Alive & Kicking

Issue No. TWO
Jan 1993

Games Reviewed In This Issue :

PRINCE OF PERSIA
SPACE CRUSADE
GRELL & FELLA
SMASH TV

Utilities Reviewed:
INSIDER vs TEARAWAY
WORD PROCESSOR RUN DOWN

Pokes & Cheats Tutorial

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Accompanied By Your Faithful Editor- Lee Rouane.

Waffle Corner

Hello there everybody !!. Welcome to the second Issue of Alive & Kicking. First of all, I hope that all your xmas and new year festivities went well, and I wish you the very best for the new year.

I sincerely hope that everybody likes the changes I have made to the mag, I feel it is a vast improvement on the first Issue. Not much to report on the NEWS front this time, only that Rod Lawton, the editor of AA is moving on to pastures new after the new year. Whilst it is a shame to lose a figurehead in the world of the Amstrad, we at A+K wish Rod all the very best in his new venture.

There are not many new games being released at the moment, hence the reviews for mostly old games, but I can assure you that as soon as the games arrive, we will review them.

Games earmarked for the review treatment next issue are, Crystal Kingdom Dizzy, The Seymour Collection, Terminator 2, The Blues Brothers, Hudson Hawk, and of course, many, many more. If you would like to review any game you have, or a particular piece of software that you don't have, then drop us a line and we will see what we can do.

Not much else to say here, apart from a very big thankyou to my partner in crime, Martin Cossins. Now Martin won the prize for the best review this month due to the sheer volume of reviews that he has done for A+K. But, being a stubborn bugger(!) he wouldn't take it, so, I have decided to offer it as a prize. The prize is a six month subscription to this heavenly mag, and the first person who writes in and says, 'thank the gods for Martin Cossins' wins.

And that's all for this time folks, see you soon and enjoy your read.

Lee Rouane would like to thank the following for all their help and support-

Shelley • Jean & Nick & Paul • Martin 'I'll review it' Cossins • Alex 'Do you want it on disc' Cochrane • John 'I'll send you the source code' Brown • Phil 'You do it like this' Howard • Janie 'Can you afford a MAC yet' Verity • Tim 'It's in the post' Blackbond • Stuart 'Thats what friends are for' McCartney • Richard 'What disc ? Fairhurst • Rob 'It's easy, move over' Scott • Peter 'I have a cheat for that' Curgenven • Steve 'what a good fanzine' Lee • Phil 'put your girlfreind on' Craven • Goldmark Systems • Dad, Simon, Mum • Sheba • Steve 'noodle man' Hayward

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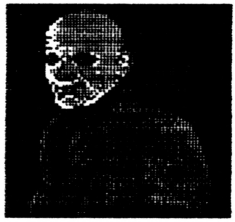
THE ADDAMS FAMILY

Reviewed By LR.
128K Disc Only.

Dur dur dun, clap, clap, dur dur dun, clap, clap, etc.. Now if you know what this means then either you are a complete lunatic, or you are a fan of the cult TV series, the Addams Family.

This is the game of the film, the TV series, the T-Shirt etc.. and the plot goes like this.

The Addams Family (Morticia, Lurch, Thing, Wednesday, Granny and Pugsley) have been imprisoned in their own house and only one person can save them !!.



• *Hey, wasn't you in the Flying Pickets ??*

Gomez the saviour !!!.

Our main man Gomez, has to run around the Addams mansion and pick up the colour coded keys in order to release his grisly relatives in time for tea.

This is not as easy as it sounds however, as the game is so damned hard !!.

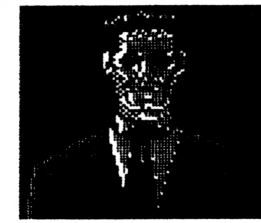
Because the game is over 230 screens big, a lot of disorientated chasing about is to be done, and we strongly recommend that you map the game as you go along, as you will be tracing your old footsteps back through the mansion.

You start the game with nine lives, and if you think that this is ample enough, think again as even with a cheat in (as if we would !) the game is harder than a fifty year old piece of chewing gum, and then some !!.

Graphics are a colourful Mode 0 affair, and the gameplay is extremely fast and infuriating, and many a hair will be pulled out over this one.

On your wierd and wonderful travels you will encounter such nasties as knights in shining armour (with sharp swords), white stars (these hurt), bouncing balls and lots more that (that we cannot remember at the moment). You will need all your gaming skill about you for this one !!.

The game differs in a way from many other games as in that you don't actually get a chance to shoot anyone in it !!. Instead your only means of defence are a pair of springy legs and some size 12 Dr Martin boots. Loosely translated this means that you jump on their heads. No blood spilling to be done here then !!.



• *Sorry lads, over 18's only ...*

There is plenty to do in the Addams Family, and it is sure to keep you up well into the midnight hours, as it has that `just one more game` feel about it.

If you are looking for a platform `search-em-up` in your life, then this game has to be one of the obvious choices to go for.

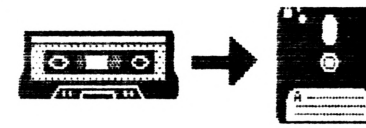
Buy it now, you won't regret it.

Dur dur dun .. (AARRGGHH!!)

Addams Family		
GRAPHICS	80%	Colourful Mode 0 sprites, easy to spot
SONICS	70%	Reasonable spot FX, no in game tune
PLAYAB.	90%	Hold on now, just one more game ...
VALUE	90%	Over 230 screens to play, YOU decide
OVERALL	92%	One of the most original and addictive games

Whoa !!. Another excellent review from your friend and mine, MARTIN COSSINS.

The Bonzo Breakdown



Bonzo Super Meddler is a utility disc for backing up tape based software to disc. The disc itself consists of a variety of files (Options) each one surmounting the different protection methods used by software houses.

The BSM disc has been around a long time now and was the brain child of Mr Harris. Initially starting with just 8 Options the utility has been regularly updated as protection methods changed, predominantly by Colin Harris with some help from fellow hackers - notably Jason (The Argonaut) Brooks.

At present there are 12 main Options, although some Options have variations, for example in addition to Option 6 there are Option 6X and 6Y files which basically work in a similar way but with minor modifications. Additionally Option 3 was written to surmount the Speedlock protection system and has quite a variety of file variations.

Backing up software is simplicity in itself. Select the desired Option, run it - put your tape in the player & go and make a cup of tea. On your return you'll find the game files transfered to disc. How do I know which Option to use I hear you ask. Well, the disc comes supplied with a database of around 1500 known transfers (an it increasingly grows) so your software may well be on the list. Alternatively the disc provides a Detect file which when run will give you an idea which Option to use (it isn't 100% accurate).

In addition to the 12 main Options side 2 of the disc carries files known as the Hackpack files. The operation of these are slightly different to the others in that you run the Hackpack file but just as the games about to finish loading you must press the TAB key (preferably on the last block but it's not imperative). The other thing to note is that HackPack transfers are machine dependent, that is a 464 transfer wont run on a 6128 and vice-versa.

It's worth noting that a couple of the Options will only work on 128k machines (Options 8 & 11) so unexpanded 464 owners lose out a little there.

Is that it ? Well actually no, the disc comes with 3 other useful utilities.

CUTEDISC is a utility to download discs to tape which might occasionally come in handy.

WHATISIT, in addition to being badly named is a disc sector editor running under Amsdos & Randos which can be useful for finding cheats etc .

WHATELSE is similarly badly named but is in fact Bonzo's Clone Arranger - a file/disc management suite incorporating file & disc transfers, formating etc - the usual stuff.

And the database supplied with the disc could be utilised for your own use.

Bonzo Blitz

Bonzo Blitz was specifically written to transfer Speedlock protected files. The files are basically an update of the ones present on the BSM discs which whilst being very good for what they are, generally only work on the older games. As the protection methods changed so the Speedlock transfer files needed adapting and this is what we find on the Blitz disc.

The operation of the Blitz routines are the same as those used for the main BSM Options, just run the required file and sit back and wait. The Blitz disc will grab all the games that Option 3 (and it's variations) from the BSM disc does as well as many more modern ones. The

disc comes supplied with it's own database of transfers & a Detect file.

Additionally the disc features Bonzo Doodah which is similar to the Clone Arranger from the BSM disc but which performs additional useful functions including a sector editor, a disc-disc copier that handles some commercial software and a Big Bonzo Fornater that goes to 203k per 3" disc side.

All the Blitz transfer files appear on Side 1 of the disc. Side 2 of the disc carries 4 text adventures which might well be very good but unfortunately are of limited appeal, you either love them or hate them & I subscribe to the latter. At worst I suppose you get a blank side of a disc to play with.

One thing that is worth pointing out is that neither of the discs will deal fully with the dreaded multi-loader. Invariably one of the Options will grab the main file but the levels are usually lost. There are the odd exceptions but they are few.

So in summary we find ....

The Good Points

- Ease of use
- Huge and increasing database of known transfers
- Produces stand alone files
- Up dated info' available (see right)
- Good disc management suites (especially if you only have the CPM discs)
- Disc sector editors
- Relatively cheap at £13-95 each (or less with discounts from the Alive & Kicking fanzine)

The Bad Points

- To be fair, instructions aren't that clear, especially to those 'green' to meddling (better ones available from the address right)
- Two options incompatible with 64K machines
- Invariably only grabs the main file of multi loaders
- One side of Blitz is of limited appeal

If you've a disc based system and just can't live with the vaguarities of tape loading, don't have or want a Multi-Face then these discs are invaluable. Other utilities on the market, particularly those from Goldmark, do perform a similar function but I think it's true to say that none of them can beat these two discs for the sheer volume of software they can handle. Newcomers might be recommended to take the BSM disc first mainly because of the numbers of transfers it can do.

The Newsletter

In addition to all of this it's worth noting that the Bonzo disc have, over the years, proved of enough interest to generate it's own newsletter of regular up-dates, specific game transfers (known as Big Busts), cheats, help etc through Colin Harris' newsletter Bonzo Bulletin. Colin emigrated to Canada a couple of years ago and the ever helpful Carl Surry carried the flag as part of his fanzine Playmates. Carl has since (sort of) moved on to pastures new and the mantle has past on to myself with the newsletter I compile called Bonzo's Scrap Yard.

I make no comment as to the quality of the newsletter except to add that it isn't totally Bonzo related and carries items of interest from other good guys & gals, including some pretty good type-ins. A copy of the Scrap Yard is available to anyone sending a s.s.a.e. big enough to carry A4 sized paper AND one extra first class stamp to the address below .....

Martin Cossins,
11 Dulverton Square,
Cottingley,
Leeds,
West Yorkshire.
LS11 OLL.
(0532) 715492

Finally, before anyone starts shouting "conflict of interests" here I will just add that I have no connection whatsoever, personally or monetarily, with any retailer of the Bonzo discs. I'm just happy to provide an (almost) free service to those that need it because I enjoy doing so. (Well said - ED)

Space Crusade

Reviewed by LR. Gremlin Graphics (Disc Version Reviewed)

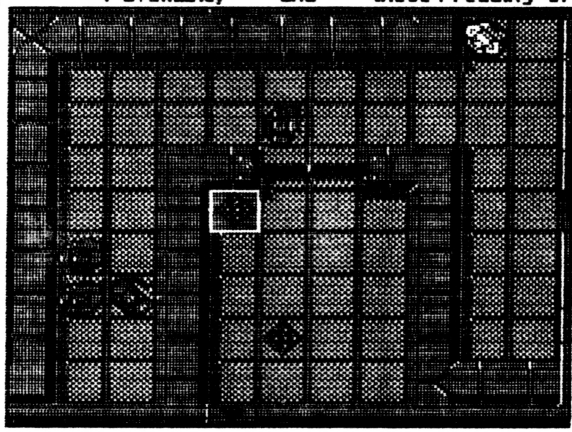
Does the idea of Hero Quest with lasers and pace stations interest ou ??. If it does then ead on, as that is exactly the kind of game Space Crusade is.

The game is an adaptation f a board game, very ch like Hero Quest was, basically it features of the strategy that a oard game has.

