

*The
Cats'
4th
life*

Bonzo's Scrapyard

An occasional newsletter compiled by Dave Caleno May '96 **Issue 16**

I
♥
Bonzo

I
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Blitz



BONZO SUPER MEDDLER, BONZO BLITZ AND HACKPACK — TAPE TO DISC + DISC TO DISC BACKUPS

The Scrapyard needs YOUR input

I need any information that you think may be of use or interest to readers concerning tape to disc or disc to disc transfers — if the news doesn't come in then the news doesn't go out, so share what you know and make the cats happy

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HELLO AGAIN AND WELCOME TO ISSUE 16

Well here I am again for another rambling issue of Scrapyard, with not much going on with information coming in that should be passed on to you all. The mass of information I was hoping to obtain from Angie Sinclair turned out to be only a couple of items unfortunately.

I will include another of the Goldmark TIE transfer type-ins for those who fancy a bit of finger exercise (no comment from Ms Cook thank you very much!). If there are any games that are not on the database that you have that will not transfer then please let me know, as I may now have a transfer type-in that does the one you want, and I can then include it in a future newsletter. I must stress that my machine code knowledge is "zilch", and that any transfers I have managed to do are obtained using the programs mentioned in these pages. If there is anyone out there who has the knowledge and would like to have a go at transferring the tape programs to disc then please let me know.

Unfortunately certain circumstances have kept me way from the keyboard for much of this past three months, except for getting off the orders I have received for the Bonzo programs, so I am hoping that the next quarter will allow me to catch up on a few things.

Well I suppose I had better get on with the transfer news such as it is.

Bonzo Transfer News for this issue

Firstly I have to make an apology, I have misplaced Angie Sinclair's letter, so I can't put in her news this issue. So we have only a Bonzo Option 1 transfer of a previous Hackpack transfer:

Unitrax (Domark-1987)

So for new readers I will explain how I got this one to run. Firstly transfer the tape using RUN"BONZO", and choose option on the menu, I also pressed N for no automatic relocation of files. Once the game has transferred you have on disc four files named UNITRAX.BIN, TRAXSC.BIN, TRAXP1.BIN and TRAXP2.BIN. If you try to run the game with RUN"UNITRAX" the game starts to load and you then hear the click as the Tape Recorder motor is switched on. I knew then that I had to make up a Basic loader for the game which would disable the game accessing the tape motor. Being an awkward cuss I renamed the file UNITRAX.BIN to UNITRAX1.BIN as I wanted to use the original file name for my basic loader name (UNITRAX.BAS). I then had to make up the following loader and save it as UNITRAX.BAS:

```
10 OPENOUT"D":MEMORY 511:CLOSEOUT
20 LOAD"UNITRAX1
30 POKE &BCC8,&C9:POKE &BC6E,&C9
40 CALL 512
```

To explain the above a bit more, by using the Catalogue option, press 4, when you run the Bonzo Option in Super Meddler and then Press TAB for the Extended Catalogue, I found that the Start Address for UNITRAX.BIN was 00512 in decimal. Line 10 of the above Basic loader sets the computer memory at one byte under the Start Address, so we get 512 minus 1 equals 511. Line 20 loads the renamed file UNITRAX1 into memory. Line 30 Pokes the computer memory to disable the tape access prompts and leaves the game loading for the accessed disc system. Line 40 Calls the EXEC or START address of the game, and allows it to run. I changed the name of the .BIN file, as when AMSDOS is searching for a file to load it accesses .BAS files first and then .BIN files afterwards. The problem would have been that with two files called UNITRAX on the disc, AMSDOS would have RUN"UNITRAX", the .BAS file, when you typed in the RUN" command, but would have then picked up on the UNITRAX.BAS file again when trying to load the next file, consequently the computer would have begun a loop of always picking up on the .BAS file.

Well that is it for this issue, so I think I had better follow on with another of the

type in programs from the Goldmark TIE collection, this one to get rid of a No Trans game on the Bonzo Database, so I think it will be about time to give your fingers a spray with WD40 to keep the fingers and knuckles well oiled.

