DISCOVERY PLUS is the ideal tool for transferring Amstrad tape based software onto disc. The package consists of four programs that together will enable you to transfer the majority of your software.

Three of the four programs work automatically, and will allow you to transfer & run your programs without any alterations at all. The fourth program may need a little programming knowledge to enable you to get the best from it. These full instructions tell you all you will need to know.

GENERAL NOTES

DISCOVERY PLUS will work on any Amstrad CPC464,664 or 6128 computers. Please remove all peripherals (particulary extension ROMs & memory expansions) except disc interfaces, second disc drives, printers and joysticks. If you are using a 664 or 6128, it is essential to have remote lead connnected to the datarecorder & working. If not, when you hear the cassette relay switch off, please stop the cassette recorder and rewind the cassette a fraction. When the relay clicks again, press the play key. Please ensure that the disc that you are transferring the programs onto is formatted, is not write protected and has sufficient free space on it.

IMPORTANT:- This program must not be used to infringe the copyright laws. Siren software will not condone software piracy and cannot be held responsible for anyone who uses this package to break copyright. Please bear in mind that if good games take time and money to develope, if software companies cannot recoup their money, then they will not spend time & money producing good software.

IMPORTANT

Please read the section entitled 'Installing' before using this package.

SPLOCK TRANS

This program will enable you to transfer the majority of programs that have been protected using the 'speedlock' protection system. It is extremely easy to distinguish these programs from others. When a speedlock protected game loads from tape, it will print up on the screen the following message:-

LOADING: PLEASE WAIT

so if you have any programs that print up that message, you should be able to transfer them using SPLOCK TRANS.

To use SPLOCK TRANS, load it by typing:- RUN "SPLTRANS". Once loaded, full instructions will be displayed on the screen. Remove the DISCOVERY PLUS disc & replace it with a disc containing at least 52K of free space. Place the tape to be transferred into the datacorder and press the play key. Type into the computer the name that you want the program to be called when it is on the disc and press the enter key.
The tape should then start. The program will look as though it is loading normally. Once the whole program has loaded, the screen will look funny & the disc drive will start up. When the program has been saved, The game will start as normal.
To run the game from disc, just type in... RUN "NAME", where NAME is the programs name. No alterations to the program will be needed. Once the program has been put onto the disc, do not rename any part of it.

DISCOVERY 1

This program has been put on the disc to keep compatability with our DISCUS help sheets and also to enable old discovery owners to keep some familiarity with the DISCOVERY PLUS package. Users of our old discovery program may notice the lack of the turbo transfer option in this program. The SPLOCK TRANS program is the successor to that option.
DISCOVERY 1 is an extremely powerfull program in its own right. It enables you to transfer software and put it on disc in an identical form to how it was on tape. Discovery removes any basic protection on the programs it transfers thus allowing access to the programs making them easy to alter.

To load DISCOVERY 1, reset your computer and type... RUN "DISCOVER". When loaded a menu with four options will appear. The options are:-

1 TAPE TO DISC TRANSFER
2 FULL CATALOGUE
3 CATALOGUE
4 CPM

To select the relevant option, press the relevant key.

Option 2 - FULL CATALOGUE.
After selecting this option, please ensure that there is a formatted disc in drive A and then press a key. Full catalog will display the filenames and details of every file on the disc. The details of the program include the program's name, length, start address & whether it's BASIC or Machine Code. If the program is Machine Code, an extra execute Address may also be given. You may also erase and rename programs from this option.

Option 3 - CATALOGUE
This option does the equivalent of typing... CAT from BASIC. The catalog of the disc will be displayed. Files may be erased or renamed from this option.

Option 4 - CPM
Selecting this option will enable you to go into the CPM operating system, allowing you to format discs etc. This option is the equivalent of typing :CPM from BASIC. The CPM system tracks are not present on your DISCOVERY PLUS disc and therefore a disc with these tracks on must be inserted into drive A.

Option 1 - TAPE TO DISC TRANSFER
When you select this option, you will immediately be asked whether you want the programs to be transferred in automatic mode, letting DISCOVERY 1 do all the hard work, or in manual mode giving you full control of the transfer process.