The story goes, (he reads he booklet !!) you re stuck on a ace hulk without decent cup of in sight, and ur quest is to omplete one of the many perilous missions available. For example you can either select a Search and Destroy mission, a Extermination mission, or to Locate a piece of equipment and so on. Once done, you have to equip your merry band of Space Marines with the weapons that they will need on their perilous journey. They are armed at first ith a bolt gun and bolter, ut these can be changed to other more devastating weapons.

ter this you move into e main game and you are presented with a screen divided into two parts. On the left hand side the main game area is displayed, and the play is viewed from above (see screenshot). On the right a small map is displayed and above that the dice rolling section is displayed. On the map you can locate the aliens and you can plot your way through the mission.

At the bottom of the game area, a control panel is displayed, and it is from this that the main playing functions are selected. From this panel a whole variety of functions are available, and these include, weapon selection, combat selection (armed or unarmed), move to a desired square so on.



Once this has been done, you start to move your band of marines towards their mission goal.
Like Hero Quest, you are playing against a main foe, in this case CHAOS, and the aim is to generally save the world !!. If only it was that easy !!. Once you have completed your first mission you have to select another one (there are 12) and then carry on as explained before. And that's it really.

There are far too many aspects of the game to go into any detailed descriptions, but we strongly recommended the reading of the hefty thirty paged manual before play begins.

We say this because Space C r u s a d e contains a lot of detailed gameplay and it would be impossible to go into it all here. Suffice to say that if you liked Hero Quest and you are looking for a different setting, then Space Crusade is your game. Money well spent !!.

Space Crusade		
GRAPHICS	80%	Four colour Mode 1 stuff. Not brilliant.
SONICS	70%	A few bangs and pops, not much else.
PLAYAB.	90%	Once started, it keeps you enthralled.
CONTROL	75%	They take a bit of getting used to.
VALUE	95%	12 missions to complete, plenty to get on with.
OVERALL	90%	Got to be one of the best sims around.

Reviewed By
MARTIN COSSINS

Smash TV

GREMLIN Disc
£11-99

"Get ready to blast"

How's unmitigated total rampaging carnage sound like to you ?. If your answer's at least "sounds interesting" then this is the game for you.

Forget about Terminator, Rambo or whoever this one's got it all rolled into one with more mayhem and madness than anyone's ever likely to want.

The gameplay's ridiculously simple - shoot, blast & for God's sake get outta the way !

What we're initially presented with is an overhead map of rooms. The aim is to battle your way through the rooms to meet (surprise, surprise !) the end of section fatso ..... oops sorry, I mean guardian. Entering the room reveals it to be absolutely teeming with enemies that come in all sorts of shapes & sizes from simple snakes to what look like (to me at least) flying bedpans. Destroying enemies will often leave a variety of power-ups, extra lives, invulnerability etc - and you're certainly going to need them matey as clearing each room is no easy task.

Zapping enough of the enemy will reveal an exit (or two) to the next room whereupon you start again from scratch. There are often two routes you can take to reach the end of section thingy neither of which seem easier than the other. The end of section whatsit is the usual son of a b...h to get rid of, needing to be hit several times before it disappears. Having finally despatched it to a timely grave you'll find it replaced by something even worse (no I'm not telling, find out for yourself !)

When/if you eventually clear everything it's back to square one but with an increased difficulty level.

What we're talking about here is unremitting, serious button glowing, finger blistering firing.

Graphically the game's very good. Well defined sprites & characters in every shape, size & colour you can imagine. The room backdrops for all this action are simple but effectively drawn. Sonically it's blast, shoot & explode stuff with little relief due to the nature of the game. Controlability is excellent but be prepared to wear out the fire button on your joystick if you're going to get far into the game.

One very slight niggle is that very occasionally you run out of things to zap & there can seem to be quite a long wait before the next round of enemies arrive. It may just be that the hectic pace of the game makes the wait seem a little longer than it actually is really but you do wonder where everything's gone to.

It does have to be said that the game will best appeal to anyone with an affection for shoot/blast 'em ups and may prove to be a little samey for those less commited to the genre.

In summary, what we have here is a terrifically well executed shoot/blast 'em up of the highest quality with a difficulty level pitched just about right and a definite "must" for any fan of this sort of game.

Smash TV

GRAPHICS	90%	Could hardly be better
SONICS	75%	The usual all hell let loose stuff
PLAYAB.	90%	A bit samey if you're not keen on this stuff
CONTROL	90%	Razor Sharp ...
VALUE	85%	As below really ..
OVERALL	90%	Blast/Shoot em ups don't come any better

Second Opinion

If you are a fan of shootie games, then you must be A) Utterly mad or B) Very, very poor in order to pass up the chance of playing Smash Tv.

Lee Rouane

Fun School 4

for 5-7 year olds

£12-99 Cassette
£16-99 Disc

Reviewed by Martin Cossins.

Once again the package consists of 6 educational programmes designed to suit just about all childrens abilities within the age group specified. The disc version is menu driven.

Bookshop

Here we find Freddy the Frog at the library. Sat at his computer the screen says "Sort words by first letter" (lvl 1) through to "Sort books by author" (lvl 6).

At screen right are a pile of ten jumbled up books which must be put in the alphabetical order requested. Cursor keys move the on screen pointer and space confirms the selected choice. Cursor keys move the book to a new position in the pile and space "drops" the book. Basically it's an increasingly difficult alpha-sort.

Basketball

An athletic Freddy is at the gym.Wearing a nifty pair of trainers and holding the basketball. Freddy looks to us to respond to the "What is missing ?" question. Behind Freddy are 5 admirers each holding a score card on which a series of numbers or letters are seen. The child has to input the missing number/letter.

Four levels of difficulty. In the easy level the missing item will be from a natural progression e.g. 1,2,?,4,5 or P,Q,R,?,T. In the harder levels things become less obvious e.g. df,eg,fh,gl, ?? or 16,32,64,?,256.

Having answered the question Freddy leaps and tries to put the ball in the basket. If the answer's correct it's smiles all round if incorrect the ball misses and a clue will be given e.g. Numbers go up in order or Alphabet goes backwards etc and a section of the series the answer lays within will be shown. Terrifically well presented with excellent graphics and actions.

• Oi you lot, stop laughing at my face and get on with reading this excellent review !!.

Shopkeeper

A "game" of two sections. Freddy goes shopping again. This time armed with a trolley & a skateboard. The shop window carries posters of a variety of items each individually priced. Screen bottom shows all the current coinage with additional boxes of Oops & Done. Space Bar moves a highlighter across the coins and boxes, Return selects a coin. Having chosen a coin Freddy's hand appears holding it and if we're happy with the chosen coins select Done or Oops to re-chose if a mistake has been made.

In level one the answer requires just one coin to be chosen, level two needs more so multiple choices must be made. Levels 3 & 4 move inside the shop and here we see the shop assistant and a cash register. Here we are asked "How much has Freddy spent so far ...". On the counter is an item with a price attached. Input the correct answer and the price appears on the cash register. Further items appear and the cash must be totalized. After 4 items we're asked "How much change from £1.00", level 3 prices are multiples of 5p, in level 4 any price may be given. Again terrific stuff. Graphically excellent.

Log Cabin

Maths the entertaining way ! Freddy is building a log cabin and has one side yet to finish. To put a log in place Freddy has to correctly answer the on-screen equation. At Freddy's right are a pile of logs on which five numbers appear one

of which will be the answer to to equation. Space Bar moves the highlighter across the logs/numbers and Return selects the chosen one. Once selected Freddy picks up the logs and throws it into place. If incorrect the log bounces off and another try is requested. After 4 correct answers the cabin is built and Mrs Freddy and child will appear to announce that "Dinners Ready". Four levels increase the difficulty of the equations used.

Opposites

Similar in idea to programmes in FS2 or FS3. Move Freddy across the lily-pads to find the correct answer to "What is the opposite of.....?" . 6 Levels increase the difficulty of the words used and also the number of questions asked. At screen left we see a diving board and a queue of divers. Correct answers move the divers up the ladder to eventually dive into the pond. Graphically easily the least impressive of all the programmes looking nearly as bad as a Speccy port. It actually looks as if it hasn't been properly finished. Additionally what happened to the (non-existent) splash when the diver enters the pond ?????.

Typing

Is a keyboard/typing tutor. Follow the on screen instructions to move Freddy across the top & bottom of the screen before the crocodile comes to bite your bum !. Reach screen bottom right to collect the mallet and do some serious damage to the croc'.

Level 1: Simply press any key.
Level 2: Follow the flashing keys.
Level 3: Press the following keys.
Level 4: Type the following word
Level 5: Type the following sequence.

Unfortunately what should have been (and it is) a good, a very good idea suffers from over the top difficulty. After the first level the key reaction time is too quick resulting in if a child presses a key for a fraction too long the frog moves back a place as the programme has moved on to the next letter. Secondly the time limit before the croc' comes chasing is far too short and makes it extremely difficult for a young child searching for keys to get anywhere near completing a section.

Thirdly, on all levels it's extremely difficult to distinguish between the letters H & M on screen (and this is using a monitor) which leads to unavoidable mistakes. Finally in Level 5 the programme doesn't actually keep up with any fast typing. Couple all the above together and the result is one very frustrated child ! Sorry Europress, this one's far too problematic for a 5-7 year old !!.

In summary, as per the FS3 series all the programmes naturally move on in difficulty levels. Pressing f0 moves the difficulty levels also (why change from f9 on FS3 ?) & Esc returns to the main menu. Controls are via the cursor keys, Space Bar or Return. Surprisingly Europress have changed the look of Freddy from FS3, he's far more rounded now, a deeper green and just look at that gut !?!?. Goodness knows what Mrs Freddy's been feeding him !!!!

What we have here is a genuine mixed bag, Typing is nigh on impossible, Bookshop is my childrens least favourite, Opposites whilst o.k. in content looks unfinished & the other 3 are excellent. I suppose the quality of the good stuff makes the others look less impressive but like the bug plagued FS3 package I do feel a couple of the programmes let the others down badly.

FUN SCHOOL 4
for 7–11 year olds

The usual allocation of 6 programmes each with an educational theme. Menu driven on the disc version.

Spy Travels

Is a geography tutor where on a map of the world Sammy The Spy (sorry Robbie The Robot you're now redundant) travels across the world using a variety of transport. Actually that's a bit misleading as Sammy is shown in a small window to be in a boat / plane / helicopter and an

on-screen line plots his route across the world, you don't see him travelling across the continents/oceans in his mode of transport.

In level one the cursor keys are used to just rove around the globe passing continents and oceans which are highlighted as you cross them. In level 2 Sammy is asked to go to a specific ocean. Level 3 introduces specific countries. Level 4 brings in cities. Level 5 comprises of rivers & seas and level 6 changes to a question format type of game. e.g. Go to the land where kangaroos come from ?.

Well presented with a clear map of the world and nice cartoony drawings of Sammy in his boat/plane etc. Controls can be a bit fiddly when trying to exactly isolate a specific city or river site.

If the child gets hopelessly lost a compass can be called upon to give an idea of which direction to travel in. The question section would have been perhaps the best except that the questions repeat themselves far too easily.

Generally quite good though.

Timetable

Set in the airport. Sammy is given a set of questions relating to time flights/destination/arrival times. The flight board shows departure times, destinations & arrival times.

The general idea being a maths tutor, the programme begins simply with questions like "When does the Paris flight leave", but in the later levels advances to things such as how long is the flight time to ..... wherever or when will the Dublin flight touch down. Eventually a point is reach where flights are delayed and thus the delays bring with them complications to the questions asked.

Well presented and graphically very good with a cartoony, although not particularly cutesy, feel to the characters. Early levels contain all the information on screen to correctly answer the questions asked but the higher levels require a bit of mental deduction. Times can be adjusted to work on either the 12 or 24 hour clock.

More good stuff that's difficult to fault.

Exchange Rate

Exchange rates for beginners or how to turn your CPC into a rather large calculator !.

Using the currencies of France, Germany, Spain, Italy & Britain the programme is designed to give the child a rough idea of how different monetary systems compare in value.

Initial questions begin with "how many Lira can you get for £115 ?" and the like until moving on to a system where 4 items are shown in different currencies and the child has to work out which is the cheapest or most expensive.

Exchange rates are shown at screen top next to the flag of the appropriate country and screen bottom left shows a calculator.

The calculator functions as you might expect with the * and / symbols passing for the multiply and divide ones. Unfortunately these do take a bit of getting used to but once mastered the operation is simple enough.

The educational worth is obvious in that the child is taught that not all countries use the same monetary system and their values need to be adapted to equate to pounds sterling. With overseas holidays becoming more & more common place it would also help to give the child a basic grounding in spending power, something which can be difficult enough at the best of times.