AGENT X II (Jim Westoby)

Do not move the tape during this transfer. Type in and run the following:

```
10 MEMORY &1FFF:TAPE:LOAD "!",&2172
20 FOR L=&BF00 TO &BF7F:READ V$:POKE L,VAL("&"+V$):NEXT L
30 POKE &BF33,PEEK(&BD38):POKE &BF34,PEEK(&BD39) AND &3F
40 POKE &219F,&25:POKE &21A0,&BF:CALL &BF70
100 DATA 41,47,45,4E,54,58,32,20,C5,D5,E5,32,07,BF,21,00,BF,11,40,00,06,08,CD
110 DATA 8C,BC,E1,D1,C1,3E,02,CD,98,BC,CD,8F,BC,C9,08,B7,08,D9,01,80,7F,ED,49
120 DATA D9,CD,44,00,CD,00,00,D9,01,8C,7F,ED,49,D9,0E,07,11,40,00,21,FF,AB,CD
130 DATA CE,BC,3E,30,01,00,00,11,00,40,21,00,C0,CD,08,BF,26,44,2E,4C,22,05,BF
140 DATA 3E,20,01,00,00,11,00,03,21,00,01,CD,08,BF,C7,00,00,00,00,21,00,21
150 DATA 11,00,01,01,00,0F,ED,B0,C3,72,01,00,00
```

When the computer resets, type in and save the following program as "TRANS" and then run it to transfer the first game to disk:

```
10 MEMORY &1FFF:LOAD "AGENTLD",&2100
20 FOR L=&BF00 TO &BF8F:READ V$:POKE L,VAL("&"+V$):NEXT L
30 POKE &BF33,PEEK(&BD38):POKE &BF34,PEEK(&BD39) AND &3F
40 POKE &2366,&C3:POKE &2367,&25:POKE &2368,&BF:POKE &BF5F,&C7:CALL &BF70
100 DATA 41,47,45,4E,54,58,32,20,C5,D5,E5,32,07,BF,21,00,BF,11,40,00
110 DATA 06,08,CD,8C,BC,E1,D1,C1,3E,02,CD,98,BC,CD,8F,BC,C9,08,B7,08
120 DATA D9,01,80,7F,ED,49,D9,CD,44,00,CD,00,00,D9,01,8C,7F,ED,49,D9
130 DATA 0E,07,11,40,00,21,FF,AB,CD,CE,BC,00,00,00,00,00,00,00,00
140 DATA 3E,31,01,00,40,11,00,7C,21,00,04,CD,08,BF,00,00
150 DATA 3E,32,01,00,00,11,10,21,21,00,D0,CD,08,BF,00,C7,CD,37,BD,F3
160 DATA 21,00,21,11,00,01,01,00,03,ED,B0,00
170 DATA 00,00,0C,00,00,00,00,00,00,00,00,00,00,00,00,C3,0C,03
```

Now reload "TRANS" and replace lines 40/140/170 and run it again:

```
40 POKE &2356,&C3:POKE &2357,&25:POKE &2358,&BF:CALL &BF70
140 DATA 3E,33,01,00,70,11,E0,88,21,00,04,CD,08,BF,00,00
170 DATA 00,00,00,00,00,00,00,00,00,00,00,00,3E,02,C3,00,03
```

Reload "TRANS" once more, and replacing lines 40/140/170, run it again:

```
40 POKE &2366,&C3:POKE &2367,&25:POKE &2368,&BF:POKE &BF5F,&C7:CALL &BF70
140 DATA 3E,34,01,00,53,11,C0,71,21,00,04,CD,08,BF,00,00
170 DATA 00,00,00,00,00,00,00,00,00,00,00,00,3E,03,C3,00,03
```

Finally type in and save the following loader:

```
10 BORDER 0:MODE 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I:LOAD "AGENTX20"
20 MEMORY &1FFF:LOAD "AGENTX21",&2400
30 FOR L=&2300 TO &237F:READ V$:POKE L,VAL("&"+V$):NEXT L
40 POKE &236B,PEEK(&BD38):POKE &236C,PEEK(&BD39) AND &3F
50 FOR L=&BF00 TO &BF0F:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &BF00
100 DATA 1,0,15,13,2,17,16,1,8,6,18,22,26,4,3,7
200 DATA 31,00,C0,F5,21,5D,03,11,00,BF,01,23,00,ED,B0,CD,00,BF,F1,FE,03,28
210 DATA 1B,3E,32,CD,45,03,3E,33,CD,45,03,E5,CD,37,BD,21,00,D0,11,E0,8C,01
220 DATA 10,21,ED,B0,E1,E9,3E,34,CD,45,03,E5,CD,37,BD,E1,E9,41,47,45,4E,54
230 DATA 58,32,20,32,44,03,06,08,11,40,00,21,3D,03,CD,77,BC,EB,CD,83,BC,E5
240 DATA CD,7A,BC,E1,C9,08,B7,08,D9,01,88,7F,ED,49,D9,CD,44,00,CD,00,00,D9
250 DATA 01,8C,7F,ED,49,D9,0E,07,11,40,00,21,FF,B0,CD,CE,BC,C9,F3,21,00,21
260 DATA 11,00,01,01,00,7F,ED,B0,C3,00,40,00
```

