT:PRINT:PRINT:PRINT"3 tabs2.City hall
   scenario":PRINT:PRINT:PRINT:PRINT"3 tabs3.
   Paris car chase"
```

```
80 LOCATE 5,20:PEN 3:PRINT"Enter Game number......"
90 a$=INKEY$
100    IF a$="" THEN 90
110    IF a$="1" THEN CALL &BF00:'load level 1
120    IF a$="2" THEN CALL &BF14:'load level 2
130    IF a$="3" THEN CALL &BF28:'load level 3
140 GOTO 90
150 DATA 06,01,21,3E,BF,CD,77,BC
160 DATA 21,00,02,CD,83,BC,CD,7A
170 DATA BC,CD,D1,64,06,01,21,3D
180 DATA BF,CD,77,BC,21,E8,03,CD
190 DATA 83,BC,CD,7A,BC,CD,B5,71
200 DATA 06,01,21,3C,BF,CD,77,BC
210 DATA 21,F4,01,CD,83,BC,CD,7A
220 DATA BC,CD,88,90,63,62,61
```

Where it say 3 tabs edit the lines and press TAB 3 times.

SPY V's SPY 1

Type in the listing below. Rewind tape to start,press play, and
onto disc goes the game. The original transfer was done by
OPTION2X but I found this saved lots of files to disc. This one
just saves disc and directory space. When the code has
transferred type in the loader to run. 003 eat your heart out !

```
10 'SPY VS SPY BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'Skip BASIC loader
40 OPENOUT"!a":MEMORY &12FF:CLOSEOUT
50 !TAPE:LOAD"!loadcode",&6000:!DISC
60 POKE &608A,&86:POKE &608B,&BE
70 cs=0:RESTORE 90:FOR a=&BE80 TO &BEB2:READ b$:
   POKE a,VAL("&"+b$) :cs=cs+b:NEXT
80 IF cs<>10251 THEN PRINT"Datts erruty":END ELSE CALL &6000
90 DATA 70,69,63,6f,64,65,06,03
100 DATA 21,80,be,cd,8c,bc,3e,02
110 DATA 21,00,c0,11,00,40,cd,98
120 DATA bc,cd,8f,bc,06,04,21,82
130 DATA be,cd,8c,bc,3e,02,21,00
140 DATA 03,11,00,a4,cd,98,bc,cd
150 DATA 8f,bc,c9
```

THE LOADER

```
10 'SPY VS SPY LOADER
20 '(c)Unicorn Software 1994
30 ENV 1,2,1,2,5,2,1,5,-2,2:ENV 2,10,-1,2:ENV 3,3,1,2,3,1,4
40 ENV 4,3,5,1,1,0,10,3,-1,1,10,-1,1:ENV 5,3,5,1,1,0,10,3,
   -1,1,10,-1,2
50 ENV 6,5,-1,10,10,-1,7:ENV 7,3,5,1,15,-1,5:ENV 8,1,4,1,4,-1,1
60 ENV 9,3,5,1,10,-1,15
70 MODE 0:FOR N=0 TO 11:READ A:INK N,A:NEXT N
80 DATA 24,1,26,0,13,6,14,16,18,24,3,15
90 cs=0:RESTORE 290:FOR a=&BE80 TO &BEAB:READ b$:b=VAL
   ("&"+b$):POKE a,b: cs=cs+b:NEXT
100 IF cs<>5125 THEN PRINT"DATA EROROOr..":END ELSE CALL &BE86
110 DATA 70,69,63,6f,64,65,06,03
120 DATA 21,80,be,cd,77,bc,21,00
130 DATA c0,cd,83,bc,cd,7A,bc,06
140 DATA 04,21,82,be,cd,77,bc,21
150 DATA 00,03,cd,83,bc,cd,7a,bc
```

PUB TRIVIA MINI-BUST

Transfer the first two files using OPTION 1 .Type in the BUST
down below and the next two files will be transferred to disc.