Like everything else in this package presentation is of a high standard. It would have been nice to be able to adapt the exchange rates so they could be brought up to date (yeah, I'm a 'nit-picker' I know).

Spy Quiz

Is a multiple (6) choice question and answer quiz. Presented with a night-time city skyline, a car, a wall with rope attached at screen left and Sammy the Spy. The idea is to answer a question

correctly whereupon Sammy climbs one section of the rope. After 4 correct answers Sammy leaps from the top of the rope into the car & drives off. A wrong answer dumps him at the botton of the rope.

Each question has a pre-set 10 second time limit (which can be altered) . The questions are general knowledge and increase in difficulty as the levels progress.
The whole thing certainly looks O.K but it turned out to be a little too monotonous for my 8 year old. Too much of the same thing with no variety.

Proportions

A tutor in percentages, fractions and decimal values. In level one the child (or parent) selects which one of the 3 they wish to work in. Level 2 two of the three must be used & in level 3 all of them are randomly given. Each question has a time limit but this can be turned off if it proves to be too severe.

Basic questions such as "What proportion (of those shown on-screen) are green test tubes" or "How many spies have beards".

Level 1 has 10 objects from which to work out the answer. Level 2 has 20 & level 3 has 30.

Pretty good stuff although where the programme shows a series of alike spies it's a little difficult to distinguish one from another even when using a colour monitor, a bit more clarity wouldn't have gone amiss.

Desert Dates

Is a jazzed up history quiz. Sam's in front of a pyramid here (with nice looking camel at his side). On the blocks of the pyramid 5 dates will be shown one of which is the correct answer to the question at screen botton. Move Sammy to the right answer when his mallet will belt hell out of the block to reveal a gem or parchment. The idea is to get through the 'game' collecting gems & parchments without losing mallets (by incorrect answers) of which you are given 5.

Answers to questions in levels 1 & 2 are based in centuries. Level 3 is based in decades and level 4 brings in exact years. If at any time the child is hopelessly lost a clue can be accessed by pressing the CAPS LOCK key.

Suffers from the same problem as Spy quiz in that it's too samey for prolonged use. Nicely done for what it is though.

Summary ...

It seems like I've written 'well presented' after every programme and as such the whole package is thus. Good graphics with lots of colours in use as well as well rounded/drawn characters/scenarios. Good controls via the cursor keys and Return/Enter. Most programmes work on a multiple choice basis or option basis and some will give a pointer to the correct answer if an incorrect one has been given.

All programmes have difficulty levels that progress naturally once the previous level has been successfully completed but by pressing f0 the levels will also advance to your required one.

At all times ESC returns to the main menu.

However good or bad the presentation though it's the content that's of educational worth and it would be hard to fault any of these programmes on that score. I do have one or two reservations though in that I think the programmes might be a bit too "worky" for a 7 or 8 year old and that SPY QUIZ & DESERT DATES come across as a bit 'samey' in my opinion.

Despite these minor quibbles I'd recommend the package as where else would you get such good educational stuff for an equivalent price (excluding Fun School 3 of course).

" If you need educating, then FUN SCHOOL 4 has got to be one of the best in the series "

Competition Crazy !!

Win, win, win, thats the outcry this issue, and win is exactly what you can do by answering the appropiate questions and sending us the answers to arrive no later than FEB 20th.

Get those answers in, what have you got to lose ??

All entries will be placed in to a hat, and the draw will be made fair and square, so put that fiver away !!. Unless of course, you think it may help ...

Enter now !!!

Up for grabs this month, are a couple of tape games that have very kindly been donated by MARTIN COSSINS.

They are all originals, but are without boxes or instructions, but we are sure you won't mind !!. The games you can win are -

JONNY QUEST

A sort of platform adventure from the Hi-Tec stable, which features movement and manipulation of objects, in order to help you reach your end goal. Good one.

THE MOVIE

This game is set in the isometric 3D style of game graphics, and very much resembles such classics as BATMAN 3D, KNIGHTLORE and so on. The game is set in a hollywood theme, and this also features object manipulation. Not too bad at all !!.

TOUR DE FORCE

Is a Tour De France game, which obviously involves a lot of hectic bike riding. Decent graphics and a whole multitude of stages to complete before you can win that beloved yellow jersey, and be a right big head and ride in front. Apparently.

BOMB FUSION

Now this is a strange game, so strange in fact, that we don't know how to play it!!. Don't let this put you off though, we have trouble with Space Invaders !!.

* Question *

And the question is,

* What is the name of MARTIN COSSINS'S rather excellent newsletter ??.

Answers to the A+K address.

Win MAXAM 1.5 on Rom !!

Yes, that's right old bean !!. Maxan on Rom has come to town, and it feels a bit lonely, so we thought we would offer it as a prize to all you caring CPCers out there !!.

All you have to do to win this little beauty, is to answer the three questions below, and complete the end sentence to be in with a chance of winning this excellent prize.

1: Maxan is produced by which development house ??
2: What does the word ROM stand for ??
3: Name another product made by MAXAM'S publishers

To connect a ROM to your computer, you will need a ------. Answers to the A & K address. Good Luck!

The Alex Cochrane Bit

Ever wished you could dump that horrid tape loader on to disc, but you could not afford the numerous packages that are available to do this kind of thing ??. Well fret no more, as Alex Cochrane has cleared everbody out of the phone box (Probably his aftershave !!), donned his blue cape, ripped open his shirt, and squeezed into some rather suspicious looking blue tights (!), and turned into Superbust !!!. To boldly go where no man has ever gone before and bring happiness to all your lives !!. All the following programmes are written by mad Alex, and you can take off the tights now Alex !!.

```
10 'LIFE TERM (4 most adventures - Alternative) BIG BUST
20 'UNICORN SOFTWARE
30 'DISABLE ALL EXTERNAL ROMS - |ROMOFF or |ROMON7  no good.
40 'When you wanna run game.
41 '
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:|TAPE.IN:LOAD"loader",&1000
60 POKE &1102,&80:POKE &1103,&BE
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()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
```

Now for the next game off this tape, Smashed.

```
10 'SMASHED (4 most adventures - Alternative) BIG BUST
20 'UNICORN SOFTWARE
30 'DISABLE ALL EXTERNAL ROMS - :ROMOFF or :ROMON7  no good.
40 'When you wanna run game.
41 '
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:|TAPE.IN:LOAD"loader",&1000
60 POKE &1102,&80:POKE &1103,&BE
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
```

Now to break up the monotony of the occasion, (and because there is hardly any space left !D, here is a rather excellent bust for Tag Team Wrestling. Sweaty biceps ahoy !!.

```
10 'TAG TEAM WRESTLING - zeppelin games  BIG BUST
20 'UNICORN SOFTWARE 1993
21 '
30 MEMORY &8000:|TAPE:LOAD"0"
40 POKE &8AD0,&C9:POKE &8AD1,&C9:POKE &8AD1,&C9:'stop game starting
50 CALL &8AAC:'exec loader
60 |DISC:SAVE"tagteam",b,&7D0,&6D45,&7423
70 MODE 1:LOCATE 1,1:PEN 1:PRINT"Bust Done.Run TAGTEAM.BIN"
```

Oh no !, here he is again with another bust, is there no stopping this super hero ?? (don't answer that)

```
10 'Gilligan's Gold (OCEAN) Big Bust
20 'Unicorn Software
30 'This replaces the loader
40 'RUN"GOLD" when transfer is dun
50 'For readers without BONZO (Option2)
60 DATA 21,00,01,11,00,5F,3e,47,CD,A1
70 DATA BC,06,04,21,67,9C,CD,8C
80 DATA BC,3E,02,21,00,01,11,00
90 DATA 5F,01,00,50,CD,98,BC,CD
100 DATA 8F,BC,CD,00,50,67,6F,6C
110 DATA 64,C9
120 cs=0:FOR a=&9C40 TO &9C6B:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
130 IF cs()3948 THEN PRINT"DATTER ehhrrur":END ELSE CALL &9C40
```

Next up, Star Wreck from Alternatives '4 Most Adventure' (I bet it takes them ages to think up the names !) tape gets the Alex Cochrane treatment ...

```
10 'STAR WRECK (4 most adventures - Alternative) BIG BUST
20 'UNICORN SOFTWARE
30 'DISABLE ALL EXTERNAL ROMS - |ROMOFF or |ROMON?  no good.
40 'When you wanna run game.
41 '
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:|TAPE.IN:LOAD"loader",&1000
60 POKE &1102,&80:POKE &1103,&BE
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
140 DATA 61,72,77,72,65,6b,c9
```

Sticking with Alex's infatuation for getting games to disc, a rather excellent little bust for NEXUS ...

```
10 'NEXUS BIG BUST
20 'UNICORN SOFTWARE
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.IN:LOAD "!LOADCODE"
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
```

```
10 'NEXUS loader
20 'UNICORN SOFTWARE
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
71 READ b$:b=VAL("&"+b$)
```

• Sorry about the skew wiffed loader folks !!

```
80 POKE a,b:NEXT:CALL &BE80
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 06,04,21,83,be,cd,77,bc
130 DATA 21,40,00,cd,83,bc,cd,7a
140 DATA bc,cd,40,00,c9
```

Prepare for some more disc jiggery pokery as Alex takes us for a spell in another Big Bust, this time for Pro Snooker (don't forget the sw)

```
10 'Pro Snooker Big Bust
20 'UNICORN SOFTWARE
21 'I know this goes via Option 2X
30 'For dudes without BONZO
40 'If you dinnae want screen
50 'Just run"Snooker1"
60 cs=0:FOR a=&40 TO &4D:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
70 DATA 21,00,05,11,70,01,01,f0,00,ed,b0,cd,70,01'move loader to exec add.
80 IF cs<>1140 THEN PRINT"dattur Erir":END
90 cs=0:FOR a=&3000 TO &3037:READ b$:b=VAL("&"+b$):POKE a,b:cs=cs+b:NEXT
91 IF cs<>5531 THEN PRINT"DATA ERROR":END
100 DATA 06,07,21,2f,30,cd,8c,bc,3e,02
110 DATA 21,00,c0,11,00,40,cd,98,bc,cd
120 DATA 8f,bc,06,08,21,2f,30,cd,8c,bc
130 DATA 3e,02,21,00,41,11,9f,4f,01,76
140 DATA 5f,cd,98,bc,cd,8f,bc,73,6e,6f
150 DATA 6f,6b,65,72,31,c9
160 OPENOUT"a":MEMORY &4FF:CLOSEOUT
170 |TAPE.IN:LOAD"pro snooker",&500
180 POKE &54B,&CD:POKE &54C,&0:POKE &54D,&30:CALL &40
```

Once again exercising his main Bust arm, Alex has a go at, and succeeds with a Battle Beyond the Stars big busto.

```
10 'BATTLE BEYOND THE STARS [(c) SOLAR SOFTWARE] BIG BUST
20 'UNICORN SOFTWARE for Alive & Kicking
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
```

And now, sadly the last for this issue, is another excellent bust for WIZ-BIZ from the alternative '4 most adventure' tape, and I would just like to say a HUGE thankyou to Alex for all the time and effort that he obviously puts into these pages. Cheers mate !!.

```
10 'WIZ-BIZ (4 most adventures - Alternative) BIG BUST
20 'UNICORN SOFTWARE for Alive & Kicking
30 'DISABLE ALL EXTERNAL ROMS - |ROMOFF or |ROMON7  no good.
40 'When you wanna run game.
41 '
50 OPENOUT"a":MEMORY &FFF:CLOSEOUT:|TAPE.IN:LOAD"loader",&1000
60 POKE &1102,&80:POKE &1103,&BE
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
```

Exposed - PD Software

PD Software, you either love it or hate it. From waiting 6 months for a reply, to recieving the software you're after by return of post, ordering is a dodgy buisness. MARTIN COSSINS takes a stroll through some of the gems available ....

What's the best P.D. software around ? A difficult question to answer I'm afraid as all software has it's own worth and whilst I might think one particular programme/game/utility is great another might deem it useless.

Having said that though I've found a few utilities in the Public Domain that really are indispensable and are available from just about all the PD Libraries.

The programmes I'm taking about are not games, large programmes or even complicated ones, they are short simple ones that perform the everyday tasks that we all end up doing.

You can forget about commercial utilities like Nirvana, Maxidos, the CPM disc or whatever, the following programmes will perform all the tasks that most folk are likely to need.

