

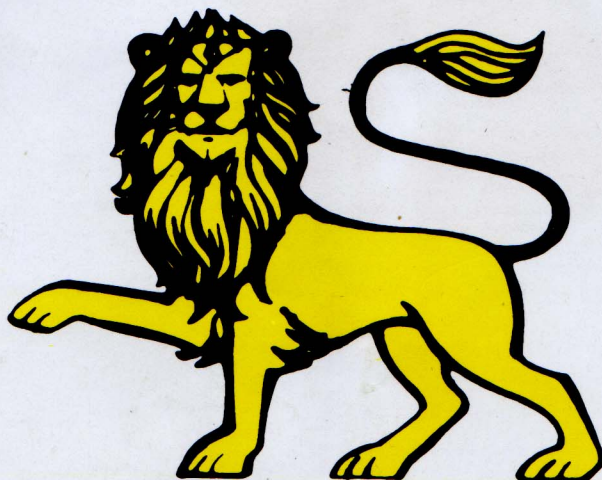
pride utilities

TRANSMAT

INFORMATIONS

**LE SUPPORT DES
TRANSFERTS DE CASSETTES
A DISQUETTES**

distribué par **E.S.A.T. software**



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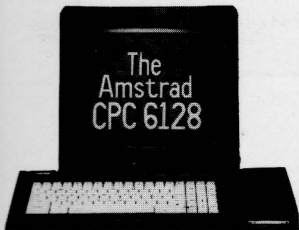
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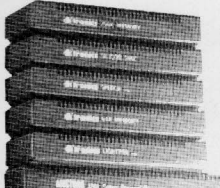


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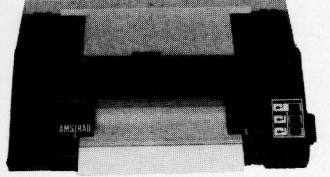
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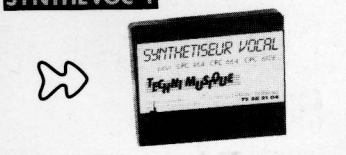


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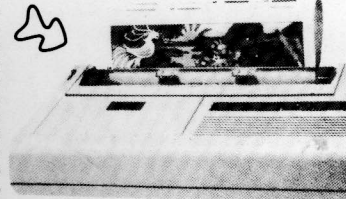
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pride utilities

AMSTRAD CPC 464/664/6128

SPIRIT

THE TAPE TO DISC UTILITY FOR
HEADERLESS SOFTWARE



pride utilities

AMSTRAD CPC 464

TRANSMAT

TAPE TO DISC TRANSFER
AND UTILITY PACK



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EDITO

Vous tenez entre vos mains le premier numéro de TRANSMAT INFORMATIONS, consacré aux solutions des transferts de cassettes a disquettes.

Si notre travail est de rechercher continuellement de nouvelles routines pour vous tenir informé, nous ne sommes pas un organisme de presse, mais un service technique pour vous aider dans vos copies de sauvegardes sur disquettes.

Notre ambition est d'être le trait d'union entre tous les possesseurs d'un CPC équipé d'un drive.

TRANSMAT INFORMATIONS vous fera découvrir les secrets de votre lecteur de disquette, en vous apportant une aide précieuse, dont vous seul resterez le maître. Car avant tout, cher lecteur, ce que vous réclamez ce sont des trucs, des astuces, et des solutions pour réussir vos transferts.

Vous trouverez pêle-mêle des solutions, des articles pour encore mieux utiliser SPIRIT et TRANSMAT, des routines systèmes abondamment commentées, et un concours.

A NE PAS MANQUER !

Laurent KUTIL



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“Pour l'ensemble des Routines, CLEAR signifie de presser CLR lorsque TRANSMAT attend le nom du fichier à sauvegarder ; DEFAULT signifie de presser ENTER lorsque TRANSMAT attend un nom pour sauvegarder ; RELOCATE signifie de presser sur Y à l'apparition du message LOCATION ERROR. RELOCATE (Y/N)

”Si une solution publiée refuse de transférer, ou d'exécuter votre programme il est possible que vous ayez une version différente de celle qui est décrite.”

ROUTINE

LE MYSTERE DU KIKEKANKOI.

Face K7 jeu

DEFAULT premier programme, DEFAULT et RELOCATE le second, effectuer les modifications suivante au 1er programme :

10 CALL &BB48 : MEMORY 37BF : LOAD "K2" : CALL &31 3E

ROUTINE

SPV VS SPY

- Tapez le programme suivant qui transférera sur la disquette

10 ITAPE. IN:MODE 0

20 SYMBOL AFTER 256

30 OPENOUT "X":MEMORY&12FF

40 LOAD "LOADCODE"

50 POKE &6031, &C9

60 CALL &6000

70 SAVE "SPY1", B,&C000,&4000

80 POKE &6031,&21:POKE &6089,&C9

90 CALL&6031

100 SAVE "SPY2", B,&300,&A3FB

- Maintenant tapez le programme de chargement et sauvez le comme "SPYVSSPY "

10 MODE 0

20 ENV 1,2,1,2,5,2,1,5,-2,2:ENV 2,10,-1,2:ENV 3,3,1,2,3,1,4

30 ENV 4,3,5,1,1,0,10,3 -1,1,10, -1,1:ENV 5,3,5,1,1,0,10,3, -1,1,10, -1,2

40 ENV 6,5, - 1,10,10,-1,7.:ENV 7,3,5,1,15,-1,5:ENV 8,1,4,1,4,-1,1

50 ENV 9,3,5,1,10, -1,15

60 FOR X=0 TO 11:READ A:INK X,A:NEXT

70 DATA 24,1,26,0,13,6,14,16,18,24,3,15

80 LOAD "SPY1"

90 SYMBOL AFTER 256

100 OPENOUT "X":MEMORY &2FF:CLOSEOUT

110 LOAD "SPY2"

120 CALL &302

ROUTINE

SKY FOX

Tapez et lancez ce programme qui transférera les différents fichiers sur disc :

```
10 ITAPE:OPENOUT "d":MEMORY&707:CLOSEOUT
```

```
20 LOAD "!",&4FFB
```

```
30 POKE&5014,&C9:POKE &5038,&C9
```

```
40 CALL&5006 : IDISC
```

```
50 SAVE "skyl" , b,&C000,&4000 : ITAPE
```

```
60 POKE&A442,&3E
```

```
70 CALL&A442 : IDISC
```

```
80 SAVE "sky2", b,&708,&490C
```

```
90 SAVE "sky3 " , b,&5014,&5400
```

```
100 SAVE "sky 4" , b,&C000,&1800
```

```
110 SAVE "sky 5" , b,&EA60,&400
```

Tapez et sauvegardez comme SKYFOX le programme suivant :

```
10 FOR X=&4FFB TO&505C : READ A : POKE X,A : NEXT : CALL &4FFB : CALL&500B
```

```
20 DATA &3E,&C3,&32,&30,&00,&21,&00,&80,&22,&31,&00,&C9,&C3,&0A
```

```
30 DATA &50,&F7,&21,&32,&50,&7E,&CD,&5A,&BB,&23,&7E,&FE,&FF,&20
```

```
40 DATA &F6,&C9,&3E,&01,&06,&00,&48,&CD,&32,&BC,&3E,&02,&06,&00
```

```
50 DATA &48,&CD,&32,&BC,&3E,&03,&06,&00,&48,&CD,&32,&BC,&C9,&04
```

```
60 DATA &01,&1C,&00,&00,&00,&1C,&01,&1A,&1A,&1C,&02,&0E,&0E,&1C
```

```
70 DATA &03,&06,&06,&1D,&00,&00,&1F,&0B,&0C,&53,&6B,&79,&66,&6F
```

```
80 DATA &78,&20,&69,&73,&20,&4C,&6F,&61,&64,&69,&6E,&67,&2E,&FF
```

```
90 OPENOUT"d":MEMORY &707:LOAD"sky1":LOAD"sky2":LOAD"sky3"
```

```
100 INK 1,0,0:INK 2,0,0:INK 3,0,0:LOAD"sky4":LOAD"sky5 " :CALL &5007
```

SKYFOX

EXPLICATION

L'appel en &BCA1 permet de lire des fichiers de plus de 2K. Le chargement de tels fichiers n'est possible qu'à partir du lecteur de cassette, et offre l'avantage d'une plus grande vitesse de lecture; ce temps est habituellement perdu par la lecture des en-tête et des gaps (période de défilement sans écriture).

Un fichier sauvegarde en MONOBLOC ne peut-être lu que par l'appel du vecteur place en &BCA1, et en fournissant aux différents registres les renseignements habituels pour la lecture. Le registre HL contient l'adresse ou sont écrites les données, le registre DE contient le nombre d'octets à lire, et l'accumulateur contient le caractère de synchronisation. Lorsque toutes ces données sont en mémoire, un fichier peut-etre lu.

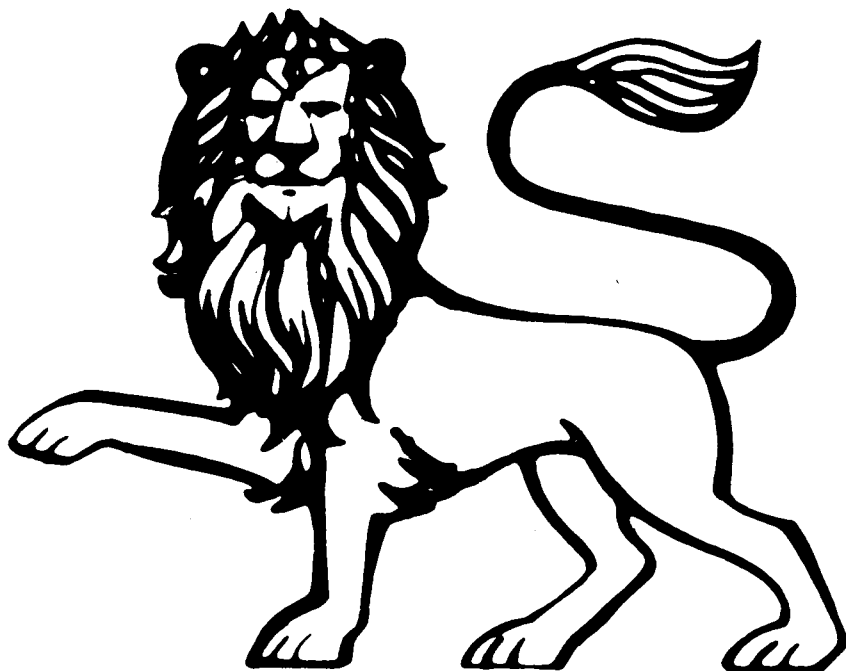
Vous pouvez remarquer a l'aide d'un desassembleur que les différents registres contiennent bien, les valeurs relatives aux fichiers. Le nombre de fichiers a charger est de 5. Après chaque lecture, les valeurs du fichier suivant sont a nouveau chargées dans leurs registres respectifs (HL, DE, et A).

Les différentes valeurs sont dans l'ordre du chargement.

1. HL =&C000	DE=&4000	A=&64
2. HL =&708	DE=&490C	A=&64
3. HL =&5014	DE=&5400	A=&64
4. HL =&C000	DE=&1800	A=&64
5. HL =&EA60	DE=&400	A=&64

La routine de transfert, a l'aide d'un chargeur basic, "poke" les codes objets en hexadécimal dans un endroit de la mémoire qui n'est jamais corrompue par le programme à transférer. Pour revenir sous basic et sauvegarde sur disquette le fichier en mémoire, on rajoute le code objet C9 (RET), qui correspond à l'introduction RETURN sous basic.

Pour votre prochain transfert, n'hésitez pas a rechercher ces adresses, et construisez votre routine. Seulement après ce travail comparé votre routine à la notre. Pour désassembler, vous pouvez, par exemple, utiliser ZEDIS II.



NEWS

Un journal qui n'est pas un magazine. Une BOURSE D'INFORMATIONS qui n'est pas trop technique. Une BOURSE D'INFORMATIONS ouverte à tous, programmeurs chevronnés ou débutants. Une BOURSE D'INFORMATIONS qui débloque votre ordinateur, pour encore mieux profiter de nos utilitaires ; une BOURSE D'INFORMATIONS sérieuse à l'écoute de vos besoins...

TRANSMAT INFORMATIONS c'est déjà tout ça, plus le service PRIDE UTILITIES en France. A en juger par le nombre de lettres reçus, nous sommes convaincus que vous avez trouvé les bourses d'informations de transferts, une aide indispensable dans vos copies de sauvegarde de cassette à disquette. Ces bourses vous ont certainement fait économiser des HEURES PRECIEUSES dans la conversion de la plupart de vos logiciels sur cassettes en logiciels sur disquette. Et ceci pour de multiples raisons (MANQUE DE DOCUMENTATION PRECISE) inadaptation du programme sur disquette, ou (ASTUCES TECHNIQUES). Toute l'équipe de PRIDE UTILITIES et de TRANSMAT INFORMATIONS a le souci de pouvoir vous offrir un service encore inégalé sur un 'micro' familial. Pourquoi vous, chers lecteurs, seriez vous lésez dans vos copies de sauvegarde. A l'heure où la polémique sur les droits de l'auteur bat son plein, muscler votre UTILITAIRE PREFERE, TRANSMAT, dans la légalité. TRANSMAT INFORMATIONS est avant tout votre revue et cette rubrique dans laquelle 'j'use ma plume', c'est la votre. Vous êtes invités à écrire des articles sur ce qui vous passionne, tant que cela ne déborde pas du cadre de NOS LOGICIELS. N'hésitez plus, participez à la rédaction de TRANSMAT INFORMATIONS.

En attendant de découvrir vos œuvres, SALUT !

Laurent KUTIL

ROUTINE

CAULDRON

- Tapez le programme suivant qui transféra automatiquement sur disc

```
10 ITAPE.IN
20 MEMORY &A500:LOAD"!CAULDRON"
30 SAVE"CAULDRON", B,&A500,&51
40 FOR X=64 TO 75:READ A:POKE X,A:NEXT:CALL 64
50 SAVE"CAULDRON.ECR",B,&C000,&4000
60 POKE 65,&00:POKE 66,&18:POKE 68,&DA:POKE 69,&7B:CALL 64
70 SAVE"CAUL1",B,&1800,&7BDA
80 POKE POKE 65,&DA:POKE 66,&93:POKE 68,&77:POKE 69,&OA:CALL 64
90 SAVE"CAUL2",B,&93DA,&OA77
100 POKE 65,&00:POKE 66,&C8:POKE 68,&00:POKE 69,&31:CALL 64
110 SAVE"CAUL3",B,&C800,&3100
120 DATA &21,&00,&C0,&11,&00,&40,&3E,&4C,&CD,&A1,&BC,&C9
```

- Tapez le programme suivant et sauvegardez le comme "CAULDRON.BAS"

```
10 MEMORY&17FF
20 MODE 1:LOAD"CAULDRON.BIN":LOAD"CAULDRON.ECR"
30 LOAD"CAUL1":LOAD"CAUL2"
40 POKE &A2,&0:POKE &A3,&C8:POKE &A4,&2:POKE &A5,&0:POKE A6,&0:POKE
&A7,&18:POKE &A8,&6:POKE &A9,&0:POKE &AA,&0
50 CALL &A505
```

ROUTINE

FIRE-ANT

CLEAR le premier, DEFAULT les trois autres et RELOCATE Tapez maintenant,

```
10 OPENOUT "BIDON"
20 MEMORY 510
30 LOAD "FCODE1" : LOAD "FCODE2" : LOAD "FCODE3"
40 MODE 0
50 CALL &821A : CALL &86C4
Sauvegardez comme "FIREANT"
```

ROUTINE

OBSIDIAN

- Positionnez la cassette après le 1er bloc et tapez le programme suivant :

```
10 ITAPE.IN
```

```
20 FOR X=&500 TO &500+85:READ A:POKE X,A : NEXT : CALL &500
```

```
30 DATA &21,&00,&C0,&11,&00,&40,&3E,&76,&CD,&A1,&BC,  
&21,&00,&10,&11,&60,&95,&3E,&98,&CD,&A1,&BC,  
&06,&07,&21,&48,&05,&CD,&8C,&BC,&21,&00,&C0,  
&11,&00,&40,&01,&00,&00,&3E,&02,&CD,&98,&BC,  
&CD,&8F,&BC,&06,&07,&21,&4F,&05,&CD,&8C,&BC,  
&21,&00,&10,&11,&60,&95,&01,&00,&11,&3E,&02,  
&CD,&98,&BC,&CD,&8F,&BC,&4F,&42,&53,&49,&44,  
&49,&31,&4F,&42,&53,&49,&44,&49,&32
```

- Tapez le programme suivant qui lancera le jeu

```
10 MODE 1 : BORDER 0
```

```
20 INK 0,2:INK 1,6: 2,26
```

```
30 OPENOUT "X":MEMORY &999:CLOUSEOUT
```

```
40 LOAD"OBSIDI1":RUN"OBSIDI2"
```

OBSIDIAN

EXPLICATION

Lors de cette explication, nous ne reviendrons pas sur l'explication de l'adresse &BCA1, et de son utilisation.

Bien qu'il n'y est pas de difficulté quant au transfert de ce programme, vous pouvez remarquer que la sauvegarde sur disquette ne fait jamais appel à la fonction basic SAVE.

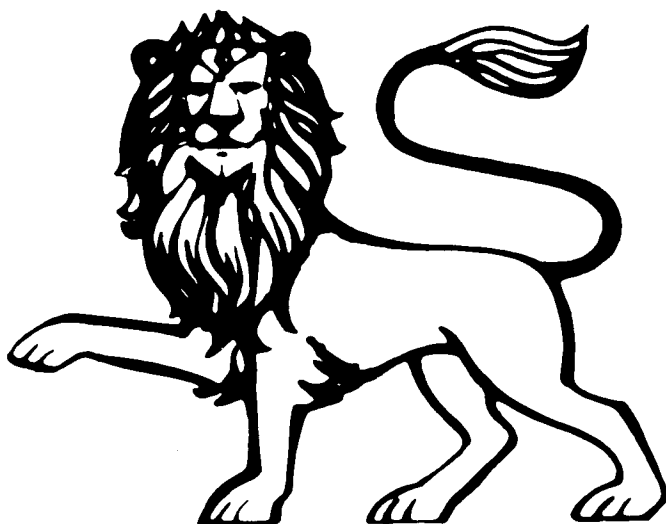
Le format de lecture du fichier sur cassette se fait au travers de l'appel en &BCA1. Vous pourriez ainsi penser qu'il suffit de construire une routine semblable a celle de SKYFOX et de transmettre les valeurs aux différents registres, pour mener a bien le transfert sur une disquette. Dans certains cas, il est impossible de se référer a une telle méthode. La raison est qu'une fois le programme en mémoire, il ne reste plus assez de place pour utiliser les commandes basic. Il arrive aussi que le fichier écrase une partie des vecteurs nécessaires aux instructions basic.

La commande SAVE étant devenu inopérante, le programmeur se doit de la stimuler, afin de réaliser son implantation dans des cases de la mémoire inoccupées par le programme à transférer. L'utilisation des vecteurs implantés en RAM, se révèle d'une grande facilité.

Ecriture d'un fichier standart :

code objet	LD B, 1g -- 1g : longueur du nom du fichier à écrire
21 ad	LD HL,ad -- ad : adresse du nom du fichier
11 bf	LD DE,bf -- bf : adresse du buffer de 2K
cd8cbc	CALL &BC8C-- : ouverture du fichier en sortie
21al	LD HL,al -- al : adresse du début des données
11ln	LD DE,1n -- 1n : nombre d'octets à écrire
01exc	LD BC, exc--exc : adresse d'exécution
3Etf	LD A, tf -- tf : type de fichier à écrire
cd98bc	CALL &BC98-- écriture du fichier (1er et AV dern bloc)
cd8fbc	CALL &BC8F-- écriture du dernier bloc et fermeture du fichier

Pour cette routine de transfert, essayez de repérer les différentes adresses et leur construction. Pour les types de fichiers reportez vous au numéro 2 de TRANSMAT INFORMATIONS, dans la rubrique SPIRIT.



ROUTINE

CHOPPER SQUAD

- Utilisez TRANS 1 AUTO. Eteignez votre ordinateur puis tapez en mode direct --LOAD "CHOPPERS". Puis : ITAPE et éteignez le drive.

- Tapez 135 SAVE"SQUAD1",B,1000,5000:SAVE"SQUAD2", B,10000,16384:SAVE "SQUAD3",B,29816,14336

- Sauvegardez le programme sur une cassette vierge. Et utilisez TRANSMAT pour le transférer.

- DEFAULT les 3 programmes et reloger le 3eme

- Tapez le programme de chargement suivant :

10 OPENOUT"X":MEMORY 999:CLOSEOUT

20 LOAD"SQUAD1":LOAD"SQUAD2"LOAD"SQUAD3"

30 CALL &6E6E:CALL 1000

ROUTINE

BATTLE BEYOND THE STARS

- Positionnez la bande après le 1er bloc basic et tapez

10 ITAPE.IN

20 FOR X=&A000 TO &A000+39:READ A:POKE X,A:NEXT:CALL AA000

30 DATA &21,&00,&A0,&11,&00,&5A,&3E,&4A,&CD,&A1,&BC,&06,
&05,&21,&24,&A0,&CD,&8C,&BC,&21,&00,&40,&11,&00,
&5A,&01,&80,&4F,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC,
&53,&41,&52,&53.

- Lancez le programme par RUN "STARS"

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ROUTINE

LA GESTE D'ARTILLAC

- Insérer la cassette LIMINAIRE dans le lecteur puis tapez le programme suivant :

```
10 OPENOUT "X" : MEMORY &4FF:CLOSEOUT
20 ITAPE.IN : LOAD "!", &1170
30 FOR X=&500 TO&670 : POKE X, PEEK (X+&1000) : NEXT
40 A=PEEK (&562) : POKE &562,&C9 : POKE &5C5,&C9 : POKE &5F4,&C9
50 CALL &548 : SAVE "GEST1",&B,C000,4000
60 POKE &562,A : CALL &562 : SAVE "GEST2", B,&C000,&4000 : SAVE "GEST3 ",
  B,&1200,&1208 : SAVE "GEST4", B,&6000,&200 : SAVE "GEST5", B,&5000,&1B1
70 CALL &5DE : SAVE "GEST6", B,&1200,&3000 : SAVE "GEST7 ", B, 3CEE, 698E
```

- Le programme sera automatiquement transféré sur disc.

- Maintenant insérez la cassette CHANTS face 1 et tapez le programme suivant.
Prévoyez 1 face de disc pour 1 face de cassette.

```
10 OPENOUT "X" : MEMORY &11FF : CLOSEOUT
20 ITAPE.IN
30 FOR X=64 TO 75:READ A:POKE X,A:CALL 64
40 DATA &21,&EE,&3C,&11,&8E,&69,&3E,&00,&CD,&A1,&BC,&C9
50 FOR I=0 TO 5:A$= "C" + CHR$ (64+I) : CALL 64
60 SAVE A$, B,&3CEE,&698E : NEXT
70 INPUT "RETOURNEZ LA CASSETTE S.V.P... " : A$
80 FOR I=7 TO 12 : A$= "C" +CHR$ (64+I) : CALL 64
90 SAVE A$, B,&3CEE,&698E : NEXT
```

- Tapez maintenant le programme de chargement suivant et sauvegardez le comme "LAGESTE"

```
10 OPENOUT "X" : MEMORY &4FF:CLOUSEOUT
20 MODE 1 : BORDER 0:INK 0,0:INK 1,11:INK 2,6:INK 3,26:LOAD "GEST1"
30 CLS:INK 1,6:INK 2,25:INK 3,23:LOAD "GEST2"
40 LOAD "GEST3" : LOAD "GEST4" : LOAD "GEST5"
50 CALL &610E:CALL &1A66:CALL &6159
60 ? CHR$ (7);
70 FOR X=1 TO 9:POKE &66D+X,PEEK (&21B7+X):NEXT
80 LOAD "GEST6"
90 FOR X=1 TO 9:POKE &3C16+X,PEEK (&66D+X):NEXT
100 LOAD "GEST7"
110 FOR X= &3116 TO &3132:READ A:POKE X, A:NEXT:CALL &1200
120 DATA&3A,&45,&1F,&C6,&40,&32,&45,&1F,&11,&EE,&3C,
  &21,&44,&1F,&06,&CD,&77,&BC,&77,&EB,&CD,&83,
  &BC,&CD,&7A,&BC,&C3,&50,&31
```

LA GESTE

EXPLICATION

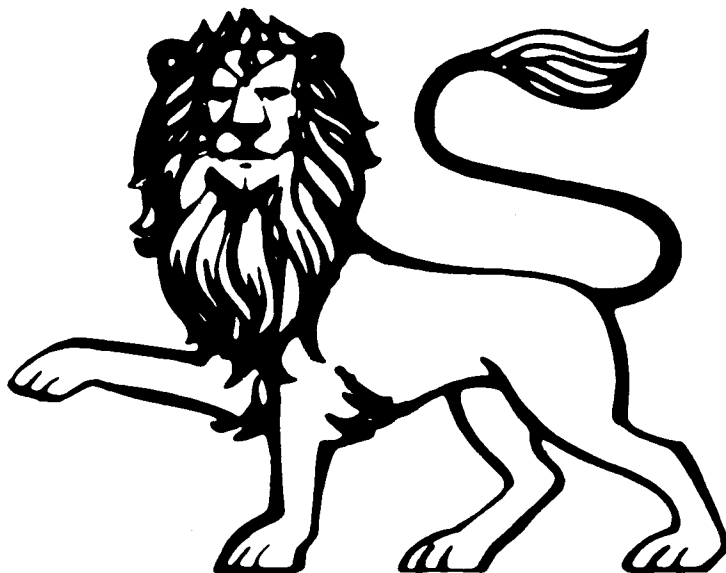
Etudions a présent la routine de transfert de la GESTE D'ARTILLAC, qui se présente sous une forme peut habituelle.

Dès le début de la routine numéro 1, vous remarquez que l'on déplace un morceau de la mémoire, après le chargement de fichier (lignes 20 et 30). Le fichier qui est chargé en ligne 20 se place normalement a l'adresse &170, or a cette adresse commence le stockage des programmes basic. Une solution s'impose donc, déplacer le fichier chargé si l'on ne veut pas écraser notre routine basic.

Le code objet &C9 (RET), correspond a un retour sous basic, après l'appel d'une routine en langage machine. La ligne 40 permet donc de modifier certains octets et d'y placer des retours sous basic, ce qui équivaut a un retour a notre routine. Comme nous le verrons plus tard, la valeur de l'adresse &562 est sauvegardé dans la variable A.

CALL &548 fait appel au programme chargé à cette adresse figure une routine de chargement, qui se termine en &562. C'est pourquoi nous en avons sauvegardé le contenu, pour le replacer avant l'appel d'une seconde routine de chargement. Ce qui est fait a la ligne 60, et une fois la valeur initiale de l'adresse replacée, CALL &562 lance la deuxième routine de lecture. Le programme se déroule normalement jusqu'à ce qu'il rencontre à nouveau un retour que nous avons placé à une adresse stratégique. Le processus se répète tant qu'il y a des routines de lecture de fichiers.

Nous n'expliquerons pas la routine de transfert numéro 2, car nous espérons que vous avez compris le système de l'appel en &BCA1. Si toutefois vous désirez avoir des informations complémentaires et plus détaillées, écrivez-nous. Les réponses seront publiées soit dans cette rubrique EXPLICATION, soit dans lr courrier des lecteurs.



TRANS +

Utilisateurs de TRANSMAT, vous n'êtes pas sans savoir que certains programmes en langage machine posent le délicat problème de la relocation.

Derrière ce mot magique qu'est la "RELOCATION" se cache une technique de programmation qui rend un programme indépendant de ses propres adressages et indépendant de l'adressage absolu. (Pour des questions de vocabulaire reportez vous à la rubrique NEWS, qui vous expliquera le fonctionnement de TRANSMAT INFORMATIONS.)

Lorsque le drive est connecté, la valeur de HIMEM est diminuée de 1284 octets. Sa valeur initiale étant de 43903, elle se trouve abaissée à 42619 sous basic. Donc lorsque vous voulez charger un programme qui doit se loger dans la partie haute de la mémoire, un chargement à partir du disc se corrompra et bloquera l'ordinateur. La majorité des programmes installés à une adresse inférieure à A700, ne devrait pas poser de problèmes. L'utilisation de TRANSMAT se révèle nécessaire lorsque des programmes risquent d'écraser la zone d'exploitation du disc, et le message LOCATION ERROR. RELOCATE (Y/N) apparaît. A partir de cet instant que se passe-t-il pour reloger le programme à transférer.

Si TRANSMAT juge qu'il faut reloger le fichier à transférer, il vous demandera, par son habituel message, si vous désirez ajouter un remplacement au programme. En appuyant sur N, vous transférerez le programme selon l'original. En appuyant sur Y, vous déplacerez le programme au point le plus élevé de la mémoire, en y ajoutant un programme de remplacement de 14 octets au début. Vous pourrez ainsi observer que la longueur du programme reloge (LEN) est supérieure de 14 octets à la longueur de l'original. Quant à son point d'entrée (EXC), il sera normalement le même que sa localisation en mémoire (LOC), et désignera l'endroit où vous exécuterez le programme pour la prochaine fois. Si le programme initial avait un point d'entrée, un simple lancement par RUN "nom du fichier", suffira à le mettre en mémoire et à le lancer. S'il n'avait pas de point d'entrée, l'utilisation de CALL replacera le programme à sa place initiale, et retournera sous basic.

Par exemple, pour FRUITY FRANK, vous devez reloger le second programme et modifiez la ligne 180 du chargeur basic, comme suit :

```
180 LOAD"FRUITYF.BIN":CALL &1B6F:CALL &8200
```

A quoi cela correspond-t-il ?