```
10 'PUBTRIVIA QUIZ BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,14:INK 3,18
40 MEMORY 4999:LOAD"saveload",9000:POKE 8000,0:POKE 8001,64
50 POKE 8002,0:POKE 8003,8:POKE 8004,1:CALL 9000:CALL 16384
60 SAVE"pic",b,&C000,&4000
70 POKE 8000,132:POKE 8001,58:POKE 8002,162:POKE 8003,88
80 POKE 8004,1:CALL 9000:SAVE"code",b,&3A84,&58A2
90 CALL &3A84:REM start game
```

THE LOADER

```
10 'PUB TRIVIA QUIZ BIG BUST LOADER
20 '(c)UNICORN SOFTWARE 1994
30 'GAME STILL HAS TO PICK UP LAST FILE FROM SIDE 1
40 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,14:INK 3,18:
   MEMORY 4999:LOAD"pic"
50 LOAD"code",&3A84
60 CALL &3A84:REM start game
```

The last file from side 1 still has to be loaded whenever
you want to play the game. This file may be able to be
transferred, but once the main proggie is executed it is
moved up to where the disc system is in memory, therefore
overwriting the disc system variables. It should be possible
to transfer this file using the M/C file with the
program,but,I don't know the length or the load address of
the last file. Also, the main code will probably need altered
to let it know that this file has been loaded. Anyone with a
screen crunch utility will be able you crunch the screen down
to 2K approx.

URIDIUM

Use OPTION 1 to transfer URIDIUM and LOADER.BIN to disc. You
can erase URIDIUM.BAS as it is not needed. Type in the routine
below and wait until the transfer is complete.

```
10 'URIDIUM HEWSON/RACK-IT BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 MEMORY &3FFF:!TAPE.IN:LOAD"loader.bin",&4000
40 POKE &414D,&C9:POKE &414E,0:CALL &4000
50 SAVE"uridium.pic",b,&C000,&4000
60 SAVE"uridium.bin",b,&3D08,&67F8,&4000
70 LOCATE 1,1:PRINT"BUST DUN. PRESS A KEY":CALL&BB18:
   CALL &4000":'Have a go
```

THE LOADER AND CHEAT

```
10 'LOADER FOR URIDIUM  HEWSON/RACK-IT
20 '(c)UNICORN SOFTWARE 1994
30 MODE 1:BORDER 0:INK 0,0
40 PRINT"Do you wanna install cheat Y/N";:INPUT cht$:
   cht$=UPPER$(cht$)
50 LOAD"uridium.pic",&C000
60 MEMORY &2FFF:LOAD"uridium.bin",&3D08
70 IF cht$="Y" THEN POKE &5EC2,&A7:CALL &4000
80 CALL &4000
```

EVENING STAR

Transfer the files E.S. and L by OPTION 1. Have disc in drive
on which you want to put the transfer. Just RUN"EVESTAR" when
it is finished.

```
10 'EVENING STAR  HEWSON  BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'Transfer E.S. and L by option 1
40 'and use this proggie to transfer the code
50 MEMORY &3FFF:!TAPE:LOAD"L",&4000:POKE &4134,&C9:
   CALL &4000: 'this just returns us to basic and allows bust
60 POKE &18FC,&FB:!DISC:SAVE"EVESTAR",b,&18fc,&7500,&18fc
```

THE TRAIN

Transfer the BASIC and M/C file by OPTION 1 .Type in the loader
below and have your save disc in the drive. If you dont want to
transfer the files. Insert a !TAPE.IN at the start of line 50,
before the LOAD command.

```
10 'TRAIN BIG BUST
20 'UNICORN SOFTWARE 1994
30 MEMORY &14FF
40 MODE 0:BORDER 0:GOSUB 200
50 LOAD"!tape",&9600
60 POKE &9501,1:'*dont remove this line*
70 CALL &9600
80 FOR f=0 TO 15:READ a:INK f,a:NEXT f
90 SAVE"screen",b,&C000,&4000
100 CALL &9600
110 CALL &9600
120 GOSUB 200
130 CALL &9600
140 SAVE"code",b,&1500,&8300
150 SAVE"code2",b,&C000,&4000
160 FOR I=1 TO 750:NEXT
170 CALL &F800:'have a go after the transfer
180 FOR f=0 TO 15:INK f,0:NEXT f
190 RETURN
200 DATA 0,26,6,20,8,18,2,24,15,3,17,10,13,19,11,0
```

THE LOADER

```
10 'LOADER FOR THE TRAIN FROM ACCOLADE
15 'UNICORN SOFTWARE 1994
20 'the SCREEN.BIN can be removed if u want but not CODE2.BIN
30 MEMORY &14FF
40 MODE 0:BORDER 0
50 FOR f=0 TO 15:READ a:INK f,a:NEXT f
60 DATA 0,26,6,20,8,18,2,24,15,3,17,10,13,19,11,0
70 LOAD"screen",&C000:LOAD"code",&1500
80 FOR a=1 TO 2000:NEXT:FOR i=0 TO 15:INK i,0:NEXT
90 LOAD"code2",&C000:'dont remove this file
100 CALL &F800
```

NONTERRAWOTSIT

Type in the bust below and ready tape after the basic loader.
Everything is done automatically. Once this is done type in
the loader. You can erase the screens if you want too. Just
run NONTERRA.BIN if you dont want the screens.