O.K. so you've bought your disc from WH Smiths, Dixons or wherever now what ?

Well, first off you have to format the damn thing (and am I the only one to take AGES to find out that you had to format a disc before you could use it ?). So what do you get out, CPM ? Forget it. Maxidos ? Nirvana ? Both very good but too long winded to just format a disc. Try FORMATER, the super-dooper disc formatter which'll do your discs in next to no time in System/Data/PCW or IBM format in either A or B drive. Loads in a trice and does the job fine.

Right, disc formatted, let's put some stuff on it. You've got a few games, type-ins or text files you want to move about your discs. What you want is a decent disc or file copier so cop yer whack for these .....

A set of disc and file copiers by JORN LORENTZEN. To say these are good would be a vast understatement. The disc copiers come in 64k and 128k versions, copy to and from A or B drive and are so ridiculously fast you can forget ANY other copier, commercial or otherwise, you wont find one faster. To copy an entire 178k side of a disc takes just 2 quick passes and for A to B copies you've hardly time to think of the tea never mind make it ! The 64k version will, in addition, copy the odd "funny format" disc and archive discs to/from tape. Naturally it does take a little longer to copy a disc using this version as it assumes you're using a 64k machine and therefore wont use the full memory of a 6128 as the 6128 copier does.

(I want one ! -ED)
Two file copiers from the same genius are also available and perform a similar function but based on file transfers. Again speed is the essence of the day here and as far as I'm concerned, these are unrivalled. Using the copiers is a doddle and with the option of being able to CAT the discs in A or B drives you can double check you've got the right discs in. One thing to note is that if during the transfer the programme 'sees' a similarly named file you don't end up with a BAK file but with a file with the suffix J. The reasoning behind this being to stop you inadvertently overwriting files you might not want to.

As stated above you can find these in all good libraries (try Domain P.D. Disc SER 1) under the titles COPY64K (64k Disc Copier) - COPY6128 or JL-DI28 (128k Disc Copier - note the different titles but it's the same utility) - JL-F128 (128k File Copier) and JL-F64 (64k File Copier). Get them NOW, they're brill !

So, files on disc but not happy with your filenames ? Want to change them ? Try either Desc or Discnurse both of which are very similar and in their own way equally as good. Both will Rename files. Erase files. Un-Erase files.

Change User areas etc. Discnurse is the larger of the two files, running in at 6k but it has the most features. Both are simple to use and very good at what they do.

Having renamed our file(s) perhaps we'd like to remove some of the rubbish that's been left on the disc. Look no further than ERASER. A simple 1k file that does just what it says and nothing more. The file firstly CAT's the disc then at the prompt simply type in the filename to erase e.g. TEST.BAS or ANYFILE.BIN and off it jolly well goes.

Oops, erased the wrong file ! What a silly Billy ! Either re-load Desc or Discnurse and use the facility provided or try UNERA3, written just for this purpose. The advantage UNERA3 has over the other two is that it can un-erase several files at once and in response to a simple Yes or No command. The others require you to type in specific file names so are a little more long winded.

So we've got a formatter, disc copiers, file copiers, file erasers, file un-erasers and file renamers - just about all you'll need in general day to day usage and to string them all together try MENUMAKER which'll allow you to run any of them from the one programme.

What about anything else ? If you do a lot of word processing or run a fanzine and get plenty of ASCII files sent to you it can be handy to have VIEWFILE and TEXTREAD both of which let you load and view text files either to screen or printer. One lets you read the on screen file line by line, the other page by page. Good stuff and handy to have if you just want to have a quick look at a text file without having to load in the full word processor or DTP.

Finally, I have to mention what is the best database in the PD sector,RAMBASE 3. For 128k machines only this programme is brilliant. Commands are self evident but nevertheless it comes with a detailed instruction file. The programme uses the extra 64k bank of Ram and as such can handle many more files than many others do (how many depends on the number of fields used & there length). It supports all the usual database functions such as Search, Print, Tabulate, Delete, Sort, Label, Save, Load, Summate etc etc as well as CATing discs and erasing files. All in all the only fault you could level at this programme is that the SORT command can be long winded when handling large files.

Brilliant John Fairlie take a bow. Haven't got a 6128 ? DATABASE is a cut down, but very functional, version of Rambase. As you might expect, some of the facilities provided in Rambase are lost but all the major ones are there. The programme can handle a maximum of 200 records and files saved using Database are Rambase compatible (and vice-versa providing they're within Databases capabilities).

So there we have it, a few PD utilities which I can assure you are worth having a look at. Of course these are only a tiny drop in the ocean of those available but I use all these programmes regularly and swear by them.

All were obtained from Skull P.D. which has now transformed into Domain PD. Interested parties should drop a line to

Domain PD Library,
44 Echline Grove,
S. Queensferry,
EH30 9RU.

EDITORS NOTE

I would just like to point out that as well as DOMAIN PD, which are very reliable, there are some other libraries out there that do their best to return software promptly. These libraries include ROBOT PD, PRESTO PD, YORKIE PD, GO PD, and ADVENTURE PD. I have only dealt with one or two of these libraries, but they come well recommended. Order now !!.

I would also like to thank TIM BLACKBOND (editor of the excellent AI, see review), for this offer of help. If you want a specific programme in the Public Domain, but don't know who stocks it, then Tim is your man to talk to. His address is :

Tim Blackbond,
19 Lee Street,
Liversedge,
West Yorkshire,
WF15 6DZ

Why don't you order a copy of his excellent PD based fanzine why you are at it ??. Be cheeky and say that Alive & Kicking sent you !!!.

Pokes & Cheats Tutorial

With Lee Rouane

Have you ever looked jealously over the keypresses and game pokes that are featured in the Cheat Mode section of Amstrad Action ??. Well, if you haven't then read on, but if you have then this article may be of some interest to you.

This time we cover keypresses, and more importantly, how do you find the little beggars ??. Well, sometimes the keypresses are staring you in the face when you go through a game's code with a dissasembler, and passwords especially are the favourite to be found in this way. But what happens if you cannot see anything that makes any sense in the code ??.

Here I'm afraid, you will most probably have to resort to looking through the code to see if there is any keyboard scan that scans for keys other than those used for movement control in the game. Yep you have guessed it, this is the hard bit. As a kind of working example, I will try (!) to take you through the game code of Hong Kong Phooey, but even if you do not have this game, the principals are the same for any other games that employ the same techniques (Hi-Tec are the main ones).

Right first you will need a utility that allows you to look through a game while it is running, and there are a few available, but for this exercise I shall use Tearaway. Run the game (Hong Kong Phooey) as normal, but once started, press the red button on your multiface and select byte search from the Tearaway's main search menu.

Enter a series of ten FF's and note down the addresses that they occur at. Then search for ED 49 06 F4 ED 78 ; this means :

```
OUT (C),C
LD B,&F4
IN A,(C)
```

This routine is mostly used for keyboard input, but this isn't always the case. Note down the address that this routine occurs at, (&0710 in Hong Kong Phooey) and dissasemble back a few bytes. At &0704 we see the bytes :

```
0704 11 0E 00    LD DE,&000E
0707 CD 88 04    CALL &0488
070A 1F F6 FF    LD DE,&FFF6
```

The byte to note in the above listing is at &070A. This tells you that the keyboard is being scanned, and the result is being held at &FFF6. This can be confirmed as the keyboard routine by looking back at the addresses of the ten FF's that you searched for earlier, and if &FFF6 is one of them, then you have located the keyboard scan. Of course this can be the movement keys, but at least you have found something eh ??.

Now then, lets start looking for the actual keypress. As the start of the routine listed above is &0704, search for the bytes :

CD 04 07 (This means CALL &0704)

and this should turn up at a couple of addresses. Dissasemble around the addresses and you should come across the routine :

```
80C2 CD 04 07    CALL &0704
80C5 3A FE FF    LD A,(&FFFE)
80C8 CB 47       BIT 0,A
```

Here we have found the menu selection routine and I will take you through it step by step. First draw yourself a diagram of the blocks used by the programmer in this game. Here he has used the block of ten FF's starting from &FFF6-&FFFF this means that your diagram should look like this :

BLOCK	0	1	2	3	4	5	6	7	8	9
ADDRESS	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

Using the diagram you can now tell (hopefully!) that block 6 is located at &FFFC and so on. Now if you are not yet lost (I am!), lets start going through the code from &80C2. At &80C2 a call is made to the start of the keyboard scan at &0704. At &80C5, a check is made if a

key is pressed, and if it has, the result is stored at &FFFE. Right this is the best part, at &80C8 it checks what key is being pressed, and to find this out, you multiply the block number by eight (always multiply by eight), and then add the key number to find out the key pressed.

Confused ??, put another way, the address at &80C5 is the one that you compare against your diagram, so &FFFE would yield block number 8. The BIT 0,A at &80C8 means that key 0 (BIT key,A) is being checked. So after a couple of sums we have Block 8*8+ Key 0 = 64 and after a quick look at the manual, key number 64 is 1. So that means that we have found out where the number 1 in the options menu is checked, good eh ??.

Carry on down the listing doing this until you have found the three options keys (keys 1,2,3) being checked. At &80DE the main keypress is being checked for, but instead of using the BIT x,A method, the programmer changes style (perhaps to prevent nosey hackers ??. Ahem.) and he starts using the AND method to give the required key. The AND method is a bit more confusing, AND 01 checks key zero, AND 10 checks key four, AND 80 checks key seven etc.., but don't worry if you cannot understand how the key is worked out as I have provided a table below.

KEY	0	1	2	3	4	5	6	7
AND	1	2	4	8	10	20	40	80

So AND &10 would be key 4 and so on. Still with Hong Kong Phooey, carry on down the listing a few bytes more and the main keypress routine starts at &80DE, and this is how the keypress is worked out :

```
80DE LD A,(&FFFB): Block 5
80E1 AND &08     : Key 3 so 5*8+3=43=Y
80E3 JR NZ,&80BF : Restart routine
80E5 LD A,(&FFFA): Block 4
80E8 AND &04     : Key 2 so 4*8+2=34=O
80EA JR NZ,&80BF : Restart
80EC LD A,(&FFFC): Block 6
80EF AND &10     : Key 4 so 6*8+4=52=G
80F1 JR NZ,&80BF : Restart
80F3 LD A,(&FFFA): Block 4
80F6 AND &08     : Key 3 so 4*8+3=35=I
80F8 JR NZ,&80BF : Restart
```

The code then carries on with other parts of the game, but as you can see the word Y,O,G,I has been found, and if you exit Tearaway, hold down these keys on the options screen, and, Eureka !! (Phew! it worked!), you now have Infinite Lives. This replaces the keypress for this game that was widely known as T,H,U,G,I. The reason that this keypress works as well is due to the keyboard matrix and the way it works out what key is being pressed, and because of this, some keys can reproduce the same effect as others. Next time we will go through the code of Smash Tv, and as you already know the basics now, the next instalment should be easier to take in, (and a whole lot shorter!), and we discover a dirty trick by the programmer of Smash Tv !!. Can you wait ??. (don't answer that).

Also next month, we take a look at writing your own routines that load a game into memory, and then our task is to try and cheat on it, thus bypassing the protections.

We don't have an awful lot of information on this subject at the moment, so any articles, suggestions, poll tax rebates etc.. are very welcome. There must be a few of you out there still penning cheats for AA, so why not send them here as well ??. (what do you mean why ??. Because I said so that's why !!).

Who knows a sumptitious prize may await the lucky person, or then again, it might not.

I would also like to take the opportunity of this really hard to fill space to thank Phil Howard for all the advice he gave regarding the article yonder, and I would also like to thank him also for the great help he has given me on my never ending quest for cheating knowledge. Three cheers for Phil !!.

Still waffling for the minute, I would like to ask all of you a question. Stop going red and shaking !!. No seriously, I would like to get hold of MEGAPHOENIX, the supposedly mega awful game from Domark (?). Now I don't want to keep the game, I would like to just borrow it for review. Any parties interested in helping a poor down and out fanzine editor, send your replies to the normal A+K address.

And also, when you write in to complain about the waste of space on this page, mark them 'I could do better'.

World Class Leaderboard

Kixx £3-99 Oh no!, it's that man MARTIN "review" COSSINS again !

There are quite a few golfing sim's around, most at budget prices, and anyone looking for one would be pretty satisfied with this.

The game comes with 4 reasonably well known courses including St Andrews.