Le premier CALL (CALL &1B6F) correspond au point d'entrée donné par le programme de remplacement. Cet appel permet de replacer le programme dans sa zone initiale, le rendant ainsi exécutable à partir du basic. Le second CALL fait appel au lancement du programme, puisque après avoir appelé le programme de remplacement on retourne sous basic. CALL &8200, correspond à l'adresse qui permet de lancer le jeu. Lisez le chargeur basic avant d'y effectuer les modifications, et vous verrez y figurer le CALL &8200

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ROUTINE

STRONG MAN

- CLEAR le 1er programme
- DEFAULT les 2 suivants et reloger le 3ème
- Tapez le programme de chargement suivant

```
10 DATA 0, 13, 26, 14, 24, 9, 18, 10, 20, 1, 2, 11, 15, 8, 3, 6
20 MODE 0 : BORDER 0
30 FOR X=0 TO 15 : READ A : INK X,A : NEXT
40 LOAD "STRONG"
50 FOR X= &8025 TO &802D : POKE X,0 : NEXT : CALL &8000
60 OPENOUT "X" : MEMORY 1000 : CLOSEOUT
70 LOAD "CAPES1" : LOAD "CAPES2"
80 CALL &3F4E : CALL 1100
```

ROUTINE

HOLD-UP

- Positionnez la cassette après la page de présentation puis tapez le programme suivant :

```
10 ITAPE.IN
20 FOR X= &40 TO &40+11 : READ A : POKE X,A NEXT : CALL &40
30 SAVE "HOLD-UP", B, &550, &A063
40 DATA &21, &50, &05, &11, &63, &A0, &3E, &B5, &CD, &A1, &BC, &C9
```

- Tapez et sauvez comme "HOLD-UP.BAS" le programme suivant

```
10 OPENOUT "X":MEMORY &500:CLOSEOUT
20 LOAD "HOLD-UP.BIN"
30 CALL &55E
```

ROUTINE

RED MOON

CLEAR le 1er programme et renommez le reste MOON1 à MOON3. Ne reloger aucun code. Tapez et sauvegardez comme MOON.BAS, le programme suivant.

```
10 FOR X=&3AB TO &3FE:ROAD A:POKE X,A : NEXT
20 CALL&3AB: ITAPE:CALL&3F1
30 DATA &C3,&BD,&03,&4D,&4F,&4F,&4E,&32,&4D,&4F,&4F,&4E,&33,&4D,&4F
40 DATA &4F,&4E,&31,&06,&05,&21,&AE,&03,&C0,&77,&BC,&21,&00,&16,&CD
50 DATA &83,&BC,&CD,&7A,&BC,&06,&05,&21,&B3,&03,&CD,&77,&BC,&21,&00
60 DATA &67,&CD,&83,&BC,&CD,&7A,&BC,&06,&05,&21,&BB,&0G,&CD,&77,&BC
70 DATA &21,&00,&04,&CD,&83,&BC,&CD,&7A,&BC,&C9,&21,&00,&04,&11,&00
80 DATA &9A,&01,&00,&12,&ED,&B0,&C3,&00,&BD
```

ROUTINE

ROCCO

Utilisez TRANS1.CLEAR le 1er programme. RESET l'ordinateur puis entrez et lancez le programme suivant pour transférer sur disc.

```
10 FOR X=&BE80 TO &BEB3:READ A:POKE X,A:NEXT:CALL &BE80
20 DATA &21,&FF,&06,&11,&40,&00,&0E,&07,&CD,&CE,&BC,&21,&C0
30 DATA &07,&11,&F8,&A7,&3E,&10,&CD,&A1,&BC,&21,&B2,&BE,&06
40 DATA &02,&CD,&8C,&BC,&21,&C0,&07,&11,&FB,&A7,&01,&00,&96
50 DATA &3E,&02,&CD,&9B,&BC,&CD,&8F,&BC,&C3,&00,&96,&52,&31
```

Maintenant tapez et sauvegardez comme ROCCO.BAS, le programme suivant :

```
10 MODE 1:INK 0,0:INK 1,26:INK 2,24:INK 3,6:BORDER 0
20 LOAD "screen"
30 FOR X=&BE80 TO &BE9C:READ A:POKE X,A:NEXT:CALL &BE80
40 DATA &21,&FF,&06,&11,&40,&00,&0E,&07,&CD,&CE,&BC,&21,&9B, BE,&06
50 DATA &02,&CD,&77,&BC,&EB,&CD,&83,&BC,&E5,&C3,&7A,&BC,&52,&31
```

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SPIRIT

Bien qu'étant un outil quasi indispensable pour réaliser ses transferts sur disquette, TRANSMAT ne permet pas pour autant de transférer des fichiers sauvegardés dans un format différent du standard AMSTRAD.

A l'origine le format AMSTRAD est conçu pour la lecture et l'écriture de fichiers comprenant des blocs de 2K (2048 octets). Le système d'exploitation fait donc appel à des routines adressables par les vecteurs placés en RAM.

- Pour la lecture :

&BC77
&BC83
&BC7A

- Pour l'écriture :

&BC8C
&BC98
&BC8F

Pourtant les concepteurs de la machine ont envisagés la possibilité de lire et d'écrire sous un autre format. Que l'on pourrait qualifier de format MONOBLOC, et ceci au travers de l'appel à &BCA1 pour la lecture, et &BC9E pour l'écriture.

Nous reviendrons plus en détail sur le fonctionnement de SPIRIT, pour le moment nous allons nous attarder sur LOADER 1 et LOADER 2, ce qui à mon sens pose le plus de problème.

Alors que les adresses de gestion du format courant s'applique au lecteur de cassette comme drive, &BCA1 n'est valable que sur cassette. D'où le problème lorsqu'on veut lire un fichier sur disc appelé par &BCA1. LOADER1 intercepte l'appel à &BCA1 et charge ensuite un programme préalablement désigné à partir du disque. Essayez, après une initialisation de votre ordinateur de taper en mode direct CALL &BCA1 ; vous entendez nettement le moteur de votre lecteur de cassette se mettre en route. A présent charger en mémoire LOADER1, et toujours en mode direct tapez A\$ = "nom du programme" : CALL &BE80, @ A\$, puis après le retour du message Ready tapez CALL &BCA1; vous entendez maintenant ronronner le drive.

En attendant le mois prochain, essayez de trouver des applications à LOADER1 . Le prochain numéro approfondira votre connaissance en SPIRIT et ses dérivés.

SYSTEME CPC

Que se soit la programmation du lecteur de cassette, ou la programmation du drive, il arrive que certaines tâches ne peuvent être accomplies sous BASIC.

A cet effet, le programmeur utilise des vecteurs placés en RAM. C'est à dire, au lieu d'appeler directement une routine du système d'exploitation voulue, cette routine est appelée à travers une adresse de la RAM à laquelle figure un saut à la routine système correspondante.

Le rôle primordial, outre le fait de pouvoir accomplir des tâches inaccessibles sous BASIC, des routines systèmes est de modifier les vecteurs appelés. Il n'est pas possible de modifier les vecteurs de la RAM, mais comme certains de ces vecteurs possèdent un appel en RAM, ils peuvent être sans problème 'détournés' sur les routines propres de l'utilisateur. A cet égard, il est possible de modifier toutes les fonctions appelées au travers de ces vecteurs.

Par ailleurs, l'utilisation de ces vecteurs implantés en RAM, va permettre la comptabilité entre les différents modèles de CPC (464.664.6128). Le problème de cette comptabilité et de ses limites sera abordé dans les numéros futurs.

Comme nous l'avons déjà souligné la programmation du drive, ainsi que celle du gestionnaire cassette, fait appel à ces différents vecteurs. Par exemple pour le 464, les vecteurs du lecteur de cassettes (catalogue. lecture. moteur), sont détournés au profit de l'utilisation du drive, et ceci dès la mise sous tension. L'instruction ITAPE permet de rétablir l'état initial de ces vecteurs. Les autres modèles de CPC font appel à la même procédure de détournement.

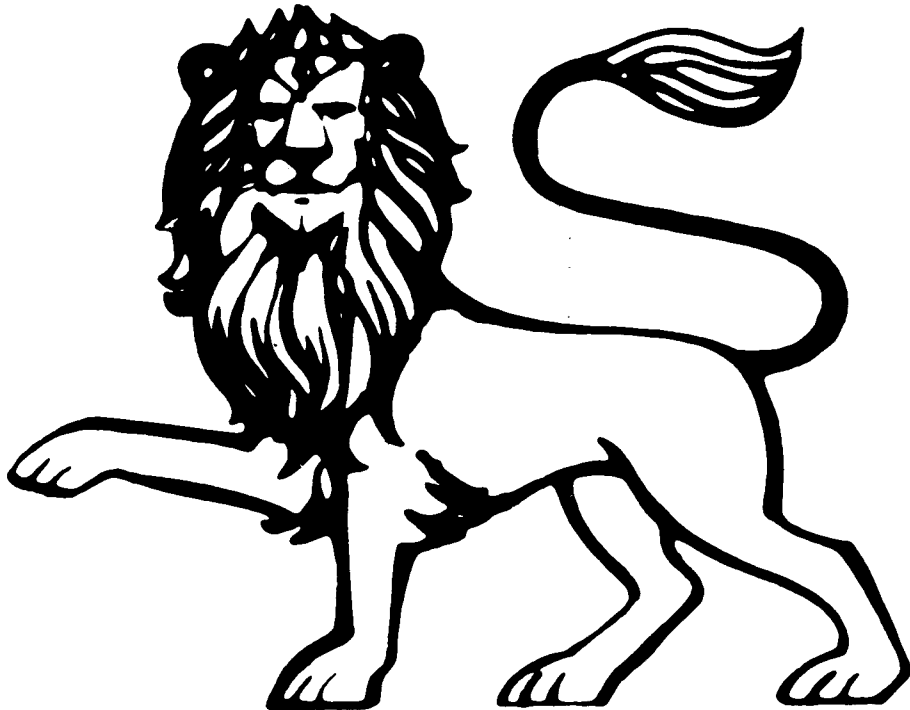
L'ensemble de ces vecteurs, au total 22, n'est pas "détourné" sur le drive ; seulement 13 le sont. Au travers de ces pages et des futurs numéros, il sera étudié en détail l'ensemble de ces 22 vecteurs. Un listing assembleur, ainsi qu'un listing BASIC accompagnera à la description de chacun de ces vecteurs.

Dans ce premier numéro, nous allons énumérer quelques uns des drivers vecteurs, qui feront l'objet d'une explication. Les noms donnés aux différents vecteurs sont empruntés au FIRMWARE MANUAL, et seront accompagnés d'une traduction française de leur équivalence.

SYSTEME CPC

Les vecteurs d'exploitation du gestionnaire cassette et du disc.

&BC77 CAS IN OPEN Ouvre un fichier en lecture
&BC7A CAS IN CLOSE Ferme un fichier ouvert en lecture
&BC70 CAS IN ABANDON Abandonné la lecture et fermer le fichier
&BC80 CAS IN CHAR Lecture d'un octet
&BC83 CAS IN DIRECT Lecture et écriture en mémoire d'un fichier
&BC86 CAS RETURN Le dernier octet lu est réécrit
&BC89 CAS TEST EOF Test la fin d'un fichier
&BC8C CAS OUT OPEN Ouvre un fichier en écriture
&BC8F CAS OUT CLOSE Ferme un fichier en écriture
&BC92 CAS OUT ABANDON Abandonne l'écriture et ferme un fichier
&BC95 CAS OUT CHAR Ecrit un caractère
&BC98 CAS OUT DIRECT Ecrit la mémoire vers un fichier en sortie
&BC9B CATALOG



TRANS—LECTEURS

- Qu'y-a-t-il aux adresses commençant à partir de &BE80. Vous utilisez ces adresses notamment pour 3D GRAND PRIX et BRIDGE MASTER en mettant le loader à cette place. N'y avait-il rien d'important ?
- Comment utiliser l'adresse &BCCE, ce que vous faites pour charger JET SET WILLY qui fait 45K ?

M. Dominique LEMAIRE
B.P. 105
92803 PUTEAUX CEDEX

Dans les différents exemples que vous citez, la routine de transfert "poke" du code machine en RAM. Toutefois ce code implante ne doit pas entrer en conflit avec la zone mémoire du programme à transférer. C'est pourquoi nous utilisons des adresses hautes de la RAM, ce qu'il convient de faire avec réserves pour ne pas planter l'ordinateur. La RAM est ainsi organisée :

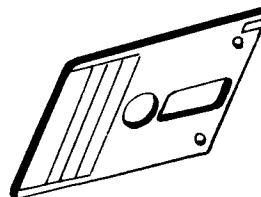
&0000-&0170 utilisé par le système
&0171-&AB7F stockage des programmes basic
&AB80-&BFFF utilisé par le système
&C000-AFFFF mémoire écran

En ce qui concerne, le système d'exploitation du disque sous CP/M 2.2, commence à l'adresse &BE80, les vecteurs d'extensions du BIOS (Basic Input/Output System). Jusqu'à l'adresse &BECO.

Pour répondre à votre seconde question, l'adresse &BCCE permet d'initialiser une ROM de second plan. Le registre C contient l'adresse de la ROM à initialiser, compris entre 1 et 7. DE contient l'adresse du premier octet utilisable et HL 1 l'adresse du dernier octet utilisable. En basic l'instruction MEMORY permet de réserver un certain nombre d'octets, l'adresse &BCCE permet cette réalisation à partir du système d'exploitation. Par exemple, pour réserver 256 octets à partir du sommet de la mémoire &AB7F, le programme soustraira 256 de HL, donnant un nouveau sommet de &AA7F. l'espace réservé sera compris entre &AA80 et &AB7F inclu.



DISC SERVICE



Vous n'arrivez pas à transférer votre programme préféré sur disquette !
Pensez vite DISC SERVICE, et recevez votre programme transféré (sans en-tête, speedlock, et autres.....)

Envoyez votre cassette avec ses instructions et 75 francs par programme (+ 15 francs de port) . Votre cassette sera détruite pour des raisons légales. Votre programme transféré vous sera retourné sur disquette, avec ses instructions.

NE PASSEZ PLUS DE NUITS BLANCHES A TRANSFERER, PENSEZ DISC SERVICE.

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Sans précédent ! Deux lignes téléphoniques sont à votre disposition. L'une vous mettant en contact avec le siège social, l'autre reliée directement à la rédaction. Respectez seulement les horaires et les jours qui vous sont indiqués :

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MARDI de 9H à 12H

JEUDI de 14H à 16H30

Tout appel en dehors des horaires sera refoulé. Ne téléphonez pas inutilement.



LES NUMEROS : 56.96.35.23 ou 47.26.46.57

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DANS LA DISPONIBILITE DES STOCKS...

ÉCRIVEZ VOS ROUTINES... ...NOUS VOUS PUBLIONS !

Participez à la vie de TRANSMAT INFORMATIONS, en nous envoyant les routines dont vous êtes fiers. Vous avez découvert des trucs, ou des astuces pour améliorer les capacités de nos utilitaires.

Rejoignez dès à présent le cercle de TRANSMAT INFORMATIONS, et devenez l'élite de demain sur AMSTRAD. Et surtout n'oubliez pas notre concours...

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POUR PARTICIPER

Envoyez vos routines ainsi qu'une explication détaillée du fonctionnement de celle-ci, en n'oubliant pas de mentionner CONCOURS TRANSMAT. Toutes routines envoyées sur un support magnétique (K7 ou DISC), seront réexpédiées sur simple demande écrite.

Si votre routine n'est pas tout à fait au point, un de nos spécialiste vous dira comment l'améliorer pour nous la proposer à nouveau.

BONNE CHANCE ET A VOS CLAVIERS !

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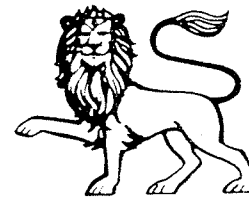
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AMSTRAD CPC 464/664/6128

TRANSMAT



The GOLDMARK Club
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FLY SPY (MASTERTRONIC) Courtesy M. E. Maxwell.

Run the following program with fully remound game tape. It will transfer the game to disc without the need for TRANSMAT.

```

10 !DISC:FOR X=&BEB2 TO &BEF2
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"FLYSPY",B,&BEB2,&71,&BEB2
40 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,E7,BE,3E,03,E5,F5,46,40,CD,32,BC,F1
50 DATA E1,23,3D,FA,A3,BE,C3,92,BE,2B,46,40,CD,3B,BC,11,00,C0,06,05,CD,0B,BE,11
60 DATA 00,01,06,06,CD,0B,BE,11,00,51,06,07,CD,0B,BE,11,00,D0,06,0B,CD,0B,BE,F3
70 DATA 21,00,D0,11,00,A1,01,50,19,ED,80,C3,56,77,21,EB,8E,D5,CD,77,BC,E1,CD,83
80 DATA BC,CD,7A,BC,C9,0B,14,02,00,46,4C,59,2D,49,49,49,49
90 FOR X=&A000 TO &A0C9:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &A000
100 DATA 21,00,1F,11,00,0B,3E,16,CD,A1,BC,3E,BF,21,00,20,11,40,00,01,D1,02,AE,77
110 DATA ED,A0,E2,1F,A0,1B,F7,F3,DD,21,00,C0,11,FF,3F,CD,1F,01,CD,BB,A0,21,C2,A0
120 DATA 06,05,11,00,C0,D5,CD,8C,BC,E1,11,00,40,3E,02,CD,9B,BC,CD,8F,BC,F3,DD,21
130 DATA 00,10,11,00,50,CD,1F,01,CD,BB,A0,21,C2,A0,06,06,11,00,10,D5,CD,8C,BC,E1
140 DATA 11,00,50,3E,02,CD,9B,BC,CD,8F,BC,F3,DD,21,00,10,11,50,69,CD,1F,01,CD,BB
150 DATA A0,21,C2,A0,06,07,11,00,10,D5,CD,8C,BC,E1,11,00,50,3E,02,CD,9B,BC,CD,8F
160 DATA BC,21,C2,A0,06,0B,11,00,60,D5,CD,8C,BC,E1,11,50,19,3E,02,CD,9B,BC,CD,8F
170 DATA BC,0E,00,CD,0F,B9,3A,3B,0D,FE,8B,20,03,C3,64,C0,C3,5B,C0,01,8D,7F,AF,D9
180 DATA 0B,C9,46,4C,59,2D,49,49,49,49

```

WEST BANK Courtesy Jim Westoby.

Type in and save as WESTTX0 the following program. Now RUN it - it will transfer the loading screen to disc as WBANK0.

```

10 MEMORY &7FFF:TAPE:LOAD "1",&B100:POKE &B102,&C3:POKE &B103,&40
20 POKE &B104,&BF:FOR L=&BF00 TO &BF5F:READ V$:POKE L,VAL("&"+V$):NEXT L
30 FOR L=&B000 TO &B00F:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &B000
100 DATA 57,42,41,4E,4B,20,00,00,32,05,BF,C5,D5,E5,06,06,11,40,00,21,00,BF,CD,BC
110 DATA BC,E1,D1,C1,3E,02,CD,9B,BC,CD,8F,BC,C9,21,84,03,11,84,C3,01,7C,3C,ED,B0
120 DATA 21,00,40,11,00,20,01,00,71,ED,B0,00,00,00,00,00,CD,37,0B,0E,07,11,40,00
130 DATA 21,FF,AB,CD,CE,BC,00,00,3E,30,01,00,00,11,00,40,21,00,C0,CD,0B,BF,00,C7
140 DATA 21,00,81,11,00,01,01,00,03,ED,B0,C3,00,01,00,00

```

Reset the computer. Now re-load WESTTX0 and make the following alterations:

```

Alter Line 20 ...C3:POKE &B103,&25:P...
Alter Line 30 ...&BF00 TO &BF6F:RE...
Replace Line 150 DATA 3E,31,01,00,00,11,7C,3C,21,84,C3,CD,0B,BF,00,00
Add Line 160 DATA 3E,32,01,00,00,11,00,71,21,00,20,CD,0B,BF,00,C7

```

Now REWIND the game tape and RUN this amended program. It will save the remainder of the game to disc. Reset the computer. Finally type in and save as WESTBANK the following loader program:

```

10 MODE 0:BORDER 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I:LOAD "WBANK0"
20 MEMORY &1FFF:LOAD "WBANK2":FOR L=&BF00 TO &BF1F:READ V$
30 POKE L,VAL("&"+V$):NEXT L:LOAD "WBANK1":CALL &BF00
100 DATA 0,13,26,12,24,9,18,10,20,4,19,22,15,16,3,6
200 DATA 21,FF,90,11,FF,B0,01,00,71,ED,B0,00,00,00,00,00
210 DATA 21,84,C3,11,84,03,01,7C,3C,ED,B0,00,00,C3,BC,91

```

You may now ERASE WESTTX0. Play the game with RUN"WESTBANK.

Program Title	TIE No.	Page No.	Remarks (For all CPC's unless clarified)
"V"	*	*	
180 (Darts)	17	68	Use SPEEDTRANS
1942	*	*	Change LOAD/RUN commands
3D Boxing	14	52	
3D Grand Prix	5	13	
3D Starstrike	*	*	No changes
3D Stunt Rider	17	69	
AMX Mouse Software	5	15	
Admiral Grafspiee	3	7	
Adventure Quest	10	33	
Air Traffic Control(H)	*	*	No changes
Air Traffic Control(S)	*	*	No changes
Alex Higgins Snooker	*	*	No changes
Alien	*	*	Alter LOAD & RUN commands
Alien 8	3	8	
American Football(*)	1	3	Not 664/6128
Android One	4	12	
Animated Strip Poker	3	7	Not 664/6128
Arnhem	5	14	
Arnhem	7	19	Correction to page 14
Atlantis	9	30	
Avenger	16	64	
Barry McGuigans Boxing	*	*	Use SPEEDTRANS
Batman	*	*	Use SPEEDTRANS
Battle Britain DEMO TAPE	7	22	Demo Tape from AMSTRAD ACTION
Battle of Britain	9	30	
Battle of the Planets	12	42	
Beach Head	12	41	
Blogger	3	8	
Blogger	6	17	
Bomb Jack	*	*	No changes
Bored of the Rings	8	25	
Boulder Dash	5	14	
Bounty Bob Strikes Back	*	*	Use SPEEDTRANS
Brian Bloodaxe	8	24	
Bridge It	2	7	
Bridge Player	1	2	Not 664/6128
Bridge Player	5	14	For 664/6128
Bruce Lee	*	*	Use SPEEDTRANS
Cauldron	9	30	
Chess	*	*	No changes
Chiller	*	*	No changes
Chopper Squad	12	42	
Chuckie Egg	*	*	No changes
Chuckie Egg II	*	*	Use deprotection pokes
Classic Adventure	12	43	
Classic Racing	2	6	
Cluedo	*	*	Use SPEEDTRANS
Codename Matt	*	*	No changes
Codename Matt II	5	13	
Colossal Adventure	3	9	
Combat Lynx	8	26	
Commando	13	49	
Confuzion	13	7	
Conquest	16	64	
Contamination	17	71	
Contraption	7	21	
Crazy Golf	2	7	
Cubit	2	5	
Cyrus II Chess	*	*	No changes
DFM Database & Labels	8	24	
Daly Thompsons Decathlon	*	*	Use SPEEDTRANS
Daly Thompsons S. Test	16	63	
Dambusters	*	*	Use SPEEDTRANS
Dan Dare	14	54	
Danger Mouse	4	10	Not 664/6128
Dark Star	2	6	
Deathquake	*	*	No changes
Defend or Die	3	10	
Detective	3	8	
Devils Crown	8	24	
Discovery-Siren Software	8	23	
Dlan	*	*	Instructions included
Doomsday Blues DEMO TAPE	7	19	Demo Tape from AMSTRAD ACTION
Doppleganger	7	20	
Draughts	8	26	

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Draughtsman	7	22	
Dun Darach	3	10	
Dungeon Adventure	3	8	
Dynamite Dan	14	52	
Easi Amscalc	1	1	
Easi Amsword	1	2	
Eden Blues	12	43	
Electro Freddy	1	1	
Elidon	*	*	No changes
Elite	14	51	Correction to pages 47/48/49
Elite-Metropolitan (GOLD)	13	47	6128 only - uses banked memory
Emerald Isle	4	12	
Emerald Isle	12	45	With Disc saving
Endurance	11	40	
Erik the Viking	4	11	
Erik the Viking	12	46	for 6128
Everyone's a Wally	4	11	
F.A. Cup	9	27	
Fairlight	*	*	No changes
Fantasia Diamond	1	4	
Fighter Pilot	5	14	
Finders Keepers	4	12	
Fireant	9	29	
Flight Path 737	1	1	
Fly Spy	17	72	
Forest at Worlds End	1	3	
Forest at Worlds End	6	16	
Forest at Worlds End	9	27	Correction to page 16
Formula 1	9	27	
Frank-n-Stein	17	65	
Frankie Goes To Hollywood	*	*	Use SPEEDTRANS
Fruit Machine	2	7	
Fruit Machine	11	37	Correction to page 7
Fruity Frank	1	1	
Gemini Database	5	15	Not 664/6128
Gems of Stradus	2	5	Not 664/6128
Ghostbusters	6	18	
Ghostbusters	8	23	Correction to page 18
Ghostbusters	22	6	
Hosts and Goblins	12	44	
Hours	1	3	
Illigans Gold	3	10	
Gladiator	*	*	No changes
Golden Huddle Soccer	8	26	
Glider Rider	15	58	
Green Beret	*	*	Use SPEEDTRANS
Gremlins	*	*	No changes
Gridtrap	17	68	
Gyroscope	*	*	Use SPEEDTRANS
Hacker	*	*	Use SPEEDTRANS
Harrier Attack	8	23	
Heroes of Karn	6	16	
Heroes of Karn	8	23	Correction to page 16
Heroes of Karn	9	27	Correction to page 16
Hi Rise	*	*	No Changes
House of Usher	1	4	
Lunchback	5	15	
Lunchback II	*	*	Use SPEEDTRANS
Lunter Killer	7	19	
Lyperbowl	17	66	
Lyperbowl	*	*	Use SPEEDTRANS
Lyperbowl	*	*	Change LOAD & RUN commands
Lyperbowl	*	*	No changes
Indoor Soccer	17	71	
Interdictor Pilot	4	12	
Into Oblivion	8	25	
Jack the Nipper	15	59	
Jack the Nipper	16	61	Correction to page 59
Jet Boot Jack	4	11	
Jet Set Willy	2	4	Not 664/6128
Jet Set Willy	*	*	Use SPEEDTRANS
Jewels of Babylon	7	20	
Jewels of Babylon	1	2	
Juggernaut	13	50	
Juggernaut	14	51	Correction to page 50
Jumpjet	4	11	



CONTAMINATION Courtesy Jim Westoby.

Run TRANSMAT and use binary deprotection pokes. Use TRANS 1 and name the file CLOAD00. Do not move or remove the tape.

Type in and run the following program which will load CLOAD00 from disc, alter it and re-save it to disc:

```
10 MEMORY &3FFF:LOAD "CLOAD00":POKE &40F3,&DE:POKE &40F4,&8B:POKE &40F5,&5B
20 SAVE "CLOAD01",B,&4000,&200,&4000
```

Type in and run the following program which will put the second loader onto disc.

```
10 FOR L=&BF00 TO &BF32:READ V$:POKE L,VAL("&"+V$):NEXT L:RUN "CLOAD01"
1000 DATA 63,6C,6F,61,64,31,30,00,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE,BC,06
1010 DATA 07,11,00,40,21,00,BF,CD,BC,BC,21,00,40,11,00,02,01,00,40,3E,02,CD,98
1020 DATA BC,CD,8F,8C,C7
```

Type in and run the following program which will transfer the picture and game onto disc. (Ignore the scrambled picture on load.)

```
10 MEMORY &3FFF:LOAD "CLOAD10":POKE &400C,&F:POKE &402A,&CD:POKE &402B,&59
20 POKE &402C,&BF:POKE &403A,&C3:POKE &403B,&23:POKE &403C,&BF
30 FOR L=&BF00 TO &BF64:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &4000
1000 DATA 43,4F,4E,54,41,4D,20,00,32,06,BF,C5,D5,E5,06,07,EB,21,00,BF,CD,8C,8C
1010 DATA E1,D1,C1,3E,02,CD,98,BC,CD,8F,BC,C9,CD,37,BD,0E,07,11,40,00,21,FF,AB
1020 DATA CD,CE,BC,3E,31,01,9C,42,11,01,A3,21,50,00,CD,08,BF,21,00,C0,11,8E,3F
1030 DATA 01,AB,37,ED,B0,3E,30,01,00,00,11,AB,37,21,8E,3F,CD,08,BF,C7,21,8E,3F
1040 DATA 11,00,C0,01,AB,37,ED,B0,C9
```

Finally type in and save as CONTAM the following loader program:

```
10 MEMORY &3F8D:LOAD "CONTAM0":CALL &3F8E
20 RUN "CONTAM1"
```

INDOOR SOCCER Courtesy A. B. B. Hatfield.

Type in the following transfer program which will automatically save the screen and game to disc:

```
10 MEMORY &3FFF:TAPE.IN:LOAD"!",&A410
20 POKE &A439,&C9:CALL &A410
30 SAVE "FIVESCN",B,&C000,&4000:SAVE "FIVEGAME",B,&C00,&9810,&5E4B
```

Reset the computer.

Type in the following loader program and save as FIVE:

```
1 MODE 0:BORDER 13
2 FOR x=0 TO 8:READ a:INK x,a:NEXT
3 LOAD "fivescn"
9 DATA 13,26,12,0,6,16,9,24,2
10 OPENOUT"d":MEMORY &BFF:CLOSEOUT
20 LOAD "fivegame",&C00:CALL &5E4B
```


WHO DARES WINS II Courtesy H.E.Haxwell.

1) Fully rewind game tape and run TRANS 3 AUTO. Do not move tape.
 2) Reset computer. Type in and run this short basic program:-
 10 OPENOUT"D":MEMORY &1030:CLOSEOUT
 20 LOAD"LOADER",&BED0
 30 POKE &BED2,&10:POKE &BEDB,&C9:POKE &BEE0,&10:POKE &BEE9,&C9
 40 CALL &BED0:SAVE"W1",&1040,&6030
 50 CALL &BEDE:SAVE"W2",&1070,&3000:SAVE"W3",&4070,&2090

3) All the code is now transferred but the BASIC loader must be altered as follows:-

Reset computer and enter as DIRECT COMMANDS

LOAD"WDW"
 RENUM 230,10
 SAVE"WDW"
 LOAD"WHODARES"
 MERGE"WDW"

Add new lines:- 5 OPENOUT"D":MEMORY &1030:CLOSEOUT

DELETE 190-210

Add the following new lines:-

360 RESTORE 400:FOR X=BE90 TO &BEA9
 370 READ A\$:POKE X,VAL("&"+A\$):NEXT
 380 LOAD"W1",&1040
 390 LOAD"W2",&7070:LOAD"W3",&C000:CALL &BE90
 400 DATA F3,21,40,10,01,30,90,11,40,00,ED,B0,21,00,C0,11
 410 DATA 70,90,01,90,20,ED,B0,C3,10,A0

SAVE"WDW2"

You can now erase the files "WHODARES","WDW","LOADER" and "WDW.BAK"
 Run the game with RUN"WDW2"

REVOLUTION Courtesy H.E.Haxwell.