```
 10 'NONTERRAQUEOUS or NONTERRAWOTSIT BIG BUST
 20 '(c)UNICORN SOFTWARE 1994
 30 'Skip the basic file and run the BUST
 40 FOR X%=0 TO 15:READ N%: INK X%,N%:NEXT
 50 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
 60 INK 0,0:BORDER 3:MODE 0:OPENOUT"a":MEMORY 2999:CLOSEOUT
 70 !TAPE.IN:LOAD"!",3000:CALL 3003,&FFFE,16383
 80 SAVE"pic1",b,&C000,&4000
 90 CALL 3003,40956,37000:CLS:CALL 3003,&FFFE,16383
100 SAVE"pic2",b,&C000,&4000
110 SAVE"nonterra",b,&F74,&9088,&F74
120 END
```

THE LOADER

```
10 'NONTERRAQUEOUS LOADER
20 '(c)UNICORN SOFTWARE 1994
30 FOR X%=0 TO 15:READ N%: INK X%,N%:NEXT
40 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
50 INK 0,0:BORDER 3:MODE 0:OPENOUT"a":MEMORY 2999:CLOSEOUT
60 LOAD"pic1",&C000:LOAD"nonterra.bin":MEMORY &7FFF
70 LOAD"pic2",&C000:FOR X=1 TO 2000:NEXT X:CALL &F74
```

SOUL OF A ROBOT

Type in the bust below and ready tape after the basic loader.
Everything is done automatically. Once this is done type in
the loader. You can erase or crunch the screens if you want
to. Just run SOUL2.BIN if you dont want to load the screens.

```
10 'SOUL OF A ROBOT BIG BUST
20 'TRANSFER 1st 2 files from tape
30 'then run this.
40 '(c)UNICORN SOFTWARE 1994
50 INK 0,0:BORDER 0:INK 1,24:INK 2,12:INK 3,6
60 OPENOUT"A":MEMORY 999:closeout
65 !tape.in:LOAD"!",1000
70 CALL 1003,&FFFE,&4000:CALL 1003,41500,40000
80 SAVE"soul1",B,&C000,&4000:SAVE"soul2",B,&5DC,&9C40,&7d0
90 for d=1 to 1500:next:CALL 2000:'play after disc stops
```

THE LOADER

```
10 'SOUL OF A ROBOT LOADER
20 '(c)UNICORN SOFTWARE 1994
30 MODE 1:INK 0,0:BORDER 0:INK 1,24:INK 2,12:INK3,6:
40 OPENOUT"crap":MEMORY 999:CLOSEOUT
50 LOAD"soul1",&C000:LOAD"soul2",&5DC
60 CALL &7d0
```

BATTLE BEYOND THE STARS

Type in this proggie and it will transfer BATTLE BEYOND THE
STARS. Original transfer was via HACKPACK. This just save you
lots of disc space. Transferred file is approx 23K long.

```
10 'BATTLE BEYOND THE STARS [(c) SOLAR SOFTWARE] BIG BUST
20 '(c)UNICORN SOFTWARE 1994
30 'Position tape after basic loader.Bust produces a stand
   alone M/C file.
40 'named BATTLE.BIN.  just RUN"BATTLE.BIN or RUN"BATTLE
50 MODE 2:INK 0,0:BORDER 0:INK 1,26:MEMORY &1FFF:cs=0
60 PRINT"Insert BATTLE BEYOND THE STARS into tape drive.
   After BASIC loader."
70 PRINT"Insert disc on which to put BATTLE.BIN.";
   : PRINT"Press any key......": CALL &BB18
80 FOR a=&2000 TO &202A:READ b$:b=VAL("&"+b$):POKE a,b:
   cs=cs+b:NEXT
90 IF cs<>3742 THEN PRINT"DATA ERRuR.":END ELSE CALL&2000
100 DATA 21,00,40,11,00,5a,3e,4a
110 DATA cd,a1,bc,06,06,21,24,20
120 DATA cd,8c,bc,3e,02,21,00,40
130 DATA 11,00,5a,01,80,4f,cd,98
140 DATA bc,cd,8f,bc,42,41,54,54
150 DATA 4c,45,c9
```

LORDS OF CHAOS

Type in the code below. Position at start of LOC. Press play
and the press any key. This will only transfer the main code.
You still have to load in the levels from tape. Just RUN"CHAOS
when you want to play.