In automatic mode, DISCOVERY 1 will transfer the programs, try & alter any basic parts to their correct AMSDOS syntax, renaming programs that are longer than 8 characters or are not AMSDOS compatible and relocating programs that overwrite the disc area of memory. Any programs that contain a basic part of longer than 16K, Must be transferred in manual mode.

In manual mode, DISCOVERY 1 will allow you to rename the program manually and offer the option on whether or not you want the program to be relocated. In Manual mode, no attempt will be made to alter any basic parts.

To start transferring, place the program to be transferred into the datacorder and press play. As the programs are loading, Their names will appear on the screen and also their header details. (length, start address, BASIC or Machine Code). The disc drive will occasionally come into action as the program is being transferred. When the tape has come to an end, press the 'ESC' to return to the menu. To exit from DISCOVERY 1, press 'CONTROL', 'SHIFT' & 'ESC' together.

Getting Programs To Run

As you may be aware, you can not always easily transfer software from tape to DISC. TD & TD1 will transfer nearly every program that discovery 1 will transfer and for that reason DISCOVERY 1 has only been included as a last resort.

When the program has been transferred, reset the computer and type.. RUN "NAME" where NAME is the programs name. If the program will not run, then you will need to do some "hacking".

FILENAMES - When loading a program from tape, you can have a filename of upto 16 characters long. With discs, Only 8 characters are possible. Also the disc system is fussy about the characters used. Characters such as '?*.' are invalid for disc, but perfectly valid for tape.

MEMORY - The disc drive uses 1284 bytes of memory. The cassette uses no memory. If a program overwrites or corrupts this disc area, Then it cannot easily be run. DISCOVERY will relocate such programs.

When getting programs to run, firstly search through any BASIC programs changing any **LOAD** "NAME" commands so that the relevant name is put inside the quotation marks. If there are no BASIC parts, then unless you have a good knowledge of Machine Code, you will not be able to get it to work.

The second step is to relocate programs that need it. When transferring Programs using DISCOVERY 1, you will be informed about any programs that have been relocated. You will also be given a new start and execute address. When you find the part of the program that loads in the relocated program, you will need to add a new BASIC statement to the program. The statement will be ' **CALL ADDRESS**' where ADDRESS is the start address of the program. As an example you have a program line:- **40 LOAD "GAME"** , and you know that GAME has been relocated giving a new start address of 32768. You will need to change the line to read:-

40 LOAD "GAME":CALL 32768

When all the changes have been made, save the program back onto disc using the same name, and try and run it again.

TAPE DISC [TD]

This program will allow you to transfer normal and headerless programs to disc. Programs transferred using TAPE—DISC cannot be run independantly, they must be run from within TAPE-DISC.

When TAPE DISC has loaded, you will be prompted with a menu. The options are self explanatory.

SAVING A PROGRAM TO DISC.

Select the save option from the main menu. When the saver part has loaded, rewind your tape to the start and play it through. At the end of blocks, The disc drive will come to life and your programs will be saved. When the tape comes to the end, press the 'ESC' key on your keyboard.

RUNNING A PROGRAM FROM DISC.

Select the load option from the menu. Select which program number you want to load. You will then be asked whether you want to load type 1 or 2. The different load types are for different types of Protection. Most programs use type 1, so select type 1. If this does not work try type 2. As the program is loading, the screen will be corrupted. Do not worry, this is the normal procedure. Programs may take a while to load.

TAPE DISC 1 [TD2]

Tape disc one will transfer software at the touch of the 'CONTROL' (CTRL on a 464) key in most cases. Like TAPE-DISC, programs will not run independantly, the TAPE-DISC 1 program must be resident on the same disc as the programs themselves.

SAVING TO DISC

Load in TAPE-DISC 1 and select option 2. Type in the filename of the program to be transferred. The program will load in from tape as normal. When the tape has finished and the program has started, press the 'CONTROL (or CTRL)' key. If all is well, the program will be saved to disc and the computer will reset.

LOADING FROM DISC

Select the load option from the menu. Type in the programs name. The program will then load and resume from the point that it was saved from. The screen may be slightly corrupt.

The other options on the menu are self-explanatory.

NOTE:- Programs saved using TD1 on a 464 will only run on a 464 likewise a program saved using TD1 on a 6128 will only run on a 6128. Likewise for the 664.