Once you've decided which course to play and how many players there'll be you're presented with a tee off view of the hole. At screen right you'll see the holes distance & its par. Club selection is made by moving the joystick up/down through the numbers (again) at screen right. One satisfied you've got the right club (ho-hum) pressing fire activates the shot and the power meter. Fire again stops the meter if you don't wish to give the ball full wallop.

Another meter controls the "Snap" (left/right flight of the ball) and pressing fire will select in which direction you want the ball to veer (there's a centre position bar to help guide you). You're also shown the wind direction and strength. Finally an on screen cursor can be moved left or right to aim the ball in it's initial direction.

When you (eventually) reach the green you are presented with a "feet from hole" distance and a power scale for the putter you are automatically given. An indication of the greens "borrow" (it's tilt) is also shown at screen right.

It might all sound a little complicated but in use it's a doddle really. A little knowledge of golf might help in the club selection but it's not essential.

The courses themselves are well drawn with enough detail to satisfy most. You get good perspective views towards the greens from wherever you are on the course. The perspective changes after every shot & therefore each shot requires a new screen to be drawn. Once hit the balls flight is clearly shown along with it's shadow. You can get a birds eye view of the hole and your position by pressing T at any time.

Second Opinion

"I don't rate sport sim's much, but this one's in a class of it's own. Full marks"

Lee Rouane

The courses themselves are very different. The easiest is St Andrews due to it's lack of trees. The other 3 courses introduce trees and water hazards which need to be avoided like the plague - the trees can be a right old pain to get out of!. Sonics are minimal but what would you expect from a golfing sim' ? We get sounds when the ball's hit and when it drops in the hole or water.

The game has 3 difficulty levels.

Kids - Where there's no wind to make allowances for and the snap control is out. Amateur - Where you need to control everything. Professional - As amateur but you lose the strength scale on your putting so guesswork/skill is needed.

You'll find throughout the game that allowances have been made to take into account the rough and bunkers and you'll need to be a bit careful with club selection here.

The game is a little long-winded to play as the drawing of each screen slows things down and drawing the trees only adds to this, but the wait really is worthwhile. Not bad at all. Full marks !

W.Class Leaderboard		
GRAPHICS	80%	Well drawn, good perspectives
SONICS	N/A	Not applicable really
PLAYAB.	85%	Eminently playable
CONTROL	-	Not used
VALUE	75%	Not a long terner, nice to return to though
OVERALL	80%	Good sports sim'. Well worth the budget price

With Lee Rouane Insider VS Tearaway With Lee Rouane

Good evening ladies and gentleman and welcome to tonights bout. In the red corner we have the Insider, and in the blue corner we have the mighty Tearaway. Seconds out ding, ding .....

The Insider

Imagine looking through a letterbox at a load of Mode 2 numbers, and you just might be able to vision the main Insider menu. Once loaded the screen tells you to reset the computer and once you press the red button on your multiface you are in the main Insider menu.

The menu consists of a small window at the top of the screen and all the menu functions are displayed inside the window. Functions are selected by pressing the inversed first letter, and the functions include - Dissasembler, Hex and ASCII search, line feed on/off, output to printer and so on.
All depending on what you want to use a dissasembler for, you will be advised to invest in a different package !!. The scrolling of the memory whilst fast, utilises so little of the screen and the byte you are looking for normally scrolls right past before you can spot what is going on !!.

One feature that is sadly poorly designed is the search feature. If you were to look through a program for infinite lives, you would probably be looking for 30,32 (DEC A), & (LD (xxxx),A).

Once the insider program finds these bytes, it will stop and display the address that the byte was found at, and it will prompt you to carry on looking, or to return to the main menu. Now don't get this wrong, but why cannot the program print out the addresses that the byte occurs at on all occasions, and then you would have time to copy them down or print them out. Why they didn't do this in the program is astounding. Ah well never question the thoughts of someone wiser than you and so on, lets get on with the review.

When you have decided that you have found the byte that you are looking for it is time to dissasemble back to see what is going on, and believe or not, we don't like this either !!. It's just that the window used to scroll the text is so small, that we really cannot believe that this is still being hailed as the ultimate hacking tool !!. No way !!.

To give it justice, the Insider has a lot of features that have not been explored in this review, but we couldn't stand the program any longer !!. And to add to all the frustration, the program loads every menu option off the Insider disc, and this can be a real pain as you always have to have the Insider disc in the drive whilst you are using the program. Oh dear !!!.

Lets look at the evidence-

The Good Points

- It gave other people the inspiration to write better and more user friendly programmes !!.
- Fast dissasemble routine utilising a hardware scroll, so no flickery botton line.
- Nothing else to shout about !!.

The Bad Points

- Very small letterbox window.
- Tedious disc accesing in between menu selections.
- Cluttered mode 2 menu.
- Even though the keys are logical, they do not react very well.
- Plus too many things that we cannot put into words !!.

Summing up, this has not got what it takes to make any advance on the programmes currently available. A real let down considering that JBrowns PD mfsearch knocks spots off this one, so if it is Infinite Lives you are after, buy something else. Sorry Romantic Robot, your robot has gone a bit rusty. 40%.

Robots address is -

54 Deanscroft Avenue,
London,
NW9 8EN.
Tel : (081) 200 8870

WAY - TEARAWAY - TEAR

Once loaded you will be presented with a pretty loading picture with an interesting display feature, and the first choice menu.

From here you can actually customize the colours to suit your monitor or your own preference, a feature invaluable in a commercial package. Once customized (if you needed to), you can load the main Tearaway code. Unlike Insider, tearaway utilises RAM to store the code, so no disc accessing is required. Hooray !!.

Right then load up your favourite game and press the red multiface button. Whoa !!. Do you like what you see ??. A full mode 2 screen menu !!. Now this is better !!. From this menu you can select all manner of functions, a few of which are, Disassembler, Printer Echo, Search Menu, Information (explained later), CRTC Information and a host of other features.

The dissasembler, unlike the Insider (what is ??), also utilises a full mode 2 screen, so you can see what you are looking for quite easily, and you can even see a large chunk of the code before and after the byte you are looking for, and this can help you when searching for specific routines etc.

The search routine is the gem of the package though featuring something unique to tearaway, the Null Byte Option. This strangely named feature is unique in the fact that it will let you search for a set of bytes without knowing the address location.

This means that you can search for, say, 3E,03 (LD A,&03) where 03 being the number of lives you started with. Now this is the best bit, it will search for all the occurences of where A is loaded with 3. But with the Null Byte set to &00, you can search for 3A,00,00,3D,32,00, this means :

```
LD A,(&xxxx)
DEC A
LD (xxxx),A
```

So searching for these bytes and replacing the xxxx with &00, you can uncover every single time these bytes occur within the programme.

Brilliant idea eh ?, and a wonder that no one has thought of it before. Of course the search routine allows you to search for characters as well as Hex bytes, and for example you can search for the words GAME OVER, and then you could trace the lives routine from there.

The main menu also features a Memory Editor, and this means you can mess with the words and numbers on screen. Why don't you change the Hi-Score table so your name is on top instead of some big head ??. Of course this is not what is was designed for but kids will play !!.

There is also an option to display the memory as a Graphic Image, so if you knew what you were looking for, you could actually pick out the bit of memory that the sound occupies and so on.

Another interesting feature on the menu (loads of features !!), is the information menu. We must stress though that a good working knowledge of the Z80 instruction is needed before messing about with this menu. From here you can alter the CRTC registers and generally cause a headache in the game you are playing.

One feature not dangerous though is the colours menu, and from here you can actually (believe it or not) change the colours of the actual game you are playing on !!. Perfect for those that are colour blind !!.

Summing up (even though we can talk about this all day), this has got to be the ultimate hacking tool for anybody serious about finding cheats in games,and for those generally wishing to muck about with game code.

For £12-50 (or £7-50 if you supply the disc), you are going to make the purchase of a lifetime. 95%.

We decided not to use a good points and bad points for this one, as the whole Tearaway disc is so damned brilliant !!, and if there are any bad points, we can't find them !!. Tearaway is available from-

James Verity,
3 The Cottons,
Outwell, Wisbech,
Cambs. PE14 8TL.

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Plumstead,
London, SE18

Alive & Kicking have been informed that STS software are due to release quite a few new products incl. 464+ upgrade (to 128K), 6128+ tape conversion .. Plus More !

Reviewed By LR.

Seymour Goes To Hollywood

Codemasters £3-99.

Welcome everybody to Codemasters's first adventure starring the now famous mouldy potato Seymour. The game was originally destined for Dizzy, but Codemasters did not want the famous egg to be taken out of a fantasy setting, hence the creation of this wierd character, Seymour. Strange name for an even stanger character, but what the hell, lets get on with the review. Seymour is set, surprisingly enough, in a movie set, and the aim of the game is to traverse said movie set, and collect different objects (in order) to achieve the end goal, which in this case is Seymours film script which has been locked in a safe.

This is one of those games that you will playing for a year before you even find out where the blinkin' safe is !!. As with a lot of adventures from Codemasters, character intervention is involved, and the player must take notice of the characters answer, to take maximum advantage of the advice given and solve the next puzzle. If only it was that easy !!.

You start the game with an energy bar and three lives. Every time you collide with an unfriendly character, your energy bar is depleted. A life will instantly be lost if you jump in front of a car for instance (not recommended!!). You will need all of your wits and cunning about you to finish this game with the three lives that you start with and thats why we cheated (as if we would !!).

Yes folks, to say that this game is hard, is like saying that Arnold Schwarzenegger is `bigger than average` !!. That's not to say avoid it though, as this game has more to offer than many of it's full price counterparts.

As you may already have gathered, and if not, wake UP, the game is very similar to the Dizzy games in design, the difference being that the quality of the puzzles in this game are a marked improvement on the Dizzy ones, and will fox you for a while, guaranteed !!. The actual Seymour sprite does not roll like his eggy friend, so a bit more control over your direction is achieved.

All in all, this is one monster of a game, and Codemaster's programming team, (we are all `big heads` at `big red` !!) can give themselves a huge pat on the back, as this has to be one of the best platform adventures on budget, and it even puts some full pricers to shame !!.

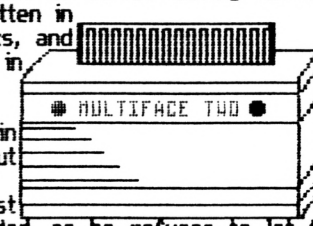
This comes well recommended from the Alive & Kicking team, (me the dog and Martin !!). So we say that you should save up a penny a week for three hundred and ninety nine weeks, and you should have the money to buy this game (it'll probaly have gone up by then !!). Alternatively write a begging letter to Codemasters explaining that after your house burnt down you can't afford Oh! never mind !!!.

Seymour in Hollywood		
GRAPHICS	80%	Four colour graphics. Speccy ported ??.
SONICS	75%	Nice tune, no spot effects.
PLAYAB.	90%	Grabs instantly. Some late nights ..
VALUE	95%	Hours of fun for the budget price.
OVERALL	96%	A brilliant game, full marks Codemasters !!.

Hackers Haunt

With Lee Rouane.

Hello there hack fans, and welcome to another instalment of stress saving marvels, and A+K must say a BIG thankyou for all those who written in with their M/F Pokes and cheats. Keep 'em coming folks, and who knows you could win yourself a nice little prize in the process !!.