Type in and run the following program. It will transfer the game to disc without the need for TRANSMAT:

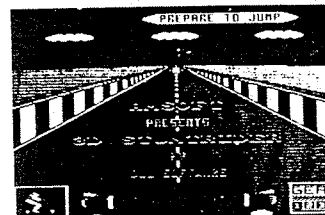
10 !DISC
 20 MEMORY &9500:FOR X=&9F52 TO &A0C1
 30 READ A\$:POKE X,VAL("&"+A\$):NEXT:CALL &9F52
 40 DATA 21,E9,9F,06,03,11,6F,9F,D5,CD,0C,BC,11,91,00,3E,02,E1,E5,C1,CD,9B,BC,CD
 50 DATA 0F,BC,C3,00,A0,0E,07,CD,CE,BC,DD,21,F0,9F,3E,0F,F5,DD,46,00,DD,23,40,CD
 60 DATA 32,BC,F1,3D,FA,0B,9F,18,EF,01,00,00,CD,38,BC,F3,01,00,BC,3E,01,ED,79,04
 70 DATA 3E,20,ED,79,05,3E,06,ED,79,04,3E,18,ED,79,05,3E,02,ED,79,04,3E,2A,ED,79
 80 DATA 21,E9,9F,06,07,11,00,C0,D5,CD,77,BC,E1,CD,03,BC,CD,7A,BC,21,E9,9F,06,04
 90 DATA 11,00,10,CD,77,BC,EB,CD,03,BC,CD,7A,BC,F3,21,00,10,11,00,00,01,00,80,ED
 100 DATA 00,31,FF,D6,C3,9A,04,52,45,56,31,50,49,43,00,00,00,00,00,00,00,00,00
 110 DATA 00,00,06,1A,02,00,CD,37,0D,3E,C3,32,30,00,21,4B,A0,22,31,00,3E,01,CD,6B
 120 DATA 0C,06,00,CD,77,BC,EB,CD,03,BC,CD,7A,BC,21,38,A0,11,CD,39,01,0D,00,ED,00
 130 DATA 21,45,A0,11,A9,39,01,06,00,ED,00,C3,A9,39,EB,CD,03,BC,CD,7A,BC,3E,A0,32
 140 DATA 1A,03,00,21,FF,AB,11,40,00,CD,6B,0B,01,00,F6,ED,49,31,00,C0,07,00,01,01
 150 DATA 7F,ED,49,3A,02,C0,B7,C4,B3,A0,CD,44,00,CD,00,08,09,01,0D,7F,ED,49,09,21
 160 DATA FF,AB,11,40,00,0E,07,CD,CE,BC,01,00,40,C5,21,E9,9F,06,07,11,00,C0,D5,CD
 170 DATA 0C,BC,E1,D1,3E,02,CD,9B,BC,CD,0F,BC,01,00,80,C5,21,E9,9F,06,04,11,00,10
 180 DATA D5,CD,BC,BC,E1,D1,3E,02,CD,9B,BC,CD,0F,BC,C3,D7,9F,3D,2B,06,3E,0D,32,6B
 190 DATA A0,C9,3E,0B,32,68,A0,C9

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Abantha Fox Poker	*	*	Use SPEEDTRANS
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Abimpire Killer	4	8	
Abideo Poker	*	*	Change LOAD & RUN commands
Abideoo Rage	*	*	Alter LOAD command



3D STUNTRIDER Courtesy H.E.Maxwell.

This routine will only work on a CPC 6128 or a CPC 464/664 machine with DK'TRONICS memory expansion pack fitted.

The transfer is carried out in three parts:-

(1) Type in and run the following program with fully rewound game tape in recorder. The game will load as normal and then THE COMPUTER WILL RESET. Do not be alarmed by this, the complete game and screen is now safely stored in the extra memory bank. DO NOT SWITCH OFF OR PERFORM ANOTHER RESET

```

10 FOR X=&8000 TO &807F
20 READ A$:POKE X,VAL("&"*A$):NEXT
30 CALL &8000
40 DATA 01,C5,7F,ED,49,21,4A,80,11,40,BF,01,36,00,ED,B0,CD,37,BD,3E,44,CD,6B,BC
50 DATA AF,11,7F,3C,47,CD,77,BC,EB,CD,83,BC,ES,CD,7A,BC,21,3D,80,11,9D,3C,01,0E
60 DATA 00,ED,B0,21,FF,AB,11,40,00,01,FF,B0,C9,EB,CD,83,BC,CD,7A,BC,21,0B,EB,22
70 DATA AD,01,01,C4,7F,ED,49,21,40,00,11,40,40,01,C0,3F,ED,B0,01,C6,7F,ED,49,21
80 DATA 00,80,11,00,40,01,00,40,ED,B0,01,C7,7F,ED,49,21,00,C0,11,00,40,01,00,40
90 DATA ED,B0,01,C0,7F,ED,49,C7

```

(2) Type in and run this program which will save each of the extra memory banks to disc. Do not use different file names.

```

10 OUT &7F00,&C7:SAVE"STUNT.PIC",B,&4000,&4000
20 OUT &7F00,&C4:SAVE"STUNT.I",B,&4040,&3FC0
30 OUT &7F00,&C5:SAVE"STUNT.II",B,&4000,&4000
40 OUT &7F00,&C6:SAVE"STUNT.III",B,&4000,&3E00

```

(3) Type in and save as "3DSTUNT" the following loader which will run the game.

```

10 MODE 0:ORDER 0:FOR X=0 TO 15:READ C:INK X,C:NEXT
20 DATA 0,13,26,12,24,6,18,2,20,11,2,26,13,26,1,6
30 LOAD"STUNT.PIC",&C000:FOR X=&BE90 TO &BEDB:READ A$:POKE X,VAL("&"*A$):NEXT
40 CALL &BE90
50 DATA 06,07,11,40,00,CD,CD,BE,06,08,11,00,40,CD,CD,BE
60 DATA 01,C4,7F,ED,49,06,09,11,00,40,CD,CD,BE,F3,21,00
70 DATA 40,11,00,80,01,00,3E,ED,B0,01,C0,7F,ED,49,31,37
80 DATA 00,C3,00,AD,53,54,55,4E,54,2E,49,49,49,21,C4,BE
90 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,C9

```

ROBIN HOOD Courtesy Philip Jones, Cwmaevon, W. Glamorgan.

1. Run TRANSMAT and use TRANS 4
2. Name the first file ROBIN0 and RELOCATE it.
3. DEFAULT the rest (ROBPIC, ROBIN1 & ROBIN2).
4. Reset the computer.
5. Type in the following loader program and save as ROBIN:

```

10 MEMORY &ICEB
20 LOAD"ROBIN0.BIN":LOAD"ROBIN1.BIN":LOAD"ROBIN2.BIN"
30 CALL &A59E

```

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Wizards Lair	*	*	No Changes
World Series Baseball	*	*	Use SPEEDTRANS
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Yabba Dabba Doo	*	*	No changes
Yie Ar Kung Fu	*	*	Use SPEEDTRANS
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GRID TRAP A.B.B. Hatfield.

Run TRANSMAT and use TRANS 1 AUTO. Do not touch the tape. Reset the computer.

Load "GRIDTRAP" from disc and DELETE 90-9650. Now alter line 80 to read:

```
80 SAVE"GRIDSCN",B,&C000,&4000:SAVE"GRIDTRAP",B,&66FF,&3902
```

Type RUN. The screen and part of the game code will now be transferred to disc.

Reset the computer. Run TRANSMAT and use TRANS 2 AUTO. Reset the computer.

Type in and save as GRIDTRAP the following loader program:

```
10 MEMORY &66FF:MODE 0:INK 14,3:INK 1,13:INK 2,26:INK 15,6:INK 0,25:INK 13,0
20 INK 10,2:INK 9,1:INK 7,11:INK 5,9:INK 6,10:INK 4,24:INK 8,16:INK 3,12
30 INK 11,2:INK 12,4:LOAD"BRIDSCN.BIN":LOAD"GRIDTRAP.BIN":RUN"GRIDUDG"
```

180 Courtesy Iain Segall, Stanmore, Middlesex.

To position the tape after the first program run TRANSMAT and use TRANS 0. Stop the tape and CLEAR the first program.

Do not touch the 180 tape. Reset the computer and insert the save disc.

Type in the following transfer program, press PLAY on the 180 tape and type RUN.

```
10 FOR I=&9000 TO &900B:READ A:POKE I,A:NEXT I:CALL &9000
30 SAVE"1801",B,&4000,&4000,&4000
180 DATA &21,&00,&40,&11,&00,&40,&3E,&16,&CD,&A1,&BC,&C9
```

When the 180 tape stops do not rewind it. Reset the computer and type in the following routine which will load 1801 from disc and the remainder of the code from the 180 tape.

```
10 MEMORY &3FFF:LOAD"1801": A=&B2:C=&B3
30 POKE &40AF,C:POKE &40B2,C:POKE &40BA,C:POKE &40CC,C:POKE &40CF,C
40 POKE &40D5,A:POKE &40DE,A:POKE &40ED,A:POKE &40F4,A:POKE &4103,A
50 POKE &410D,A:POKE &413C,A:POKE &4155,A:POKE &4164,C:POKE &4169,C
60 POKE &41A1,C:POKE &41AA,A:POKE &41AD,C:POKE &4147,A:POKE &4016,&B2
70 POKE &402A,&B2:POKE &4024,&50:POKE &4025,&B3:L=&B350:READ V:WHILE V<>-1
80 POKE L,V:L=L+1:READ V:WEND:CALL &4000
110 DATA &21,&00,&A6,&11,&50,&12,&01,&88,&06,&ED,&B0,&21,&69,&B3,&11,&30,&12,&01
120 DATA &0E,&00,&ED,&B0,&C3,&77,&B3,&21,&50,&12,&11,&00,&A6,&01,&88,&06,&ED,&B0
130 DATA &C3,&00,&04,&CD,&37,&BD,&CD,&71,&8C,&3E,&00,&CD,&6B,&BC,&FB,&06,&00,&CD
140 DATA &0C,&BC,&21,&00,&04,&11,&00,&A2,&01,&30,&12,&3E,&02,&CD,&9B,&BC,&CD,&BF
150 DATA &BC,&C7,-1
```

When the 180 tape stops remove it and replace with a SAVE tape. Press REC & PLAY then any key. The remainder of the code will be saved onto the SAVE tape. When the SAVE tape stops, rewind it and reset the computer. Run TRANSMAT, use TRANS 1 and name it 1802. Reset the computer. Type in the following loader program and save as 180.

```
10 MEMORY &3FFF:LOAD"1801":POKE &400B,&C9:CALL &4000:RUN"1802"
```

QUESTPROBE A.B.B. Hatfield.

Run TRANSMAT and use TRANS 3 AUTO.

Reset the computer. Type in the following loader program and save as QUEST:
10 MODE 0: BORDER 0: INK 0,0: INK 1,24: INK 2,6
20 LOCATE 6,7: PRINT "QUESTPROBE": LOCATE 6,11: PRINT "IS LOADING"
30 MEMORY &A62C: LOAD "QUEST.BIN": PEN 2: LOCATE 4,18: PRINT "PRESS ANY KEY"
40 LOCATE 5,21: PRINT "TO START GAME": CALL &A62D

TRAPDOOR Jim Westoby.

Type in and run the following program. It will transfer the game to disc without the need for TRANSMAT:

```
10 !TAPE: FOR L=&BF00 TO &BF76: READ V$: POKE L, VAL("&"+V$): NEXT L: CALL &BF54
20 DATA 74,72,61,70,30,00,00,00,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE,BC,06,05
30 DATA 11,40,00,21,00,BF,CD,BC,BC,21,00,CD,11,00,40,01,00,00,3E,02,CD,9B,BC,CD
40 DATA 8F,BC,3E,31,32,04,BF,06,05,11,40,00,21,00,BF,CD,8C,BC,21,00,03,11,00,99
50 DATA 01,00,03,3E,02,CD,9B,BC,CD,8F,BC,C7,CD,37,BD,06,00,21,00,BF,11,40,00,CD
60 DATA 77,BC,EB,CD,83,BC,CD,7A,BC,3E,C3,21,00,BF,32,16,BD,22,17,BD,C3,00,02
```

Type in and save as TRAPDOOR the following loader program:
10 BORDER 0: MODE 0: FOR I=0 TO 15: INK I,0: NEXT I: LOAD "TRAP0"
20 FOR I=0 TO 15: READ V: INK I,V: NEXT I: RUN "TRAP1"
30 DATA 0,13,26,6,15,24,19,18,9,11,4,1,2,8,10,0



XCEL Courtesy Iain Segall, Stanmore.

Run TRANSMAT and use TRANS 1 to save the first file as TEMP1. DO NOT Touch the tape.

Reset the computer and type in and run the following program:

```
10 MEMORY &8FFF: LOAD "TEMP1": POKE &901E, &C9: CALL &9000
20 SAVE "XCEL1", B, &1000, &1455: SAVE "XCEL2", B, &3000, &46D
```

DO NOT Touch the tape. Reset the computer and type in and run the following program:

```
10 FOR I=&9000 TO &900B: READ A: POKE I,A: NEXT: CALL &9000: SAVE "TEMP2", B, &9D00, &6D3
20 DATA &21, &00, &9D, &11, &D3, &06, &3E, &15, &CD, &A1, &8C, &C9
```

DO NOT touch the tape. Reset the computer and type in and run the following program:

```
10 FOR I=&9C00 TO &9C0B: READ A: POKE I,A: NEXT: CALL &9C00: SAVE "TEMP3", B, &7CE, &93D0
20 DATA &21, &CE, &07, &11, &D0, &93, &3E, &15, &CD, &A1, &8C, &C9
```

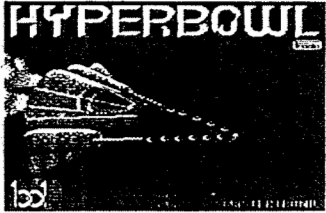
Reset the computer and type in and run the following program:

```
10 LOAD "TEMP2": OPENOUT "X": MEMORY &7C0: CLOSEOUT: LOAD "TEMP3": FOR I=&9C00 TO &9C0D
20 READ A: POKE I,A: NEXT: MEMORY &A67B: SAVE "XCEL3", B, &7CE, &9C05, &9C00
30 DATA &21, &00, &FB, &11, &00, &9D, &01, &D3, &06, &ED, &80, &C3, &5D, &6A
```

Reset the computer and type in the following loader program and save as "XCEL"

```
10 OPENOUT "X": MEMORY &7D0: CLOSEOUT: LOAD "XCEL1": LOAD "XCEL2"
20 POKE &321B, &C9: CALL &3000: RUN "XCEL3"
```

TEMP1.BIN, TEMP2.BIN and TEMP3.BIN may now be ERASed



HYPERBOWL Courtesy Jim Westoby.

(1) Physically remove all ROMs from the computer (except the disk ROM). Type in the following program. DO NOT RUN it but have it loaded into the computer.

```
10 IDISC
20 FOR L=&BF14 TO &BF1E:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &BF14
30 SAVE "HLOAD",B,&6040,&552:DATA 3E,BF,01,52,05,11,40,60,21,00,90
```

(3) Zero the cassette player, press play on the cassette with the tape in and a disc in the drive.

(4) Type as DIRECT COMMANDS the following: !TAPE:MEMORY &5FFF:LOAD "!",&BF00

Listen to the tape and when tape has loaded first block (the computer's cassette control relay will click) wait until after you hear a second block of code being loaded. Now press ESC and type RUN and press the enter key. If the loading screen is required, type in and run the following program which will transfer the screen to disc. Play the tape from the count in (3) above with a disk in the drive.

```
10 MEMORY &5FFF:LOAD "HLOAD":!TAPE
20 POKE &6075,&0:POKE &627A,&A0
30 POKE &6255,&C3:POKE &6256,&25:POKE &6257,&BF
40 FOR L=&6000 TO &600F:READ V$:POKE L,VAL("&"+V$):NEXT L
50 FOR L=&BF00 TO &BF41:READ V$:POKE L,VAL("&"+V$):NEXT L
60 CALL &6000
100 DATA F3,21,40,60,11,40,00,01,52,05,ED,00,C3,40,00,00,68,79,70,65,72,20,00
110 DATA 00,32,05,BF,C5,D5,E5,06,06,11,40,00,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02
120 DATA CD,98,BC,CD,8F,BC,C9,C2,06,BF,21,30,BF,ED,79,C9,00,00,3E,31,ED,4B,06
130 DATA 01,00,00,11,00,40,21,00,C0,CD,08,BF,C7
```

The following program transfers the program code as an executable file, naming it hyper1. To use it position the tape at the position as in (3) above, play the tape and run the program. When the program code has loaded, remove the game tape and insert a fresh tape press play and record and then press any key to commence the drop.

When the computer resets run TRANSMAT and use TRANS 1, defaulting the name or renaming as required.

```
10 MEMORY &5FFF:LOAD "HLOAD":!TAPE
20 POKE &6075,&0:POKE &627A,&A0
30 POKE &6299,&C3:POKE &629A,&25:POKE &629B,&BF
40 FOR L=&6000 TO &600F:READ V$:POKE L,VAL("&"+V$):NEXT L
50 FOR L=&BF00 TO &BF3F:READ V$:POKE L,VAL("&"+V$):NEXT L
60 CALL &6000
100 DATA F3,21,40,60,11,40,00,01,52,05,ED,00,C3,40,00,00,68,79,70,65,72,20,00
110 DATA 00,32,05,BF,C5,D5,E5,06,06,11,40,00,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02
120 DATA CD,98,BC,CD,8F,BC,C9,22,06,BF,21,30,BF,ED,79,C9,00,00,3E,31,ED,4B,06
130 DATA BF,11,43,01,21,FD,01,CD,08,BF,C7
```

Finally enter and save as HYPER the following as the new loader.

```
10 BORDER 0:MODE 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I
20 LOAD"HYPER0":RUN"HYPER1"
100 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
```

FRUITY FRANK

DEFAULT all programs(2), RELOCATE second. Make the following changes to FRUITYF.BAS
180 LOAD"FRUITYF.BIN":CALL &1B6F:CALL &8200

MANIC MINOR Not 664/612B

DEFAULT all programs(2), RELOCATE second. Make the following changes to MANICMIN.BAS
100 MEMORY &4500:LOAD"DATAMKIV":POKE &507A,&5C:CALL &506E

FLIGHT PATH 737

DEFAULT all programs(2), RELOCATE second. Make the following changes to FLIGHTPA.BAS
36 SYMBOL AFTER 256:MEMORY 35000:SYMBOL AFTER 230:LOAD"CODE":CALL &A58B

ROLAND ON THE ROPES

DEFAULT all programs(4), RELOCATE fourth. Make the following changes to ROLAND2
37 CALL &766E
Now do the following: REN ROLAND.D=ROLAND.BAK
REN ROLAND.C=ROLAND.BIN

ELECTRO FREDDY

DEFAULT first four programs. Make the following changes to ELECTRO
30 LOAD"E1"
40 LOAD"E2"
50 LOAD"E3"
DELETE 60
210 LOAD"A1"
220 CALL &7F2C
DELETE 230-250

Remove disc drive. Type in and RUN the following program
10 MEMORY &8000:FOR X=1 TO 5:LOAD"1":NEXT:SAVE"A1",B,&B3C9,&2742
Save onto a spare tape then reconnect the disc drive and use TRANSMAT to RELOCATE the saved code.

LORDS OF TIME

DEFAULT first and RELOCATE second. Make the following changes to LORDSOFT
DELETE 100
120 LOAD"ADVENTUR":!TAPE:CALL &2AEF

EASI AMSCALC

DEFAULT first two programs only and make the following change to AMSCALC
570 RUN"EASIAMSC"
Make the following changes to EASIAMSC
DELETE 1-3

SORCERY Not 664/612B

For flash load version. Use TRANS 1 AUTO to transfer first program only then reset computer and load SORCERY. Type in the following as a direct command
POKE &23B,0:POKE &23A,0:POKE &28C,&FB:POKE &28D,&C9:!TAPE:SPEED
WRITE 1:RUN
Play the rest of the tape and when finished insert a blank cassette and type as a direct command SAVE"SORCERY",B,&5DC,&A524,&5DC. Use TRANSMAT to relocate this code and ERA SORCERY.BAS

JEWELS OF BABYLON

Type in the following program and play the tape. It will load JEWELS OF BABYLON and then save it directly onto disc without the need to use TRANSMAT

```
10 :TAPE.IN:MEMORY &A40F:READ N$:LOAD N$
20 FOR X=1 TO 3:FOR Y=42006 TO 42009:READ A:POKE Y,A:NEXT:POKE Y,69
30 OUT &F600,16
40 CALL 42000
50 IF PEEK(42011)<>0 THEN 40
60 OUT &F600,0
70 READ N$,A,B:SAVE N$,B,A,B
80 NEXT
90 DATA JCODE1,&E0,&2E,&4D,&11,J1,&2EE0,&114D,&D0,7,&80,&48,J2,&7D0
100 DATA &4880,&50,&50,&55,&4B,J3,&5050,&4B55
Save the following loader program
10 SYMBOL AFTER 129
20 SYMBOL 129,255,255,255,255,255,255,255
30 OPENOUT"DUMMY"
40 MEMORY &7CF
50 LOAD"J1":CALL 15500
60 LOAD"J2":LOAD"J3"
70 CALL 20560
```

MASTER CHESS

DEFAULT all programs and make the following change to CHESS.BAS
720 LOAD"CHESS.BIN"

STEVE DAVIS SNOOKER

For revised version only IE third program is SNOOKER 3.6.
DEFAULT all three programs, do not RELOCATE the third. Make the following changes to SNOOKER1.BAS
30 SYMBOL AFTER 256:MEMORY &8140:SYMBOL AFTER 216
Change the RUN command in line 280 to read RUN"SNOOKER2"
Make the following change to SNOOKER2.BAS
Change the LOAD command in line 170 to read LOAD"SNOOKER3"

BRIDGE PLAYER Not 664/6128

CLEAR first program and DEFAULT second. Type in and save the following loader program
10 POKE &B090,&AB:RUN"X"

EASI AMSWORD

DEFAULT first two programs only and make the following change to AMSWORDL
570 RUN"EASIAMSW"
Make the following change to EASIAMSW
DELETE 1-4

ROLAND IN TIME

CLEAR the first program and DEFAULT second. Type in the following loader program and SAVE as ROINTIME.
10 MEMORY 4999
20 LOAD"ROINTIME.BIN",5000
30 CALL 5000
If endless lives are required then add: 25 POKE 5851,187
For green screen users add: 22 POKE 5001,1

KARLS TREASURE HUNT

DEFAULT on all programs(4), RELOCATE second. Make the following change to KARLSTRE
585 CALL &8C6E

TRANSMAT INFORMATION EXCHANGE 17

The following information is (c) GOLDMARK SYSTEMS

NONE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATUM VERA CRUZ page 62. The fourth CALL (after saving VERA6) read:
POKE &7141,&C9:CALL &7134

ERRATUM AVENGER page 63. Instruction 2 should read:
(2) Rewind the game tape. Type in and run etc etc



ZUB Courtesy Jim Westoby.

Type in and run the following program.
It will transfer the first part to disc
as ZUB0:

```
10 MEMORY &3FFF:TAPE.IN:DISC.OUT:LOAD"!",&8040:POKE &8050,&C9:CALL &804D
20 SAVE"ZUB0",B,&4000,&4000
```

Reset the computer and type in the following program which will transfer the remainder of ZUB to disc:

```
10 MEMORY &3FFF:LOAD"ZUB0.BIN":POKE &41AB,&21:POKE &41AC,&4:POKE &41AD,&BF
20 FOR L=&BF00 TO &BF43:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &4000
30 DATA 5A,55,42,31,D9,CB,91,ED,49,D9,21,00,00,11,00,00,01,40,00,ED,B0,CD,09,B9
40 DATA CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE,BC,06,04,21,00,BF,11,40,00,CD,8C
50 DATA BC,21,00,04,11,00,9C,ED,4B,05,01,3E,02,CD,98,BC,CD,0F,BC,C7
```

Reset the computer and type in and save as ZUB the following loader program:
10 MEMORY &3FFF:LOAD"ZUB0":POKE &4010,&C9:CALL &4000:RUN"ZUB1"

FRANK N STEIN By A.B.B. Hatfield.

Run TRANSMAT, use TRANS 1 and name this file FRANK. Do not touch the tape. Reset the computer. Type in and run the following transfer program which will transfer the screen to disc:

```
10 FOR X=&BEC0 TO &BECE:READ A$:POKE X,VAL("&H"+A$):NEXT
20 CALL &BEC0:SAVE"FRANKPIC",B,&4000,&27FF
100 DATA 11,FF,27,21,00,40,3E,46,CD,A1,BC,CD,71,BC,C9
```

Do not touch the tape. LIST the transfer program and modify lines 30 and 100 as follows:

```
30 SAVE"FRANK1",B,&200,&8600
100 DATA 11,00,86,21,00,02,3E,46,CD,A1,BC,CD,71,BC,C9
```

RUN the program again and it will transfer the game code to disc. Reset the computer. Type in the following loader program and save as FRANK1:

```
10 OPENOUT"D":MEMORY &1FF:CLOSEOUT:LOAD"FRANK.BIN":CALL &901F
20 LOAD"FRANKPIC":POKE &94C6,&C9:CALL &948F:LOAD"FRANK1":CALL &3000
```

SPINDIZZY Courtesy of Richard Brown, Loughton, Essex.

- (1) Use TRANSMAT to CLEAR the first program.
- (2) Reset the computer.
- (3) Type in and run the following transfer program. It will load the remainder of the tape and then save two files to disc:

```
10 FOR X=&BF00 TO &BF63:READ A$:POKE X,VAL("&H"+A$):NEXT:TAPE.IN:CALL &BF0A
100 DATA 53,50,49,4E,31,53,50,49,4E,32,21,40,00,11,C0,B0,3E,6A,CD,A1,BC,21,00,A6
110 DATA 11,00,C0,01,00,0B,ED,B0,0E,07,11,40,00,21,00,B1,CD,CE,BC,06,05,21,00,BF
120 DATA 11,00,F0,CD,BC,BC,21,00,C0,11,00,0B,01,00,00,3E,02,CD,98,BC,CD,8F,BC,06
130 DATA 05,21,05,BF,11,00,F0,CD,BC,BC,21,40,00,11,C0,A5,01,00,00,3E,02,CD,98,BC
140 DATA CD,8F,BC,C9,
```

- (4) Reset the computer.
- (5) Type in and save as SPIN the following loader program:

```
10 FOR X=&BF00 TO &BF3F:READ A$:POKE X,VAL("&H"+A$):NEXT: BORDER 0
20 FOR X=0 TO 15:INK X,0:NEXT:CALL &BF0A
!00 DATA 53,50,49,4E,31,53,50,49,4E,32,06,05,21,00,BF,11,00,F0,CD,77,BC,21,00,C0
110 DATA CD,83,BC,CD,7A,BC,06,05,21,05,BF,11,00,F0,CD,77,BC,21,40,00,CD,83,BC,CD
120 DATA 7A,BC,21,00,C0,11,00,A6,01,00,0B,ED,B0,C3,00,B0
```

- (6) To play the game RUN"SPIN

DALEY THOMPSON'S SUPER-TEST Courtesy of H.E.Haxwell MCD.

- (1) The following program will automatically transfer SIDE 1 of Super-Test.

```
10 MEMORY &3000:DISC:FOR X=&BF00 TO &BF3E:READ A$:POKE X,VAL("&H"+A$):NEXT
20 SAVE"DTST1",B,&BF00,&40,&BF00
30 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,CD,25,BF,3E,32,3E,BF,CD,25,BF,F3,21
40 DATA 00,D0,11,C0,9F,01,6B,10,ED,B0,C3,5B,A9,11,00,C0,21,38,BF,06,07,CD,77,BC
50 DATA EB,CD,83,BC,CD,7A,BC,C9,44,54,53,54,31,2E,31
60 :TAPE:LOAD"!":FOR X=&3990 TO &399C:READ A$:POKE X,VAL("&H"+A$):NEXT
70 POKE &39CD,&18:POKE &39CE,&C1
80 DATA 3E,B9,21,35,02,77,23,77,21,40,00,10,33,21,FF,AB,11,40,00
90 FOR X=&39A9 TO &39AE:READ A$:POKE X,VAL("&H"+A$):NEXT
100 FOR X=&BE82 TO &BE8B:READ A$:POKE X,VAL("&H"+A$):NEXT
110 DATA 21,C0,9F,11,00,D0,01,6B,10,ED,B0,CD,37,BD,21,FF,AB,11,40,00,0E,07,CD,CE
120 DATA BC,11,40,00,01,80,9F,CD,84,BE,3E,32,32,3E,BF,11,00,D0,01,6B,10,CD,B4,BE
130 DATA 18,62,C5,D5,06,07,21,38,BF,CD,8C,BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9
140 CALL &39A9
```

- (2) To transfer side 2 make the following alterations:-
- (3) Alter filename in line 20 to "DTST2"
- (4) Add two new lines:-

```
15 POKE &BF1E,&91:POKE &BF1F,&11:POKE &BF23,&17:POKE &BF24,&AA:POKE &BF3C,&32
105 POKE &BE89 &91:POKE &BE8A,&11:POKE &BEAD,&91:POKE &BEAE,&11
```

FOREST AT WORLDS END

DEFAULT on all programs(4). Make the following changes to FOREST
700 LOAD"FAWE1",1B000
1920 RUN"FAWE2"
Make the following change to FAWE2
120 LOAD"FAWE3",21210

GHOULS

CLEAR the first and rename the second GHOULS2. Type in the following loader program
10 OPENOUT"DUMMY"
20 MEMORY &FFF
30 LOAD"GHOULS2"
40 CALL &310C
Save this as GHOULS

TRIPODS

DEFAULT all programs. RELOCATE MCODE. Make the following changes
TRIPODS
515 MEMORY &70F4
Remove the MERGE from line 740
Make the following changes to TRIPODS2
DELETE 30-70
30 LOAD"MCODE":CALL &70F5

PYJAMARAMA

For HYPERLOAD version only. Remove disc drive and type in the following program which will load PYJAMARAMA, then save it onto fresh tape in the normal form. Then use TRANSMAT to relocate it.
10 MEMORY &1FFF
20 FOR X=&1000 TO &100A:READ A:POKE X,A:NEXT:CALL &1000
30 SPEED WRITE 1:SAVE"PYJAMA",B,&2000,&8B9F,&2017
40 DATA 33,0,32,17,159,136,62,16,195,161,188

SPECIAL OPERATIONS Not 664/6128

CLEAR the first program. RELOCATE the second and DEFAULT the third
Make the following changes to 50.BAS
Add MODE 1 to the start of line 3
5 IF HIMEM<>34606 THEN MEMORY &872E:LOAD"CODE":TAPE:CALL &872F:PC
&B294,&7F:POKE &B296,&FB:POKE &B297,&A7

AMERICAN FOOTBALL Not 664/6128

Use side 2 of cassette. CLEAR first program. DEFAULT the second and third programs. Make the following changes to AMFOOTGA.BAS
8999 SYMBOL AFTER 256:MEMORY &8FFF:SYMBOL AFTER 32:zzzzz=HIMEM:
ERROR GOTO 9900:MODE 1:LOAD . . .etc(rest of line).