INSTALLING

Programs saved using TD or TD1 can only be run from a disc that has TD or TD1 on it. For that reason it is neccesary to copy TD & TD1 onto other discs. To do this you must copy the whole disc & not just the individual files.
The best way to copy the discs is to use the CPM disc copier that came with your disc system. Please read the section entitled 'COPYING A DISC' in your disc drive /664/6128 manual.
Once copied,you must run the file on the copied disc called 'INSTALL'. This will configure the disc & programs in order for them to run. Never run the 'INSTALL' program on your DISCOVERY PLUS master disc as you will erase files and corrupt the disc. Only run the install program once on each side of the disc immediately after copying the master disc.
As programs saved with SPLOCK TRANS & DISCOVERY 1 run independantly, you can transfer programs onto any disc using these two utilities.

DISCUS PLUS

These notes have been produced to help you with your transferring. Below are some popular programs along with details on how to transfer them using DISCOVERY PLUS. Please ensure that you have read the full operating instructions.

NOTES

1) When SPLOCK TRANS appears next to a program, use the SPLOCK TRANS part of DISCOVERY PLUS.

2) When DISCOVERY appears next to a program, use the DISCOVERY part of DISCOVERY PLUS in automatic mode.

3) When TD LOAD TYPE 1 appears next to a program, use the TAPE-DISC part of DISCOVERY PLUS and select LOAD TYPE 1. If TD LOAD TYPE 2 appears, select LOAD TYPE 2.

4) When TD1 appears next to a program, use TAPE-DISC 1.

―――――――――――――――――― IMPORTANT ――――――――――――――――――

SIREN SOFTWARE DOES NOT CONDONE PIRACY AND IS NOT RESPONSIBLE FOR ANYONE WHO USES DISCOVERY PLUS OR THESE NOTES TO ILLEGALLY BREAK COPYRIGHT LAWS. PIRACY IS KILLING THE SOFTWARE INDUSTRY. PLEASE USE THIS PRODUCT RESPONSIBLY. SOFTWARE PIRACY IS AN ILLEGAL OFFENCE AND CARRIES STIFF PENALTIES. IT IS AN OFFENCE TO GIVE, SELL, DISTRIBUTE OR ADVERTISE ILLEGITIMATE SOFTWARE INCLUDING DISCOVERY.

1. DALEY THOMPSONS DECATHLON	(OCEAN SOFTWARE)	- SPLOCK TRANS
2. HUNCHBACK II	(OCEAN SOFTWARE)	-SPLOCK TRANS
3. KONG STRIKES BACK	(OCEAN SOFTWARE)	-SPLOCK TRANS
4. JET SET WILLY (THEY SOLD A MILLION VERSION)		-SPLOCK TRANS
5. BEACH HEAD	(THEY SOLD A MILLION)	-SPLOCK TRANS
6. RAID!	(AMSOFT)	- SPLOCK TRANS
7. KILLER GORILLER	(MICROPOWER)	-DISCOVERY
8. CHUCKIE EGG	(A n F)	-DISCOVERY
9. DRAUGHTS	(CP SOFTWARE)	-DISCOVERY
10. GAUNTLET	(MICROPOWER)	-TD LOAD TYPE 1
11. SPY VS SPY	(BEYOND)	-TD1
12. HUNCHBACK	(OCEAN SOFTWARE)	-DISCOVERY
13. FORMULA 1	(MASTERTRONIC)	-DISCOVERY
14. FINDERS KEEPERS	(MASTERTRONIC)	-DISCOVERY
15. CHILLER	(MASTERTRONIC)	-DISCOVERY
16. DOPPLEGANGER	(ALLIGATA)	-DISCOVERY
17. CONFUZION	(INCENTIVE)	-TD1
18. BLAGGER	(AMSOFT)	-DISCOVERY
19. NINJA MASTER	(FIREBIRD)	-TD1
20. SUPER SAM	(BUDGIE)	-DISCOVERY
21. LOCOMOTION	(MASTERTRONIC)	-DISCOVERY
22. SUPER PIPELINE II	(TASKSET)	-DISCOVERY
23. 3D QUASARS	(SOLAR SOFTWARE)	-TD1
24. DEFEND OR DIE	(ALLIGATA)	-DISCOVERY
25. STRANGELOOP	(VIRGIN)	-TD1
26. GILLIGANS GOLD	(OCEAN SOFTWARE)	-TD LOAD TYPE 2
27. CAVES OF DOOM	(MASTERTRONIC)	TD LOAD TYPE 1
28. PSYCHEDELIA	(LLAMASOFT)	-TD1
29. PYJAMARAMA	(MIKRO GEN)	-TD LOAD TYPE 1
30. ANDROID 1	(VORTEX)	-TD LOAD TYPE 2
31. HAUNTED HEDGES	(AMSOFT)	-DISCOVERY
32. CODENAME MAT	(AMSOFT)	-DISCOVERY
33. HARRIER ATTACK	(AMSOFT)	-DISCOVERY
34. FRANKIE GOES TO HOLLYWOOD	(OCEAN SOFTWARE)	-SPLOCK TRANS
35. BATTLE FOR MIDWAY	(PSS)	-TD1
36. KING FU (FREE WITH AMSTRAD ACTION XMAS 1985)		-TD LOAD TYPE 1
37. NUMBER 1 (FREE WITH AMSTRAD ACTION XMAS 1985)		-TD LOAD TYPE 1
38. MASTERFILE	(AMSOFT/CAMPBELL)	-DISCOVERY
39. FRANK N STEIN	(AMSOFT)	-TD LOAD TYPE 2
40. SIR LANCELOT	(MELBOURNE HOUSE)	-TD LOAD TYPE 2
41. BOULDERDASH	(MIRRORSOFT)	-TD LOAD TYPE 2
42. BRIAN JACKS SUPERSTAR	(MARTECH)	-TD LOAD TYPE 1
43. HACKER	(ACTIVISION)	-SPLOCK TRANS
44. BRIAN BLOODAXE	(THE EDGE)	-TD LOAD TYPE 1
45. ARNHEM	(CCS)	-TD1
46. BRUCE LEE	(US GOLD)	-SPLOCK TRANS
47. BOUNTY BOB	(US GOLD)	-SPLOCK TRANS