First up this issue are a few multiface pokes sent in from Pete 'The Cheat' Curgenven, who regularly digs out these life savers for your greedy little eyes !!.
Peter admits to having to resort to cheating on most games, but he insists on playing the Dizzy games unaided, as he refuses to let the puzzles beat him !!. Rather you than me mate !!. Here are his pokes,

Game	Media	Address,Poke	Effect
Eagles Nest	Tape	&1AE3,&00	Infinite Keys
Pac-Land	Tape	&437E,&AA	Removes one ghost
Spherical	Tape	&7561,&00	Time (Reset to 30 to cont)
Dragon Breed	Tape	&6931,&FF	Stops Clock
Sharkeys Moll	Tape	&116B,&00	Infinite Ammunition
" "		&B028,&00	Switch sound OFF
" "		&1428,&FF	Gangsters fly up when dead
Biff	Tape	&95AC,&00	Infinite Energy
Collapse	Tape	&5F1D,&AA	Time (Reset to 30 to cont.)
King Tuts Pyra.	Tape	&7471,&00	Inf. Water ┐ Must be entered
" "		&7462,&A7	Inf. Water ┤ on score table
" "		&7105,&A7	Inf. Lives ┘ or game crashes
Dizzy Prince of the Yolk Folk	Tape	&1B60,&AA	Infinite Lives
Kettle	Tape	&8EAD,&00	Stops the timer
Mr. Freeze	Tape	&7B69,&00	Infinite Lives

Cheers for those Pete !!. If I ever need to fill half a page again, I will know who to call !!. Next up on the chopping block are two pokes penned by yours truely. Unfortunately they are for very old games, but don't let this put you off !!. They were right corkers in their day, and should be even easier now. Gung Ho !!!.

```
10 'Batty (Encore) Cheat
20 'LR Nov '92
30 '
40 MODE 0:BORDER 0
50 FOR A=0 TO 15:INK A,0:NEXT A
60 LOAD"!pic",&C000
70 FOR i=0 TO 15:READ c:INK i,c:NEXT i
80 DATA 0,26,13,10,11,2,3,6,15,9,18,17,24,20,8,1
90 MEMORY &1300
100 LOAD"!a",&4268
110 MODE 0
120 FOR a=1 TO 15:INK a,0:NEXT a
130 LOAD"!b",&C000
140 POKE &4518,&0
150 CALL &4268
```

```
10 'Ghost & Goblins (Encore) Cheat
20 'LR Nov '92
30 '
40 CLS:LOCATE 7,10:?"*Press ESC*":?
50 LOCATE 7,14:?"*To Skip a Level*":?
60 FOR a=0 TO 5000:NEXT
70 MEMORY &12FF:MODE 0:BORDER 0
80 FOR i=0 TO 15:READ c:INK i,c:NEXT
90 LOAD"!ghostpic.scn"
100 LOAD"!code"
110 POKE &509C,&0:POKE &5096,&C8:POKE
&8564,&0
120 CALL &5000:END
130 DATA 26,13,0,15,24,6,16,2,14,1,3,11,10,9,18,25
This poke also gives Infinite Lives.
```

And now for the solution to BIFF, as sent in by the excellent cheatfinder PETER CURGENVEN of sunny (!) Cornwall. Take it away Pete !!!.

1	Go LEFT and pick up POWER CARD
2	Go RIGHT and pick up WIRE CUTTERS, CLIMB TREE
3	Go to the TOP of the tree, use the POWER CARD and WIRE CUTTERS
4	Go LEFT, get the ROPE and then go DOWN the TREE
5	Go LEFT, and then use the ROPE to make a BRIDGE
6	Go LEFT, and pick up the OLD CLOTHES
7	Go LEFT to the FIELD, and use OLD CLOTHES to make SCARECROW
8	Go LEFT, and pick up CHOC SEEDS
9	Go RIGHT, and then PLANT CHOC SEEDS in FIELD
10	Go RIGHT, go back UP TREE, and give CHOCS to MUM
11	Go back DOWN tree, go LEFT and pick up the AXE
12	Go LEFT to CHOC TREE, cut CHOC TREE down with AXE
13	Go LEFT with PLANKS and build the BRIDGE
14	Go LEFT over BRIDGE and get OIL, KEY and EXPLOSIVES
15	Go LEFT to the LOCK, and then use OIL and KEY
16	Go down the MINE, go LEFT and then use EXPLOSIVES on the wall
17	Leave MINE, go RIGHT and collect the BATTERIES
18	Go LEFT, get TORCH, go RIGHT back to MINE, go down MINE, use TORCH
19	Go RIGHT, get JEWEL and LEAVE MINE
20	Go LEFT, get the BROKEN RING, repair RING
21	Go LEFT back to MUMS, give MUM the RING
22	Go LEFT, get EMPTY GLASS, down TREE, go RIGHT to the WELL
23	Fill GLASS, go RIGHT and collect the RECORD
24	Go LEFT back to tree TOP, give MUM GLASS and RECORD
25	Down TREE,LEFT,get BANGER,MATCHES,light BANGER (Ice Cream On Sale)
26	Keep lit BANGER, go RIGHT, get COIN, go RIGHT to ICE CREAM VAN
27	Buy ICE CREAM with COIN, LEFT, get FLOWER SEEDS, give MUM Ice Cream
28	Down TREE, go RIGHT and then pick up the FLOWER POT
29	Go LEFT, pick up the BUG SPRAY and go LEFT to the FIELD
30	Use the SEEDS, the POT and the SPRAY to grow a ROSE for your MUM
31	Go RIGHT, back up the TREE and give the ROSE to your MUM

You are now home !!!

Next on the Haunt chopping block are a couple of games poked by Rob Scott. Cheers for taking the time Rob !!.

```
10 'ROBOCOP poke for INFINITE energy
20 '(c) 1993 Rob 'HANGMAN' Scott
30 '         from S.t.S
40 '
50 '  Hi Ratzy, Squerf, Jase B, Doc
60 '
70 FOR a=&BE00 TO &BE30
80 READ b$:POKE a,VAL("&"+b$):NEXT
90 MEMORY &9000:LOAD"!":CALL &BE00
100 '
110 'Patch SPEEDLOCK v90 loader
120 '
130 DATA 21,16,BD,36,C3,21,0E,BE
140 DATA 22,17,BD,C3,C5,99,21,17
150 DATA BE,22,4F,A6,C3,08,A6,DD
160 DATA 21,B9,A8,11,AB,00,CD,48
170 DATA A8,21,2A,BE,22,62,A9,C3
180 DATA E3,A8
190 '
200 'Poke ROBOCOP for infinite energy
210 '
220 DATA AF,32,23,3F,C3,66,3F
```

```
10 ' SUPER TANK infinite lives poke
20 '  (c) 1993 Rob 'HANGMAN' Scott
30 '         from S.t.S
40 '
50 ' Hi Ratzy, Squerf, Jason Burwood
60 'Richard F (and all of conspiracy!)
70 '
80 CALL &BD37:MEMORY &2000:LOAD"!"
90 FOR a=&BE00 TO &BE3D
100 READ b$:POKE a,VAL("&"+b$):NEXT
110 POKE &3A76,&C3:POKE &3A77,&29
120 POKE &3A78,&BE
130 CALL &BE1E
140 DATA F3,DD,21,00,BF,11,47,00,CD
150 DATA 67,BB,21,44,BF,5E,23,56,ED
160 DATA 53,3C,BE,21,36,BE,22,44,BF
170 DATA C3,00,BF,21,40,00,E5,21,00
180 DATA BB,E5,C3,4B,3A,3E,45,32,4B
190 DATA 00,3E,99,32,4E,00,F3,F1,C9
200 DATA 3e,c9,32,7a,2a,c3,00,00
```

Phew !!. Two more now, penned by the same hand as the ones above. Send me some more rob !!. (Please !!)

```
10 '  FASTFOOD infinite lives poke
20 '  (c) 1991 Rob 'HANGMAN' Scott
30 '         from S.t.S
40 '
50 '  Hi Ratzy, Squerf, Jase B, Doc
60 '
70 CALL &BD37:MEMORY &2000:LOAD"!"
80 FOR a=&BE00 TO &BE3D
90 READ b$:POKE a,VAL("&"+b$):NEXT
100 POKE &3A76,&C3:POKE &3A77,&29
110 POKE &3A78,&BE
120 CALL &BE1E
130 DATA F3,DD,21,00,BF,11,47,00,CD
140 DATA 67,BB,21,44,BF,5E,23,56,ED
150 DATA 53,3C,BE,21,36,BE,22,44,BF
160 DATA C3,00,BF,21,40,00,E5,21,00
170 DATA BB,E5,C3,4B,3A,3E,45,32,4B
180 DATA 00,3E,99,32,4E,00,F3,F1,C9
190 DATA 3e,00,32,0c,57,c3,00,00
```

```
10 'KWIK SNAX poke for INFINITE lives
20 '(c) 1991 Rob 'HANGMAN' Scott
30 '         from S.t.S
40 '
50 '  Hi Ratz, Squerf, Jase B, Doc
60 '
70 MODE 1:INK 0,0:BORDER 0
80 FOR a=&BE80 TO &BEA6
90 READ b$:POKE a,VAL("&"+b$):NEXT
100 CALL &BE80
110 DATA CD,37,BD,06,00,11,00,40,CD
120 DATA 77,BC,EB,CD,83,BC,CD,7A,BC
130 DATA 21,9B,BE,22,49,40,C3,00,40
140 DATA 3E,00,21,FF,29,77,23,77,23
150 DATA C3,40,00
```

Cheers Rob !!. Rounding off now, a couple of snippets for your diary :

In SONIC BOOM, enter CINOS into Hi-Score table for Infinite Lives. (Alex Cochrane). In Crystal Kingdom Dizzy hold down TURBO on options screen for Infinite Energy. Also the Game Genie codes are BOOK, WALL, DOZY. Last, but not least are a couple of pokes by Alex C, and myself respectively. In the Captain Dynamo poke press Q to advance a level. Bye !!.

```
10 ' Glider Rider Loader/Poke
20 ' Unicorn Software 1993 for A+K
30 OPENOUT"a":MEMORY &3FF:CLOSEOUT
40 LOAD"1",&400:POKE &112B,0:POKE &12DF,0
45 POKE &1309,0
50 CALL &400: 'Execute Game
60 'This poke gives Infinite Time
70 'Energy and Bomb Thingies
```

```
10 'Captain Dynamo Hack
20 'Lives+Level advance. LR '92
30 DATA 21,09,bf,22,8b,a0,c3,28,a0
40 DATA a7,32,1d,47,21,12,49,
50 DATA 22,fd,69,c3,00,46
60 MEMORY &A000
70 FOR x=&BF00 to &BF1S
80 READ a$:a=VAL("&"+a$)
90 POKE x,a:NEXT:LOAD"loader"
100 CALL &BF00
```

Prince Of Persia

Reviewed By Stuart McCartney

You are looking at one of the best arcade, platform adventure games around. It has got the challenge and frustration of a platform game and all the choices and combat of a good adventure. It also must have the best graphics around. The hero (you) has animation so smooth you think you were looking at a 16 bit machine (yuk,spit), anyway its got good graphics.

Prince Of Persia		
GRAPHICS	95%	Simply the best around
SONICS	60%	In game FX, no music
PLAYAB.	80%	Too hard perhaps ??
VALUE	85%	It'll keep you playing
OVERALL	90%	Great value for money

Your job, is to rescue the princess, get out of a dungeon that has got a whole set of traps, guards and even the undead all pitted against you. If this sounds hard, wait till you hear this !!.

You've only got 1 hour (game time) to do it. I've been told that there are 12 levels on this one but so far I've only managed to master eight !!.

The good thing about this game (besides the graphics) are it's playability. You will start this game and not stop for quite a while, also if you die you just go back to the start of your last level and not to the beginning of the game.

The only two complaints I would have are the annoying second level code check which dumps you out of the game if your first try is wrong (like come on guys give us another chance) and considering that the paragraphs in the book are not well defined this can be a bit of a pain.

Lastly the time factor, is a bit too fine for me, yes there is a greater challenge but unless you are prepared to go brain dead playing this until you crack it, you can, like myself, lose interest. You will though come back to this time and time again.

It is also a pity that the programmers did not include a save position option (I think you will find that if you press CTRL+G whilst playing, this will save your current position to the game disc. On next playing, you will be able to reload your last position by holding down CTRL+L on the pretty title screen - ED). All in all a great game.

SECOND OPINION

"Prince Of Persia has superb animation and gameplay, easily one of the best games for the CPC"

LEE ROURNE

And now for some excellent news for A+K subscribers (both of you !!). Alive & Kicking have arranged a rather nifty discount with the ever friendly Brian Barton of GOLDMARK SYSTEMS. Brian has offered all A+K subscribers 10% OFF the normal retail price of all his goods. Now GOLDMARK sell some of the best utilities for the CPC, and one utility that they especially like is CLIP-ART. Brian has informed us that GOLDMARK are currently selling around 9000 items of CLIP-ART especially for those people using MICRO DESIGN or MICRO DESIGN+. The pieces of CLIP-ART are also available in PCW and PRINTMASTER formats. Each disc contains around 250 pieces of CLIP-ART, and the price per disc is £4-00 inclusive of postage. Considering that blank discs cost around two pounds these days, this has got to be a good offer. Also available from GOLMARK is the excellent disc handling suite NIRVANA. Contact- Goldmark Systems • 51 Comet Road • Hatfield • Hertfordshire • AL10 0SY.