MINI OFFICE

DEFAULT all programs. RELOCATE WORD2. Make the following changes:
WORD .BAS DELETE 10,15,302
WORD1 .BAS 40 LOAD"WORD2":TAPE:CALL &966E
DBASE .BAS DELETE 302
SPREAD .BAS 7 OPENOUT"DUM":MEMORY &84CF:CLOSEOUT
SPREAD2 .BAS 5 OPENOUT"DUM":MEMORY &61A7:CLOSEOUT
Change the LOAD"! to LOAD"VARB" in 435
DELETE 3231-3232
GRAPH .BAS 7 OPENOUT"DUM":MEMORY &5F37:CLOSEOUT
GRAPH1 .BAS Change the LOAD"! to LOAD"VARB" in 390

REMEMBER - TIE is for TRANSMAT users only

FANTASIA DIAMOND

Type in the following program, insert the tape, run it and follow the prompts. It will transfer the program to disc without the need for TRANSMAT. Run game with RUN "FANTASIA" then press any key when loaded.

```
10 !TAPE.IN:MEMORY &12BF
20 LOAD "F":CALL &9861
30 SAVE "FANTASIA",B,&12C0,&859B,&7D00
```

HOUSE OF USHER

Use TRANS 1 AUTO. Reset the computer and LOAD "HOUSEOFU". Change the third from last DATA statement in line 110 from 195 to 201 and add the following line

```
105 SAVE "U1",B,&C000,&4000:SAVE "U2",B,&5000,&5000
```

Run this program which will transfer the program to disc. Make the following changes to HOUSEOFU.bas

```
100 LOAD "U1":LOAD "U2"
110 CALL &5000
```

STAR AVENGER Not 664/6128

DEFAULT all programs and RELOCATE the second. Make the following changes to STARAVEN.BAS

```
3 MEMORY &1AEF:GOSUB 210 (may be line 30)
180 LOAD "STARAVEN.BIN":CALL &155F:...etc(rest of line).
```

JET SET WILLY Not 664/6128

Type in and run the following program and play the tape. It will load in JET SET WILLY and save it onto a spare tape in the normal format. You can then use TRANSMAT on it but do not relocate the second program

```
10 !TAPE:SPEED WRITE 1
20 FOR X=&80 TO &FD:READ A:POKE X,A:NEXT
30 CALL &80
40 DATA &06,&16,&3E,&1A,&21,&00,&A9,&11,&00,&08,&C5,&D5,&E5,&F5,&CD
50 DATA &A1,&BC,&F1,&3D,&E1,&D1,&B7,&ED,&52,&C1,&10,&EF,&06,&06,&21
60 DATA &D5,&00,&CD,&BC,&BC,&21,&DB,&00,&11,&26,&00,&01,&DB,&00,&3E
70 DATA &02,&CD,&98,&BC,&CD,&8F,&BC,&3E,&FF,&CD,&6B,&BC,&06,&04,&21
80 DATA &FA,&00,&CD,&BC,&BC,&21,&00,&01,&11,&00,&B0,&01,&00,&00,&3E
90 DATA &02,&CD,&98,&BC,&CD,&8F,&BC,&C3,&00,&00,&4A,&45,&54,&53,&45
100 DATA &54,&11,&00,&00,&21,&80,&B8,&0E,&07,&CD,&CE,&BC,&06,&04,&21
110 DATA &FA,&00,&CD,&77,&BC,&21,&00,&01,&CD,&83,&BC,&CD,&7A,&BC,&C3
120 DATA &4A,&AC,&4A,&53,&57,&31
```

RETURN TO EDEN

Use TRANS 3 AUTO and make the following changes to EDEN.BAS

```
310 LOAD "FIRSTBIT"
600 POKE &9210,&B7:POKE &9218,&B7:FOR X=37401 TO 37428:READ A:POKE
X,A:NEXT
830 DATA &21,&2E,&B7,&11,&39,&A7,&06,&07,&CD,&77,&BC,&EB,&CD,&83,&BC
,&CD,&37,&BD,&C3,&00,&8B,&4C,&41,&53,&54,&42,&49,&54
```

KNIGHT LORE

Use TRANS 2 AUTO and type in the following loader program and save as KNIGHT.BAS

```
10 MEMORY &1FFF
20 LOAD "KNIGHT.BIN"
30 POKE &113B,1:POKE &1000,48:POKE &1148,&C3
40 CALL &1104:CLOSEIN:CALL &1148
```

REMEMBER - TIE IS FOR TRANSMAT USERS ONLY



AVENGER

Courtesy Jim Westoby.

Type in and run the following program. It will transfer the loading screen to disc:

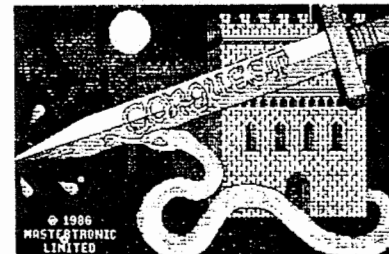
```
10 MODE 1:MEMORY &1FFF:!TAPE:LOAD"!":POKE &2061,&C3:POKE &2062,&08
20 POKE &2063,&BF:FOR L=&BF00 TO &BF4D:READ V$:POKE L,VAL("&"+V$):NEXT L
40 CALL &2000
100 DATA 41,56,45,4E,47,45,52,30,31,00,C0,D9,01,01,7F,ED,49,D9,21,00,00,11,00,00
110 DATA 01,40,00,ED,B0,D9,CB,D1,ED,49,D9,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE
120 DATA BC,06,08,11,40,00,21,00,BF,CD,8C,BC,21,00,C0,11,00,40,01,00,00,3E,02,C0
130 DATA 98,BC,CD,8F,BC,C7,
```

(2) Type in and run the following program: It will transfer the program code to disc in two files:

```
10 MODE 1:MEMORY &1FFF:!TAPE:LOAD"!":POKE &2067,&02:POKE &2071,&55
20 POKE &2078,&C2:POKE &2082,&C3:POKE &2083,&08:POKE &2084,&BF
30 FOR L=&BF00 TO &BF84:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &2000
100 DATA 41,56,45,4E,47,45,52,31,21,00,02,11,00,D2,01,00,2E,ED,B0,21,00,30,11,00
110 DATA 20,01,00,7E,ED,B0,31,00,C0,D9,01,01,7F,ED,49,D9,21,00,00,11,00,00,01,06
120 DATA 00,ED,B0,D9,CB,D1,ED,49,D9,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE,BC,06
140 DATA 08,11,40,00,21,00,BF,CD,8C,BC,21,00,C2,11,00,3E,01,00,00,3E,02,CD,98,BC
150 DATA CD,8F,BC,3E,32,32,07,BF,06,08,11,40,00,21,00,BF,CD,8C,BC,21,00,20,11,00
160 DATA 7E,01,00,00,3E,02,CD,98,BC,CD,8F,BC,C7
```

(3) Finally type in and save as AVENGER the following loader program:

```
10 MEMORY &1FFF:MODE 1:BORDER 2:INK 0,0:INK 1,6:INK 2,24:INK 3,26:LOAD "AVENGER0"
20 LOAD "AVENGER2"
30 FOR L=&BF00 TO &BF1C:READ V$:POKE L,VAL("&"+V$):NEXT:LOAD "AVENGER1"
40 CALL &BF00
100 DATA F3,21,FF,9D,11,FF,BD,01,00,7E,ED,B8,21,00,C2,11,00,02,01,00,3E,ED,B0
110 DATA 31,00,00,C3,DB,65
```



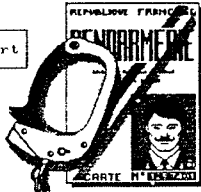
CONQUEST

Courtesy Jim Westoby.

Run TRANSMAT and use TRANS 3. CLEAR the first. Name the rest CONQUE0, CONQUE1 AND CONQUE2. DO NOT RELOCATE any file. Type in and save as CONQUEST the following loader program:

```
10 MEMORY &3FFF:MODE 1:BORDER 0:INK 0,0:INK 1,9:INK 2,26:INK 3,6
20 LOAD "CONQUE0",&C000:LOAD "CONQUE1",&9F00
40 FOR L=&BF00 TO &BF2D:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &BF00
100 DATA 43,4F,4E,51,55,45,32,00,06,07,11,40,00,21,00,BF,CD,77,BC,21,E4,01,CD,03
110 DATA BC,CD,7A,BC,CD,37,BD,F3,21,D1,9F,11,D1,AF,01,EE,9D,ED,B8,C3,72,A4
```


First Part



AUTHOR:
BLANCON Gilles © INFOGRAMES - 1985

L'AFFAIRE VERA CRUZ

Courtesy H.E. Maxwell MCD.

Start with a formatted disc with at least 110K free and the VERA tape in the datacorder, fully re wound. The whole transfer has to be done with DIRECT COMMANDS. It cannot be run as a basic program. YOU MUST PRESS ENTER AT THE END OF EACH LINE

```
!Tape.in:MEMORY &2FFF:LOAD"!",&6c70
POKE &722F,&CB:POKE &7230,&B:POKE &705A,&C9:CALL &704D:SAVE"VERA1",B,&7000,&290
SAVE"VERA2",B,&3000,&7C6
POKE &7074,&C9:CALL &7067
```

```
DN 464 ONLY POKE &AE83,&53:POKE &AE84,&13
DN 664/6128 ONLY POKE &AE66,&53:POKE &AE67,&13
```

SAVE"VERA3"

```
CALL &7119:SAVE"VERA4",B,&BDAD,&1800
CALL &7122:SAVE"VERA5",B,&7530,&2800
CALL &712B:SAVE"VERA6",B,&7530,&2800
CALL &7134
```

```
DN 464 ONLY POKE &AE83,&84:POKE &AE84,&4C
DN 664/6128 ONLY POKE &AE66,&84:POKE &AE67,&4C
```

SAVE"VERA7"

```
CALL &7119:SAVE"VERA8",B,&BDAD,&1800
CALL &720E:SAVE"VERA9",B,&5BC7,&48DD
```

You now have all 9 files on to disc and have to edit the two basic files and write a short loader program.

Reset computer and load "VERA3". Delete line 20.

```
EDIT 90:-Replace CALL deb with MEMORY &2FFF:LOAD"VERA4"
EDIT 110:-Replace CALL meur LOAD"VERA5"
EDIT 120:-Replace CALL const with LOAD"VERA6"
INSERT NEW LINE:- 125 CLOSEIN:CLOSEOUT
EDIT 760:-Replace CALL suite with MEMORY &8000:run"VERA7"
SAVE"VERA3"
```

Reset the computer and load "VERA7". Insert new lines:-

```
5 FOR X=&BF00 TO &BF1F:READ A$:POKE X,VAL("&*+A$"):NEXT
7 DATA 21,13,BF,06,05,11,C7,5B,CD,77,BC,EB,CD,83,BC,CD,7A,BC,C9,56,45,52,41,38
9 DATA 3E,39,32,17,BF,C3,00,BF
```

```
ED11 10:-ALTER visa=&720e to visa=&bf18. ALTER deb=&7119 to deb=&BF00
SAVE"VERA7"
```

Now type in the short loader and save as"VERA"

```
10 MEMORY &2FFF:LOAD"VERA1":POKE &704D,&C9:CALL &7022
20 LOAD"VERA2":POKE &7064,&C3:CALL &705A:RUN"VERA3"
```

THE HOBBIT

Type in and run the following program then play the tape.

```
10 :TAPE.IN
20 OPENOUT"DUM":MEMORY &EFF:CLOSEOUT
30 LOAD"":POKE &F62,201:CALL &F00
40 SAVE"HOBBIT1",B,&C000,&4000
50 SAVE"HOBBIT2",B,&1000,&958B,&7BF0
This will read the required program from tape and save it onto disc
TRANSMAT is not required. Type in the following loader program and
save it as "HOBBIT"
10 MODE 0:FOR X=15 TO 0 STEP -1:READ A:INK X,A:NEXT:BORDER 26
20 LOAD"HOBBIT1":RUN"HOBBIT2"
30 DATA 26,23,15,18,11,24,6,7,13,3,12,10,25,8,0,4
```

THE RING OF DARKNESS Not 664/6128

Use TRANS 5 AUTO then type in and run the following program

```
10 MEMORY &4000
20 LOAD"RCODE",&4B38
30 SAVE"RCODE",B,&4B38,&4A48
40 SAVE"RCHAR",B,&9580,&600
Make the following changes to THERING.BAS
10 SYMBOL AFTER 256:OPENOUT"DUM":MEMORY 15979:CLOSEOUT:MODE 1:
LOAD"!TITLE":GOSUB 200:POKE 42184,&41:POKE 42185,&49
15 FOR I=0 TO 15:READ A:INK I,A:NEXT:BORDER 0:MODE 0:CALL 23243:
LOAD"!RCODE",&5B38
590 CLS
600 GOSUB 50:BORDER 0:INK 0,0:GOSUB 200:POKE 42184,&41:POKE
42185,&49:MODE 0:CALL 23243
605 CLEAR:MEMORY 23351:SYMBOL AFTER 48:HI=HIMEM:LOAD"RCHAR",HI+1:
RUN"IRING2"
700 CLS:PRINT"Load a saved character.":PRINT:PRINT"Insert your SAVE
disc":GOSUB 50:CALL 37312
705 CLS:PRINT"Replace the RING disc":PRINT"then ";:GOTO 600
Replace the RUN command in line 2105 of RING2.BAS with RUN"FINALQUE"
```

XANAGRAMS

DEFAULT first program. Rename second X1, RENAME third X2 and RELOCATE it. Make the following change to XANAGRAM.BAS
740 RUN"X1"
Make the following change to X1.BAS
81 LOAD"X2":CALL &315A:SYMBOL 255,0,0,0,0,0,126,0

GEMS OF STRADUS Not 664/6128

DEFAULT both programs and make the following change to GEMSSTRA.BAS
4010 PRINT:PRINT:PRINT:POKE &B090,&AB:RUN"GEMSPROG"
Save this as GEMS. Type in and run the following
10 OPENOUT"DUM":MEMORY HIMEM-1:CLOSEOUT
20 POKE &B090,&AB:LOAD"GEMSPROG"
When the program has loaded RENUMBER the program and add the following line
1 POKE &B090,166
Save this as GEMSPROG

CUBIT

DEFAULT first program. CLEAR the second and DEFAULT the third. Make the following change to the first program
10 MEMORY &1FFF
DELETE 20-90
100 LOAD"CODE"

TRANSMAT INFORMATION EXCHANGE 16

The following information is (c) GOLDMARK SYSTEMS

NONE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATUM JACK THE NIPPER page 59.

Please amend the transfer program as follows:

Line 120 DATA 00,ED,00,09,C1,ED etc etc

Line 130CD,CE,BC.....C0,CD,BC

Line 10 of the loader program should be INK 1,26 and not ONK 1,26



TOPGUN

Courtesy of H.E. Maxwell MCD.

Type in and run the following program. It will automatically transfer TOPGUN to disc without the need for TRANSMAT.

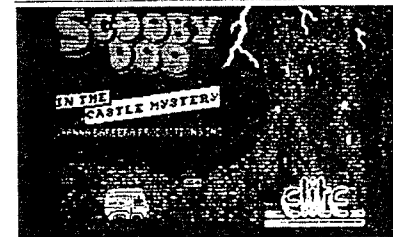
©1986 PARAMOUNT PICTURES. ©1986 OCEAN

```
10 MEMORY &9FFF:FOR X=&BE82 TO &BEE8:READ A$:POKE X,VAL("&"+A$):NEXT X
20 SAVE"TOPGUN",B,&BE82,&67,&BEE8
30 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,3E,00,CD,0E,BC,21,09,9E,06,10,C5,E5,7B
40 DATA 3D,46,4B,CD,32,BC,E1,23,C1,10,F2,46,4B,CD,3B,BC,CD,8A,BE,DD,E1,3E,31,32
50 DATA D6,BE,06,08,CD,BC,BE,C9,06,0A,21,CF,BE,11,00,CD,77,BC,EB,CD,83,BC,E3
60 DATA E5,CD,7A,BC,C9,54,4F,50,47,55,4E,2E,50,49,43,0E,14,0B,01,01,0F,10,06,03
70 DATA 19,18,0C,1A,0A,0D,00
80 FOR X=&A000 TO &A098:READ A$:POKE X,VAL("&"+A$):NEXT X:CALL &A000
100 DATA CD,37,8D,3E,44,CD,68,9C,06,00,11,00,10,CD,77,BC,D5,EB,CD,83,BC,CD,7A,BC
110 DATA 21,18,9E,22,E0,39,21,30,A0,11,00,39,01,0D,00,ED,00,21,FF,AB,11,40,00,C9
120 DATA 3E,BC,32,07,02,21,56,07,22,08,02,18,55,CD,4E,BC,21,49,A0,22,4D,8F,C3,00
130 DATA BF,21,FF,B0,11,40,00,0E,07,CD,CE,BC,21,8F,A0,06,0A,11,50,C0,D5,CD,8C,BC
140 DATA E1,11,00,3F,3E,02,CD,98,BC,CD,8F,BC,3E,31,32,96,A0,21,8F,A0,06,08,11,E0
150 DATA 03,D5,CD,8C,BC,E1,11,20,95,01,C8,6D,3E,02,CD,98,BC,CD,8F,BC,C3,C8,6D,54
230 DATA 4F,50,47,55,4E,2E,50,49,43
```

SCOOBY-DO

A.B.B. Hatfield, Hertfordshire.

- (1) Run TRANSMAT and use TRANS 2.
- (2) Name the first file SCOOBY1
- (3) DEFAULT the second.
- (4) Type in and save as SCOOBYDO the following loader program



```
10 OPENOUT"D":MEMORY &5D0:CLOSEOUT:LOAD"SCOOBY1.BIN",&5DC
20 FOR X=&5D0 TO &5D4:POKE X,A:NEXT X:POKE &5EC,&C3:POKE &648,&C3:CALL &5D0
30 DATA &0E,&07,&CD,&CE,&BC
```

TANK BUSTERS

```
Type in the following program, run it and play the tape
0 :TAPE:SPEED WRITE 1
0 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
0 LOAD"1"
0 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT X
0 INPUT"PRESS ENTER ",A$
0 CALL &BB00
0 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB
0 DATA &11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB
0 DATA &3E,&2A,&CD,&49,&00,&FB,&C9
When the PRESS ENTER prompt appears wind the tape forward for a few
seconds then press PLAY and ENTER. When the program has loaded you
will get a SYNTAX ERROR. Enter SAVE"Tank",B,&6D0,&A23C and save onto
spare tape. Use TRANSMAT to transfer it to disc but do not
RELOCATE it.
```

Type in and SAVE as "TANK.BAS" the following loader program

```
0 OPENOUT"D":MEMORY &3CF:CLOSEOUT
0 LOAD"TANK.BIN",&3D0
0 FOR X=&A6FC TO &A7FF:POKE X,170:NEXT X
0 CALL &1800
```

DARK STAR

```
Type in the following program. Run it and play the tape
0 :TAPE.IN
0 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
0 LOAD"1"
0 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT X
0 INPUT"PRESS ENTER ",A$
0 CALL &BB00
0 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB
0 DATA &11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB
0 DATA &3E,&2A,&CD,&49,&00,&FB,&C9
```

When the PRESS ENTER prompt appears wind the tape forward for a few seconds then press PLAY and ENTER. When the program has loaded you will get a SYNTAX ERROR. Enter SAVE"STAR",B,&6D0,&B530 to save it directly on disc. Type in and SAVE as "STAR.BAS" the following loader program

```
0 OPENOUT"D":MEMORY &3CF:CLOSEOUT
0 LOAD"STAR.BIN",&3D0
0 CALL &1800
```

SULTANS MAZE

Use TRANS 2 AUTO. Remove MEMORY &A9FF from line 30 of MAZE1.BAS

GHOST BUSTERS

Transfer the third program only (OBJ). Type in and SAVE as "GHOST" the following loader program

```
0 OPENOUT"DUM"
0 MEMORY 1000
0 CLOSEOUT
0 LOAD"OBJ"
0 CALL &7000
```

CLASSIC RACING

DEFAULT first, RENAME the second RACING1, RENAME the third RACING2 and RENAME the fourth RACING3 and RELOCATE it. Make the following change to RACING2

```
0 LOAD"RACING3":TAPE:CALL &652E:POKE &7999,&52
```

TOMAHAWK Courtesy Jim Westoby, Potters Bar, Hertfordshire.

- (1) When carrying out the following instructions the TOMAHAWK tape should not be moved.
- (2) Run TRANSMAT and use TRANS 1, naming the file TLOAD00.
- (3) Reset the computer. Type in and RUN the following program. It will load TLOAD00 from disc, modify the code and re-save the modified file to disc as TLOAD01.
10 MEMORY &3FFF:LOAD "TLOAD00"
20 POKE &40F3,&DE:POKE &40F4,&8B:POKE &40F5,&5B
30 SAVE "TLOAD01",B,&4000,&13F,&4000

- (5) Reset the computer. Type in and RUN the following program - it will save the second file to disc:
10 FOR L=&BF00 TO &BF30:READ V:POKE L,V:NEXT L
20 RUN "TLOAD01"
100 DATA &54,&4C,&4F,&41,&44,&31,&30,&00
110 DATA &CD,&37,&BD,&21,&FF,&AB,&11,&40,&00,&CD,&CB,&BC
120 DATA &06,&07,&21,&00,&BF,&11,&00,&20,&CD,&8C,&BC,&21
130 DATA &8E,&3F,&11,&00,&02,&01,&8E,&3F,&3E,&02,&CD,&98
140 DATA &BC,&CD,&8F,&BC,&C7

- (6) Reset the computer. Type in and RUN the following program which will save the third file to disc:
10 CLS:MEMORY &3F8D:LOAD "TLOAD10":!TAPE
20 POKE &3FBF,&C3:POKE &3FC0,&8:POKE &3FC1,&BF
40 FOR L=&BF00 TO &BF30:READ V:POKE L,V:NEXT L
50 CALL &3F8E
100 DATA &54,&48,&41,&57,&4B,&30,&00,&00
110 DATA &CD,&37,&BD,&21,&FF,&AB,&11,&40,&00,&CD,&CB,&BC
120 DATA &06,&06,&21,&00,&BF,&11,&00,&20,&CD,&8C,&BC,&21
130 DATA &8E,&3F,&11,&76,&30,&01,&8E,&3F,&3E,&02,&CD,&98
140 DATA &BC,&CD,&8F,&BC,&C7

- (7) Reset the computer. Type in and RUN the following program which will save the fourth file to disc:
10 MODE 0:MEMORY &3F8D:LOAD "TLOAD10":!TAPE
20 FOR L=&3FB2 TO &3FC1:POKE L,0:NEXT L
30 POKE &3FDE,&22:POKE &3FDF,&BF
50 FOR L=&BF00 TO &BF58:READ V:POKE L,V:NEXT L
60 CALL &3F8E
100 DATA &54,&48,&41,&57,&4B,&31,&00,&00,&C5,&D5,&E5,&06
110 DATA &06,&21,&00,&BF,&11,&00,&C0,&CD,&8C,&BC,&E1,&D1
120 DATA &C1,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC,&C9,&21,&60
130 DATA &A6,&11,&20,&82,&01,&A0,&02,&ED,&B0,&CD,&37,&BD
140 DATA &0E,&07,&11,&40,&00,&21,&FF,&AB,&CD,&CE,&BC,&21
150 DATA &00,&01,&11,&60,&A5,&01,&00,&01,&CD,&08,&BF,&3E
160 DATA &32,&32,&05,&BF,&21,&00,&C0,&11,&00,&40,&01,&00
170 DATA &00,&CD,&08,&BF,&C7

- (8) Type in and save as TOMAHAWK the following loader program:
10 MODE 0:MEMORY &3F8D:LOAD "THAWK0":CALL &3F8E
20 LOAD "THAWK2"
30 FOR L=&BF00 TO &BF3B:READ V:POKE L,V:NEXT L:CALL &BF06
100 DATA &54,&48,&41,&57,&4B,&31,&06,&06,&21,&00,&BF,&11
110 DATA &00,&C0,&CD,&37,&BD,&F3,&21,&20,&82,&11,&60,&A6
120 DATA &7A,&BC,&CD,&37,&BD,&F3,&21,&20,&82,&11,&60,&A6
130 DATA &01,&A0,&02,&ED,&B0,&21,&1F,&82,&11,&20,&82,&01
140 DATA &A0,&02,&ED,&B0,&3E,&C9,&32,&00,&98,&C3,&00,&01

- (9) You may now ERASE TLOAD00.BIN/TLOAD01.BIN/TLOAD10.BIN.

CRAZY GOLF

DEFAULT all four programs and make the following changes to CRAZYGOL.BAS
10 MODE 1
50 LOAD"LOGO":CLS:CALL &9640
100 LOAD"CODE"
110 RUN"GOLF"

FRUIT MACHINE

DEFAULT all three programs. Do not RELOCATE the third. Make the following change to the second program
8020 ADDRESS=HIMEM+(8*96)+1:LOAD"DATA",ADDRESS

BRIDGE IT

DEFAULT all three programs and RELOCATE the third. Make the following change to the first program
887 LOAD"1":LOAD"PIC":CALL &666F:M1=1

ANIMATED STRIP POKER Not 664/6128

DEFAULT all programs(3) and RELOCATE the third. Make the following changes to ANIMSTRI.BAS

```
10 POKE &BDEE,&C9  
20 RUN"POKERBAS"
```

Make the following changes to POKERBAS.BAS

```
2 MEMORY 20699:LOAD"CODEDATA":CLEAR:CALL &4976
```

```
3 POKE &B294,91:POKE &B296,&DB:POKE &B297,&A6:GOTO 100
```

SCREEN DESIGNER

Use TRANS 1 AUTO to transfer the first program only then type in and run the following program which will load the next part and save it to disc

```
10 FOR X=&B000 TO &B00A  
20 READ A:POKE X,A:NEXT  
30 CALL &B020
```

```
40 SAVE"DESIGNER",B,&BB8,&51BD,&FA9
```

```
50 DATA &3E,&A6,&21,&BB,&B,&11,&BD,&51,&C3,&A1,&BC
```

Now type in and SAVE as DESIGNER.BAS the following loader program

```
10 OPENOUT"DUM":MEMORY &BB7:CLOSEOUT
```

```
20 LOAD"SCREENDE.BIN"
```

```
30 LOAD"DESIGNER.BIN"
```

```
40 CALL &5EDC
```

CONFUZION

Use TRANS 2 AUTO and make the following changes to CONFUZIO.BAS

```
DELETE 10310
```

```
10320 RUN"SPEEDMAS"
```

Add the following line to SPEEDMAS.BAS

```
2 LOAD"CONFUZE.BIN"
```

Type in the following program

```
10 FOR X=&2000 TO &200A:READ A:POKE X,A:NEXT
```

```
20 CALL &2000:SAVE"CONFUZE",B,&3000,&6880
```

```
30 DATA &21,0,&30,&11,&80,&68,&3E,&9B,&C3,&A1,&BC
```

Rewind the tape and run this program which will transfer the middle block to disc.

ADMIRAL GRAFSPEE

Use TRANS 2 AUTO. Make the following change to GRAFSPEE.BAS

```
340 RUN"GAME"
```

Make the following change to GAME.BAS

```
REMOVE MEMORY 43700 FROM LINE 5
```

ALIEN 8

Use TRANS 2 AUTO. Type in the following loader program and SAVE as ALIEN.BAS

```

10 MEMORY &1FFF
20 LOAD"ALIEN.BIN"
30 POKE &1131,1:POKE &1000,48:POKE &113E,&C3
40 CALL &1104:CLOSEIN:CALL &1141

```

PYJAMARAMA

Non HYPERLOAD version. CLEAR first two programs. RENAME third PYJAMA and RELOCATE it. Type in and SAVE as PYJAMA.BAS the following loader program

```

10 MEMORY &1FFF:LOAD"PYJAMA.BIN"
20 CALL &1E79:CALL &2000

```

DUNGEON ADVENTURE

DEFAULT first program. DEFAULT and RELOCATE the second. Make the following changes to the first

```

110 SYMBOL AFTER 256:MEMORY &2AEE
120 LOAD"ADVENTUR"
125 :TAPE
126 CALL &2AEF
130 CALL &3000

```

DETECTIVE

DEFAULT all four programs then type in and run the following program

```

10 MEMORY &8EB5:LOAD"DETCODE",&8EB6
20 POKE &8EB7,&CE:POKE &8EB8,&BE
30 POKE &8EBA,&FC:POKE &8EBB,&9F
40 POKE &8EC3,&A6:POKE &8EC4,&91
50 POKE &8EC6,&FC:POKE &8EC7,&9F
60 POKE &948A,&94:POKE &984F,&94:POKE &9492,&94
70 SAVE"DETCODE",B,&8EB6,&64A

```

Make the following changes to DETECTIVE.BAS

```

Line 1080 change MEMORY statement to &8EB5
" " " LOAD " " " "DETCODE"
" " " RUN " " " "DETGAME"
" " " CALL " " " &8EB6
" 1090 " the &A400 to &9EFC

```

Make the following changes to DETGAME.BAS

```

Line 20050 change POKE &BD2D,&A4 TO POKE &BD2D,&94
" 20060 BA! =&9EFC:NORM=&8EB6:PROP=&8EC2:CALL NORM

```

BLAGGER

CLEAR first program. RENAME second BLAGGER and DEFAULT third. Run game with RUN"BLAGGER"

STAR COMMAND

DEFAULT both programs and make the following changes to the first

```

10 MEMORY 16383
20 LOAD"STARCODE"

```

VAMPIRE KILLER

DEFAULT all programs. Do not RELOCATE OWIDGWAF.BIN. Make the following changes to the first program

```

280 INK 1,0:INK 3,26:INK 0,1
290 LOAD"VAMPIREP.BIN"
300 CLEAR:SYMBOL AFTER 124:LOAD"OWIDGWAF",41692
310 RUN"VAMPIREK.BAS"

```

- (1) Run TRANSMAT and use TRANS 4.
- (2) Name the files KENTILLA, KENT0, KENT1 and KENT2.
- (3) Reset the computer but DO NOT MOVE TAPE.
- (4) Type in and run the following program which will transfer last file to disc:

```

10 CLS
20 FOR L=&BF00 TO &BF0E:READ V:POKE L,V:NEXT L:CALL &BF00
30 SAVE "KENT3",B,&CF7A,&1C98
100 DATA &21,&7A,&CF,&11,&98,&1C,&3E,&2C,&CD,&A1,&BC,&D2,&00
110 DATA &00,&C9

```

- (5) Reset the computer.
- (6) Alter the programs as follows -

```

KENTILLA.BAS: 70 LOAD "KENT0",&C000
80 RUN "KENT1"

```

KENT1.BAS:

```

20 RESTORE 30:FOR L=&BF00 TO &BF0E:READ V:POKE L,V:NEXT L
30 DATA &CD,&37,&BD,&21,&7A,&CF,&11,&7A,&8F,&01,&98,&1C,&ED
31 DATA &B0,&C9

```

```

KENT2.BAS: 7000 REM MEMORY 36698
7001 LOAD "KENT3":MEMORY 36698:CALL &BF00

```

- (7) ERASE all BAK files and play the game by running "KENTILLA"

JACK THE NIPPER. Courtesy of Jim Westoby, Potters Bar, Hert.

- (1) Type in and RUN the following program. It will transfer the screen and game to disc automatically:

```

10 MODE 1:MEMORY &9FFF:TAPE:LOAD"! "
20 POKE &A058,&8:POKE &059,&BF
30 FOR I=&BF00 TO &BF6E:READ V$:POKE I,VAL("&"+V$):NEXT
40 CALL &A000
100 DATA 6E,69,70,30,6E,69,70,31,21,FF,9F,11,FF,A0,01,00
110 DATA A0,ED,B8,01,81,7F,ED,49,21,00,00,11,00,00,01,40
120 DATA 00,ED,B0,D0,C1,ED,49,D9,08,F1,08,0E,07,11,40,00
130 DATA 21,FF,AB,CD,C3,BC,06,04,21,00,BF,11,00,C0,CD,BC
140 DATA BC,21,00,C0,11,00,40,01,00,00,3E,02,CD,98,BC,CD
150 DATA 8F,BC,06,04,21,04,BF,11,00,01,CD,8C,BC,21,00,01
160 DATA 11,00,A0,01,00,00,3E,02,CD,98,BC,CD,8F,BC,C7

```

- (2) Finally type in and save the following loader program:

```

10 BORDER 0:MODE 1:INK 0,0:ONK 1,26:INK 2,14:INK 3,16
20 FOR I=&BF00 TO &BF14 READ V$:POKE I,VAL("&"+V$):NEXT:CALL &BF
30 LOAD"NIP0"
40 FOR I=&BF00 TO &BF2B:READ V$:POKE I,VAL("&"+V$):NEXT:CALL &BF
100 DATA 01,00,BC,21,20,01,ED,61,04,ED,69,05,21,2A,02,ED
110 DATA 61,04,ED,69,C9,4E,49,50,31,06,04,21,00,BF,11,00
120 DATA A0,CD,77,BC,21,00,01,CD,83,BC,CD,7A,BC,F3,21,00
130 DATA 01,11,00,00,01,00,A0,ED,B0,08,F5,D9,C5,D9,C3,01
140 DATA 10

```

GLIDER RIDER Courtesy H.E.Haxwell MCD, Hatfield, Hertfordshire.