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48. ONE MAN AND HIS DROID	(MASTERTRONIC)	-DISCOVERY
49. MATCHDAY	(OCEAN SOFTWARE)	-SPLOCK TRANS
50. CHESS	(MIKRO GEN)	-DISCOVERY
51. ZORRO	(US GOLD)	-SPLOCK TRANS
52. CYRUSS II CHESS	(AMSOFT GOLD)	-DISCOVERY
53. HI RISE	(BUBBLE BUS)	-DISCOVERY
54. WIZARDS LAIR	(BUBBLE BUS)	-DISCOVERY
55. STEVE DAVIS SNOOKER	(CDS SOFTWARE)	-DISCOVERY
56. JUMPMAN	(BLABY)	-TD LOAD TYPE 1
57. PINBALL WIZARD	(CP SOFTWARE)	-DISCOVERY
58. WRIGGLER	(BLABY)	-TD LOAD TYPE 1
59. THE BELLS	(BLABY)	-TD LOAD TYPE 1
60. AIR TRAFFIC CONTROL	(HEWSON)	-DISCOVERY
61. DEATHWAKE	(QUICKSILVA)	-DISCOVERY
62. SCRABBLE	(LEISURE GENIUS)	-SPLOCK TRANS
63. BARRY MCGUIGANS BOXING	(ACTIVISION)	-SPLOCK TRANS
64. SHORT FUSE	(FIREBIRD)	-TD1
65. SPELLBOUND	(MASTERTRONIC)	-TD LOAD TYPE 1
66. ROLAND GOES DIGGING	(AMSOFT)	-TD LOAD TYPE 1
67. WORLD CUP	(ARTIC)	-TD1
68. WILLOW PATTERN	(FIREBIRD)	-TD1
69. STAR FIREBIRDS	(FIREBIRD)	-TD1
70. SPINDIZZY	(ELECTRIC DREAMS)	-TD1
71. PING PONG	(IMAGINE)	-SPLOCK TRANS
72. TAU CETI	(CRL)	-DISCOVERY
73. RAMBO	(OCEAN SOFTWARE)	-SPLOCK TRANS
74. BATMAN	(OCEAN SOFTWARE)	-SPLOCK TRANS
75. MONOPOLY	(LEISURE GENIUS)	-SPLOCK TRANS
76. XANAGRAMS	(AMSOFT)	-TD1
77. SEABASE DELTA	(FIREBIRD)	-DISCOVERY
78. CHUCKIE EGG II	(A n F)	-DISCOVERY
79. CONTRAPTION	(AUDIOGENIC)	-DISCOVERY
80. GLENN HODDLE SOCCER	(AMSOFT)	-DISCOVERY
81. GHOSTS & GOBLINS	(ELITE)	-DISCOVERY
82. DAMBUSTERS	(US GOLD)	-SPLOCK TRANS
83. GYROSCOPE	(MELBOURNE HOUSE)	-SPLOCK TRANS
84. TERRORMOLINOS	(MELBOURNE HOUSE)	-SPLOCK TRANS
85. THEY SOLD A MILLION 2	(HIT SQUAD)	-SPLOCK TRANS
86. YIE AR KUNG FU	(IMAGINE)	-SPLOCK TRANS
87. MOLECULE MAN	(MASTERTRONIC)	-TD LOAD TYPE 1
88. KNIGHT TYME	(MASTERTRONIC)	-DISCOVERY
89. MARSPORT	(GARGOYLE)	-TD LOAD TYPE 2
90. STORM	(MASTERTRONIC)	-DISCOVERY
91. RADZONE	(MASTERTRONIC)	-TD LOAD TYPE 1
92. NEVER ENDING STORY(1st Part Only)	(OCEAN)	-SPLOCK TRANS
93. TURBO ESPRIT	(DURREL)	-TD1
94. STEVE DAVIS SNOOKER	(CDS)	-TD1
95. THRUST	(FIREBIRD)	-TD1
96. DEVPAC	(HISOFT)	-TD1
97. DESERT FOX	(US GOLD)	-SPLOCK TRANS
98. STOCKMARKET	(AMSOFT)	-TD1
99. KUNG FU MASTER	(US GOLD)	-SPLOCK TRANS
100. V	(OCEAN SOFTWARE)	-SPLOCK TRANS