Goldmark

With Lee Rouane

Word Pro Run Down

Yes folks, welcome to the run down of three of the major Word Processors currently available for the CPC. Since these were released, there haven't been any notable new releases of Word Processors, but there a couple worth looking at in the Public Domain.

Protext

Protext has been called by most of the CPC word processing public, as the ultimate package, but just how true is this ??. Well once loaded you are presented with the page work area, and a command line.

Protext is not menu driven however, so there are no delays while you select options etc.. Instead a help screen can be called up at any time. A command line lets you type in commands that help you organise the printer, disc etc., this can be helpful if you don't know how much spce is left on a disc !!.

A thorough manual is supplied, and an appendix of commands are listed at the back for those troubleshooting jobs.

The only gripe I have with this programme is the illogical key selection. For example PRINTF saves out an ASCII file !!.

Apart from this though Protext is an excellent programme, and is well worth the £19-00 cost. 85%

Brunword

There are a couple of versions of this package available, and the one used for this exercise is BrunWord with Info-Script.

All Brunwords selections are selected from a main menu, and whilst this may seem daunting at first, it is very easy to learn with logical keypresses. Brunwords most famous attribute is its spelling checker. This can check 3366 words in only 52 secs !!. If it finds a word that isn't in the dictionary, it will give you a prompt line, and then you can select whether you want help with the spelling or not.

If you do, the computer will look for a close match to the word, and by simply pressing `T` you can transfer the word straight into your document. Printer manipulation is controlled from the main Printer menu, and from here you can change the length of your paper and print in bold or NLQ etc..

If you are using the database function, Brunword is always there, so at a click of a button you can alternate between the two and even drag an address from the database straight into the document !!. A must for small buisnesses. A comprehensive manual is supplied, and plenty of tasty upgrades are available. At £30-00 for the disc version, prices cone a bit steep, but how much would an additional spell checker cost anyway ?. 90% •A+K reconnended.

Tasword 6128

Tasword has the word `user-friendly` written all over it. It features a screen that lists the entire tasword commands, and only a keypress away !!. After that everything goes downhill. Slow city is the soup of the day here, and although the programme does most of things that the other word pro's do, but about 20 times slower !!.

A good feature of this programme is it's ability to handle large files, about 56K in all, so if want to write a 100 page letter to the milkman, Tasword is the programme to use.

An additional spell checker is also available for Tasword, but to be honest it is really slow, and really it is a hinderence rather than an attribute. 80%

• Protext for you ??. Call in at -

Arnor,
61 Lincoln Road,
Peterborough. PE1 3HA

• BrunWord tickled your fancy ??. Call -

Brunning Software,
34 Helston Road,
Chelmsford,
Essex. CM1 5JF.
(0245) 252854

• Tasword the one ??. Call -

Tasman Software,
Springfield House,
Hyde Terrace,
Leeds. LS2 9JN.
(0532) 438301

With Lee Rouane

... On The Spot ...

Yes folks, every issue we try to interview a 'leading figure' in the CPC world, and we do really try our best to them ON THE SPOT !!!. This month we interrogate PHIL HOWARD, head honcho at Amstrad Actions Cheat Mode, and this was a great chance to ask my hero the questions I always wanted to ask .., we hope he can get the handcuffs off to continue with Cheat Mode !!.

• *What made you start to cheat on games instead of playing them ??.*

I never was much good at beating games, I think there are only 5 or 6 (from about 800) that I've actually finished without a cheat, so that was one reason. Often the protection presented a puzzle that was more interesting and real-time than the game itself. Also it was a bit of a snub to the software organisations who seemed pretty desperate to stop anyone messing with their code.

• *Do you now in fact, like the protections better than the game itself ?*

Very often (early on) the protection were better put together, from a programming point of view than the games themselves. It's possible to track the thought processes of the programmer as the system switches from one technique to another, or overwrites something vital. Is he as clever as he thinks he is, or can you outwit him? There's nothing much new to look at these days though.

• *What exactly does your work at Cheat Mode involve ??*

All I do is to put together the best cheats for the newest games I can get hold of. There is a vast amount of mail which needs sorting, and I do try to make sure that no duff stuff creeps in. The only problems are which cheats to leave out, everyone puts such a lot of effort in, and its not much fun throwing out an excellently drawn map because one has already been used.

• *What is your favourite kind of game, and do you play games often ??.*

I don't really have a favourite sort of game, I have difficulty with strategy types, because I like to have a quick go every now and then. I don't play an awful lot these days, just when its something special - like Myth for instance.

• *Have you ever been tempted to give up on the CPC, and upgrade ??.*

I have a laptop PC for work purposes, and we own an Amiga (!) but the games aren't that much better (they're a lot harder) and I can't cope with 16 bit assembly language. How can anyone afford to buy the programs/ games for them anyway ?.

• *What advice would you give to a novice wishing to find cheats in games ??.*

Learn Z80 assembly language, and get a disassembler /monitor, once you understand the basics protections are just another programming style. If you can find the time to look at printed cheats you can steal most of the techniques.

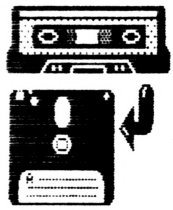
• *How much life do you think the CPC has left, and what would be the obvious successor ??.*

I don't really know, it is 8 years old now and the English software houses aren't much bothered, but it still has a lot of potential for games etc. and the Europeans like it. Plus it still provides reasonably priced entertainment, and as long as there is a large enough user base Amstrad Action will support it, that's good news. I don't think there will be a replacement, tastes change (Uranus is past the mid point of Capricorn!).

• *What was your favourite game of all time, and which one was the hardest to cheat on ??.*

To pick one favourite game from a couple of thousand is difficult, Myth, Xor, Gryzor, Space Harrier, Sorcery, and lots of others. There are 3 games that I never actually managed to cheat on at all, Technician Ted (original), Split Personalities (original) and Deflektor, all for different reasons. Deflektor has a brilliant protection system. At the time I wrote a program to seek out the key (2 byte seed) to the final xor routine, it spent 12 hrs a day for an entire week looking but never found it. Recently I passed the tape on to Andy Price - he can't do it either !.

Phew !!. That just leaves me to say a very big thankyou to Phil for taking the time to reply. Cheers !!.



The Bonzo Breakfast

With Martin Cossins

How do ! Welcome to another slice of edibles from the Bonzo Litter.

This issue brings us not so much in the way of Bonzo news, so if YOU have any don't forget to drop me a line.

OPTION 1 - Pro Tennis Tour (Challengers Comp')
Stunt Car Racer (Challengers Comp')
Kick Off (Challengers Comp')
Super Ski (Challengers Comp') - Needs Loader

OPTION 2X - Sword Of The Samurai (Zeppelin Games)

OPTION 4 - Captain Dynamo (Codemasters)

4X - Wibstars (A 'N' F)

OPTION 6 - 3D Pinball (Mastertronic)

OPTION 8X - Xenon (Budget Re-Release)

OPTION 11A - Turbo The Tortoise

ARGLOCK - Fantasy World Dizzy

BUNLOCK - Breakthru (Data East)

HACKPACK 2 - Biffs (Codemasters)

• BONZO'S SCRAPYARD •

The Bonzo Scrapyard is a newsletter written by Martin, that supplies all the latest news and Bonzo transfers. The title of 'Newsletter' is a bit misleading as it is a mini fanzine with a lot more to offer other than BONZO news. For example the latest issue carries a list of multiface pokes, and a couple of rather excellent type-ins. The price for all this excellence is a paltry first class stamp, plus a S.A.E. Further details can be obtained from :-

Martin Cossins,
11 Dulverton Sq,
Cottingley,
Leeds,
W.Yorks. LS11 OLL.

(0532) 715492

Just a quick note of explanation (is any needed ?) that the bits in brackets after the listing usually refer to the Software House releasing the game or the compilation that the game is a part of. The reasoning being that re-releases can be a different option from the original release, and sometimes the compilation versions can be different options to.

That's all folks !!.

The transfer advice given in this fanzine is supplied on the strict understanding that it will not be used to help piracy, and the permission from the relevent copyright owner has been obtained. If in doubt, don't do it !!. A+K 1993

As mentioned in last issues Bonzo column, this game from the Six Appeal Compilation, and we guess all the other versions, was listed as a Bonzo no go. So as we are all kind souls here at A+K, here are a couple of type-ins supplied by Rob Scott, and the one and only JBrown. I have printed them both out of fairness to both of them. I bet these took a couple of hours to sort out !!.

```
10 'Zynaps Big Bust (c) 1992 Rob Scott
20 '
30 'for Alive and Kicking Fanzine ONLY
40 'Hi to Mr X, Adam Shade, CRTC, Ratz
50 'The Equalizor, Dr. Fegg, Boo!, and
60 '     anyone else who knows me!
70 '
80 '
90 FOR a=&A100 TO &A2B6 STEP 9
100 tot=0:FOR b=a TO a+&9
110 READ a$:POKE b,VAL("&"+a$):tot=tot+PEEK(b)
120 NEXT:READ b$:IF VAL("&"+b$)<>tot THEN PRINT"Error In Data !!":PRINT:STOP
130 NEXT:CALL &A100
140 DATA CD,37,BD,CD,7D,BC,3E,FF,CD,6B,063C
150 DATA 6B,BC,CD,3B,A2,AF,32,55,A2,21,04CA
160 DATA 21,AE,A1,7E,FE,FF,28,06,CD,5A,0540
170 DATA 5A,BB,23,18,F5,CD,7D,BC,11,00,045C
180 DATA 00,40,06,00,21,00,00,CD,77,BC,0267
190 DATA BC,7A,FE,01,28,ED,21,00,40,CD,0478
200 DATA CD,83,BC,CD,7A,BC,21,4B,A1,22,053E
210 DATA 22,4E,41,AF,CD,0E,BC,21,00,40,0358
220 DATA 40,E5,C9,31,FE,BF,CD,37,BD,21,05BE
230 DATA 21,FF,AF,11,FF,AB,0E,07,CD,CE,053A
240 DATA CE,BC,06,0C,21,91,A2,11,00,0F,0310
250 DATA 0F,D5,CD,8C,BC,E1,11,00,91,01,047D
260 DATA 01,00,90,3E,02,CD,98,BC,CD,8F,044E
270 DATA 8F,BC,06,0C,21,3D,A2,11,00,C0,038E
280 DATA C0,D5,CD,8C,BC,E1,11,00,40,01,04DD
290 DATA 01,00,00,3E,02,CD,98,BC,CD,8F,03BE
300 DATA 8F,BC,21,A9,A2,06,0C,11,30,A2,03AC
310 DATA A2,D5,CD,8C,BC,E1,11,99,00,01,0518
320 DATA 01,30,A2,3E,02,CD,98,BC,CD,8F,0490
330 DATA 8F,BC,C7,04,01,1D,00,00,20,5A,02AE
340 DATA 5A,79,6E,61,70,73,20,42,69,67,03B7
350 DATA 67,20,42,75,73,74,20,28,63,29,02F9
360 DATA 29,20,31,39,39,32,20,52,6F,62,0261
370 DATA 62,20,53,63,6F,74,74,20,53,54,0356
380 DATA 54,53,0A,0D,20,20,20,64,75,6E,0265
390 DATA 6E,20,66,6F,72,20,41,6C,69,76,0381
400 DATA 76,65,20,61,6E,64,20,4B,69,63,0365
410 DATA 63,6B,69,6E,67,20,46,61,6E,7A,03BB
420 DATA 7A,69,6E,65,0A,0D,0A,0D,49,6E,029B
430 DATA 6E,73,65,72,74,20,54,61,70,65,03D6
440 DATA 65,20,61,6E,64,20,44,69,73,6B,0363
450 DATA 6B,2C,20,70,72,65,73,73,20,70,0374
460 DATA 70,6C,61,79,20,65,74,63,2E,2E,036E
470 DATA 2E,2E,0A,0D,0A,0D,FF,21,FF,AF,0358
480 DATA AF,11,FF,AB,0E,07,CD,CE,BC,AF,0585
490 DATA AF,F5,CD,0E,BC,F1,DD,21,81,A2,064D
500 DATA A2,DD,46,00,48,F5,CD,32,BC,F1,05AE
510 DATA F1,DD,23,3C,FE,10,20,F0,C9,21,0535
520 DATA 21,9D,A2,11,00,C0,06,0C,CD,77,0387
530 DATA 77,BC,21,00,C0,CD,83,BC,CD,7A,0567
540 DATA 7A,BC,21,91,A2,11,00,0F,06,0C,02BC
550 DATA 0C,CD,77,BC,21,00,0F,CD,83,BC,0448
560 DATA BC,CD,7A,BC,C3,00,90,00,1A,0D,0439
570 DATA 0D,10,0F,06,03,18,0C,09,12,13,0087
580 DATA 13,14,0B,02,01,7A,79,6E,61,70,0267
590 DATA 70,73,20,20,2E,6D,61,69,7A,79,037B
600 DATA 79,6E,61,70,73,20,20,2E,73,63,036F
610 DATA 63,72,7A,79,6E,61,70,73,20,20,03BA
620 DATA 20,2E,62,69,6E,00,00,00,00,00,0187
```

• This programme transfers the Loading Screen AND the main file.