Please note the following: It is not always possible to run the second game after having played the first. However, it is possible to run each stage of the game immediately. The first and last games can be run as stand alone files without the loader, they are AGENTX21 and AGENTX24.

Passwords, should you require them: LOUDHAILER GOOSE and PITIFUL LOBSTER

News from Bonzo Scrapyard

I am still sorting through the programs that I obtained from Brian Barton at Goldmark Systems, and further on in this newsletter will be copies of his original advertisements for some of the programs that I have sorted out ready for sale. There are some more but as yet I have not had the time to get it together, hopefully next issue will reveal all. I am at present putting together a book of all of the TIE Type-Ins that were produced by Goldmark over the years, it will be an expanded version of the Goldmark Books I and II. It is taking some time to produce and I am hoping that it will be ready to coincide with the release of the next issue of Scrapyard. There are quite a few of the type-ins that are stand alone programs, but others will require the use of the Goldmark programs Samson and Speedtrans Plus 3.

Speaking of Goldmark, Brian has informed me that he still has his 464 for sale, complete with 3 inch and 5¹/₄ inch drives. He also has a ROM Box with some ROMs inserted, so phone him for price details on 01707 321711, between 7.30 and 9.30 in the evenings.

PRICE INCREASES FOR SOME

The price for the monthly Amstrad magazine WACCI has now unfortunately been increased to £2.00 per issue. That being said it is the first increase in price for some time, and the magazine is still worth every penny. See the back page of this newsletter for the address.

I have also been informed by Brian Watson that the initial subscription to 8BIT has risen to £2.00. Although after the first issue there is an offer on a reduced rate for orders of multiple issues. Contact Brian at the address given on the back page.

Further news from Brian Watson is that WACCO, the software house that he runs in conjunction with Peter Campbell of Comsoft to sell the Protext suite of programs, are now ready to release the program "Protext Office". I have included a copy of the press release on a later page of this newsletter.

MERLINE AND A WIZZARD

Merline-Serve have now released their 8-bit printer port, the price is £15.00.

After a quick phone call to Angela, I can confirm that it is much the same as the old Goldmark one, in that the port itself is built into a printer lead. So no extra expense of purchasing a separate lead. That very nice lady has also made the offer that, for this issue of Scrapyard, subscribers can obtain the port and lead for the special price of £12.00. So with a touch of the forelock, I must say thank you Ma'am.

NEW ED FOR CPC USER?

I had a visit yesterday, Sunday 5th May, from Frank Frost, who looks after the WACCI Services, after his recent visit to New Zealand. During our conversation, he mentioned that he is thinking of taking over the Executive Editor position for the UAUG's magazine CPC User, as John Packham has now given up the position. So if you do actually take up the job then may I say all the best to you Frank, and I shall look forward to seeing you in print in the future, as well as at the WACCI Convention again this year.

"EUROSTRAD"-A BONZO REVIEW

I have just received a copy of issue No 8 of the French Amstrad magazine "Eurostrad". It consists of 7 A4 sheets, printed both sides, so 14 pages, stapled in one corner. The content is mainly in French but about a third has been translated into English. The editor is Thomas Fournerie, I will add the address on the back page of this newsletter for those interested in receiving a copy.

Although my schoolboy French of thirty odd years ago is not up to translating the whole of the mag, the English pieces give reviews of freeware (Public Domain) and Shareware programs, both serious and games, that are becoming available on the Continent. The current issue also has a project for making a "BA" switch. This switch is for those who want to use the B drive to run as the A drive but do not fancy the idea of taking the computer apart to fit a full ABBA switch. It actually cuts out the internal 3 inch and replaces it with the B drive running as the A.