These are only a few of the programs tested with DISCOVERY PLUS. We are compiling more sheets with details of how to transfer programs. Please phone or send a stamped addressed envelope for more details.

If you have transferred any programs to disc using DISCOVERY PLUS, please contact us, we want to keep our lists as up-to-date as possible.

WE HAVE A PILE OF "TRANSMAT" AND "AMSHELP" CASSETTES AND DISCS FOR SALE. ALL ARE IN GOOD CONDITION BUT SOME DO NOT HAVE INSTRUCTIONS WITH THEM. IF YOU WANT ONE, PLEASE PHONE US FOR DETAILS OF PRICE.

IF YOU LIVE IN THE MANCHESTER DISTRICT AND ARE FLUENT/KNOWLEDGEABLE IN MACHINE CODE, WE WOULD LIKE TO HEAR FROM YOU. WE ARE LOOKING FOR A TEAM OF EXPERTS TO HELP US IN A VERY INTERESTING PROJECT THAT WE ARE LOOKING TO GET UNDERWAY SHORTLY.

AT THE TIME OF GOING TO PRESS NO PC1512 COMPUTERS ARE AVAILABLE OVER THE SHOP COUNTER YET. AMSTRAD HAS JUST PUT UP THE PRICE OF ALL THE 1512 MACHINES APPARENTLY DUE TO PRICE OF THE CHIP.

WE HAVE KNOW SORTED OUT OUR 464 DATACORDER PROBLEM, THANKS TO MR LOWE FROM BURY ST. EDMUNDS. A COMPANY CALLED CPC WILL SELL YOU EITHER A WHOLE CASSETTE MECHANISM OR JUST THE MOTOR AT VERY REASONABLE PRICES. TELEPHONE CPC ON 0772 555034 WHO WILL ANSWER ANY OF YOUR QUESTIONS.

WELL THATS IT FOR THIS TIME. PLEASE KEEP THOSE TRANSFERS COMING.

ORDER FORM. PLEASE MAKE ALL CHEQUES PAYABLE TO SIREN SOFTWARE AND SEND THEM TO THE ADDRESS BELOW. OVERSEAS ORDERS PLEASE ADD £1.00 FOR POSTAGE.

PLEASE NOTE:- THESE SPECIAL OFFERS ARE ONLY AVAILABLE IF ACCOMPANIED BY THIS ORDER FORM.