This is the compact version of the ZYNAPS tape to disc transfer as written by John Brown. It doesn't transfer the loading screen as the one on the left does, but as you'll agree, for the amount of code, the screen surely wouldn't matter !!. This should save you a broken wrist !!.

```
10 '************************
20 '** ZYNAPS Tape To Disc **
30 '************************
40 '**   Six Appeal Comp   **
50 '************************
60 '
70 |TAPE.IN:MEMORY &3FFF:cs=0
80 LOAD"!loader",&4000
90 POKE &414E,&80:POKE &414F,&BE
100 FOR x=&BE80 TO &BEA4
110 READ a$:a=VAL("&"+a$):POKE x,a
120 cs=cs+a:NEXT
130 IF cs<>&D84 THEN 140
140 PRINT "Data Error !!!":STOP
150 MODE 0:CALL &4000
160 DATA 06,06,21,9f,be,11
170 DATA 00,c0,cd,8c,bc,21,00
180 DATA 0f,11,00,91,01,00
190 DATA 90,3e,02,cd,98,bc,cd
200 DATA 8f,bc,c3,00,90,5a
210 DATA 59,4e,41,50,53
```

There you go folks !!. That should save you a couple of minutes loading time, well, quite a few actually !!.

We hope to include a couple of Big Busts next issue, namely for Uridium and Return Of Jedi. If you have any suggestions for games that won't Bonzo to disc, and you would like it on disc, drop us a line and we will see what we can do. Please note though that multi-loaders are no go's.

Line Of Fire

Reviewed by Martin 'It's me again!' Cossins. Disc Version

This release from US Gold tries very hard to be an Operation Thunderbolt/Wolf clone but ultimately fails miserably.

If you're not familiar with Op' Thunderbolt, well the main theme of the game is that an armed hoard of enemy soldiers and hardware are constantly travelling towards you and bombarding you with everything they have.

"Unoriginal, scrolls appallingly, badly drawn .."

You, as the soldier of infinite wisdom and strength (!) are presented on screen with a set of sights, your weaponary details & damage/health meters. Additional bullets, grenades etc are picked up by firing at the ammo cartridges and grenade packs as they intermittently fall from screen top.

Operation Thunderbolt is a little long in the tooth now but still pretty damn good for what it is and definitely worth a budget price (despite being a multi-loader - 128k machines load in one go though).

This clone has exactly the same gameplay but ...

Most of the levels are presented in glorious tri-colour, that's blue, black & pink (pink being the sky ?!?).

In Level One you travel automatically through a maze like set of corridors just blasting away at the enemy soldiers. Level Two takes us to the jungle, although it looks better if you think of it as the desert (yup, I kid you not !) and you've to deal with armoured personnel carriers and the chopper squads.

Level Three brings a sensation of acute boredom and an aquatic theme with the river patrol boats and soldiers waist deep in the water being on your hit list, but ultimately will you give a flying toss eh ??.

God this is rubbish. The graphics are muddled and unclear. The scrolling is extremely jerky and controlability is about on a par with an arthritic slug moving through a bowl of cold porridge, your sights move that slow.

What can I say ?.

I bought the disc of this and it was a good job it was going cheaply because at full price we're talking serious rip-off here, it's not even worth a budget price as the game has nothing going for it.

The addition of a two player mode gives you the opportunity to piss off two people simultaneously.

Unoriginal, badly drawn, scrolls appallingly (Oh dear - ED) and controlability is downright awful (mind you there's a good picture on the box).

Get the original Operation Thunderbolt (or Wolf), and avoid this like the plague.

Line Of Fire		
GRAPHICS	25%	Yuk !!
SONICS	50%	Usual Rubbish
PLAYAB.	25%	Apallingly bad
VALUE	20%	Admire the box pic, you'll have more fu
OVERALL	25%	A disaster

• Since Martin has advocated his liking for Operation Wolf and Operation Thunderbolt, we thought that we would open a competition about these games.

All you have to do to win an excellent tape game, is to tell us what budget label is the well known publisher of these two games. Answers to the A+K address before FEB 20th.
The winner wins.

AA LOADERS

Welcome everybody to a new section of the fanzine that not surprisingly, deals with the subject of AA Covertapes. The loaders featured enable you to run a game/utility from the tape as a STAND ALONE programme. This means that you can split the games from the covertapes up on to different discs, and remember, the MENU programme is not needed !. most of the loaders featured here are written by Alex `mad monk` Cochrane, and all credit goes to him for supplying us with the good excuse to start a new column !. Cheers Alex !!

AA Covertape No 3

First up from this tape is the loader for SPINDIZZY, one hard game !!.

```
10 'SPINDIZZY LOADER
20 'UNICORN SOFTWARE
30 BORDER 0:FOR i=0 TO 15:INK i,0:NEXT
40 OPENOUT"a":MEMORY &2FF:CLOSEOUT
50 LOAD"1",&300:MEMORY &7FFF:LOAD"2",&C000
60 DATA 21,00,03,11,40,00,01,c0,7f,ed,b0
70 DATA f3,21,00,c0,11,00,00,01,00,31
80 DATA ed,b0,c3,80,b0
90 FOR i=&BE80 TO &BE99:READ a$:a=VAL("&"+a$)
100 POKE i,a:NEXT:CALL &BE80
```

Second up, (trying to find something original to say!) er, the loader for WIZARDS LAIR

```
10 'WIZARD'S LAIR LOADER
20 'UNICORN SOFTWARE
30 OPENOUT"a":MEMORY &2FF:CLOSEOUT
40 LOAD"3",&300:LOAD"4",&4D00
50 DATA 21,00,03,11,00,01,01,ff,49,ed,b0
60 DATA 21,00,4d,11,00,4b,01,00,55,ed,b0
70 DATA c3,00,01
80 FOR i=&BE80 TO &BE98:READ a$:a=VAL("&"+a$)
90 POKE i,a:NEXT:CALL &BE80
```

AA Covertape No 4

You lucky people !!, not only has Alex supplied you with the loader for this one but also the cheat as well !!. Switchblade gets the Cochrane treatment next ..

```
10 'SWITCHBLADE DEMO loader + cheat
20 'UNICORN SOFTWARE
30 MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,26:INK 3,13
40 PRINT"Do you wanna install Cheat Mode";:INPUT cht$:IF cht$="Y" OR
cht$="y" THEN cht=1
50 CLS:MEMORY &3FFF:LOAD"1",&4000:CALL &4000
60 OPENOUT"a":MEMORY &115B:CLOSEOUT:LOAD"2",&115C
70 IF cht THEN POKE &1AB5,0
80 LOAD"3",&C000:CALL &C104
```

Next on Alex's list is the loader for Megaphoenix. Anyone willing to lend me this game for review ?? (Cheeky so and so !)

```
10 'MEGAPHEONIX DEMO CHEAT
20 'UNICORN SOFTWARE
30 OPENOUT"a":MEMORY &FFF:CLOSEOUT
40 LOAD"4.bin",&1000:INPUT"Do you wanna install Cheat Mode";cht$
50 IF cht$="Y" OR cht$="y" THEN POKE &1C03,&A7:CALL &1000 ELSE CALL
&1000
```

Now for the loader to that incredibly frustrating game, Balldozer. This was a readers game, believe it or not !!.

```
10 'BALLDOZER LOADER THIS GAME IS PD
20 'UNICORN SOFTWARE
30 '
40 OPENOUT"a":MEMORY &FFF:CLOSEOUT
50 LOAD"8.bin",&1000
60 tot=0:MEMORY &9FFF:RESTORE 110:FOR a=&A000 TO &A044
70 READ a$:b=VAL("&"+a$):POKE a,b:tot=tot+b:NEXT
80 IF tot<>5560 THEN PRINT"Please check.....":END
90 MODE 1:BORDER 0:RESTORE 100:FOR a=0 TO 15:READ b:INK a,b:NEXT:CALL &A000
100 DATA 0,18,2,6,26,0,2,8,10,12,14,16,18,22,1,11
110 DATA 21,00,10,11,40,00,01,b8
120 DATA 3f,ed,b0,21,40,00,11,00
130 DATA 40,01,2b,16,ed,b0,11,00
140 DATA 58,01,6d,06,ed,b0,11,40
150 DATA 60,01,80,0c,ed,b0,11,00
160 DATA 70,01,00,0d,ed,b0,11,c0
170 DATA 7f,01,a0,09,ed,b0,21,40
180 DATA 00,11,41,00,00,bf,3f,36
190 DATA 00,ed,b0,c3,b0,3f
```

Moving swiftly on now, Future Knight gets the Unicorn treatment. Ouch!, that horn hurts !!.

```
10 'FUTURE KNIGHT loader + Infinite Lives cheat
20 'UNICORN SOFTWARE
30 INK 0,0:BORDER 0:INK 1,18:MODE 1
40 PRINT"Do you wanna install  Cheat  Mode";:INPUT cht$:IF cht$="Y" OR
cht$="y" THEN cht=1
50 OPENOUT"a":MEMORY &3FF:CLOSEOUT
60 LOAD"5",&400:MEMORY &78FF:LOAD"6",&7900
70 IF cht=1 THEN POKE &799,&A7
80 LOAD"7",&C000:CALL &400
```

That's the end of the back dated AA loaders for this issue folks, but since we are all caring folk here at A+K, here are a couple of loaders from the brilliant John Brown, and one from the not so brilliant mind of er, myself !!.

```
10 'AA21 *DON'T TYPE REM'S IN*
20 'NEXOR CHEAT LOADER JBROWN NOV 92
30 MODE 1:BORDER 0:INK 0,0
40 OPENOUT "a":MEMORY &2B7:CLOSEOUT
50 LOAD"1.BIN",&3FAD:CALL &3FAD
60 LOAD"2.BIN",&2B8
70 POKE &23F0,&00:REM INFINITE LIVES
80 CALL &2B8
```

```
10 'PENGUINS LOADER (AA22)
20 'LR DEC '92
30 'CHEERS FOR ADVICE, JOHN !!
40 OPENOUT "a":MEMORY &F9F:CLOSEOUT
50 LOAD"3.BIN",&FA0
60 LOAD"4.BIN",&449D
70 POKE
80 CALL &62EC
```

```
50 FOR a=&BF00 TO &BF39 STEP 9
60 tot=0:FOR b=a TO a+&9
70 READ a$:POKE b,VAL("&"+a$):tot=tot+PEEK(b)
80 NEXT:READ b$:IF VAL("&"+b$)<>tot THEN PRINT"Error In Data !!":PRINT:STOP
90 NEXT:CALL &BF00
100 DATA 11,40,00,21,FF,AB,0E,07,CD,CE,03CC
110 DATA CE,BC,21,3C,BF,34,06,05,11,88,037E
120 DATA 88,03,D5,CD,77,BC,E1,CD,83,BC,064D
130 DATA BC,CD,7A,BC,00,3E,C9,32,1F,BF,04D6
140 DATA BF,21,00,C0,22,12,BF,CD,0B,BF,042A
150 DATA BF,21,00,C0,11,00,A0,01,00,13,0265
160 DATA 13,ED,B0,C3,88,03,30,2E,62,69,0427
170 DATA 69,6E,00D7
```

• This is a loader for TANKBUSTERS from covertape AA21, and was penned by the inexhaustable hand of JBrown, and A+K would like to thank him for his help and advice over the last couple of years. Keep it up John !!.

TEARAWAY

The Informer

V 0.4 E **JAV'93**

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