The magazine is well written as far as I can tell and Thomas is hoping later to do two versions of each issue, one in French and one in English, I will look forward to that. Subscribers are from England, France, Germany and Greece.

WACCO, "Harrowden", 39, High Street, Sutton-in-the-Isle,
ELY, Cambridgeshire CB8 2RA

Tel: 01353 777006 Fax: 01353 777471
E-mail: wacco@spheroid.demon.co.uk

P R E S S R E L E A S E

From: Brian Watson (WACCO partner)

Date: 1st May 1996

After the huge success last year of the re-release of Prottext, WACCO re-relaunched Prottext Office on 1st May 1996.

KEY POINTS:

- * Prottext Office provides Prottext with powerful database and small business functions.
- * An integral part of the program is a flexible Filer program which enables Prottext, and other, text files to be sorted without the rigid restrictions of some dedicated databases.
- * Because the data files used are simple text, they can easily be transferred to other programs after sorting if required.
- * Files are compatible with all CPCs.
- * In addition, there are facilities to enable Prottext to generate invoices, credit notes and statements. A typical use would be for recording the sales, purchases and credits records of a business or club run from home.
- * Price: £19.99 for 3" or 3½" versions
- * Order by post (by cheque payable to ComSoft) from: ComSoft, 10, McIntosh Court, Wellpark, GLASGOW G31 2HW
- * Telephone (credit card) orders: 0141 554 4735
- * Buyers should state the computer model and disc size required.

ENDS:

Further information from Brian Watson on: Voice: 01353 777006,
Fax: 01353 777471, or E-mail: wacco@spheroid.demon.co.uk

COMPILATION DISC

SHAREPLAY

THE STOCK MARKET SIMULATION
(FOR CPC's 464/664/6128)

This is a serious educational program for 1 to 6 players and provides all the enjoyment of playing the stockmarket without any risk of personal bankruptcy!! Each player can buy and sell shares and the target is the first to reach £1,000,000. The program includes a stockholding portfolio listing the shares purchased, their number, cost and market value. Bank balances are also shown. Graphical representation of market fluctuations are given in the form of a bar graph. Also included is a high score table. Scores are automatically saved at the end of each session.

WORDSEEK

THE WORDSEARCH PROGRAM
(FOR CPC's 464/664/6128)

This educational program will tax even the most agile mind. The aim is to find the hidden words in a 15 by 15 puzzle within a set time limit of 30 seconds. The time limit is extended for every correct letter of the current word found. You may create your own puzzle consisting of up to 10 words which can be saved to disc and used at any time. You may only retain one puzzle at a time but if you choose not to use your own puzzle then the program will randomly select one from the library of 50 on the disc. All of the puzzles in the library are made up of 10 words each consisting of 1x8 letter, 1x7 letter, 2x6 letter, 3x5 letter, 2x4 letter and 1x3 letter words. This ensures equal difficulty regardless which one is randomly loaded. The program contains a print option (for Epson compatible printers) allowing a hard copy to be made of any puzzle created. Keyboard/Joystick options are also available.

TUNESMITH

(FOR CPC's 464/664/6128)

TUNESMITH is a simple to use sound utility which allows you to use the keyboard to play and record your tunes. No knowledge of music or Amstrad sound commands is required all you need be able to do is whistle the tune you play or record. The octave and period of notes is variable and the program includes synthesizer and vibrato effects. TUNESMITH will save any tune as a basic file which can be RUN, CHAINED or MERGED into your own program.

Price £8.50 on 3 inch disc : £7.50 on 3.5 inch disc

Utility Disc 1

SAMSON

(FOR CPC's 464/664/6128)

SAMSON has been developed by us to transfer not only the normal programs but also many of today's where the code is much longer. SAMSON differs in many ways from other Tape-to-Disc utilities, the main differences being: * SAMSON retains original file suffixes (SAMSON.SCN will be saved as SAMSON.SCN) * Improved file relocation method * Elaborate Tape-read/Disc-write system which reduces Tape Motor, Slave Relay and Disc Drive Motor wear substantially. * A large reduction in tape transfer time is also achieved in all but a few cases * NEW "SPLIT" option for today's longer games and we will be using this option in future routines * All file information is displayed on screen and can be echoed to your printer if needed.

TRANSIT

TRANSIT is a program that copies files by name from one disc to another. TRANSIT will copy files of up to 40K in length in one pass. TRANSIT will copy from all disc drive combinations and therefore is ideal for use with any second disc drive.