1 [] BOX OF 10 BLANK DISCS. ONLY £29.95 INCLUDING POSTAGE AND VAT.

2 [] MASTER DISC. THE DISC UTILITY PACKAGE. ON DISC ONLY £12.99

3 [] HANDY MAN. THE DISC ENHANCEMENT PACKAGE. ON DISC ONLY £12.99

4 [] MASTER DISC AND HANDYMAN ON DISC. ONLY £21.99

5 [] DIAL A DISC BOX. HOLDS 10 3" DISCS. VERY USEFULL. ONLY £5.99

6 [] PRINT MASTER ONLY £12.99

7 [] NEXT EDITION OF SIREN SPOTLIGHT. I ENCLOSE AN S.A.E.

8 [] PREVIOUS EDITION OF SIREN SPOTLIGHT. I ENCLOSE AN S.A.E.

NAME ....

ADDRESS ....

....

.... TEL ....

SIREN SOFTWARE. TRAFFORD TECHNOLOGY CENTRE. 43 ELSINORE ROAD. MANCHESTER M16 0WG
TEL 061 848 9233.   WE TAKE ACCESS ORDERS BY TELEPHONE.

Siren Spotlight Siren Spotlight Siren Spotlight Siren Spotlight Siren Spotlight

FROM THE EDITOR

WELL AS USUAL IT HAS BEEN A BUSY MONTH. WHAT WITH CHRISTMAS, OUR TRIP TO PARIS, THE JANUARY AMSTRAD SHOW AND THE DEVELOPMENT OF OUR NEW PRODUCTS, I HAVE HARDLY HAD TIME TO DO THIS SECOND NEWSLETTER. ISSUE ONE APPEARS TO HAVE BEEN WELL RECEIVED AND WE HAVE HAD LOTS OF TRANSFER ROUTINES (KEEP THEM COMING) AND OTHER GENERAL FEEDBACK. PLEASE DO NOT HESITATE TO WRITE TO US, BUT PLEASE ENCLOSE A STAMPED ADDRESSED ENVELOPE IF YOU WANT A REPLY. IF YOU ARE WRITING FROM THE CONTINENT. PLEASE DO NOT FORGET TO PUT THE NAME OF YOUR COUNTRY ON YOUR ADDRESS. YOU WOULD NOT BELIEVE THE NUMBER OF PEOPLE WHO HAVE FORGOTTEN TO PUT THEIR ADDRESS ON ORDERS AND LETTERS.

DISCUS PLUS CONTINUED

PROGRAMS TRANSFERRED WITH DISCOVERY 1
ERBERT, ALIEN, TECHNICIAN TED (COMP HITS 2 VERSION), MOON BUGGY (COMP HITS 2 VERSION), KANE. THE FOLLOWING WILL ALSO TRANSFER BUT MAY NEED SOME RENAMING ETC. BOMB JACK, REDCOATS, FOOTBALL MANAGER, COMBAT LYNX AND BLOCKBUSTERS

PROGRAMS TRANSFERRED WITH TD1:-
3D GRAND PRIX, KENTILLA , ASHKERON, HEAVY ON THE MAGICK, GEOFF CAPES STRONGMAN, MESSAGE FROM ANDROMEDA , JEWELS OF BABYLON, WARLORD, BOOTY AND HEREOS OF KARN

PROGRAMS TRANSFERRED WITH TD
MR MEN, INTERDICTOR PILOT (LOAD TYPE 2), JUGGERNAUT (LOAD TYPE 2), FOREST AT WORLDS END, ANDROID 2, DOOMSDAY BLUES, WORM IN PARADISE, GHOSTBUSTERS, QUEST PROBE, THE PRICE OF MAGIK AND PITMANS TYPING TUTOR.

PROGRAMS TRANSFERRED WITH SPLOCK TRANS
GUNFRIGHT AND SAMANTHA FOX STRIP POKER

THE FOLLOWING ALL TRANSFER USING DISCOVERY 1. PLEASE FOLLOW THE INSTRUCTIONS.

FANTASIA DIAMOND (COMP. HITS 2)
TRANSFER IN MANUAL MODE. RENAME THE PARTS TO "FANTASIA","F" & "FANT". RUN "FANTASIA" TO LOAD AND RUN FROM DISC.