(1) Type in and RUN the following program. It will transfer both the screen and game to disc:

```
10 :TAPE.IN:MEMORY &3FFF:LOAD"!",&A000:POKE &A00B,&C9:CALL &A000
20 SAVE"GLIDER1",B,&4000,&2B2B
30 POKE &41AB,&C3:POKE &41AC,0:POKE &41AD,&A1
40 FOR X=&A100 TO &A141
50 READ A$:POKE X,VAL("&"+A$):NEXT
60 CALL &4000
70 DATA F3,B7,0B,01,8B,7F,ED,49,D9,CD,44,00,D9,CB,D1,ED
80 DATA 49,D9,21,FF,B0,11,40,00,0E,07,CD,CE,BC,21,3B,A1
90 DATA 06,07,11,00,04,D5,CD,8C,BC,E1,11,00,9C,44,4D,3E
100 DATA 02,CD,9B,BC,CD,8F,BC,F3,C3,00,04,47,4C,49,44,45
110 DATA 52,32
```

(2) Now type in the following loader program and save as GLIDER:

```
10 MEMORY &3FFF:LOAD"GLIDER1:POKE &4011,&C9:CALL &4000
20 RUN"GLIDER2
```

THE EXPERIENCE Courtesy Jim Westoby, Potters Bar, Hertfordshire.

(1) Run TRANSMAT and use deprotection pokes.

(2) Use TRANS 1 and name the file ELOAD00.

(3) DO NOT MOVE THE TAPE

(4) Type in and run the following program:

```
10 MEMORY &3FFF:LOAD "ELOAD00"
20 FOR L=&5000 TO &50B0:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &5020
30 SAVE "ELOAD01",B,&4000,&720,&41D8
100 DATA C5,D5,E5,21,00,40,11,00,60,01,00,10,ED,B0,E1,D1
110 DATA C1,C9,00,00,00,00,00,00,00,00,00,00,00,00,00,00
120 DATA CD,00,50,F5,3E,C9,32,30,60,F1,CD,05,60,00,00,00
130 DATA CD,00,50,F5,3E,C9,32,4D,60,F1,CD,30,60,00,00,00
140 DATA CD,00,50,F5,3E,C9,32,B0,60,F1,CD,4D,60,00,00,00
150 DATA CD,00,50,F5,3E,C9,32,E5,60,F1,CD,B0,60,00,00,00
160 DATA CD,00,50,F5,3E,C9,32,03,61,F1,CD,E5,60,00,00,00
170 DATA CD,00,50,F5,3E,C9,32,39,61,F1,CD,03,61,00,00,00
180 DATA CD,00,50,F5,3E,C9,32,69,61,F1,CD,39,61,00,00,00
190 DATA CD,00,50,F5,3E,C9,32,B6,61,F1,CD,69,61,00,00,00
200 DATA CD,00,50,F5,3E,C9,32,D8,61,F1,CD,B6,61,00,00,00
210 DATA C9
```

(5) Type in and RUN the following program which transfer the screen and program code to disc.

```
10 MEMORY &3FFF:LOAD "ELOAD01"
20 POKE &4319,&C3:POKE &431A,&8:POKE &431B,&BF
30 FOR L=&BF00 TO &BF58:READ V$:POKE L,VAL("&"+V$):NEXT L
40 CALL &41D8
1000 DATA 45,58,50,45,52,20,00,00,CD,37,BD,0E,07,11,40,00
1010 DATA 21,FF,AB,CD,CE,BC,3E,30,32,05,BF,06,06,11,00,80
1020 DATA 21,00,BF,CD,8C,BC,21,00,C0,11,00,40,01,00,00,3E
1030 DATA 02,CD,9B,BC,CD,8F,BC,3E,31,32,05,BF,06,06,11,00
1040 DATA 80,21,00,BF,CD,8C,BC,21,40,00,11,00,75,01,2C,1F
1050 DATA 3E,02,CD,9B,BC,CD,8F,BC,C7
```

(6) Finally type in and save as EXPER the following loader program

```
10 MODE 1:BORDER 26:FOR I=0 TO 15:INK I,26:NEXT I
20 LOAD "EXPER0":FOR I=0 TO 15:READ V:INK I,V:NEXT I
30 RUN "EXPER1"
100 DATA 0,26,24,6,,0,0,0,0,0,0,0,0,0,0,0,0
```

NON HYPERLOAD version. CLEAR the first program and RENAME the second MINER, do not RELOCATE it. Type in the following loader program and save it as MINER.BAS

```
10 MEMORY &4500:LOAD"MINOR.BIN":CALL &6E5C
```

ROLAND AHOY

CLEAR the firsts program and RENAME the second AHOY. Load program with RUN"AHOY"

THE ROCKY HORROR SHOW Not 664/612B

Use TRANS 2 AUTO then make the following changes to ROCKYHOR.BAS

```
120 LOAD"A"
140 FOR X=&ACB0 TO &ACD2:READ A
150 POKE X,A:NEXT
160 CALL &ACB0
170 DATA &11,0,0,&21,&80,&8B,&E,7,&CD,&CE,&BC,6,1,&21,&D2,&AC,&CD,
&77,&BC,&21,&40,0,&CD,&B3,&BC,&CD,&7A,&BC,&CD,&A7,&BC,&C3,&5A,&97,
&42
```

DELETE 1000-1120

Type in the following program which will transfer the main program onto a spare tape. Use TRANSMAT to transfer to disc but do not RELOCATE it.

```
10 :TAPE:SPEED WRITE 1
20 FOR X=&ACB0 TO &ACF2:READ A:POKE X,A:NEXT:CALL &ACB0
30 DATA &21,&40,0,1,&C0,&AB,&C5,&E5,&21,0,9,&5D,&54,&AF,&ED,&42
40 DATA &38,2,&59,&50,&E1,&E5,&D5,&CD,&A1,&BC,&C1,&E1,9,&EB,&E1
50 DATA &ED,&42,&4D,&44,&EB,&20,&E0,6,1,&21,&F2,&AC,&CD,&8C,&BC
60 DATA &21,&40,0,&11,&C0,&AB,1,&5A,&97,&3E,2,&CD,&9B,&BC,&CD,&BF
70 DATA &BC,&C3,&5A,&97,&42
```

MINDER

CLEAR the first program and DEFAULT the second. Type in and run the following program which will convert the file type on disc

```
10 FOR X=&A610 TO &A650
20 READ A:POKE X,A:NEXT:CALL &A610
30 DATA 6,&A,&11,0,&C0,&21,&47,&A6,&CD,&77,&BC,&21,0,1,&CD,&80,&BC
40 DATA &D4,&2B,&A6,&77,&23,&1B,&F6,&FE,&1A,&CB,6,&A,&21,&47,&A6
50 DATA &CD,&BC,&BC,&21,0,1,&11,5,&A5,1,3,1,&3E,2,&CD,&9B,&BC,&CD
60 DATA &BF,&BC,&C3,3,1,&4D,&49,&4E,&44,&45,&52,&2E,&42,&49,&4E
Now ERA MINDER.BAK
```

COLOSSAL ADVENTURE

DEFAULT first program and RELOCATE the second. Make the following changes to the first

```
DELETE 100
120 LOAD"ADVENTUR":TAPE:CALL &2AEF
```

SIR LANCELOT

Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 :TAPE.IN:MEMORY &3000
20 LOAD"!LOADER":POKE &3AC6,&C9:CALL &3A9B
30 POKE &90AB,&C9
40 SAVE"LANCELOT",B,&426B,&520B,&791B
```

SNOWBALL

DEFAULT first program and RELOCATE the second. Make the following changes to the first

```
DELETE 70
90 LOAD"ADVENTUR":TAPE:CALL &2AEF
```

DEFEND OR DIE

ENAME first program DEFENDER and DEFAULT the last two. Make the following change to DEFENDER.BAS

```
10 RUN"DEFENDOR"
50 P=PEEK(&A500-1284+(ASC(MID$(M$,N,1))-32)*8+T)
```

DUN DARACH

EFAULT both programs. Type in the following loader program and save t as DUNDARAC.BAS

```
0 OPENOUT"DUM":MEMORY &9E9:CLOSEOUT
0 LOAD"DUNDARAC.BIN":POKE &148D,&C3:CALL &1459
0 FOR X=&900 TO &90D:READ A:POKE X,A:NEXT
0 LOAD"DUNP":TAPE:CALL &900
0 DATA &21,&19,&A2,&11,&D1,&AD,1,&30,&98,&ED,&BB,&C3,&A,&5A
```

GILLIGANS GOLD

ype in the following program which will load the game
 0 FOR X=&6000 TO &600A:READ A:POKE X,A:NEXT:CALL &6000
 0 DATA &11,0,&FF,&21,0,1,&3E,&47,&C3,&A1,&BC
 ave the game to disc with SAVE"GILLIGAN",B,&100,&5F00,&5000

WAY OF THE EXPLODING FIST

ransfer the first program only and RELOCATE it. Type in the following program and run it. It will transfer the rest of the rogram to disc

```
0 FOR X=&A000 TO &A067
0 READ A:POKE X,A:NEXT:CALL &A000
0 DATA &21,&00,&C0,&11,&00,&40,&3E,&16,&CD,&A1,&BC,&21,&00,&40,&11
0 DATA &00,&40,&3E,&16,&CD,&A1,&BC,&21,&00,&80,&11,&50,&14,&3E,&16
0 DATA &CD,&A1,&BC,&21,&40,&00,&11,&BF,&3F,&3E,&16,&CD,&A1,&BC,&06
0 DATA &05,&21,&5E,&A0,&CD,&8C,&BC,&21,&00,&C0,&11,&00,&40,&01,&00
0 DATA &00,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC,&06,&05,&21,&63,&A0,&CD
0 DATA &8C,&BC,&21,&40,&00,&11,&0F,&94,&01,&57,&2D,&3E,&02,&CD,&98
0 DATA &BC,&C3,&8F,&BC,&46,&49,&53,&54,&31,&46,&49,&53,&54,&32
```

ow type in the following loader program and save it as FIST.BAS

```
0 MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT: BORDER 0
0 LOAD"FIST.BIN":LOAD"FIST1"
0 FOR X=&A55B TO &A573:READ A:POKE X,A:NEXT
0 POKE &A580,&73:CALL &A55B
0 DATA &02,&19,&14,&06,&1A,&00,&05,&08,&0A,&0C,&19,&0F,&07,&11
0 DATA &09,&03,&06,&05,&21,&6F,&A5,&CD,&77,&BC,&21,&40,&00,&CD
0 DATA &83,&BC,&CD,&7A,&BC,&C3,&74,&A5,&46,&49,&53,&54,&32
```

DANGER MOUSE Not 664/6128

ind the tape to the start of the second block. Type in the following program which will load the program and save it onto a pare tape. Use TRANSMAT to transfer onto disc but do not RELOCATE t.

```
0 !TAPE:SPEED WRITE 1
0 FOR X=&A800 TO &A82C:READ A:POKE X,A:NEXT
0 CALL &A800
0 DATA &3E,&16,&21,&00,&01,&11,&00,&A7,&CD,&A1,&BC,&06,&06,&21,&27
0 DATA &A8,&CD,&BC,&BC,&21,&00,&01,&11,&00,&A7,&01,&00,&01,&3E,&02
0 DATA &CD,&98,&BC,&CD,&8F,&BC,&C3,&00,&01,&44,&4D,&4F,&55,&53,&45
```

WILD BUNCH Not 664/6128

EFAULT both programs and make the following change to WILDBUNC.BAS
 80 SYMBOL AFTER 250:POKE &B090,&AB:RUN"PROGRAM"

SPELLBOUND Courtesy H. E. Haxwell11 MCD, Hatfield, Hertfordshire.

This routine will transfer the later version of SPELLBOUND which has been recorded on a black cassette case. However it is possible the the routine will work on some white cassettes. If you are uncertain which version you have CAT the tape and look at the name of the second file. On this later version the second file is named "LOADER" and on the earlier versions it is named "SPROG".

Do not move the SPELLBOUND tape between commands.

- (1) Use TRANS 1 AUTO:
- (2) Reset computer and load "SPELLBOU" from disc.
- (3) Replace line 20 with:-

```
20 LOAD"SPELL2":LOAD"SPELL3":CALL &BEC0
```

- (4) Delete line 100
- (5) SAVE "SPELL"
- (6) Type as a direct command LOAD"!",&BEC0. Press enter and the tape will start.
- (7) As a direct command type:-

```
POKE &BEC3,&F5:POKE &BEC4,&BE:POKE &BEF0,&44:POKE &BED5,6:POKE &BEF6,10:POKE &BEF7,&BF (Press enter)
```

- (8) SAVE"SPELL2",B,&BEC0,&55
- (9) USE TRANS 1 AND RENAME "SPELL3"
- (10)Reset the computer and type in and run the following program which will transfer the final file automatically:-

```
10 FOR X=&BF00 TO &BF44
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 CALL &BF00
40 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,01,D5,CD,77
50 DATA BC,E1,CD,83,BC,CD,7A,BC,21,FF,AB,11,40,00,0E,07
60 DATA CD,CE,BC,21,3F,BF,06,06,11,00,01,D5,CD,8C,BC,E1
70 DATA 11,1D,9B,01,03,0C,3E,02,CD,98,BC,CD,8F,BC,C9,53
80 DATA 50,45,4C,4C,34
```

Now run the game with RUN"SPELL"

If you understand the disc system and can use the sector editor in ODDJOB or DEDIT in UTOPIA here is an alternative way to transfer just the game without the screen:-

- (1) TRANS 1 the last file only and name SPELL4.BIN (It will default to .BAS) and relocate.
- (2) Edit the HEADER (Not the directory) as follows:-
 Edit Byte &12 to &02: Edit Byte &43 to &13
 Don't forget to write the alterations back to disc.

You can of course use any name you like providing you know how to calculate the checksum at bytes &43/44.

This file will now auto-run.

TRAILBLAZER Courtesy of Jim Westoby, Potters Bar, Hertfordshire.

- (1) Type in the following transfer program and run it. It will load the game from tape and save it to disc automatically:

```
10 MODE 0:MEMORY &1FFF:TAPE:LOAD ""
20 POKE &2061,&C3:POKE &2062,&52:POKE &2063,&A0:POKE &2074,&C6
30 POKE &207E,&C3:POKE &207F,&74:POKE &2080,&A0
40 FOR L=&A000 TO &A093:READ V:POKE L,V:NEXT L:CALL &2000
1000 DATA &54,&52,&41,&49,&4C,&78,&01,&00,&F6,&ED,&49,&E1,&22,&FE,&BF,&D9
1010 DATA &C1,&D9,&F1,&08,&01,&80,&7F,&ED,&49,&21,&00,&00,&11,&00,&00,&01
1020 DATA &40,&00,&ED,&B0,&D9,&ED,&49,&D9,&31,&FE,&BF,&0E,&07,&11,&40,&00
1030 DATA &21,&FF,&AB,&CD,&CE,&BC,&C9,&D5,&E5,&06,&06,&21,&00,&A0,&11,&00
1040 DATA &90,&CD,&8C,&BC,&E1,&D1,&01,&00,&00,&3E,&02,&CD,&98,&BC,&CD,&8F
1050 DATA &BC,&C9,&CD,&95,&00,&CD,&06,&A0,&3E,&30,&32,&05,&A0,&21,&00,&C0
1060 DATA &11,&00,&40,&CD,&37,&A0,&3E,&00,&32,&61,&20,&32,&62,&20,&32,&63
1070 DATA &20,&C3,&00,&20,&CD,&06,&A0,&3E,&31,&32,&05,&A0,&21,&00,&04,&11
1080 DATA &80,&82,&CD,&37,&A0,&3E,&32,&32,&05,&A0,&21,&80,&C6,&11,&80,&39
1090 DATA &CD,&37,&A0,&C7
```

- (2) Reset the computer. Type in and save as TBLAZER the following loader program:

```
OPENOUT "D":MEMORY &3FF:CLOSEOUT
BORDER 0:MODE 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I
LOAD "TRAIL0":LOAD "TRAIL1"
FOR I=0 TO 15:INK I,0:NEXT I:LOAD "TRAIL2"
FOR L=&C000 TO &C011:READ V:POKE L,V:NEXT L:CALL &C000
100 DATA 0,13,26,12,24,9,18,15,20,1,0,14,4,8,3,6
200 DATA &F3,&21,&80,&C6,&11,&80,&86,&01,&80,&39,&ED,&B0
210 DATA &31,&00,&04,&C3,&00,&04
```

ROCK AND WRESTLE Courtesy of H.E.HAXWELL MCD, Hatfield, Herts.

- (1) Fully rewind game tape.
- (2) Place formatted disc with at least 65K free into disc drive.
- (3) Type in and run the following BASIC program.

```
10 TAPE.IN:MEMORY &9000:LOAD ""
20 POKE &9F33,&C9:CALL &9F15
30 SAVE"ROCK1",B,&C000,&4000
40 SAVE"ROCK2",B,&1000,&8F00
50 POKE &9F43,&40:POKE &9F4A,&C9:CALL &9F40
60 SAVE"ROCK3",B,&4000,&2E19
```

- (2) Now type in and save as ROCK this short loader.

```
10 MODE 0:BORDER 0:FOR X=0 TO 15:READ I:INK X,I:NEXT
20 LOAD"ROCK1
30 FOR X=&BF00 TO &BF32:READ A$:POKE X,VAL("&"+A$):NEXT
40 CALL &BF00
50 FOR X=0 TO 15:INK X,3:NEXT:CALL &BF13
60 DATA 1,0,26,17,13,24,2,8,7,25,18,16,21,3,14,6
70 DATA 21,2E,BF,06,05,11,00,10,CD,77,BC,EB,CD,83,BC,CD
80 DATA 7A,BC,C9,3E,33,32,32,BF,21,2E,BF,06,05,11,00,C0
90 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,C3,00,EE,52,4F
100 DATA 43,4B,32
```

MOON BUGGY

Type in and run the following program and play the tape. It will load the program and save it onto a spare tape in the normal format. You can then use TRANSMAT on it to RELOCATE it.

```
10 TAPE:MEMORY &2FFF:LOAD"1",&3000:POKE &304E,&C9
20 CALL &3000
30 SAVE"MOONBUGGY",&5000,&6000,&7B00
```

ERIK THE VIKING

Use TRANS 3 AUTO and make the following changes to ERIK.BAS

```
195 LOAD"FIRSTBIT"
335 POKE &9210,&B7:POKE &921B,&B7:FOR X=37401 TO 37428:READ A:POKE X,A:NEXT
580 DATA &21,&2E,&B7,&11,&39,&A7,&06,&07,&CD,&77,&BC,&EB,&CD,&B3,
&BC,&CD,&37,&BD,&C3,&00,&8B,&4C,&41,&53,&54,&42,&49,&54
```

JETBOOT JACK

DEFAULT all three programs and RELOCATE the third. Make the following changes to JET.BAS

```
90 LOAD"BOOT"
620 FOR X=&2000 TO &2013:READ A:POKE X,A:NEXT:CALL &2000
630 LOAD"JACK":CALL &446E
640 CALL &200C:CALL &4800
650 DATA &11,&00,&30,&21,&00,&40,&01,&00,&0E,&ED,&B0,&C9,&11,&00,
&40,&21,&00,&30,&1B,&F2
```

EVERYONE'S A WALLY

Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 MEMORY &1FFF:TAPE.IN:LOAD ""
20 FOR X=&2C0 TO &2FD:READ A:POKE X,A:NEXT
30 POKE &202F,&C0:POKE &2030,2:CALL &2000
40 DATA 6,6,&21,&F2,2,&CD,&8C,&BC,&21,0,&C0,&11,0,&40,1,0,0,&3E,&02
50 DATA &CD,&98,&BC,&CD,&8F,&BC,6,6,&21,&FB,2,&CD,&8C,&BC,&21,0,3
60 DATA &11,&28,&A0,1,0,3,&3E,2,&CD,&98,&BC,&CD,&8F,&BC,&57,&41,&4C
70 DATA &4C,&59,&31,&57,&41,&4C,&4C,&59,&32
Now type in and save as WALLY.BAS the following loader program
10 MODE 2:INK 0,0:INK 1,0:BORDER 0
20 OPENOUT"D":MEMORY &2FF
30 LOAD"WALLY1"
40 LOAD"WALLY2":CALL &300
```

JUMPJET

Position the tape after the first program (Block 1 of JUMPJET) and type in and run the following program

```
10 TAPE.IN:MEMORY &2BFF:LOAD"1":LOAD""
20 POKE &9047,&C9:CALL &9000
30 SAVE"JUMPSCRN",B,&C000,&4000
40 POKE &9047,&21:CALL &9047
50 END
60 CALL &8F9A
70 FOR X=&8F9A TO &8FA4:POKE X,0:NEXT
80 SAVE"JUMPJET",B,&2C00,&6FEA
When the program stops, use CAT to position the tape after block 5 of the program BASIC and type GOTO 60. Use TRANSMAT to transfer the program BASIC and make the following changes to it
1 BORDER 0:MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT:CLEAR:OPENOUT "D":MEMORY &2BFD:CLOSEOUT:LOAD"JUMPSCRN":LOAD"JUMPJET.BIN"....etc (rest of line)
5 DATA 23,13,0,0,2,9,18,14,10,1,2,24,20,23,3,6
Now save it as JUMPJET.BAS
```

RED ARROWS

Use TRANS 2 AUTO to transfer the first two parts then type in and run the following program to transfer the rest

```
10 OPENDOUT"D":MEMORY &FFF
20 FOR X=&1000 TO &100A:READ A:POKE X,A:NEXT:CALL &1000
30 SAVE"RED3",B,&1A00,&BB00,&B100
40 FOR X=&31E9 TO &31FD:READ A:POKE X,A:NEXT
50 SAVE"RED2",B,&31E9,21
60 DATA &21,&00,&1A,&11,&00,&8B,&3E,&24,&C3,&A1,&BC
70 DATA 6,4,&21,&FA,1,&CD,&77,&BC,&21,0,&1A,&CD,&83
80 DATA &BC,&C3,0,&B1,&52,&45,&44,&33
Now type in and save as REDARROW.BAS the following loader program
10 OPENDOUT"D":MEMORY &1C7
20 LOAD"REDARROW.BIN":LOAD"RED1":LOAD"RED2",&1E9:CALL &6BCF
```

INTERDICTION PILOT

DEFAULT all three programs and RELOCATE the third. Type in and save as INTERDIC.BAS the following loader program

```
10 MEMORY &3F00
20 LOAD"INTERDIC.BIN":LOAD"PT2"
30 FOR X=&3F50 TO &3F5D:READ A:POKE X,A:NEXT:CALL &3F37
40 DATA &21,&5B,&3F,&0E,&FF,&C3,&16,&BD,&CD,&EC,&93,&C3,&00,&99
```

EMERALD ISLE

Use TRANS 3 AUTO and make the following changes to ISLE.BAS

```
320 LOAD"FIRSTBIT"
600 POKE &9510,&B7
610 FOR X=&9518 TO &9535:READ A:POKE X,A:NEXT
860 DATA &B7,&06,&0B,&21,&2E,&B7,&CD,&77,&BC,&EB,&CD,&83,&BC,&CD,
&7A,&BC,&CD,&37,&BD,&C3,&00,&8B,&53,&45,&43,&4F,&4E,&44,&42,&49
```

ANDROID ONE

Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 !TAPE.IN:MEMORY &1327:LOAD"!
20 FOR X=&9D00 TO &9D16:READ A:POKE X,A:NEXT:CALL &9D00
30 SAVE"ANDROID",B,&500,&97D0
40 DATA &21,0,&40,&11,0,&40,&3E,&FE,&CD,&A1,&BC,&21,0,5,&11,&D0,&97
50 DATA &3E,&FF,&CD,&A1,&BC,&C9
```

Now type in and save as ANDROID.BAS the following loader program

```
10 MEMORY &13FF:LOAD"ANDROID.BIN",&1400
20 CALL &A142
```

If endless lives are required add 15 POKE &7391,0

FINDERS KEEPERS

Enter the following as a direct command

```
!TAPE:LOAD"!":NEW
```

Now type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 FOR X=42000 TO 42025:READ A:POKE X,A:NEXT:CALL 42000
20 !DISC:SAVE"FINDERS",B,2048,34000,2048
30 DATA 205,9,185,62,255,205,107,188,33,44,164,17,0,152,6,2,205,119
40 DATA 188,33,0,8,205,131,188,201
```

PUNCHY

DEFAULT the first program. CLEAR the second and DEFAULT the third. Make the following changes to PUNCHY.BAS

```
DELETE 1-90
```

Then add

```
10 MEMORY &1FFF
```

TRANSMAT INFORMATION EXCHANGE 15

The following information is (c) GOLDMARK SYSTEMS (TIE)

NONE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

MONSTERS OF MURDAC. Courtesy Jim Westoby, Potters Bar, Herts.

- (1) Run TRANSMAT and use deprotection pokes.
- (2) TRANS 1, name the file MLOAD but DO NOT RELOCATE it.
- (3) Reset the computer but DO NOT move the tape.
- (4) Type in and run the following program which will transfer the remainder of the game to disk.

```
10 MEMORY &44FF:LOAD "MLOAD",&4500
20 POKE &4554,&C3:POKE &4555,&24:POKE &4556,&BF
30 CALL &BD37
40 FOR L=&A000 TO &A00D:READ V$:POKE L,VAL("&"+V$):NEXT L
50 FOR L=&BF00 TO &BF4E:READ V$:POKE L,VAL("&"+V$):NEXT L
60 CALL &A000
100 DATA 21,00,45,11,00,A5,01,00,05,ED,B0,C3,00,A5
110 DATA 4D,55,52,44,41,43,20,C5,D5,E5,32,06,BF,06,07,11
120 DATA 00,C0,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02,CD,98,BC
130 DATA CD,8F,BC,C9,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD
140 DATA CE,BC,3E,30,01,00,00,11,00,40,21,00,C0,CD,07,BF
150 DATA 3E,31,01,40,00,11,00,A5,21,40,00,CD,07,BF,C7
```

- (5) Reset the computer. Type in and save as MURDAC the following loader program:

```
10 MODE 2:BORDER 0:INK 0,0:INK 1,26
20 LOAD "MURDAC0"
30 RUN "MURDAC1"
```

LANDSCAPE CREATOR.

- (1) Run TRANSMAT and use TRANS 1 AUTO.
- (2) Reset the computer but do not move the LANDSCAPE tape.
- (3) Type in and run the following program which will transfer the remainder of LANDSCAPE to disc:

```
10 !TAPE.IN
20 FOR X=&BEC0 TO &BECB:READ Y$:POKE X,VAL("&"+Y$):NEXT
30 DATA 21,00,90,11,00,13,3E,16,CD,A1,BC,C9
40 CALL &BEC0:SAVE"LCODE",B,&6000,&4500
```

- (4) Reset the computer.
- (5) Load LANDS.BAS and make the following change:

```
4 DISC=1
```


DAN DARE Courtesy of H.E.HAXWELL MCD, Hatfield, Hertfordshire.

This routine will transfer the side without the screen as one auto-run file.

```
10 MEMORY &9FFF:LOAD"!",&A000
20 FOR X=&BEC0 TO &BEFD
30 READ A$:POKE X,VAL("&"+A$):NEXT
40 CALL &BEC0
50 DATA 21,40,00,11,C0,A5,3E,EF,CD,A1,BC,01,D9,37,21,40
60 DATA 00,7E,A8,81,77,23,7C,FE,A7,20,F6,21,F7,BE,06,07
70 DATA 11,40,00,D5,CD,8C,BC,E1,11,C0,A5,3E,02,01,8C,6E
80 DATA CD,98,BC,CD,8F,BC,C9,44,41,4E,44,41,52,45
```

NUCLEAR HEIST Courtesy of Andy Todd, Grangemouth.

Use TRANS 3. DEFAULT the first file, name the second HEISTSCR and DEFAULT the third. Reset the computer. Load NUCLEAR.BAS from disc and amend as follows:

```
1240 MODE 1:INK 0,26:BORDER 26:INK 1,26:INK 2,24:INK 3,6:PAPER
1:CLS:INK 0,0:LOAD"HEISTSCR.BIN",&C000
```

SPACE HAWKS

Use TRANS 2 AUTO. Reset the computer. Load HAWKS.BAS and alter the LOAD command in line 2000 to read LOAD"CODE.BIN"

NIGHT GUNNER Courtesy of H.E.HAXWELL MCD, Hatfield, Herts.