QCLONE

QCLONE is a disc to disc copier. QCLONE copies extremely fast because it ignores empty tracks. Please note that QCLONE does not copy files by their names (as TRANSIT does). QCLONE copies the whole disc sector by sector. It will copy from A-to-A, B-to-B, A-to-B and B-to-A and therefore is ideal for use with any second disc drive.

VIEWTEXT

VIEWTEXT is a utility that allows you to load a Binary file into the computer and scan through its contents so that you may see any passwords or word tables and also messages put in by the programmer. If, when playing an adventure, you cannot get any further it is very useful in finding passwords etc which will help you finish those difficult games and gain more enjoyment from your software.

FAST FORMATTER

Our FAST FORMATTER will format one side of a disc in approx. 30 seconds with the choice of DATA, VENDOR or SYSTEM. Fully menu driven its much easier than using your CPM disc.

Price £8.50 on 3 inch disc : £7.50 on 3.5 inch disc

Utility Disc 2

SAMSON

(FOR CPC's 464/664/6128)

SAMSON has been developed by us to transfer not only the normal programs but also many of today's where the code is much longer. SAMSON differs in many ways from other Tape-to-Disc utilities, the main differences being: * SAMSON retains original file suffixes (SAMSON.SCN will be saved as SAMSON.SCN) * Improved file relocation method * Elaborate Tape-read/Disc-write system which reduces Tape Motor, Slave Relay and Disc Drive Motor wear substantially. * A large reduction in tape transfer time is also achieved in all but a few cases * NEW "SPLIT" option for today's longer games and we will be using this option in future routines * All file information is displayed on screen and can be echoed to your printer if needed.

DELILAH

(FOR CPC's 464/664/6128)

DELILAH is another development enabling &BCA1 headerless files to be transferred to disc. In most cases the files saved are self-running. In a few cases additional programming etc may be required to get the program running correctly. Some of the tapes we have tested are: GHOSTBUSTERS, SNOWBALL, WORM IN PARADISE, RETURN TO EDEN, OBSIDIAN, CONFUZION, SKYFOX and A VIEW TO A KILL.

PLAYTRANS

(FOR CPC's 464/664/6128)

PLAYTRANS is our latest product written to specifically transfer many programs using the Cassys Protection System 1986. We know that this protection system has been regularly used by Players, Mirrorsoft, Interceptor, Incentive and Activision. There may be other which we have not seen. As is our usual practice PLAYTRANS is a totally automatic transfer utility which requires no fiddling or meddling and all programs saved are stand-alone programs which do not need PLAYTRANS as their host. Included on the disc is our SCREEN COMPACTOR program together with a program to check tapes for the Cassy's Protection. Some of the programs tested were: TETRIS, DRILLER, RAMPAGE, METAL ARMY, REFLEX, JOE BLADE, RADIUS, TANIUM, SHANGHAI KARATE, STAR TROOPER and SWORD SLAYER.

FIRETRANS II

(FOR CPC's 464/664/6128)

FIRETRANS transfers a large number of FIREBIRD games to disc automatically including most screens. All games saved are STAND-ALONE programs and do not need FIRETRANS as their host. Firebird tapes can be roughly split into EARLY and LATE types. This disc contains two programs, selected from the menu, to cater for both EARLY and LATER type Firebird loaders. Among the EARLY Firebird games tested were: DONT PANIC, HELICOPTER, WILLOW PATTERN, HYBRID (by Starlight), NINJA MASTER, PARABOLA, REALM, STARGLIDER, RUNESTONE, CHIMERA, THE COMET GAME, GUNSTAR, SPIKY HAROLD, BOOTY, ZOLYX and some versions of THRUST, HARVEY HEADBANGER and BOMBSCARE. Among the LATER Firebird games tested were: BEACH BUGGY SIMULATOR, BIOSPHERES, BRAINSTORM, EUROPEAN 5-A-SIDE, GOTHIK, MUGGINS THE SPACE MAN, MYSTERY OF THE NILE, NINJA SCOOTER SIMULATOR, POGO STICK OLYMPICS, RAGING BULL, STUNT BIKE SIMULATOR, ULTIMA RATIO.

SCREEN DUMP PROGRAMS

We have screen dump programs for the following range of printers:

EPSON COMPATIBLE PRINTERS

Specifically written for the DMP2000/3000 it will work on many Epson compatibles. It gives a well shaded full width dump.