```
 10 'LORDS OF CHAOS BIG BUST
 20 '(c)UNICORN SOFTWARE 1994
 30 'RUN"CHAOS.BIN" to execute
 40 'IF you want screen M/F it
 50 MEMORY &9F5F:CALL &BBFF:CALL &BB4E
 60 PRINT"INSERT LORDS OF CHAOS TAPE AT START.....":PRINT
    "THEN PRESS ANY KEY"
 70 WHILE INKEY$="":WEND
 80 !TAPE:LOAD"!LOC":!DISC
 90 POKE &A0E0,0:POKE &A0E1,&BE:cs=0
100 RESTORE 130:FOR a=&BE00 TO &BE1E:READ b$:b=VAL("&"+b$):
    cs=cs+b:POKE a,b:NEXT
110 IF cs<>3033 THEN PRINT"DATA ERRUR..":END ELSE CALL &9F60
120 CALL &8A72:'play after bust has finished
130 DATA 06,05,21,19,BE,CD,8C,BC
140 DATA 3E,02,21,45,06,11,00,97
150 DATA 01,72,8A,CD,98,BC,CD,8F
160 DATA BC,43,48,41,4F,53,C9
```

ANGLE BALL

Type in the listing below and follow the instructions.

```
 10 'Big Bust for ANGLEBALL by MASTERTRONIC
 20 '(c)Unicorn Software 1994
 30 cs=0:RESTORE 50:FOR a=&BE80 TO &BEA3:READ b$:b=VAL("&"+b$)
 40 POKE a,b:cs=cs+b:NEXT
 50 DATA 06,08,21,9c,be,cd,8c,bc
 60 DATA 3e,02,21,00,20,11,80,71
 70 DATA 01,00,20,cd,98,bc,cd,8f
 80 DATA bc,cd,00,20,61,6e,67,6c
 90 DATA 65,62,6f,6c
100 IF cs<>3500 THEN PRINT"DATA ERRUR.Check LInes ABUV":END
110 MEMORY &9FFF:PRINT"Insert ANGLEBALL tape.":PRINT"Rewind
    to start."
120 PRINT"PRESS ANY KEY TO BUST........":CALL &BB18:!TAPE
130 LOAD"angleball":POKE &A03A,&80:POKE &A03B,&BE:!DISC:
```

Use the listing below to bust this great game. The reason the listing is so
biiiggg is that this includes a M/C loader and sets the ink colours for the
loading screen.This was my first time combining the bust and loader in the
same code.

```
10 'MOONTORC  -  ATLANTIS    BIG BUST
20 '(C) UNICORN SOFTWARE 1994
30 PRINT"Insert MOONTORC into tape drive"
40 PRINT"Rewind tape............"
50 PRINT"Then Press any key...":CALL &BB18
60 MEMORY &9900:|TAPE:LOAD"moontorc",&997E:|DISC
70 cs=0:RESTORE 100
80 FOR a=&A000 TO &A164:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
90 IF cs<>33742 THEN PRINT"data error Pleeeeze cheque...":END ELSE CALL &A00C
```