LUCK FRUITS (KNIGHTSOFT)
TRANSFER IN MANUAL MODE. RENAME THE PARTS TO "LUCKY","FRUITS" & "FMAC". USE RUN "LUCKY" TO LOAD AND RUN FROM DISC.

WORLD CUP (COMP. HITS 2)
TRANSFER IN MANUAL MODE. DO NOT RENAME OR RELOCATE ANYTHING. WHEN ALL PARTS HAVE BEEN TRANSFERRED, ALTER LINE 10 OF "WORLD .BAS" TO THE FOLLOWING:-

    10 MEMORY 8191:LOAD "TITLE",49152:LOAD "CODE",8192

TRIPODS (RED SHIFT)
USE MANUAL MODE TO TRANSFER THE SLOW LOAD SIDE OF THE GAME ONTO DISC. DO NOT RENAME OR RELOCATE. RUN "TRIPODS" TO RUN FROM DISC.

SPEECH (SUPERIOR SOFTWARE)
TRANSFER ALL PARTS IN MANUAL MODE. DO NOT RENAME ANY OF THE PARTS. AFTER ALL PARTS HAVE BEEN TRANSFERRED, RENAME "SPCODEBI.BIN" TO "SPCODE.BIN", "SPDICNBI.BIN" TO "SPDICN.BIN" AND "SPNOTEDO.BIN" TO "SPNOTE.DOC".

FRUIT MACHINE (AMSOFT)
TRANSFER ALL PARTS IN MANUAL MODE. RENAME PROGRAMS TO "FRUIT.BAS", "FRUIT0.BAS"
AND "FRUIT1.BIN". DO NOT RELOCATE ANYTHING. WHEN ALL PARTS HAVE BEEN
TRANSFERRED, ALTER LINE 570 OF FRUIT.BAS TO:- 570 LOAD "FRUIT0"
ALTER LINE 8020 OF FRUIT0.BAS TO:- 8020 ADDRESS=HIMEM+(8*96)+1:LOAD "FRUIT1",
ADDRESS.

ELIDON (ORPHEUS)
TRANSFER IN MANUAL MODE. DO NOT RENAME OR RELOCATE.

DEVILS CROWN (PROBE) (COMP HITS 3)
TRANSFER IN AUTO MODE. ERASE "UNNAMED", "UNNAMED0" AND RENAME "UNNAMED1.BIN" TO
"DEVIL.BIN".

OLYMPIAD 86 (ATLANTIS)
TRANSFER IN MANUAL MODE. DO NOT RENAME ANY PARTS. WHEN ALL PARTS HAVE BEEN
TRANSFERRED, RENAME "SCRBIN.BIN" TO "SCR.BIN" AND "SPORTSPA.BIN" TO
"SPORTS.P&A". RUN "OLYMPIAD"

THANKS TO EVERYONE WHO SENT IN THE ABOVE TRANSFERS, INCLUDING MR MILLS FROM NEW
MALDEN, S. GLASSON FROM ROMFORD

THE ULTIMATE TRANSFERS
ULTIMATE PLAY THE GAME, TO GIVE THEM THEIR FULL TITLE, HAVE PRODUCED SOME
EXCEPTIONALLY GOOD GAMES FOR THE AMSTRAD (IF YOU LIKE THAT SORT OF THING).
TO TRANSFER SOME OF THEIR PROGRAMS TO DISC, PLEASE FOLLOW THE FOLLOWING
INSTRUCTIONS. PLEASE NOTE THAT THIS HAVE ONLY BEEN TESTED ON THE ORIGINAL GAMES
CASSETTES AND MAY NOT WORK ON COMPILATION VERSIONS.