This routine will transfer NIGHT GUNNER automatically.

```
10 MEMORY &3F00:DISC:FOR X=&BF00 TO &BF3E
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"GUNNER",B,&BF00,&3F,&BF00
40 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,00,43,E5,11
50 DATA 8E,3F,CD,24,BF,CD,8E,3F,3E,32,32,3E,BF,11,40,01
60 DATA CD,24,BF,C9,D5,21,38,BF,06,07,11,00,C0,CD,77,BC
70 DATA E1,CD,83,BC,CD,7A,BC,C9,47,55,4E,4E,45,52,31
80 RESTORE 110:FOR X=&9000 TO &90C2
90 READ A$:POKE X,VAL("&"+A$):NEXT
100 CALL &9000
110 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,40,CD,77,BC
120 DATA EB,CD,83,BC,CD,7A,BC,21,3E,40,22,FF,3F,0E,FF,0C
130 DATA CD,15,B9,D6,80,20,F8,B4,C4,45,90,21,39,98,22,38
140 DATA BD,21,C0,BE,22,E3,BD,21,60,90,11,C0,BE,01,63,00
150 DATA ED,B0,C3,FF,3F,3D,28,0C,3E,BD,32,61,90,21,A9,97
160 DATA 22,2C,90,C9,3E,BB,21,A5,97,22,2C,90,32,61,90,C9
170 DATA CD,88,08,3E,CD,21,CF,BE,32,E0,00,22,E1,00,C9,21
180 DATA DF,BE,22,1D,A4,21,F7,BE,22,32,A4,21,43,00,C9,CD
190 DATA 8E,3F,21,FF,B0,11,40,00,0E,07,CD,CE,BC,01,34,23
200 DATA 11,8E,3F,CD,07,BF,C9,E3,3E,32,32,22,BF,01,90,C9
210 DATA 11,40,01,CD,07,BF,C9,C5,D5,21,1C,BF,06,07,CD,8C
220 DATA BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9,47,55,4E,4E
230 DATA 45,52,31
```

NONTERRAQUEOUS

Enter the following as a direct command: !TAPE.IN:LOAD"!":NEW
This will position the tape at the beginning of the second program.
Now type in and run the following program which will transfer the rest of the program to disc without the need for TRANSMAT

```
10 !TAPE.IN:OPENOUT"D":MEMORY 2999
20 LOAD"! ",3000
30 MODE 0:CALL 3003,&FFFE,16383
40 SAVE"NON2",B,&C000,&4000
50 CALL 3003,40956,37000
60 SAVE"NON1",B,3957,37000
70 MODE 0:CALL 3003,&FFFE,16383
80 SAVE"NON3",B,&C000,&4000
Type in and save as NON.BAS the following loader program
10 MODE 0:BORDER 3:OPENOUT"D":MEMORY 2999
20 FOR X=0 TO 15:READ A:INK X,A:NEXT
30 LOAD"NON2"
40 FOR X=1 TO 2000:NEXT
50 LOAD"NON3"
60 LOAD"NON1"
70 CALL 4000
80 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
```

3D GRAND PRIX All CPC's

Use TRANS 2. RENAME the first program GRAND.BIN and the second GRAND1.BIN but do not RELOCATE it. Type in and run the following program

```
10 FOR X=&BEB0 TO &BED7:READ A:POKE X,A:NEXT:CALL &BEB0
20 DATA &21,&8B,&BE,&0E,&FD,&C3,&16,&BD,&0E,&07,&11,&40,&00,&21,&4F
30 DATA &B1,&CD,&CE,&BC,&06,&0A,&21,&CE,&BE,&11,&00,&C0,&CD,&77,&BC
40 DATA &21,&40,&00,&CD,&B0,&BC,&D4,&AB,&BE,&77,&23,&1B,&F6,&FE,&0F
50 DATA &C0,&E1,&CD,&7A,&BC,&21,&CE,&BE,&06,&0A,&CD,&8C,&BC,&21,&40
60 DATA &00,&11,&BC,&A6,&01,&6B,&41,&3E,&02,&CD,&9B,&BC,&CD,&8F,&BC
70 DATA &C3,&6B,&41,&47,&52,&41,&4E,&44,&31,&2E,&42,&49,&4E
```

Reset the computer and type in and save as GRAND.BAS the following loader program

```
10 FOR X=&BEB0 TO &BEBB:READ A:POKE X,A:NEXT:CALL &BEB0
20 DATA &21,&4F,&B1,&CD,&CE,&BC,&06,&09,&21,&A6,&BE,&CD,&77,&BC,&EB
30 DATA &CD,&B3,&BC,&CD,&7A,&BC,&21,&9E,&BE,&22,&BD,&01,&C3,&40,&00
40 DATA &21,&AF,&BE,&06,&0A,&C3,&77,&BC,&47,&52,&41,&4E,&44,&2E,&42
50 DATA &49,&4E,&47,&52,&41,&4E,&44,&31,&2E,&42,&49,&4E
```

CODENAME MAT II All CPC's

Use TRANS 3. RENAME the first program MAT, the second MAT1 and the third MAT2 and RELOCATE it. Make the following change to MAT.BAS
140 RUN"MAT1"

Make the following change to MAT1.BAS

```
1 SYMBOL AFTER 256:SPEED WRITE 1:MEMORY 4607:LOAD"MAT2",&F4C:MODE 1:
CALL &F4C:CALL 33915
```

SORCERY For 664/6128. Flash Load version.

Use TRANS 1 AUTO to transfer the first program. Reset the computer and load SORCERY.BAS. Type in the following as a direct command
POKE &AEB1,&6F:POKE &AEB2,&1:POKE &23B,0:POKE &23A,0:POKE &2BC,&FB:
POKE &28D,&C9:!TAPE:SPEED WRITE 1:RUN

Play the rest of the tape and when finished insert a blank tape and type SAVE"SORCERY",B,5DC,A524,&5DC. Use TRANSMAT to RELOCATE this code and ERA SORCERY.BAS

MR. FREEZE

Position tape immediately after MR FREEZE block 1. Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 :TAPE.IN:FOR X=1000 TO 1011:READ A:POKE X,A:NEXT:CALL 1000
20 CALL &395F:POKE &3975,&C3:POKE &3976,&BC:POKE &3977,&39
30 SAVE"SCREEN",B,&395F,&1000:SAVE"GAME",B,&495F,&4227
40 DATA 33,95,57,17,0,16,62,1,205,161,188,201
```

Reset the computer and type in and save as FREEZE.BAS the following loader program

```
10 MEMORY &395E:LOAD"SCREEN.BIN":CALL &395F
20 LOAD"GAME.BIN":CALL &BC3E:CALL &7E0E:CALL &7D1A:CALL &B27F
```

WILD BUNCH For 664/612B

DEFAULT both programs and make the following change to WILDBUNC.BAS

```
280 SYMBOL AFTER 250:FOR X=&BE80 TO &BEBC:READ A:POKE X,A:NEXT
290 IF PEEK (&BD52)=2 THEN POKE &BEBA,&7D
300 CALL &BE80,"PROGRAM"
310 DATA &DD,&6E,&00,&DD,&66,&01,&46,&23,&7E,&23,&66,&6F,&CD
320 DATA &77,&BC,&C5,&EB,&CD,&83,&BC,&CD,&7A,&BC,&D1,&2A,&64
330 DATA &AE,&23,&19,&22 &66,&AE,&22,&6B,&AE,&22,&6A,&AE,&22
340 DATA &6C,&AE,&3E,&AB,&32,&74,&B0,&21,&B6,&BE,&0E,&FD,&C3
341 DATA &16,&BD,&21,&BC,&BE,&C3,&7B,&EA,0
```

BRIDGE PLAYER For 664/612B

CLEAR first program and DEFAULT second. Type in and save as BRIDGE.BAS the following loader program

```
10 SYMBOL AFTER 250:FOR X=&BE80 TO &BEBC:READ A:POKE X,A:NEXT
20 IF PEEK (&BD52)=2 THEN POKE &BEBA,&7D
30 CALL &BE80,"X"
40 DATA &DD,&6E,&00,&DD,&66,&01,&46,&23,&7E,&23,&66,&6F,&CD
50 DATA &77,&BC,&C5,&EB,&CD,&83,&BC,&CD,&7A,&BC,&D1,&2A,&64
60 DATA &AE,&23,&19,&22 &66,&AE,&22,&6B,&AE,&22,&6A,&AE,&22
70 DATA &6C,&AE,&3E,&AB,&32,&74,&B0,&21,&B6,&BE,&0E,&FD,&C3
80 DATA &16,&BD,&21,&BC,&BE,&C3,&7B,&EA,0
```

ARNHEM All CPC's

Use TRANS 3 AUTO then make the following changes to ARNHEM.BAS

```
270 LOAD"ARNHEMCO",1700
280 A$="ARNHEMDA"
295 POKE &402A,B:POKE &4214,&F9
296 POKE &419F,B:POKE &41A1,&F9
```

FIGHTER PILOT All CPC's

If the first program is FP.BIN then simply use TRANS 1 and RENAME it FIGHTER.

If the first program is FP.BAS then transfer it. Reset the computer and type the following as direct commands

```
LOAD"FP.BAS" <ENTER>
POKE 434,201::TAPE.IN:RUN <ENTER>
When the program has loaded then SAVE"FIGHTER",B,&3EB,&908B,&3EB
ERASE FP.BAS
```

BOULDER DASH All CPC's

Type in the following program and play the tape. The program will then be transferred to disc without the need for TRANSMAT

```
10 FOR X=&A000 TO &A02A:READ A:POKE X,A:NEXT:CALL &A000
20 DATA &21,&00,&02,&11,&25,&70,&3E,&87,&CD,&A1,&BC,&06,&07,&21,&24
30 DATA &A0,&CD,&8C,&BC,&21,&00,&02,&11,&25,&70,&01,&52,&1F,&3E,&02
40 DATA &CD,&9B,&BC,&C3,&8F,&BC,&42,&4F,&55,&4C,&44,&45,&52
```

TOBRUK Courtesy of H. E. HAXWELL MCD, Hatfield, Herts.

This routine will transfer side one of "TOBRUK" automatically. Start with fully rewound game tape, press the PLAY button and make sure your disc has at least 55k free.

```
10 MEMORY &3F00:DISC:FOR X=&BF00 TO &BF3E
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"TOBRUK",B,&BF00,&3F,&BF00
40 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,CD,25,BF,CD,8E
50 DATA 3F,21,30,8C,11,30,00,CD,AB,BB,3E,34,32,3E,BF,CD
60 DATA 25,BF,C3,2F,5E,21,38,BF,06,07,11,00,C0,CD,77,BC
70 DATA EB,CD,83,BC,CD,7A,BC,C9,54,4F,42,52,55,4B,33
80 RESTORE 110:FOR X=&9000 TO &90C2
90 READ A$:POKE X,VAL("&"+A$):NEXT
100 CALL &9000
110 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,40,CD,77,BC
120 DATA EB,CD,83,BC,CD,7A,BC,21,3E,40,22,FF,3F,0E,FF,0C
130 DATA CD,15,B9,D6,80,20,F8,B4,C4,45,90,21,39,98,22,38
140 DATA BD,21,C0,BE,22,E3,BD,21,60,90,11,C0,BE,01,63,00
150 DATA ED,B0,C3,FF,3F,3D,28,0C,3E,BD,32,61,90,21,A9,97
160 DATA 22,2C,90,C9,3E,BB,21,A5,97,22,2C,90,32,61,90,C9
170 DATA CD,88,08,3E,C3,21,CF,BE,32,E0,00,22,E1,00,C9,21
180 DATA DE,BE,22,96,01,21,F6,BE,22,A6,01,C3,7F,01,CD,8E
190 DATA 3F,21,FF,B0,11,40,00,0E,07,CD,CE,BC,01,E8,3E,11
200 DATA 8E,3F,CD,07,BF,C9,3E,34,32,22,BF,01,7B,96,11,E8
210 DATA 03,CD,07,BF,C3,2F,5E,C5,D5,21,1C,BF,06,07,CD,8C
220 DATA BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9,54,4F,42,52
230 DATA 55,4B,33
```

TOBRUK for 2 computers To transfer side two use the same program as for side one but make the following changes to it:

```
Alter name in line 20 to "TOBRUK2"
Add the following lines:
25 POKE &BF23,&44:POKE &BF24,&2C:POKE &BF1B,&35
95 POKE &9097,&35:POKE &90A5,&44:POKE &90A6,&2C
```

Now RUN the program and it will transfer the first part of side two. When the tape stops do not move it. To transfer the second part of side two again use the side one program but with these alterations:

- 1) Replace lines 10 to 70 as follows:-

```
10 FOR X=&BF00 TO &BF33
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"SLAVE",B,&BF00,&34,&BF00
40 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,CD,1A,BF,21,30
50 DATA 8C,11,30,00,CD,AB,BB,C3,11,2D,21,2D,BF,06,07,11
60 DATA 00,C0,CD,77,BC,EB,CD,83,BC,CD,7A,BC,C9,54,4F,42
70 DATA 52,55,4B,36
```
- 2) Insert a new line:-

```
95 POKE &9070,&E1:POKE &9075,&18:POKE &9076,4:POKE &9097,&36:
POKE &909C,&AE:POKE &909D,10:POKE &909F,&10:POKE &90A0,&27:
POKE &90A5,&11:POKE &90A6,&2D:POKE &908C,&18:POKE &908D,8
```

RUN this program and it will transfer the second part of side two.

TECHNICIAN TED All CPCs
Use TRANS 2. CLEAR the first program and DEFAULT the second. Type in and run the following program to transfer the rest to disc

```
0 OPENOUT"D":MEMORY &FFF:CLOSEOUT:LOAD"NONAME1"  
0 FOR X=&1000 TO &1026:READ A:POKE X,A:NEXT:CALL &1000  
0 SAVE"TT1",B,&1DD0,&6EE:SAVE"TT2",B,&23EE,&8114  
0 DATA &F3,&21,&13,&10,&E5,&21,&D9,&22,&E5,&11,&D4,&01,&DD,&21,&00  
0 DATA &24,&C3,&72,&23,&3E,&C3,&21,&22,&10,&32,&CF,&25,&22,&D0,&25  
0 DATA &37,&C3,&00,&24,&01,&B9,&7F,&D9,&C9
```

low type in and save as TED.BAS the following loader program
IDNAME1.BIN can then be erased.

```
0 MEMORY &1CFF  
0 MODE 1:BORDER 0:FOR x=0 TO 3:INK x,0:NEXT  
0 FOR X=&C000 TO &C065:READ A:POKE X,A:NEXT  
0 LOAD"TT1":CALL &C000  
0 DATA &21,&FC,&A6,&11,&66,&C0,&01,&04,&19,&ED,&B0,&3E,&C3,&21,&19  
0 DATA &C0,&32,&C7,&23,&22,&CB,&23,&C3,&B9,&23,&3E,&2A,&21,&EB,&A1  
0 DATA &32,&C7,&23,&22,&CB,&23,&DD,&21,&66,&C0,&21,&FC,&A6,&01,&04  
0 DATA &19,&DD,&7E,&00,&5F,&7E,&DD,&77,&00,&73,&23,&DD,&23,&0B,&7B  
0 DATA &B1,&20,&EF,&21,&63,&C0,&06,&03,&CD,&77,&BC,&EB,&CD,&83,&BC  
00 DATA &F3,&11,&FC,&A6,&21,&66,&C0,&01,&04,&19,&ED,&B0,&01,&7E,&FA  
10 DATA &AF,&ED,&79,&21,&17,&3D,&C3,&8A,&2C,&54,&54,&32
```

RED MOON All CPCs
LEAR the first program and rename the rest MOON1 to MOON3. Do not ELOCATE any code. Type in and save as MOON.BAS, the following loader program.

```
0 FOR X=&3AB TO &3FE:READ A:POKE X,A:NEXT  
0 CALL&3AB:ITAPE:CALL &3F1  
0 DATA &C3,&BD,&03,&4D,&4F,&4F,&4E,&32,&4D,&4F,&4F,&4E,&33,&4D,&4F  
0 DATA &4F,&4E,&31,&06,&05,&21,&AE,&03,&C0,&77,&BC,&21,&00,&16,&CD  
0 DATA &83,&BC,&CD,&7A,&BC,&06,&05,&21,&B3,&03,&CD,&77,&BC,&21,&00  
0 DATA &67,&CD,&83,&BC,&CD,&7A,&BC,&06,&05,&21,&B8,&03,&CD,&77,&BC  
0 DATA &21,&00,&04,&CD,&83,&BC,&CD,&7A,&BC,&C9,&21,&00,&04,&11,&00  
0 DATA &9A,&01,&00,&12,&ED,&B0,&C3,&00,&8D
```

WARLORD
se TRANS 4 AUTO, reset the computer then enter and run the following Program:

```
0 MEMORY &3FFF:LOAD"WARLORD.BIN":POKE &4024,28  
0 SAVE "WARLORD.BIN",B,&4000,&F4,&4000  
WARLORD.BAK can now be ERASed. Play game with RUN "WARLORD"
```

HEROES OF KARN
se TRANS 4 AUTO, reset the computer then enter and run the following program:

```
0 MEMORY &3FFF:LOAD"HEROES.BIN":POKE &4024,28  
0 SAVE "HEROES.BIN",B,&4000,&F7,&4000  
EROES.BAK can now be ERASed. Play the game with RUN "HEROES"
```

FOREST AT WORLDS END
se TRANS 4 AUTO, reset the computer then enter and run the following program:

```
0 MEMORY &3FFF:LOAD"FOREST.BIN":POKE &4024,28  
0 SAVE "FOREST.BIN",B,&4000,&F7,&4000  
OREST.BAK can now be ERASed. Play game with RUN "FOREST"
```

PROJECT FUTURE All CPCs
se TRANS 1. CLEAR the first and second programs. Type in and save s PROJECT the following loader program:

```
0 OPENOUT"d":MEMORY &1DF:CLOSEOUT  
0 LOAD"PFUTURE",&1E0:CALL &9FB8
```

TRANSMAT INFORMATION EXCHANGE 14

The following information is (c) GOLDMARK SYSTEMS (11E)

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In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATUM

ELITE Pages 47/48/49
We made several errors in this listing last month - some of which was due to a poor original. Please amend as follows:
Page 47 amend line 140:
140 DATA &44,&01,&00,&00,&3E,&02,&CD,&98,&BC etc.
Page 48 second listing:
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3E,&FF,&CD,&6B
80 DATA &00,&21,&00,&5C,&11,&00,&C0,&01,&00,&40,&ED,&B0,&F3
In line 100 it should read "&CD" and not "'CD"
Finally page 49. Line 80 should LOAD"ELITE2" and not ELITE3.

SOULS OF DARKON Page 49

The authors wish to apologise for an error in line 20:
20 POKE &A001,&06:POKE &A003,&40

THE APPRENTICE Page 50

If the game colours are not correct they can be amended by altering line 30: 30 BORDER 0:INK 0,0:LOAD"APPRENT2":CALL &9E7A

ROLAND ON THE RUN Page 46

The direct command should read: MEMORY &5B5F:LOAD"PIC.BIN",&5B6C

JUGGERNAUT Page 50

Amend the DATA in line 50 to read: ...,09,CD,A1,BC,E1,7C,C6

ROOM 10 Courtesy of H. E. HAXWELL MCD, Hatfield, Herts.

Type in and RUN the following program - it will transfer ROOM10 to disc without the need for TRANSMAT:

```
10 FOR X=&100 TO &154:READ A$:POKE X,VAL("&"+A$):NEXT  
20 CALL &100  
30 DATA CD,37,BD,3E,01,CD,6B,BC,21,24,01,06,01,11,00,40  
40 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,21,25,01,22,46  
45 DATA 64,C3,09,64,41,21,FF,B0,11,40,00,0E,07,CD,CE,BC  
50 DATA 21,4D,01,06,07,11,00,07,D5,CD,8C,BC,E1,E5,11,80  
60 DATA 9D,C1,3E,02,CD,98,BC,CD,8F,BC,C3,00,07,52,4F,4F  
70 DATA 4D,54,45,4E,00
```

11/86

LIGHTFORCE

Use TRANS 2 AUTO. Reset the computer.

Type in and run the following program which will load LIGHTFOR from disc, modify its code and save it back to disc as LIGHT.

```

10 OPENOUT"D":MEMORY &5D0:CLOSEOUT:LOAD"lightfor
20 POKE &5DB,&F3:POKE &5DD,&EE
30 FOR X=&2254 TO &2262:READ A:POKE x,a:NEXT
40 DATA &21,&FF,&06,&11,&70,&AB,&0E,&07,&CD,&CE,&BC
50 DATA &C3,&DB,&05,&00
60 SAVE"LIGHT",b,&5DB,&2267,&2254

```

Run the program with RUN"LIGHT.

LIGHTFOR may now be ERASed.

THE APPRENTICE Courtesy of Iain Segall, Stanmore, Middlesex.

This routine saves the opening screen.

Use TRANSMAT and use TRANS 1 naming the file APPRENT1.

NOT rewind the tape but leave the PLAY button depressed.

Reset the Computer.

Type in and run the following program:

```

10 MEMORY &11FF:LOAD "APPRENT1":POKE &125F,&C9:CALL &1254
20 SAVE"APPRENT2",B,&12BA,&9246,&9E7A

```

Now type in the following loader program and save to disc as APPRENT:

```

10 MEMORY &11FF:LOAD"APPRENT1"
20 POKE &124A,&C9:CALL &1200
30 RUN"APPRENT2"

```

To play the game RUN"APPRENT".

JUGGERNAUT Courtesy of I. Jennings, Barlestone, Nuneaton.

Use TRANSMAT to CLEAR the first two parts of the program.

Reset the computer. Type in and RUN the following program:

```

10 OPENOUT"D":MEMORY &3FF:CLOSEOUT
20 FOR X=&A600 TO &A616:READ A$:POKE X,VAL("&"+A$):NEXT
30 CALL &A600
40 SAVE"JUGGER0",B,&400,&A200,&6660
50 DATA 06,12,21,00,04,C5,E5,AF,11,00,09,CD,A1,BA,E1,7C,C6
60 DATA 09,67,C1,10,EF,C9

```

RUN THE GAME WITH RUN"JUGGER0.

ROCCO NOT 612B

Use TRANS 1. CLEAR the first program. Reset the computer then enter and run the following program to transfer the remainder to disc:

```

10 FOR X=&BE80 TO &BEB3:READ A:POKE X,A:NEXT:CALL &BE80
20 DATA &21,&FF,&06,&11,&40,&00,&0E,&07,&CD,&CE,&BC,&21,&C0
30 DATA &07,&11,&FB,&A7,&3E,&10,&CD,&A1,&BC,&21,&B2,&BE,&06
40 DATA &02,&CD,&BC,&BC,&21,&C0,&07,&11,&FB,&A7,&01,&00,&96
50 DATA &3E,&02,&CD,&9B,&BC,&CD,&BF,&BC,&C3,&00,&96,&52,&31
Now type in and save as ROCCO.BAS the following loader program:
10 MODE 1:INK 0,0:INK 1,26:INK 2,24:INK 3,6:BORDER 0
20 LOAD"screen"
30 FOR X=&BE80 TO &BE9C:READ A:POKE X,A:NEXT:CALL &BE80
40 DATA &21,&FF,&06,&11,&40,&00,&0E,&07,&CD,&CE,&BC,&21,&9B,&BE,&0
50 DATA &02,&CD,&77,&BC,&EB,&CD,&83,&BC,&E5,&C3,&7A,&BC,&52,&31

```

BLAGGER

Use TRANS 0. Rename the first program BLAGGER. DEFAULT programs two three and four.

Make the following changes to BLAGGER.BAS:

```

210 RUN"BLAGGER1"
250 P=PEEK(&A500-1284+(ASC(MID$(M$,N,1))-32)*B+T)
Make the following change to "BLAGGER1.BAS"
5 LOAD"BLAGGER2"

```

SPITFIRE 40

Use TRANS 4 AUTO. Now type in and save as SPITFIRE.BAS the following loader program:

```

10 OPENOUT"d":MEMORY &999:CLOSEOUT
20 LOAD"SPITFIRE.BIN":CALL &1000

```

SWEEVO'S WORLD

Use TRANS 2. Rename the first program SWEEVO0 and the second SWEEVO1. Do not RELOCATE any code. Now type in and save as SWEEVO.BAS the following loader program:

```

10 OPENOUT"d":MEMORY &5DB:CLOSEOUT
20 MODE 1:BORDER 0:INK 0,0:INK 1,2:INK 2,20:INK 3,6
30 LOAD"SWEEVO0.BIN":CALL &6B9
40 LOAD"SWEEVO1.BIN",&2B6A
50 FOR X=&500 TO &50B:READ A:POKE X,A:NEXT
60 CALL &500:CALL &668
70 DATA &21,&FC,&A6,&11,&D2,&AB,&01,&93,&7B,&ED,&BB,&C9

```

MARSPORT

Use TRANS 2 AUTO. Now type in and save as MARSPORT.BAS the following loader program:

```

10 OPENOUT"d":MEMORY &895:CLOSEOUT
20 LOAD"MARSPORT.BIN"
30 FOR X=&896 TO &8A0:READ A:POKE X,A:NEXT
40 FOR X=&8D0 TO &8D7:POKE X,0:NEXT:CALL &896
50 DATA &21,&FF,&07,&11,&40,&00,&0E,&07,&CD,&CE,&BC

```

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GHUSIBUSIEKS
Jse TRANS 1. CLEAR the first program. Reset the computer then enter
and run the following program to transfer the remainder to disc:

```
10 MEMORY &9FFF
20 LOAD"ldr"
30 POKE &A037,&C9
40 CALL &A000
50 SAVE"obj",B,&900,&9168
```

Now type in and save as "GHOST.BAS" the following loader program:

```
10 OPENOUT"d":MEMORY 1000:CLOSEOUT
20 LOAD"obj":CALL &7000
LDR.BIN can now be ERAsed.
```

SKY FOX

Enter and run the following program which will transfer the required parts to disc:

```
10 ;TAPE:OPENOUT"d":MEMORY &707:CLOSEOUT
20 LOAD"l",&4FFB
30 POKE &5014,&C9:POKE &5038,&C9
40 CALL &5006:;DISC
50 SAVE"sky1",b,&C000,&4000:;TAPE
60 POKE &A442,&3E
70 CALL &A442:;DISC
80 SAVE"sky2",b,&708,&490C
90 SAVE"sky3",b,&5014,&5400
100 SAVE"sky4",b,&C000,&1800
110 SAVE"sky5",b,&EA60,&400
```

Type and save as SKYFOX the following loader program:

```
10 FOR X=&4FFB TO &505C:READ A:POKE X,A:NEXT:CALL &4FFB:CALL &500B
20 DATA &3E,&C3,&32,&30,&00,&21,&00,&80,&22,&31,&00,&C9,&C3,&0A
30 DATA &50,&F7,&21,&32,&50,&7E,&CD,&5A,&BB,&23,&7E,&FE,&FF,&20
40 DATA &F6,&C9,&3E,&01,&06,&00,&48,&CD,&32,&BC,&3E,&02,&06,&00
50 DATA &48,&CD,&32,&BC,&3E,&03,&06,&00,&48,&CD,&32,&BC,&C9,&04
60 DATA &01,&1C,&00,&00,&00,&1C,&01,&1A,&1A,&1C,&02,&0E,&0E,&1C
70 DATA &03,&06,&06,&1D,&00,&00,&1F,&0B,&0C,&53,&6B,&79,&66,&6F
80 DATA &78,&20,&69,&73,&20,&4C,&6F,&61,&64,&69,&6E,&67,&2E,&FF
90 OPENOUT"d":MEMORY &707:LOAD"sky1":LOAD"sky2":LOAD"sky3"
100 INK 1,0,0:INK 2,0,0:INK 3,0,0:LOAD"sky4":LOAD"sky5":CALL &5007
*****
```

11/86

ELITE continued.

When the save is completed reset the computer.

Rewind the SAVE tape. Run TRANSMAT and use TRANS 4 naming the files ELITE1, ELITE2, ELITE3 and ELITE4.

Reset the computer.

Type in the following loader program and save as ELITE:

```
10 MODE 1:INK 0,0:INK 1,24:INK 2,14:INK 3,8:BORDER 13
20 MEMORY &3FFF:LOAD"ELITE0"
30 FOR L=&A000 TO &A00B:READ V:POKE L,V:NEXT L:CALL &A000
40 FOR L=&A000 TO &A005:READ V:POKE L,V:NEXT L
50 POKE &A001,&FF:CALL &A000:LOAD"ELITE1",&4040
60 POKE &A001,&FE:CALL &A000:LOAD"ELITE3",&4F00
70 POKE &A001,&FD:CALL &A000:LOAD"ELITE4",&4600
80 POKE &A001,&0:CALL &A000:LOAD"ELITE3",&4000
90 FOR L=&A000 TO &A043:READ V:POKE L,V:NEXT L:CALL &A008
100 DATA &21,&00,&5C,&11,&00,&C0,&01,&00,&40,&ED,&B0,&C9
110 DATA &3E,&00,&CD,&5B,&BD,&C9,&F6,&C0,&06,&7F,&ED,&79
120 DATA &C9,&00,&F3,&31,&00,&E0,&3E,&FF,&CD,&00,&A0,&21
130 DATA &40,&40,&11,&40,&00,&01,&C0,&3F,&ED,&B0,&3E,&FE
140 DATA &CD,&00,&A0,&21,&00,&4F,&11,&00,&AF,&01,&00,&30
150 DATA &ED,&B0,&3E,&FD,&CD,&00,&A0,&21,&00,&46,&11,&00
160 DATA &E6,&01,&00,&1A,&ED,&B0,&3E,&00,&CD,&00,&A0,&C3
170 DATA &60,&00
```

COMMANDO

Run TRANSMAT and use TRANS 1 and name it COM1.
Now use TRANS 3 AUTO on the remainder of the tape.
Reset the computer.

Type in the following one line loader program and save it as COMMANDO:

```
10 MEMORY 5000:LOAD"COM1":CALL &5C00
```

SOULS OF DARKON

Courtesy M.Higgins/S.Rowe, Gosport, Hants.

Run TRANSMAT and use TRANS 5 AUTO.
Reset the computer.

Type in and run the following program. It will load SLOAD.BIN from disc, modify the code and re-save it to disc:

```
10 LOAD"SLOAD.BIN"
20 POKE &A001,&06:POKE &A003,&40
30 POKE &A029,&06:POKE &A02B,&47
40 SAVE"SLOAD",B,&A000,&0200
```

Now ERAsE the BAK file. Run the game with RUN"SOULS"

11/86

ELITE continued

Insert the ELITE tape and reset the tape counter to zero.

Type in and run the following program - it will load in more code:

```
10 MEMORY &5BFF:MODE 1:BORDER 13
20 LOAD"ELITE0"
30 FOR L=&A000 TO &A054:READ V:POKE L,V:NEXT
40 CALL &A028
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3E,&FF,&CD
60 DATA &6B,&BC,&06,&00,&CD,&8C,&BC,&3E,&02,&01,&00,&00
70 DATA &D1,&E1,&CD,&98,&BC,&CD,&8F,&BC,&C9,&00,&00,&00
80 DATA &00,&00,&00,&21,&00,&5C,&11,&00,&C0,&01,&00
90 DATA &40,&ED,&B0,&F3,&31,&00,&E0,&21,&40,&00,&11,&A0
100 DATA &9C,&3E,&16,&CD,&1E,&9D,&21,&40,&00,&11,&C0,&3F
110 DATA &CD,&00,&A0,&21,&00,&40,&11,&E0,&5C,&CD,&00,&A0
120 DATA &C7
```

When the ELITE tape stops rewind it back to the zero markers and remove it from the cassette unit.

Insert your rewound SAVE tape press REC & PLAY and any key.

The first of two parts of code will be saved to tape and when the tape stops you must again press another key to save the second part.

Remove, but DO NOT rewind, the SAVE tape.

Reset the computer.

Insert the ELITE tape in the cassette unit (rewound to the zero's as above), type in and run the following program:

```
10 MEMORY &5BFF:MODE 1:BORDER 13
20 LOAD"ELITE0"
30 FOR L=&A000 TO &A06C:READ V:POKE L,V:NEXT L
40 CALL &A028
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3A,&FF,&CD,&6B
60 DATA &BC,&06,&00,&CD,&8C,&BC,&3E,&02,&01,&00,&00,&D1,&E1
70 DATA &CD,&98,&BC,&CD,&8F,&BC,&C9,&00,&00,&00,&00,&00,&00
80 DATA &00,&21,&00,&5C,&11,&00,&C0,&01,&00,&40,&AD,&B0,&F3
90 DATA &31,&00,&E0,&21,&40,&00,&11,&A0,&9C,&3E,&16,&CD,&1E
100 DATA &9D,&F3,&21,&00,&4F,&11,&00,&30,&3E,&16,&CD,&1E
110 DATA &9D,&21,&00,&E6,&11,&00,&1A,&3E,&16,&CD,&1E,&9D
120 DATA &21,&00,&4F,&11,&00,&30,&CD,&00,&A0,&21,&00,&E6
130 DATA &11,&00,&1A,&CD,&00,&A0,&C7
```

When the ELITE tape stops remove it from the cassette unit and insert the un-rewound SAVE tape. Press REC & PLAY followed by any key.

The first of two more parts of code will be saved to tape and when the tape stops you must again press another key to save the second part.

TRANSMAT INFORMATION EXCHANGE 7

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

```
-----
ERRATUM  SORCERY Flash Load version.
ERRATUM
ERRATUM  Amend the SAVE instruction in the final paragraph to
ERRATUM  read:
ERRATUM          SAVE"SORCERY",B,&5DC,&A524,&5DC
ERRATUM
ERRATUM
ERRATUM  ARNHEM
ERRATUM
ERRATUM  Amend line 295 to read: 295 POKE &420A,B:POKE &4214,&F9
ERRATUM
-----
```

HUNTER KILLER

DEFAULT the first program and rename the last four programs HK1 to HK4. Do not RELOCATE HK1. Reset the computer.

Now load and make the following changes to HUNTERK1.BAS:

```
7000 LOAD"HK1",40956
7005 LOAD"HK2"
7010 RUN"HK3"
```

Replace the LOAD command in line 65100 of HK3 with LOAD"HK4"

DOOMSDAY BLUES (DEMO TAPE FROM AMSTRAD ACTION)

Courtesy of Chris Rollo, Holcombe Brook, Lancs.

Use TRANS 1 AUTO. and DEFAULT first program (EDEN.BAS).

Reset the computer.

Load EDEN.BAS and add the following line:-

```
55 SAVE "EDENSCN",B,&C000,&4000:STOP
```

Now RUN this program which will transfer the loading screen to disc. Do not rewind tape.

Reset the computer

Use TRANS 1 on the next part (EDEN.BIN) but do not RELOCATE it. Load EDEN.BAS and carry out the following alterations:-

```
DELETE lines 10,20,40,50,60,70,80,90,100,110,120,130.
```

```
ADD lines:- 40 LOAD "EDENSCN"
           50 RUN "EDEN.BIN"
```

Save this as DOOMSDAY and ERASE EDEN.BAS

Run demo with RUN"DOOMSDAY

Courtesy of Brian Buckley, Duffy, Australia.

Enter and run the following program which will transfer the required parts to disc:

```
10 FOR X=0 TO 22:READ HEX:POKE &500+X,HEX:NEXT
20 !TAPE:CLS:CALL &5000
30 !DISC:SAVE"OBSID2",B,&C000,&4000
40 SAVE"OBSID3",B,&1000,&9560,&1100
50 DATA &3E,&76,&21,&00,&C0,&11,&00,&40,&CD,&A1,&BC,&3E,&9B
60 DATA &21,&00,&10,&11,&60,&95,&CD,&A1,&BC,&C9
```

Reset the computer.

Now type in and save as OBSIDIAN.BAS the following loader program:

```
10 OPENOUT"D":MEMORY &3FF:CLOSEOUT
20 FOR X=&400 TO &437:READ HEX:POKE X,HEX:NEXT:CALL &400
30 LOAD"OBSID2.BIN":LOAD"OBSID3.BIN":CALL &1100
40 DATA &01,&00,&00,&CD,&3B,&BC,&AF,&CD,&E4,&BB,&3E,&01,&CD
50 DATA &0E,&BC,&11,&21,&00,&21,&0A,&70,&CD,&AB,&BB,&3E,&01
60 DATA &01,&02,&02,&CD,&3E,&03,&01,&1A,&1A,&CD,&32,&BC,&AF
70 DATA &01,&00,&00,&CD,&32,&BC,&C9
```

JEWELS OF BABYLON

Courtesy of Mr R.A.Ford, Beckenham, Kent.

Use TRANS 4 AUTO. Reset the computer.

Enter the following loader program and save it as JEWELS.BAS:

```
10 MEMORY &3FFF
20 LOAD"JEWELS.BIN"
30 POKE &4025,0
40 CALL &4000
```

DOPPLEGANGER

Courtesy of Brian Buckley, Duffy, Australia.

DEFAULT the first program. Reset the computer.

Now enter and run the following program. It will load in the program you have just saved, amend the code and save it back to disc again:

```
10 OPENOUT"D":MEMORY &225:CLOSEOUT
20 LOAD"DOPPLE.BIN":POKE &256,&C9
30 SAVE"DOPPLE1",B,&226,&8F,&236
```

You can now ERASE DOPPLE.BIN. Reset the computer

(continued page 21)

TRANSMAT INFORMATION EXCHANGE 13

The following information is (c) GOLDMARK SYSTEMS (TIE)

NONE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

 INFORMATION Goldmark Club members and other users require routines REQUESTED for the following programs: THING ON A SPRING.

ELITE - Metropolitan (GOLD) version.

6128 ONLY - uses banked memory.

Courtesy of Jim Westoby, Potters Bar, Herts.

Run TRANSMAT and use TRANS 1.

CLEAR the first program and name the second ELOAD0.

Do not touch the ELITE tape.

Type in and run the following program. It will initially load ELOAD0 from disc, the tape will start and code will load in from the ELITE tape.