```
100 DATA 21,00,C0,11,00,40,3E,2B        320 DATA BC,3E,05,01,1E,1E,CD,32
110 DATA CD,A1,BC,21,00,01,11,7F        330 DATA BC,3E,06,01,15,15,CD,32
120 DATA 97,3E,2B,CD,A1,BC,06,0A        340 DATA BC,3E,07,01,0A,0A,CD,32
130 DATA 21,3F,A1,CD,8C,BC,3E,02        350 DATA BC,3E,08,01,0E,0E,CD,32
140 DATA 21,00,C0,11,00,40,CD,98        360 DATA BC,3E,09,01,1C,1C,CD,32
150 DATA BC,CD,8F,BC,06,0A,21,49        370 DATA BC,3E,0A,01,07,07,CD,32
160 DATA A1,CD,8C,BC,3E,02,21,00        380 DATA BC,3E,0B,01,06,06,CD,32
170 DATA 01,11,7F,97,CD,98,BC,CD        390 DATA BC,3E,0C,01,06,06,CD,32
180 DATA 8F,BC,06,0A,21,53,A1,CD        400 DATA BC,3E,0D,01,12,12,CD,32
190 DATA 8C,BC,3E,02,21,7E,99,11        410 DATA BC,3E,0E,01,17,17,CD,32
200 DATA 54,02,CD,98,BC,CD,8F,BC        420 DATA BC,3E,0F,01,1B,1B,CD,32
210 DATA 06,08,21,5D,A1,CD,8C,BC        430 DATA BC,06,0A,21,3F,A1,CD,77
220 DATA 3E,02,21,74,A0,11,F1,00        440 DATA BC,21,00,C0,CD,83,BC,CD
230 DATA 01,74,A0,CD,98,BC,CD,8F        450 DATA 7A,BC,06,0A,21,49,A1,CD
240 DATA BC,CD,00,00,0E,FF,21,7C        460 DATA 77,BC,21,00,01,CD,83,BC
250 DATA A0,CD,16,BD,CD,CB,BC,AF        470 DATA CD,7A,BC,06,0A,21,53,A1
260 DATA CD,0E,BC,01,00,00,3E,00        480 DATA CD,77,BC,21,7E,99,CD,83
270 DATA CD,32,BC,01,00,00,CD,38        490 DATA BC,CD,7A,BC,CD,DA,99,6D
280 DATA BC,3E,01,01,0B,0B,CD,32        500 DATA 6F,6F,6E,74,6F,72,63,2E
290 DATA BC,3E,02,01,0C,0C,CD,32        510 DATA 31,6D,6F,6F,6E,74,6F,72
300 DATA BC,3E,03,01,1F,1F,CD,32        520 DATA 63,2E,32,6D,6F,6F,6E,74
310 DATA BC,3E,04,01,1A,07,CD,32        530 DATA 6F,72,63,2E,33,6D,6F,6F
                                         540 DATA 6E,74,6F,72,63
```

LOADER FOR BONZO TRANSFER OF POSTMAN PAT 2
****

This replaces the loader made by BONZO. Delete the file named B1.BIN and renam
C1.BIN to POSTPAT1.BIN, D1.BIN to POSTPAT.2 and E1.BIN to POSTPAT.3.

```
10 'NEW LOADER FOR POSTMAN PAT 2
20 'OPTION2X TRANSFER VERSION
30 '(C) UNICORN SOFTWARE 1994
40 'RENAME  C1.BIN=POSTPAT.1
50 'D1.BIN=POSTPAT.2
60 'E1.BIN=POSTPAT.3
70 MODE 1:BORDER 0:INK 0,0:INK 1,26
80 PRINT "INSERT DISC ON WHICH":PRINT"TO WRITE LOADER"
90 PRINT"THEN PRESS ANY KEY"
100 WHILE INKEY$="":WEND:GOSUB 130
110 PRINT"SAVING LOADER NOW":SAVE"PATLOAD",B,&40,&65,&40
120 PRINT"DUN":FOR AZ=1 TO 1500:NEXT:CALL &40
130 CHK=0:RESTORE 160
140 FOR A=&40 TO &A2:READ A$:B=VAL("&"+A$):CHK=CHK+B:
    POKE A,B:NEXT
150 IF CHK<>10542 THEN PRINT"DATA ERROR:PLEEZE CHEK":
    END ELSE RETURN

160 DATA 0E,FF,21,48,00,CD,16,BD
170 DATA CD,CB,BC,06,09,21,9A,00
180 DATA CD,77,BC,21,00,02,CD,83
190 DATA BC,CD,7A,BC,3E,32,32,A2
200 DATA 00,06,09,21,9A,00,CD,77
210 DATA BC,21,00,C0,CD,83,BC,CD
220 DATA 7A,BC,3E,33,32,A2,00,06
230 DATA 09,21,9A,00,CD,77,BC,21
240 DATA 00,F5,CD,83,BC,CD,7A,BC
250 DATA F3,31,FF,01,11,00,90,21
260 DATA 00,C0,01,00,30,ED,B0,C3
270 DATA 00,F5,70,6F,73,74,70,61
280 DATA 74,2E,31
```

This will load and poke the greatest Amstrad game ever. Just delete whatever facility you dont want. Please note, if you are using a disc based system, you will need to transfer ELITE before you can play it. Use BONZO OPTION1 or the GLENCO freebie.