C. ITOH M8510+ PRINTER

This printer is also labelled NEC, DEC, Apple DMP, ACT Writer, Digital LA50. If you have been looking for a Screen Dump program look no further. It gives a well shaded full width screen dump AND ITS FAST!

MANNESMAN/SHINWA/SEIKOSHA/SPIRIT PRINTERS

These printers are labelled Mannesman Tally MT80/MT80+, Tally Spirit MT80, Walters WM80, Sun SX80P, Seikosha SP80, Shinwa CP80/MT80/MM/SF80, Commodore CP80/1526/4023/MPS802/VC1516. It is possible that it will also work with other similar type printers. This program gives a well shaded dump.

ADDRESS LABELS PROGRAM

This makes address labels so easy to produce you will wonder how you managed without it!

SCREEN COMPACTOR

COMPACTOR is one of the latest addition to our range of utilities. COMPACTOR will allow you to load a standard 17K screen, set the mode, border and ink colours and then save it as a compressed screen containing its own mode and ink colour information. Most screens compact down to an average of 9K which is an enormous saving on disc space. Loading time of compressed screens is also proportionally reduced.

Price £8.50 on 3 inch disc : £7.50 on 3.5 inch disc

Speedtrans Plus 3

For CPC6128 (or 464/664 with DK Tronics 64K (or larger) Memory)
Once the program has been transferred to disc IT WILL RUN ON YOUR 464/664.

TOTALLY AUTOMATIC - ONLY ONE KEYPRESS * ONE PROGRAM TO RUN WHICH FINDS THE SPEEDLOCK TYPE AUTOMATICALLY * TRANSFERS MANY ORIGINAL AND TODAYS SPEEDLOCK PROGRAMS * NO MEDDLING - WRITTEN WITH THE AMATEUR IN MIND * AUTOMATIC DISC FILENAMES * NO WASTED DISC SPACE - SAVES THE CORRECT AMOUNT OF GAME CODE * SAVES 99% OF OPENING SCREENS * SCREENS SAVED IN THEIR CORRECT COLOURS * COMPRESSES SCREEN CODE TO SAVE EVEN MORE DISC SPACE * A DATA FORMATTED DISC WILL HOLD SIX STANDARD GAMES * FASTER LOADING TIMES FROM DISC BECAUSE OF SHORTER FILE LENGTHS *

SPEEDTRANS handles **ALL** Speedlock types automatically. No need to hold a key down at anytime during loading. SPEEDTRANS has only one program to run - no time wasting running several alternatives making transfers that do not work. SPEEDTRANS makes all transfers direct to your destination disc - does not need the SPEEDTRANS disc whilst working. SPEEDTRANS transfers more Speedlock protected programs to disc than any of its competitors. It also transfers ALL the speedlock protected programs we say it will - we make no unsubstantiated claims. SPEEDTRANS transfers over 200 programs to Disc, some of the latest it will do are MADBALLS, FREDDY HARDEST(both games) BASKET MASTER, MATCHDAY II, PHANTOM CLUB, GRYZOR(main prog) OUT RUN(main prog) SUPER HANG ON, ATV SIMULATOR, RTYPE. REVOLUTION(including screen) in only 43K, WIZBALL in only 55K and SUPERHERO in only 48K compared with 61K when transferred with another Speedlock utility. SPEEDTRANS is the only utility that will transfer MUTANTS 64K. SPEEDTRANS is the only utility that will transfer REVOLUTION automatically WITHOUT MEDDLING. SPEEDTRANS saves 99% of opening screens and in their full colours. SPEEDTRANS will transfer many other titles - some better known ones are:

ALL TITLES FROM KONAMI'S COIN-OP HITS

FROM KONAMI ARCADE COLLECTION: NEMESIS - JACKAL - JAILBREAK

SUMMER GOLD BY US GOLD: DAMBUSTERS - BEACH HEAD II - 10TH FRAME - BRUCE LEE - IMPOSSIBLE MISSION

FROM THEY SOLD A MILLION : SABREWOLF - BEACH HEAD - JET SET WILLY - DALY THOMPSONS DECATHLON

FROM THEY SOLD A MILLION 3: FIGHTER PILOT - GHOSTBUSTERS - DALY THOMPSONS DECATHLON

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