```
10 MODE 1:BORDER 13:MEMORY &3AFF
20 WINDOW#1,14,26,12:WINDOW#2,14,26,14,14
30 INK 0,0:INK 1,24:INK 2,14:INK 3,6
40 LOCATE 11,2:PEN 3:PRINT"ELITE - version 3/86"
50 LOAD"ELOAD0":POKE &3B76,&C3:POKE &3B77,&0:POKE &3B78,&3D
60 FOR L=&3D00 TO &3D54:READ V:POKE L,V:NEXT L
70 !TAPE:CALL &3B00
80 DATA &32,&46,&5B,&14,&F5,&7A,&FE,&46,&28,&02,&F1,&E9
90 DATA &3E,&32,&32,&76,&3B,&3E,&46,&32,&77,&3B,&3E,&5B
100 DATA &32,&78,&3B,&3E,&C9,&32,&3A,&01,&F1,&CD,&00,&01
110 DATA &F5,&3E,&3A,&32,&3A,&01,&3E,&C9,&32,&7B,&01,&F1
120 DATA &CD,&4B,&01,&F5,&3E,&21,&32,&7B,&01,&F1,&FB,&CD
130 DATA &06,&BB,&06,&00,&CD,&8C,&BC,&21,&00,&5C,&11,&00
140 DATA &44,&01,&00,&00,&3A,&02,&CD,&98,&BC,&CD,&8F,&BC
150 DATA &C7
```

When the ELITE tape stops DO NOT REWIND IT BUT remove it from the cassette unit.

Insert the fresh SAVE tape, press REC & PLAY and then any key.

When the SAVE tape stops rewind it and reset the computer.

Run TRANSMAT and use TRANS 1 naming it ELITE0.

Rewind the SAVE tape and ERASE ELOAD0.

Reset the computer.

10/86

RETURN TO EDEN for 6128

Courtesy of D. Newman, Leicester.

Use TRANS 3 AUTO.

REName FIRSTBIT to EDEN2
REName LASTBIT to EDEN3

Make the following changes to EDEN.BAS:

```
310 LOAD"EDEN2"
600 POKE &9210,&C0
605 FOR X=&9218 TO &9234:READ A:POKE X,A:NEXT
830 DATA &C0,&21,&2E,&C0,&11,&39,&A7,&06,&05,&CD,&77
840 DATA &BC,&EB,&CD,&83,&BC,&CD,&7A,&BC,&C3,&00,&8B
850 DATA &45,&44,&45,&4E,&33,&00,&00
```

ERIK THE VIKING for 6128

Courtesy of D. Newman, Leicester.

Use TRANS 3 AUTO.

REName FIRSTBIT to ERIK2
REName LASTBIT to ERIK3

Make the following changes to ERIK.BAS:

```
310 LOAD"ERIK2"
600 POKE &9210,&C0
605 FOR X=&9218 TO &9234:READ A:POKE X,A:NEXT
830 DATA &C0,&21,&2E,&C0,&11,&39,&A7,&06,&05,&CD,&77
840 DATA &BC,&EB,&CD,&83,&BC,&CD,&7A,&BC,&C3,&00,&8B
850 DATA &45,&52,&49,&4B,&33,&00,&00
```

ROLAND ON THE RUN Courtesy of H.E.Haxwell MCD, Hatfield, Herts.

Use TRANS 3 AUTO. Reset the computer.

Load ROLRUN.BAS.

Amend the LOAD command in line 635 to read: LOAD"MC.BIN"
Amend the LOAD command in line 640 to read: LOAD"PIC.BIN",&5B60:CALL &5B60

Reset the computer.

Type as direct command:- MEMORY &5BFF:LOAD "PIC.BIN",&5B6C

Type in the following basic program and RUN it:

```
10 FOR X=&5B60 to &5B6B:READ V$:POKE X,VAL("&"+V$):NEXT
20 DATA 21,EB,9A,11,EB,AA,01,7F,3F,ED,B8,C9
```

Type as a direct command:- SAVE"PIC",B,&5B60,&3F8C

Run game with RUN"ROLRUN

5/86

DOPPLEGANGER continued

Enter and run the following program to transfer the remaining three programs to disc:

```
10 FOR X=0 TO 11:READ HEX:POKE &5000+X,HEX:NEXT
20 :TAPE:CALL &5000
30 :DISC:SAVE"DOPPLE2",B,&C000,&4000
40 FOR X=0 TO 11:READ HEX:POKE &5000+X,HEX:NEXT
50 :TAPE:CALL &5000
60 :DISC:SAVE"DOPPLE3",B,&8001,&267A
70 FOR X=0 TO 11:READ HEX:POKE &5000+X,HEX:NEXT
80 :TAPE:CALL &5000
90 :DISC:SAVE"DOPPLE4",B,&2BC,&3D44,&A37D
100 DATA &21,&00,&C0,&11,&00,&40,&3E,&1F,&CD,&A1,&BC,&C9
110 DATA &21,&01,&80,&11,&7A,&26,&3E,&35,&CD,&A1,&BC,&C9
120 DATA &21,&BC,&02,&11,&44,&3D,&3E,&3E,&CD,&A1,&BC,&C9
```

Reset the computer.

Finally, enter and save as DOPPLE.BAS the following loader program:

```
5 MEMORY HIMEM-2
10:OPENOUT"D":MEMORY &225:CLOSEOUT
20 CLS:LOAD"DOPPLE1":CALL &236
20 LOAD"DOPPLE2":LOAD"DOPPLE2",&4000
30 LOAD"DOPPLE3":LOAD"DOPPLE4"
40 SPEED INK 4,4:CALL &A062:CALL &A37D
```

CONTRAPTION

Use TRANS 0. DEFAULT all three programs naming them "CONTRAPT", "CON1" and "CON2". Reset the computer.

Amend line 7 of CONTRAPT as follows:

```
7 LOCATE 5,15:PEN 3:LOAD"CON1":CALL 28650:LOAD"CON2"
```

NIGHTSHADE

Courtesy of Alan Roper, Rowner, Hants.

CLEAR the first two programs (NIGHT and N.PIC). DEFAULT and RELOCATE the third.

Reset the computer.

Type in and save as NSHADE.BAS the following loader program:

```
10 MEMORY &12FF:LOAD"NPRG.BIN"
20 CALL &E6E:CALL &1300
```

BATTLE OF BRITAIN (DEMO TAPE FROM AMSTRAD ACTION)

Courtesy of Chris Rollo, Holcombe Brook, Lancs.

Use TRANS 1. CLEAR the first program (DEMOAIR.BAS) and DEFAULT the second (Dairld.Bin).

Reset the computer. Do not rewind the tape.

Now type in and run the following program to transfer the remainder of the program to disc:-

```
10 MEMORY &6800
20 LOAD"dairld.bin"
30 FOR a=&683A TO &6848
40 READ v :POKE a,v:NEXT
50 CALL &683A
60 DATA &21,&46,&68,&11,&2B,&2c,&3e,&49,&cd,&a1,&bc
70 DATA &c9,&c3,0,0,0,0
80 POKE &6845,0
90 SAVE"bbdemo",b,&681A,&2C50
```

Type in the following loader program and save it with the name of your choice.

```
10 REM Battle of Britain demo loader
20 MEMORY &6800
30 LOAD"DAIRLD.BIN"
40 LOAD"BBDEMO.BIN"
50 CALL &6846
```

DRAUGHTSMAN

Use TRANS 2. RENAME the first program DRAFT1. Reset the computer.

Alter the following lines of DRAFT1.BAS to read:

```
2520 OPENIN"SYMBOL"
2820 OPENOUT"SYMBOL"
```

Reset the computer.

Type in and save as DRAFTMAN.BAS the following loader program:

```
10 SYMBOL AFTER 256:MEMORY 42639:SYMBOL AFTER 240
20 FOR x=42640 TO 42743:READ a%:POKE x,a%:NEXT:CALL &A690
30 !MG.IN
40 RUN"draft1
50 DATA &1,&99,&A6,&21,&AD,&A6,&C3,&D1,&BC,&A1,&A6,&C3,&B1
60 DATA &A6,&C3,&E6,&A6,&4D,&47,&2E,&49,&CE,&4D,&47,&2E,&4F
70 DATA &55,&D4,&0,&E0,&F8,&FE,&F8,&3A,&80,&BC,&32,&F8,&A6
80 DATA &2A,&81,&BC,&22,&F9,&A6,&3E,&C3,&32,&80,&BC,&21,&C9
90 DATA &A6,&22,&81,&BC,&C9,&F5,&E5,&CD,&EB,&A6,&E1,&F1,&CD
100 DATA &80,&BC,&F5,&2B,&9,&3B,&7,&FE,&1A,&20,&3,&F1,&3F
110 DATA &F5,&E5,&CD,&B1,&A6,&E1,&F1,&C9,&3A,&F8,&A6,&B7,&CB
120 DATA &3A,&F8,&A6,&32,&80,&BC,&2A,&F9,&A6,&22,&81,&BC,&C9
```

NIGHTSHADE

Courtesy of Jim Westoby, Potters Bar, Herts.

Use TRANS 3.

Name the first NIGHT the second NIGHT0 and the third NIGHT1.

Reset the computer. Load NIGHT.BAS and amend as follows:

```
10 CLS:MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,24:INK 3,15
20 OPENOUT"D":MEMORY &E6D:CLOSEOUT
30 LOAD"NIGHT0.BIN",&1300:CALL &1300:LOAD"NIGHT1.BIN",&E6E:CALL
&E6E:CALL &1300
```

KILLAPEDE Courtesy of Andy Todd, Grangemouth.

Use TRANS 4 AUTO.

Reset the computer.

Load KILLAPED.BAS from disc and amend as follows:

```
85 LOAD"KILLDISC.BIN"
130 LOAD"KILL.BIN"
```

EMERALD ISLE Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

This conversion routine will give Disc Saving

```
10 FOR X=&BEC0 TO &BEFA:READ V$:POKE X,VAL("&"+V$):NEXT
20 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,21,F4,BE,06,06
30 DATA 11,70,00,D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,21,F4
40 DATA BE,06,07,11,30,64,D5,CD,77,BC,E1,CD,83,BC,CD,7A
50 DATA BC,C3,00,8B,49,53,4C,45,2D,49,49
60 SAVE"EMERALD",B,&BEC0,&3B,&BEC0
70 !TAPE.IN:MEMORY &306F
80 LOAD"FIRST BIT",&3070:SAVE"ISLE-I",B,&3070,&63C0
90 LOAD"",&5430
100 POKE &82B6,&2D:POKE &82C0,8:POKE &82E7,8:POKE &8F58,0
105 POKE &8F59,0
110 SAVE"ISLE-II",B,&5430,&42CF
```

Now run the game with RUN"EMERALD and not only will it save to disc but that dreadful blue border will now be black.

STORM Courtesy of Martyn Comerie, Nottingham.

Transfer all parts to disc using TRANSMAT.

Reset the computer.

Load STORM.BAS from disc and amend as follows:

```
100 LOAD"DES.BIN",&35C0
110 LOAD"SPRITES.BIN",&7D74
120 LOAD"ENVELO.BIN",&5500
130 RUN"GAME.BIN",&170
```

DYNAMITE DAN

Courtesy of Brian Buckley, Duffy, Australia.

Type in and RUN the following program and press PLAY on the datacorder.

It will load in DYNAMITE DAN and save it onto a spare tape in the normal format. It will save two Binary parts, the first of which (about 1K) is a loader for the main program.

Now use TRANSMAT TRANS 2 on the saved tape but DO NOT rename or relocate the second program.

```
10 ;TAPE:SPEED WRITE 1
20 FOR X=&7A TO &EA:READ A$:POKE X,VAL("&H"+A$):NEXT CALL &A6
30 DATA 64,79,6E,64,61,6E,11,00,00,21,80,B8,0E,07,CD,CE,BC,06,04
40 DATA 21,9F,00,CD,77,BC,21,01,02,CD,83,BC,CD,7A,BC,C3,21,0D,64
50 DATA 61,6E,31,00,00,00,21,01,02,11,9F,AC,3E,87,CD,A1,BC,06,06
60 DATA 21,7A,00,CD,8C,BC,21,80,00,11,26,00,01,80,00,3E,02,CD,98
70 DATA BC,CD,8F,BC,3E,FF,CD,6B,BC,06,04,21,9F,00,CD,8C,BC,21,01
80 DATA 02,22,9F,AC,01,01,02,3E,02,CD,98,BC,DC,8F,BC,C3,00,00
```

GHOST'N GOBLINS Courtesy of Mr McKiddie, Cleethorpes.

Use TRANS 0.

Save the first file as GOBLINS the second as GOBLINS0 the third as GOBLINS1 and the fourth as GOBLINS2.

Reset the computer.

Load GOBLINS from disc and amend as follows:

```
30 LOAD"GOBLINS0":RUN"GOBLINS1"
50 MODE 1:MEMORY &12FF:LOAD"GOBLINS2"
```

TRANSMAT INFORMATION EXCHANGE 8

The following information is [c] GOLDMARK SYSTEMS (TIE)

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

```
-----
ERRATUM GHOSTBUSTERS page 18. Run TRANSMAT as usual. Go into
ERRATUM BASIC and use deprotection pokes.
ERRATUM
ERRATUM HEROES OF KARN page 16. Amend the POKE in line 10 to
ERRATUM read: POKE &4028,28
-----
```

Siren Software's DISCOVERY

Use TRANS 1 and default the first program (DISCOVER.BAS).

DO NOT TOUCH THE DATACORDER KEYS as the positioning of the tape is critical.

Reset the computer and LOAD"DISCOVER" from disc.

Alter the following lines to read:

```
40 SAVE"DISCO",B,&8000,&1810
50 STOP
```

Now type RUN and ENTER.

The tape will start and save a further program to disc. When the Ready prompt appears reset the computer and type in the following loader program and save as DISCOVER.BAS:

```
10 FOR X=&4000 TO &4019:READ A:POKE X,A:NEXT
20 DATA &44,&49,&53,&43,&4F,&06,&05,&21,&0,&40,&11,&0
30 DATA &60,&CD,&77,&BC,&21,&0,&80,&CD,&83,&BC,&C3,&0
40 DATA &80,&0,&0
50 CALL &4000
```

Now ERASE DISCOVER.BAK.

HARRIER ATTACK

Use TRANS 1. CLEAR the first program.

RENAME the second HARRIER and RELOCATE.

Run game with RUN"HARRIER.

THE DEVILS CROWN

Courtesy of Kendall Johns, Deptford, London.

RUN TRANSMAT in the normal manner. Return to BASIC and type in, as a direct command, the following binary deprotection pokes:

```
FOR X=&9100 TO &9105:POKE X,0:NEXT
```

Return to TRANSMAT (:TMAT) and use TRANS 1. CLEAR the first two programs. RENAME the third CROWN and RELOCATE it. Run the game with RUN"CROWN.

THE LAST VB

Courtesy of Simon Goodwin, Acklam, Cleveland.

Use TRANS 4. CLEAR the first two programs and DEFAULT the next four.

Type in the following loader program and save as LASTVB:

```
10 MODE 0:OPENOUT"D":MEMORY 1799:CLOSEOUT
20 LOAD"B",49152
30 LOAD"C",12800
40 LOAD"D",1800
50 FOR N=0 TO 15:INK N,0:NEXT N
60 LOAD"E",49152
70 CALL 1800
```

DFM DATABASE & LABELS

Courtesy of Kendall Johns, Deptford, London.

Use TRANS 5. DEFAULT the first three programs and CLEAR the fourth (DEMO). DEFAULT the fifth and RENAME the sixth DFMABELS (this is the second DFM LABELS).

Now make the following changes:

```
DFMDATAB.BAS alter line 570 to read: RUN"DFM464"
DFM464 .BAS alter line 5 to read: !TAPE
          alter line 9022 to read: LOAD"CASROUTI",H-&D1:CLOSEIN
DFMLABEL.BAS alter line 570 to read: RUN"DFMABELS"
DFMABELS.BAS alter line 5 to read: !TAPE
          alter line 9010 to read: LOAD"CASROUTI",H-&D1
```

Both programs use the same CASROUTI so there is no need to transfer the second one on the tape.

NOTE: Files may only be saved and loaded from tape.

BRIAN BLOODAXE

Courtesy of Kendall Johns, Deptford, London.

Use TRANS 4 AUTO.

No changes are needed. Use RUN"BLOODAXE"

CLASSIC ADVENTURE Courtesy of Mr. P. Clark, Ipswich.

Using TRANSMAT only transfer ADV.BIN.

Type in and save as CLASSIC the following loader program:

```
10 MODE 0:BORDER 0:INK 0,18:INK 1,0:CLS
20 LOCATE 2,5:PRINT"CLASSIC ADVENTURE"
30 LOCATE 2,6:PRINT"-----"
40 RUN"ADV.BIN"
```

EDEN BLUES

Position the tape after the first program and type in the following transfer program. It will transfer the screen to disc:

```
5 !TAPE.IN
10 FOR X=&A000 TO &A000+11:READ A:POKE X,A:NEXT:CALL &A000
20 SAVE"EDEN1",B,&C000,&4000
30 DATA &21,&00,&C0,&11,&00,&40,&3E,&FF,&CD,&A1,&BC,&C9
```

Do not touch the tape - Reset the computer,

Now use TRANS 1 RENaming this program EDEN2 - do not relocate.

Type in and save as EDEN the following loader program:

```
10 DATA 0,13,26,14,24,9,18,10,20,1,2,11,15,8,3,6
20 MODE 0
30 BORDER 0:FOR I=0 TO 15:READ A:INK I,A:NEXT
40 LOAD"EDEN1",&C000:RUN"EDEN2"
```

Run the game with RUN"EDEN.

MELBOURNE DRAW

Use TRANS 5 AUTO.

Reset the computer. Type in and save as MELDRAW the following loader program:

```
10 MODE 0:BORDER 0
20 DATA 0,26,1,9,14,2,6,13,15,17,20,7,3,24,12,21
30 FOR a=0 TO 15:READ b:INK a,b:NEXT
40 LOAD"!melpic",&C000
50 FOR x=&BE80 TO &BEAC:READ a:POKE x,a:NEXT:CALL &BE80
60 DATA &06,&08,&21,&A5,&BE,&CD,&77,&BC,&EB,&CD,&83,&BC,&CD,&7A,
&BC,&21,&97,&BE
70 DATA &0E,&FF,&C3,&16,&BD,&0E,&07,&21,&FF,&B0,&11,&40,&00,&CD,
&CE,&BC,&C3,&00
80 DATA &01,&50,&41,&4E,&41,&4D,&45,&4C,&42
```

This disc conversion will also save/load screens to disc.

10/86

BATTLE OF THE PLANETS

Type in the following program. It will transfer the required parts to disc without the need for TRANSMAT.

```

10 !TAPE.IN
20 MEMORY &1FFF:LOAD"!
30 FOR X=&81C0 TO &81FD:READ A$:POKE X,VAL("&H"+A$):NEXT
40 POKE &202F,&C0:POKE &2030,&81:CALL &2000
50 DATA 06,06,21,F2,81,CD,8C,BC,21,00,C0,11,00,40,01,00,00
60 DATA 3E,02,CD,98,BC,CD,8F,BC,06,06,21,F8,81,CD,8C,BC,21
70 DATA 00,01,11,00,7F,01,03,01,3E,02,CD,98,BC,CD,8F,BC,42
80 DATA 41,54,54,4C,31,42,41,54,54,4C,32

```

Now type in the following program and save as BATTLE:

```

10 MODE 1:INK 0,0:INK 1,0:BORDER 0
20 LOAD"BATTL1.BIN",&C000
30 RUN"BATTL2.BIN"

```

CHOPPER SQUAD

Use TRANS 1 AUTO.

Reset the computer.

LOAD"CHOPPERS" from disc and add the following lines:

```

135 SAVE"SQUAD1",B,1000,5000
136 SAVE"!SQUAD2",B,10000,16384
137 SAVE"!SQUAD3",B,29816,14336

```

add an exclamation mark to the SAVE command in line 135.

Now type !TAPE.IN:RUN and press enter.

When the prompt PRES REC & PLAY AND ANY KEY appears remove CHOPPER SQUAD cassette from datacorder and replace with a fresh cassette and press any key.

When the save has been completed rewind the save cassette back to the beginning.

Now use TRANS 3 and relocate the third part.

Type in and save as CHOPPERS the following loader program:

```

10 OPENOUT"D":MEMORY 999:CLOSEOUT
20 LOAD"SQUAD1":LOAD"SQUAD2":LOAD"SQUAD3"
30 CALL &6E6E:CALL 1000

```

ERASE the CHOPPERS.BAK file.

BORED OF THE RINGS

Courtesy of Kendall Johns, Deptford, London.

This program requires 178k so the disc must be formatted as DATA and not SYSTEM.

RUN TRANSMAT in the normal manner. Return to BASIC and type in, a direct command, the following binary deprotection pokes:

```
FOR X=&9100 TO &9105:POKE X,0:NEXT
```

Return to TRANSMAT (:TMAT) and use TRANS 0. DEFAULT the first program, CLEAR the second, RENAME the th BORED1GA and RELOCATE it. DEFAULT the fourth and CLEAR the fif RENAME the sixth BORED2GA and RELOCATE it. DEFAULT the seventh RENAME the next BOREDSCR. RENAME the ninth BORED3GA and RELOC it. RENAME the tenth SCEPLOAD, the eleventh SCEPTSCR and twelfth SCEPTICA.

Alter BORED1.BAS as follows:

```

30 MEMORY 5000:MODE 0:INK 0,0:BORDER 0:INK 6,6:INK 15,24:
7,7:INK 9,9:INK 12,24:INK 8,8:INK 10,11:INK 4,0:LOAD"BOREDSC
LOAD"BORED1GA":CALL &BB18:CALL 3655

```

Alter BORED2.BAS as follows:

```

30 MEMORY 5000:MODE 0:INK 0,0:BORDER 0:INK 6,6:INK 15,24:
7,7:INK 9,9:INK 12,24:INK 8,8:INK 10,11:INK 4,0:LOAD"BOREDSC
LOAD"BORED2GA":MODE 1:INK 1,6:PEN 1:CALL &BB18:PRINT"PASSWOR
:INPUT a$:IF a$<>"GO SQUASH A DWARF" THEN CALL 0:ELSE CALL 3

```

Alter BORED3.BAS as follows:

```

40 LOAD "BOREDSCR":LOAD "BORED3GA":MODE 1:INK 1,6:PEN 1:CALL &B
PRINT"PASSWORD";:INPUT a$:IF a$<>"ONWARDS THEY MUST TRAVEL"
CALL 0:ELSE CALL 3655

```

Alter SCEPLOAD.BAS as follows:

```

30 MODE 0:INK 0,26:BORDER 26:INK 6,2:INK 2,1:LOAD "SCEPTSCR":RU
"SCEPTICA"

```

All three parts of the game use the same loading screen so it only necessary to transfer it once.

INTO OBLIVION

Curtesy of James G. Johnston, Auchtertool, FIFE.

Use TRANS 2. RENAME the first program (INTO 0) to OBLIVION DEFAULT the second (IO.BIN).

Reset the computer and load OBLIVION and amend the L instruction in line 10 to read: LOAD"IO.BIN".

TRANSMAT INFORMATION EXCHANGE 12

The following information is (c) GOLDMARK SYSTEMS (TIE)

NONE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWSCOMBAT LYNX

Courtesy of Alan Roper, Rowner, HANTS.

TRANS 1. CLEAR the first two programs (COMBAT and SCREEN) and
 Wipe the third.

Set the computer and type in and save as LYNX.BAS the following
 loader program:

```
MODE 1:MEMORY 5630
LOCATE 10,10:PRINT"COMBAT LYNX IS LOADING"
LOAD"MAIN.BIN":CALL 32138
```

If you wish to increase the maximum payload from 2145kg to 4095kg
 add the following lines to the loader:

```
POKE 27740,255:POKE 27741,15:POKE 27910,255:POKE 27911,15
POKE 28300,52:POKE 28301,48:POKE 28302,57:POKE 28303,53
```

DRAUGHTS

TRANS 2 AUTO. Reset the computer and load DRAUGHTS.BAS. Amend
 line 210 to read:

```
LOAD"DRAUGHTS.BIN",16384
```

DELETE 260-1040.

HOODLE SOCCER

TRANS 4 AUTO.

name HODSQUSH.BIN to HODSQUSH.SCN

MESSAGE FROM ANDROMEDA

TRANS 5 AUTO. Reset the computer. Type in and RUN the
 following program:

```
MEMORY &3FFF:LOAD"MESSAGE.BIN":POKE &4028,28
SAVE"MESSAGE.BIN",B,&4000,&10E,&4000
```

ERASE MESSAGE.BAK.

Play the game with RUN"MESSAGE".

In the following, use TRANS 0 unless otherwise stated. CLEAR means
 press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means
 press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE
 means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N).
 If the solution given below will not work then it is possible that
 you have a different version to the one tested.

 ERRATUM PRICE OF MAGIK page 38

ERRATUM

ERRATUM The values for the three headerless files are:

ERRATUM

ERRATUM PRICE1.BIN location &9800 length &0FFC

ERRATUM PRICE2.BIN location &0070 length &9790 exec. &8960

ERRATUM PRICE3.BIN location &4000 length &4000

INFORMATION Goldmark Club members and other users require routines
 REQUESTED for the following programs: THING ON A SPRING.

BEACH-HEAD Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

This routine will transfer BEACH-HEAD automatically without the
 need for TRANSMAT.