```
10 '***************************************
20 '* ELITE CHEAT FOR AA COVER TAPE ISSUE 100 *
30 '*        BY ALEX COCHRANE  FOR AA         *
50 '* DELETE WHAT FACILITIES YOU DON'T WANT *
60 '***************************************
70 start=&9F18
80   READ a$:IF a$="*£*" THEN 480
90   b=VAL("&"+a$):POKE start,b
100    start=start+1
110 GOTO 80
120 'INFINITE CREDITS
130 DATA 3E,21,32,E2,50
140 'CONSTANT ENERGY BOMB
150 DATA 3E,3E,32,D2,30,3E,FF,32,D3,30
160 'NO ENERGY BOMB FLASH
170 DATA 3E,C9,32,E3,30
180 'ECM JAMMER
190 DATA 3E,3E,32,8B,88,3E,FF,32,8C,88,3E,A7,32,8D,88
200 'CLOAKING DEVICE
210 DATA 3E,A7,32,5D,18,AF,32,E0,5A
220 'INFINITE CARGO BAY
230 DATA 3E,A7,32,AE,50
240 'CONSTANT SPACE POD
250 DATA 3E,A7,32,2C,46
260 'NO CARGO LOSS ON USING SPACE POD
270 DATA 3E,A7,32,48,46
280 'NO LASER TEMP. RISE
290 DATA 3E,A7,32,06,87
300 'NO ENERGY LOSS
310 DATA 3E,C9,32,BF,43
320 'INFINITE MISSILES
330 DATA AF,32,11,46
340 'RIGHT ON,COMMANDER EVERY SHIP SHOT
350 DATA AF,32,90,47
360 'ONE HIT DESTROYS SHIP
370 DATA 3E,A7,32,A9,87
380 'CONSTANT GALACTIC HYPERSPACE
390 DATA 3E,A7,32,F9,70
400 'NO HYPERSPACE LIMIT
410 DATA 3E,00,32,0D,71,32,17,71
420 'INDESTRUCTIBLE SHIP
430 DATA 3E,C3,32,2A,13,AF,32,81,85,32,06,88
440 'STATIONS LAUNCH THARGOIDS (50 cr)
450 DATA 3E,00,32,26,93
460 '* DON'T REMOVE THIS LINE OK *
470 DATA CD,60,00,*£*
480 'load loader and pokes
490 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,6:INK 3,2
500 PEN 1:PRINT STRING$(8,32);"ELITE AA TAPE 34 CHEAT":
    PEN 2:PRINT STRING$(8,32);"-=-=-=- =-=-=-=-=-=-=":
    PRINT:PRINT
510 PEN 1:PRINT " Unicorn Software 1994":PRINT: PRINT:PRINT
520 PEN 3:PRINT"Insert disc or tape":PRINT"Press play then
    any key":WHILE INKEY$="":WEND
530 LOAD"!elite.bin":POKE &BF47,&18:POKE &BF48,&9F:
    CALL &BE80:'execute loader
```

Okay, so that was a bit of a mammoth type-in section. Our thanks go to good old [or maybe not so old] Alex Cochrane for all his endeavours and technical expertise he's been good enough to share with us lesser mortals.

****

As we're now fast approaching the ' goodbye and thanks ' bit it's appropriate to give details of the editor / compiler of the future Bonzo related newsletter .....

All future information, enquiries, news, views etc should be sent to [trumpet fanfare please] ....

DAVE CALENO , 29 CHAPTER ROAD

STROOD , ROCHESTER , KENT , ME2 3PX

And it should go without saying that I hope you give Dave all the support you can.

Well that just leaves me with the list of people to thank [and there are loads of you]. In no particular order but over the years the following deserve an honourable mention for contributions and/or support .... Ray Neal, Pat Dunne, Mike Bullen, Chris Williams, Archie Fulton and even that old renegade Phil Craven !

The following deserve even more credit as without them the information and enthusiasm to produce the newsletter would never have been there ....

Carl Surry, Danny Webb, Jacqui Owen, Tony Edwards, Allen Rose, Peter Curgenven, Neil Frater, Kevin Hudson and even more thanks to Dave Muggeridge, Alex Cochrane, Nigel (Mr Database) Mells, Ron Dryden, Lee Rouanne and Dave Caleno ....

It's been fun and I've enjoyed it immensely. ....Byeeeeeeee...........................