```
10 FOR X=&BEC0 TO &BF05
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,FE,BE,06,07
40 DATA 11,40,00,CD,77,BC,EB,CD,83,BC,CD,7A,BC,21,FE,BE
50 DATA 06,08,11,00,D0,CD,77,BC,EB,CD,83,BC,CD,7A,BC,F3
60 DATA 21,00,D0,11,C0,9F,01,AA,13,ED,B0,C3,80,B2,42,45
70 DATA 41,43,48,2D,49,49
80 SAVE"BEACH",B,&BEC0,&46,&BEC0
90 MEMORY &3900:TAPE IN:LOAD"!
100 FOR X=&39A9 TO &39AE
110 READ A$:POKE X,VAL("&"+A$):NEXT
120 FOR X=&39CD TO &39D9
130 READ A$:POKE X,VAL("&"+A$):NEXT
140 DATA 21,FF,AB,11,40,00,EB,CD,83,BC,CD,7A,BC,3E,EE,32
150 DATA 73,02,00
160 POKE &30,&C3:POKE &31,&C0:POKE &32,&BE
170 FOR X=&BEC0 TO &BF47
180 READ A$:POKE X,VAL("&"+A$):NEXT
190 DATA 21,C0,9F,11,00,D0,01,AA,13,ED,B0,D9,CB,99,ED,49
200 DATA D9,3A,02,C0,B7,C4,32,BF,D9,CB,D9,CB,91,ED,49,D9
210 DATA CD,44,00,CD,88,08,CD,09,B9,21,FF,AB,11,40,00,0E
220 DATA 07,CD,CE,BC,21,2A,BF,06,08,11,00,D0,D5,CD,8C,BC
230 DATA E1,11,AA,13,3E,02,CD,98,BC,CD,8F,BC,21,2A,BF,06
240 DATA 07,11,40,00,D5,CD,8C,BC,E1,11,80,9F,3E,02,CD,98
250 DATA BC,CD,8F,BC,CD,00,B9,C3,64,C0,42,45,41,43,48,2D
260 DATA 49,49,FE,01,28,0B,3E,BD,32,E4,BE,3E,58,32,28,BF
270 DATA C9,3E,BB,32,E4,BE,18,F3
280 CALL &39A9
```

Play the game with RUN"BEACH

TRANSMAT INFORMATION EXCHANGE 9

The following information is (c) GOLDMARK SYSTEMS (TIE)

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ENDURANCE by CRL

Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

1. Use TRANS 1 and transfer the first file ENDURANC.BAS.
2. Reset the computer and load ENDURANC from disc.
3. Type as a direct command: !TAPE.IN
4. List ENDURANC and insert a new line: 175 STOP
5. Now type: RUN 150 and press ENTER. The tape will start.
6. When the tape stops type as a direct command:


```
POKE &16DA,&C9 (press ENTER)
CALL &16B1 (press ENTER)
```

The tape will restart.
7. When the tape finally stops type in as a direct command:


```
SAVE"END",B,&1770,&8E3E,&9F8E (press ENTER)
```

The game will now save to disc.
8. ERASE ENDURANC.BAS and run the game with RUN"END". However saving your position during the game will still be to cassette.

OBSIDIAN

Position the tape after the first block.

Type in the following program which will transfer the game to disc without the need for TRANSMAT:

```
10 !TAPE.IN
20 FOR X=&500 TO &500+85:READ A$:POKE X,VAL("&h"+A$):NEXT:CALL &500
30 DATA 21,00,C0,11,00,40,3E,76,CD,A1,BC,21,00,10,11,60,95,3E,98,CD
40 DATA A1,BC,06,07,21,48,05,CD,8C,BC,21,00,C0,11,00,40,01,00,00,3E
50 DATA 02,CD,98,BC,CD,8F,BC,06,07,21,4F,05,CD,8C,BC,21,00,10,11,60
60 DATA 95,01,00,11,3E,02,CD,98,BC,CD,8F,BC,4F,42,53,49,44,49,31,4F
70 DATA 42,53,49,44,49,32
```

Now type in and save as OBSIDIAN the following loader program:

```
10 MODE 1:BORDER 0:INK 0,2:INK 1,6:INK 2,26
20 OPENOUT"D":MEMORY &999:CLOSEOUT
30 LOAD"OBSID11":RUN"OBSID12"
```

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

```
-----
ERRATUM SKY FOX
ERRATUM
ERRATUM 612B owners should add an additional line 5 to the loader
ERRATUM program as follows:
ERRATUM
ERRATUM 5 MEMORY &4FFA
ERRATUM
ERRATUM
ERRATUM WARLORD HERODES OF KARN FOREST AT WORLDS ENI
ERRATUM
ERRATUM In all of the above programs line 10 of the transfer
ERRATUM routine should contain two pokes:
ERRATUM
ERRATUM POKE &4024,28:POKE 4028,28
-----
```

F.A. CUP

Courtesy of Mr. J. S. Smith, Ramsbottom, LANCS.

Use TRANS 3. DEFAULT the first two programs and RELOCATE the third.

Reset the computer and load F.BAS from disc and make the following changes to line 10:

```
Delete the CALL &BD37.
Change the LOAD"! command to LOAD"SCREEN.BIN".
Change the RUN"! command to RUN"CODE.BIN".
```

Save this program as FACUP and ERASE F.BAS

FORMULA 1

Type in and RUN the following program. It will transfer FORMULA1 to disc without the need for TRANSMAT.

```
10 !TAPE.IN:OPENOUT"D":MEMORY &176F:CLOSEOUT
20 LOAD"!F1",&1770
30 FOR X=&4000 TO &400B:READ A:POKE X,A:NEXT:CALL &4000
40 SAVE"FORMULA1",B,&1770,&68B0,&1770
50 DATA &21,&00,&50,&11,&01,&00,&3E,&16,&CD,&A1,&BC,&C9
```

Run game with RUN"FORMULA1.

MESSAGE FROM ANDROMEDA

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 4.

CLEAR the first program, name the second MESS0 - the third MESS1 and the fourth MESS2 and the fifth MESS3.

Reset the computer.

Type in and save as MESSAGE the following loader program:

```
10 SYMBOL AFTER &7D:M=HIMEM
20 OPENOUT"D":MEMORY &3FFF:CLOSEOUT
30 MODE 1:BORDER 0:FOR I=0 TO 3:INK I,0:NEXT I
40 LOAD"MESS0.BIN",&C000
50 INK 0,0:INK 1,2:INK 2,12:INK 3,13
60 LOAD"MESS2.BIN",&4000:LOAD"MESS3.BIN",M+1
70 FOR L=&3F00 TO &3FB1:READ V:POKE L,V:NEXT L:CALL &3F05
100 DATA &4D,&45,&53,&53,&31,&06,&05,&21,&00,&3F,&CD,&77,&BC,&21
110 DATA &40,&00,&CD,&83,&BC,&CD,&7A,&BC,&CD,&37,&BD,&C3,&00,&40
```

TURBO ESPIRIT

Use TRANS 0 and CLEAR the first two programs.

Reset the computer and type in the following program:

```
10 :TAPE:SPEED WRITE 1
20 FOR x=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40
30 PRINT:PRINT"Insert fresh SAVE cassette"
40 SAVE"TURBO1",B,&4000,&4268
50 POKE &41,&0:POKE &42,&8:POKE &44,&54:POKE &45,&A1
60 PRINT:PRINT"Insert ORIGINAL cassette press PLAY then any key"
70 CALL &BB06:CALL &40
80 PRINT:PRINT"Re-insert SAVE cassette"
90 SAVE"TURBO2",B,&800,&A154
100 DATA &21,&00,&40,&11,&68,&42,&3E,&16,&CD,&A1,&BC,&C9
```

Reset the computer.

Rewind the SAVE cassette and use TRANS 2, DEFAULTing both programs and relocating TURBO2.BIN

Now type in and save as TURBO.BAS the following loader program:

```
10 OPENOUT"D":MEMORY &500:CLOSEOUT
20 MODE 1:INK 0,26
30 LOAD"TURBO1":CALL 32768
40 LOAD"TURBO2":CALL &51A:CALL &1955+11
```

SALUT L'ARTISTE

Use TRANS 1 AUTO.

Reset the computer.

Type in the following program which will transfer the remainder to disc:

```
20 FOR X=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40
30 SAVE"ARTCODE",B,&0B7C,&520E
40 DATA &21,&7C,&0B,&11,&0E,&52,&3E,&A6,&CD,&A1,&BC,&C9
```

Rest the computer.

Type in the following loader program and save as ARTISTE.BAS:

```
10 OPENOUT"D":MEMORY &B70:CLOSEOUT
20 LOAD"ARTISTE.BIN":LOAD"ARTCODE"
30 CALL &5EF2
```

SPINDIZZY

Courtesy of Jim Westoby, Potters Bar, Herts.

Run TRANSMAT, go into basic and use deprotection pokes.

Use TRANS 1 and name this program SPIN0. Do not rewind the tape.

Type in the following transfer program which will save the remainder of the game onto a fresh cassette:

```
10 :TAPE
20 FOR L=&C000 TO &C03F:READ V$:POKE L,VAL("&H"+V$):NEXT:CALL &C000
30 DATA 21,40,00,11,C0,B0,3E,6A,CD,A1,BC,CD,7A,BC,CD,06,BB
40 DATA 06,00,CD,8C,BC,21,40,00,11,C0,2F,01,00,00,3E,02,CD
50 DATA 98,BC,CD,8F,BC,06,00,CD,8C,BC,21,00,30,11,00,B1,01
60 DATA 00,00,3E,02,CD,98,BC,CD,BF,BC,C3,00,00
```

RUN this program and when the tape stops remove it and insert a fresh cassette press REC & PLAY and any key.

When the SAVE has been completed rewind the tape and use TRANS 2. Name the first SPIN1 and the second SPIN2. DO NOT relocate any code.

Now type in and save as SPIN the following loader program:

```
10 MEMORY &1FFF
20 LOAD"SPIN0.BIN":POKE &8015,&C9:CALL &8000
30 LOAD"SPIN2.BIN",&2000
40 FOR I=0 TO 3:INK I,0:NEXT I
50 LOAD"SPIN1.BIN",&C040
60 FOR L=&C000 TO &C01B:READ V$:POKE L,VAL("&H"+V$):NEXT L:CALL &C000
70 DATA 21,FF,A0,11,FF,B0,01,00,81,ED,B8,21,40
80 DATA C0,11,40,00,01,C0,2F,ED,B0,C3,00,B0
```


9/86

SUBSUNK by Firebird. Routine using TRANSMAT and SPIRIT.

Courtesy of Chris Swann, Rayne, Braintree, Essex.

1. Use Transmat to clear the first 2 programmes. (SUBSUNK.BAS and SUBSUNK.BIN).

2. Do not touch the tape.

3. Run Spirit and follow the instructions

4. Transfer the first headerless file from SUBSUNK to disc with the following info. a) File Name :SUBSUNK1

Location :&4000

Sync :&2

Length :&2900

Execution :&4000

5. Transfer the second headerless file from SUBSUNK to disc with the following info: b) File Name :SUBSUNK2

Location :&E48

Sync :&2

Length :&8100

Execution :&E48

6. Reset the computer and save to disc the following loader program:

10 OPENOUT"D":MEMORY 3655:CLOSEOUT

20 LOAD"SUBSUNK1.BIN"

30 RUN"SUBSUNK2.BIN":CALL &E48

This game runs on my 6128. I hope it is successful on other CPC's.

PRICE OF MAGIK 6128 routine using banked memory and SPIRIT.

Courtesy of Jim Westoby, Potters Bar, Hertfordshire.

Use TRANS 1. CLEAR the first program and name the second PRICE0.

Do not rewind the tape.

Use SPIRIT to transfer the next THREE sections. Name these PRICE1, PRICE2 and PRICE3.

Now type in and save as PRICE the following loader program:

10 MEMORY &3FFF:LOAD"PRICE0":POKE &417B,&C9:CALL &400B

20 FOR T=1 TO 5000:NEXT T

30 BORDER 0:FOR I=0 TO 3:INK I,0:NEXT I

40 LOAD"PRICE1",&C800

50 FOR L=&C000 TO &C061:READ V\$:POKE L,VAL("&H"+V\$):NEXT L:CALL &C00C

60 DATA 50,52,49,43,45,32,50,52,49,43,45,33,21,00,C8,11,00,98

70 DATA 01,00,08,ED,B0,CD,5B,9B,CD,23,9B,21,00,C0,11,00,E0,06

80 DATA 06,CD,77,BC,21,70,00,CD,83,BC,CD,7A,BC,3E,01,CD,24,9B

90 DATA 21,06,C0,11,00,E0,06,06,CD,77,BC,21,00,40,CD,83,BC,CD

100 DATA 7A,BC,3E,C4,01,00,7F,ED,79,21,00,D0,11,00,A0,01,FC,07

110 DATA ED,B0,CD,37,BD,C3,90,86

SABRE WULF

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 4.

Name the first SABRE the second SABRE0 the third SABRE1 and the fourth SABRE2

Reset the computer. Load SABRE.BAS and amend as follows:

5 CLS:MODE 1:BORDER 0:INK 0,0:INK 1,9:INK 2,24:INK 3,6
10 MEMORY &12FF:LOAD"SABRE0",&1300:CALL &1300:LOAD"SABRE1",&1300
20 INK 0,0:INK 1,0:INK 2,0:INK 3,0:LOAD"SABRE2",&C000:CALL &C000

FIREANT

Run TRANSMAT and use TRANS 3. CLEAR the first program and DEFAULT the other three, RELOCATING the code in the 2nd (FCODE2.BIN).

Now type in the following loader program and save as FIREANT:

10 OPENOUT"D":MEMORY 510:CLOSEOUT
20 LOAD"FCODE1":LOAD"FCODE2":LOAD"FCODE3"
30 MODE 0:CALL &B21A:CALL &B6C4

SPELLBOUND

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 2.

CLEAR the first program, name the second SPELL0 - CLEAR the third and name the fourth SPELL1. The tape will stop - do not rewind it.

Reset the computer. Type in the following program which will transfer the final part onto a fresh tape:

10 :TAPE:MEMORY &BFF
20 FOR L=&AB00 TO &AB1E:READ V:POKE L,V:NEXT:CALL &AB0A
30 INPUT A\$:POKE &AB13,&BC
40 FOR L=&AB18 TO &AB26:READ V:POKE L,V:NEXT:CALL &AB0A
50 DATA &53,&50,&45,&4C,&4C,&42,&4F,&55,&4E,&44,&06,&0A,&21,&00,&AB
60 DATA &11,&00,&04,&CD,&77,&BC,&21,&00,&0C,&CD,&83,&BC,&CD,&7A,&BC
70 DATA &C9,&11,&0B,&9B,&01,&03,&0C,&3E,&02,&CD,&9B,&BC,&CD,&BF,&BC
80 DATA &C9

Prepare your fresh cassette and RUN the above program. When it stops insert the fresh tape and press REC and PLAY followed by ENTER.

When the program has been saved reset the computer load TRANSMAT and use,TRANS 1. Name this program SPELL2.

Type in and save as SPELL the following loader program:

10 MEMORY &2710
20 BORDER 0:MODE 1:INK 0,0:INK 1,26:INK 2,5:INK 3,9
30 LOAD"SPELL0.BIN":LOAD"SPELL1.BIN":POKE &2722,&C9:CALL &2714
40 RUN"SPELL2.BIN"

TRANSMAT INFORMATION EXCHANGE 1 1

The following information is (c) GOLDMARK SYSTEMS (TIE)

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

 ERRATUM MESSAGE FROM ANDROMEDA page 26
 ERRATUM Line 10 pokes should read POKE &4024,28:POKE &4028,28
 ERRATUM
 ERRATUM FRUIT MACHINE page 7
 ERRATUM Line 8020 should read:
 ERRATUM 8020 ADDRESS=HIMEM+(8*96)+1:LOAD"DATA",ADDRESS
 ERRATUM
 ERRATUM NONTERRAQUEOUS
 ERRATUM Line 60 should read: 60 :DISC:SAVE"NON1",B,3957,37000
 ERRATUM
 ERRATUM WHO DARES WINS Page 32
 ERRATUM The first routine (which transfers W1.BIN) should be
 ERRATUM amended to read as follows:
 ERRATUM 10 :DISC
 ERRATUM 20 FOR x=&A000 TO &A025:READ A\$:POKE x,VAL("&"+A\$):NEXT
 ERRATUM 30 CALL &A000
 ERRATUM 40 DATA 21,40,00,11,30,60,3E,63,CD,A1,BC,06,02,21,24,A0
 ERRATUM 50 DATA 11,40,00,D5,CD,8C,BC,E1,11,30,60,3E,02,CD,98,BC
 ERRATUM 60 DATA CD,8F,BC,C9,57,31

 INFORMATION The following information is requested by users of
 REQUESTED Transmat for converting the following to disc:
 INFORMATION
 REQUESTED 3D STAR STRIKE.....RAID.....THING ON A SPRING.

PROJECT FUTURE

Use TRANS 1. CLEAR the first program and DEFAULT the second.

Reset the computer and type in the following program which will transfer the next part to disc:

```
10 :TAPE.IN
20 FOR X=&A000 TO &A011:READ A:POKE X,A:NEXT:CALL &A000
30 SAVE"FUTURE1",B,&C000,&4000
40 DATA &21,&00,&C0,&11,&00,&40,&3E,&FF,&CD,&A1,&BC,&C9
```

Reset the computer.

Use TRANS 1 on the next part, RENaming it FUTURE2.BIN.

Type in and save as FUTURE.BAS the following loader program:

```
10 OPENOUT"D":MEMORY 12000:CLOSEOUT
20 LOAD"PF"
30 FOR X=&3017 TO &3021:POKE X,&0:NEXT:CALL 12242
40 LOAD"FUTURE1":RUN"FUTURE2"
```

BATTLE OF BRITAIN

Use TRANS 3 AUTO. Reset the computer, load BOB.BAS and modify as follows:

```
40 LOAD"!BOB1":!TAPE.IN:CALL &961B
45 SAVE"BOB2",B,&2F4,&935B:STOP
```

Now type RUN and Enter. When the tape stops reset the computer and use TRANS 1 AUTO on the final part of the tape.

Reset the computer and load BOB.BAS. modify as follows and save as BOB.BAS then ERA BOB.BAK:

```
40 LOAD"BOB1.BIN":LOAD"BOB2.IN"
```

ATLANTIS

Use TRANS 5 AUTO. Reset the computer. Type in the following program which will automatically transfer the remainder to disc:

```
10 :TAPE.IN
20 FOR X=&40 TO &40+1:READ A:POKE X,A:NEXT:CALL &40
30 SAVE"C4",B,&5400,&4762
40 DATA &21,&00,&54,&11,&62,&47,&3E,&60,&CD,&A1,&BC,&C9
```

Rest the computer. Load JEU.BAS and modify as follows:

```
90.....:LOAD"C3":LOAD"C4".....etc
```

CAULDRON

Type in the following program which will automatically transfer the required parts to disc:

```
10 :TAPE.IN:MEMORY &A500:LOAD"!CAULDRON"
20 SAVE"CAULDRON",B,&A500,&84
30 FOR X=64 TO 75:READ A:POKE X,A:NEXT:CALL 64
40 SAVE"CAULDRON.SCN",B,&C000,&4000
50 POKE 65,&00:POKE 66,&18:POKE 68,&DA:POKE 69,&7B:CALL 64
60 SAVE"CAUL1",B,&1800,&7BDA
70 POKE 65,&DA:POKE 66,&93:POKE 68,&77:POKE 69,&0A:CALL 64
80 SAVE"CAUL2",B,&93DA,&0A77
90 POKE 65,&00:POKE 66,&C8:POKE 68,&00:POKE 69,&31:CALL 64
100 SAVE"CAUL3",B,&C800,&3100
110 DATA &21,&00,&C0,&11,&00,&40,&3E,&4C,&CD,&A1,&BC,&C9
```

Type in and save as CAULDRON.BAS the following loader program:

```
10 MEMORY &17FF:MODE 1
20 LOAD"CAULDRON.BIN":LOAD"CAULDRON.SCN":LOAD"CAUL1":LOAD"CAUL2"
30 POKE &A2,&0:POKE &A3,&C8:POKE &A4,&2:POKE &A5,&0:POKE &A6,&0
40 POKE &A7,&18:POKE &A8,&6:POKE &A9,&0:POKE &AA,&0
50 LOAD"CAUL3":CALL &A555
```

This routine Copyright Anthony Bethell and Goldmark LtdWORM IN PARADISE

Courtesy of Andrew Bond, Sinope A50, Nr Coalville.

Type ":TAPE" and load the first program from tape.

Now type in and RUN the following program which will save the game onto a fresh cassette:

```

10 :TAPE:GOSUB 160
20 MEMORY &3FFF:LOAD"!":POKE &42B0,&C9
30 CALL &4269:GOSUB 140
40 SAVE"WORMLOAD",B,&9CF0,&B10
50 GOSUB 160
60 POKE &A7DA,&90:POKE &A7DB,&3F:POKE &A7DF,&C9
70 CALL &A7D6:GOSUB 140
80 SAVE"FIRSTBIT",B,&4000,&3F90
90 GOSUB 160
100 POKE &A7DA,&F0:POKE &A7DB,&5C:CALL &A7D6
110 GOSUB 140
120 SAVE"LASTBIT",B,&4000,&5CF0
130 END
140 PRINT"INSERT DESTINATION TAPE AND HIT A KEY"
150 GOTO 170
160 PRINT"INSERT SOURCE TAPE PRESS PLAY, HIT A KEY"
170 CLEAR INPUT
180 A$=INKEY$:IF A$="" THEN 180
190 RETURN

```

Reset the computer, and rewind the save cassette.

USE TRANS 3 AUTO to transfer the save cassette to disc.

Type in and save as WORM the following loader program:

```

10 MODE 1:FOR I=0 TO 15:INK I,1:NEXT
20 MEMORY &2FFF:LOAD"FIRSTBIT.BIN",&4000
30 FOR I=&3000 TO &300B:READ A:POKE I,A:NEXT I
40 DATA &21,&00,&40,&11,&00,&C0,&01,&90,&3F,&ED,&B0,&C9
50 CALL &3000
60 LOAD "LASTBIT.BIN",&4000
70 LOAD "WORMLOAD.BIN",&3000
80 FOR I=&3C00 TO &3C0B:READ A:POKE I,A:NEXT I
90 DATA &21,&00,&30,&11,&F0,&9C,&01,&10,&0B,&ED,&B0,&C9
100 CALL &3C00
110 FOR I=&A7CD TO &A7DA:READ A:POKE I,A:NEXT I
120 DATA &21,&00,&C0,&11,&70,&00,&01,&90,&3F,&ED,&B0,&C3
130 DATA &12,&8A
140 CALL &A7CD

```

1:- Type in the following BASIC Program
Be careful to use only Zeros(0) in the data, not "0".

```

10 :TAPE.IN::DISC.OUT
20 For x=&80 to &109:read a$:poke x,val("&"+a$):next
30 CALL &99
40 DATA 52,41,44,5A,4F,4E,45,2E,42,41,53,52,41,44,2E,42
50 DATA 41,53,52,41,44,2E,42,49,4E,3E,FF,CD,6B,BC,21,80
60 DATA 00,06,07,CD,E3,00,21,80,00,06,0B,CD,F5,00,21,8B
70 DATA 00,06,03,CD,E3,00,21,8B,00,06,07,CD,F5,00,21,B1
80 DATA 36,11,69,6B,ED,53,70,00,3E,80,CD,A1,BC,21,92,00
90 DATA 06,07,11,B1,36,CD,8C,BC,21,B1,36,ED,5B,70,00,3E
100 DATA 02,18,20,11,70,01,CD,77,BC,ED,43,70,00,EB,CD,83
110 DATA BC,CD,7A,BC,C9,11,00,80,CD,8C,BC,21,70,01,ED,5B
120 DATA 70,00,AF,CD,9B,BC,CD,8F,BC,C9

```

2:- You must use a cassette recorder with remote control.

Insert a formatted disc with at least 63K free. Put fully rewound RADZONE tape in recorder.

RUN above program. This will load in all 3 files and automatically put them on the disc but they will not run in this form. Do not worry about the error messages that will appear at the end of this routine.

3:- Reset the computer.

Load first file from disc with LOAD"RADZONE

Edit memory statement in line 40 to read MEMORY 13979

Edit restore statement in line 50 to read RESTORE 550

Edit FOR N=&B752 in line 50 to read FOR N=&B742

Change line 550 to DATA 5241,442E,4249,4E21,42B7,0607,11B1,36CD,77BC,21B1,36CD,83BC,CD7A

Edit Line 560 by removing the first 5 data items so that the first one is BCDD

4:- SAVE"RADZONE"

5:- Load next file from DISC with LOAD"RAD
Edit line 3 to read CALL &B749

6:- SAVE"RAD"

7:- You may now if you wish erase the two BAK files from the disc

8:- Reset computer and play the game with RUN"RADZONE

TRIKE FORCE HARRIER

se TRANS 6 AUTO.

ow do the following:

EN FORCE.BIN=FORCE.
EN HARRIER.BAS=STRIKE.BAS

UN the program with RUN"HARRIER.

HO DARES WINS II

se TRANS 3 AUTO.

reset the computer and type in the following program which will transfer the first part of WDW to disc:

```
0 :TAPE.IN
0 FOR X=&A000 TO &A000+11:READ A:POKE X,A:NEXT:CALL &A000
0 SAVE"W1",B,&40,&6030
0 DATA &21,&40,&00,&11,&30,&60,&3E,&63,&CD,&A1,&BC,&C9
```

reset the computer and type in the following program which will transfer the second part of WDW to disc:

```
0 :TAPE.IN
0 FOR X=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40
0 SAVE"W2",B,&3000,&4000:SAVE"W3",B,&7000,&1090
0 DATA &21,&00,&30,&11,&90,&50,&3E,&11,&CD,&A1,&BC,&C9
```

reset the computer. Load and modify WDW.BAS as follows:

```
20 FOR X=&C000 TO &C000+64:READ A:POKE X,A:NEXT
25 POKE &D000,&57:POKE &D001,&31:POKE &D002,&57:POKE &D003,&32:
OKE &D004,&57:POKE &D005,&33:;DISC:CALL &C000
30 DATA &21,&00,&D0,&06,&02,&CD,&77,&BC,&40,&00,&CD,&83,&BC,&CD,
7A,&BC,&21,&02,&D0,&06,&02,&CD,&77,&BC,&21,&70,&06,&CD,&83,&BC,
CD,&7A,&BC,&21,&04,&D0,&06,&02,&CD,&77,&BC,&21,&00,&D5,&CD,&83,
BC,&CD,&7A,&BC,&21,&00,&D5,&11,&70,&A0,&01,&90,&10,&ED,&B0,&C3,
10,&A0
```

save this modified loader as WDW.BAS and ERA WDW.BAK

SYCHEDELIA

se TRANS 2 AUTO. Reset the computer and do the following:

EN PSY1.BIN=PSY.BIN

oad PSY.BAS from disc and modify line 100

```
00....."IS LOADING".....,80,83,49,
.....,&06,&04,.....
```

STAIRWAY TO HELL

Use TRANS 7 AUTO.

Reset the computer. Load the following programs from disc and modify as follows:

```
STAIRWAY.BAS: Line 40 LOAD"STH1"
              50 LOAD"STH2"
              60 LOAD"STH3"
```

Re-save STAIRWAY.BAS back to disc. Reset the computer.

```
STH3.BAS:      Line 160 RUN"STH4"
```

Re-save STH3.BAS back to disc. Reset the computer.

```
STH4.BAS:      Line 20 LOAD"STH5"
              30 LOAD"STH6"
```

Re-save STH4.BAS back to disc. Reset the computer.

Run the game with RUN"STAIRWAY.

SHADOW FIRE

Use TRANS 5 AUTO. Reset the computer. Type in and save as SHADOW.BAS the following loader program:

```
10 OPENDOUT"D":MEMORY &4C00:CLOSEOUT
20 LOAD"X":CALL &4CF0
```

RAMBO

Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

Type in and RUN the following program which will transfer RAMBO to disc without the need for TRANSMAT.

```
5 MODE 1:INK 0,13: BORDER 13: PEN 2: LOCATE 6,6: INPUT"IS THIS A CPC 464
[Y/N] ";V$
6 V$=UPPER$(V$):IF V$="N" THEN V%=1 ELSE V%=0
10 MEMORY &3800
15 :TAPE.IN:;DISC.OUT
20 LOAD"!rambo"
30 POKE &30,&C3:POKE &31,0:POKE &32,&BF
40 FOR X=&39A9 TO &39AE:READ A$:POKE X,VAL("&"+A$):NEXT
50 FOR X=&39D5 TO &39E1:READ A$:POKE X,VAL("&"+A$):NEXT
60 FOR X=&BF00 TO &BF3B:READ A$:POKE X,VAL("&"+A$):NEXT
70 IF V%=1 THEN POKE &BF2E,&58
80 CALL &39A9
90 DATA 21,FF,AB,11,40,00,EB,CD,83,BC,CD,7A,BC,3E,C2,32,2B,02,00,CD
100 DATA 37,BD,21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,30,BF,06,09,11,40
110 DATA 00,CD,8C,BC,21,40,00,3E,02,01,00,8F,11,00,90,CD,9B,BC,CD,8F
120 DATA BC,CD,00,B9,C3,64,C0,52,41,4D,42,4F,2E,42,49,4E
```

TRANSMAT INFORMATION EXCHANGE 10

The following information is (c) GOLDMARK SYSTEMS (TIE)

In the following, use TRANS 0 unless otherwise stated. CLEAR near press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT near press ENTER when TRANSMAT is waiting for a SAVE name and RELOCAT means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

ERRATUM RED MOON page 16
 ERRATUM
 ERRATUM In line 40 the DATA statement &C0 (halfway along line
 ERRATUM should read &CD
 ERRATUM
 ERRATUM MESSAGE FROM ANDROMEDA page 28
 ERRATUM
 ERRATUM 70 FOR L=&3F00 TO &3F1B: READ etc
 ERRATUM
 ERRATUM WHO DARES WINS II page 32
 ERRATUM
 ERRATUM In line 930 the DATA statements should be amended to
 ERRATUM read:
 ERRATUM 930 DATA &21,&00,&D0,&06,&02,&CD,&77,&BC,&21,&40,&00,&C
 ERRATUM &83,&BC,&CD,&7A,&BC,&21,&02,&D0,&06,&02,&CD,&77,&BC,&21
 ERRATUM &70,&60,&CD,&83,&BC,&CD,&7A,&BC,&21,&04,&D0,&06,&02,&CD
 ERRATUM &77,&BC,&21,&00,&D5,&CD,&83,&BC,&CD,&7A,&BC,&21,&00,&D5
 ERRATUM &11,&70,&A0,&01,&90,&10,&ED,&B0,&C3,&10,&A0

RED MOON

Courtesy of Jim Westoby, Potters Bar, Herts.

Run TRANSMAT and use TRANS 4.

Name the first RED the second RED0 (do not relocate) the third and the fourth RED2

Reset the computer. Load RED.BAS and amend as follows:

```
30 MODE 1:MEMORY &15FF
360 LOAD"RED0.BIN",&9A00:LOAD"RED1.BIN",&1600:LOAD"RED2.BIN",&670
410 CALL &BD37:CALL &BD00
```

ADVENTURE QUEST

Courtesy of Mr McKiddie, Cleethorpes, S. Humberside.

Run TRANSMAT and use TRANS 0.

DEFAULT the first and RELOCATE the second.

Reset the computer, load QUEST.BAS and make the following changes
DELETE line 10.

Edit 120 to read:- 120 LOAD"ADVENTUR":TAPE:CALL &2AEF

SSAGE FROM ANDROMEDA (Routine for headerless file version).

urtesy of Jim Westoby, Potters Bar, Hertfordshire.

se TRANS 4. CLEAR the first program. Name the rest MESSAGE,
SS0, MESS1, and MESS2.

not rewind the tape.

set the computer type in and RUN the following transfer program
which will transfer two binary files to disc:

```
MEMORY &1FFF
LOAD"MESS1"
;TAPE.IN
FOR FILE=1 TO 2
FOR L=42006 TO 42009:READ V:POKE L,V:NEXT L:POKE 42010,69
OUT &F600,16
CALL 42000:IF PEEK(42011)<>0 THEN 50
OUT &F600,0
READ S$,S,L:SAVE S$,B,S,L
NEXT FILE
DATA &2B,&23,&05,&39,MESS3,&232B,&3905
DATA &C0,&5D,&60,&40,MESS4,&5DC0,&4060
```

set the computer.

ad MESSAGE.BAS and alter as follows:

```
LOAD"MESS0",15000
REM LOAD etc
CHAIN "MESS2"
```

ad MESS2.BAS and alter as follows:

```
lete lines 160-190
id lines:
LOAD"MESS3":LOAD"MESS4":LOAD"MESS1"
;TAPE
```

in the game with RUN"MESSAGE

ABASE DELTA

urtesy of Iain Segall, Stanmore, Middlesex.

se TRANSMAT and return to BASIC. Enter the deprotection pokes and
return to TRANSMAT.

se TRANS 1. CLEAR the first two parts, DEFAULT the third and
LOCATE it.

in the game with ADVENT.