TRANSFERRING KNIGHT LORE & ALIEN 8 (BOTH BY ULTIMATE)
TRANSFER ALL PARTS OF THE PROGRAM USING DISCOVERY 1 IN AUTOMATIC MODE. WHEN
TRANSFERRED, RESET YOUR COMPUTER & ERASE "KNIGHT.BIN". TYPE IN THE FOLLOWING
LISTING AND SAVE IT TO DISC. WHEN RUN, IT LOAD IN AND RUN THE GAME.

```
10 DATA 243,33,112,23,17,0,0,1,0,128,237,176,195,0,0
20 MEMORY 5999
30 LOAD "0",6000
40 FOR A=40960 TO 40974:READ B:POKE A,B:NEXT
50 BORDER 0:MODE 1
60 INK 0,0:INK 1,6:INK 2,24
70 INK 3,15
80 CALL 40960
```

TRANSFERRING SABRE WULF (THIS WILL NOT WORK ON THE THEY SOLD A MILLION VERSION)
TRANSFER ALL PARTS USING DISCOVERY 1 IN AUTOMATIC MODE. WHEN TRANSFERRED, RESET
YOUR COMPUTER AND LOAD IN "SABRE", WHEN LOADED, TYPE IN THE FOLLOWING:-

```
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
```

WHEN THIS HAS BEEN TYPED IN, SAVE THE PROGRAM BACK TO DISC USING.. SAVE "SABRE".
TO RUN FROM DISC, TYPE... RUN "SABRE"

TRANSFERRING NIGHTSHADE
TRANSFER ALL PARTS USING DISCOVERY 1 IN AUTOMATIC MODE. WHEN TRANSFERRED, RESET
YOUR COMPUTER AND LOAD IN "NIGHT". WHEN LOADED, TYPE IN THE FOLLOWING:-

```
10 OPENOUT "1":MEMORY 3693:CLOSEOUT:LOAD "NIGHT0",&1300:CALL &1300:LOAD "NIGHT1"
:CALL 3694:CALL &1300
```

WHEN THIS HAS BEEN TYPED IN, SAVE THE PROGRAM BACK TO DISC USING.. SAVE
"KNIGHT". TO RUN FROM DISC, TYPE ... RUN "NIGHT"

NEWS

AT LAST AMSTRAD HAS REDUCED THE RECOMMENDED RETAIL PRICE OF BLANK DISCS TO
£2.99. ALTHOUGH THIS IS EXTREMELY GOOD NEWS, WE DO NOT KNOW WHEN THESE CHEAPER
DISC WILL REACH THE SHOPS AS THERE ARE PROBABLY LARGE STOCKPILES OF DISCS BOUGHT
AT THE OLD PRICE. WHEN WILL THE PRICE REACH £1.99 ? I WONDER.

AS USUAL, WE HAVE RUN INTO DIFFICULTY OVER THE JANUARY AMSTRAD SHOW. BECAUSE OF
PIRACY BEING WHAT IT IS AND AMSTRAD, WHO PRODUCE DUAL CASSETTE RECORDERS FOR
COPY MUSIC WITH AND WHOS LATEST COMPUTER IS A BLATANT COPY OF ANOTHER WELL KNOWN
MACHINE, DO NOT WANT EXHIBITORS TO DISPLAY OR SELL ANY PRODUCT THAT CAN BE OR
MAY BE USED TO INFRINGE COPYRIGHT. WE PROBABLY WILL NOT KNOW UNTIL THE LAST
MINUTE WETHER OR NOT WE WILL BE ABLE TO SELL OUR SOFTWARE. WE WILL BE ON STAND
95 ON THE UPPER LEVEL (THE SAME STAND WE HAVE HAD FOR THE LAST COUPLE OF SHOWS)
SO COME ALONG AND SAY HELLO !

A WELL KNOWN COMPANY WHO ADVERTISE A HARDWARE PUSH BUTTON COPIER HAS BEEN IN
TROUBLE WITH THE A.S.A. (ADVERTISING STANDARDS AUTHORITY). THE COMPANY INVOLVED
ADVERTISED THEIR PRODUCT SAYING IT WAS CAPABLE OF COPYING ABSOLUTELY ANYTHING.
WELL THOSE OF YOU WHO HAVE SEEN ONE OF THESE UNITS AND HAVE TRIED COPYING
"MOVIE", ANY "DESIGN DESIGN" SOFTWARE OR MANY OF THE OTHER PROGRAMS THAT THEY
WILL NOT COPY WILL KNOW WHY THE A.S.A. HAS HAD WORDS WITH THE COMPANY.

IT WOULD APPEAR THAT AMS HAS ACTUALLY RELEASED AMX PAGEMAKER. AT LEAST 200 HAVE
BEEN DESPATCHED. IT HAS BEEN RUMOURED THAT THE PROGRAM HAS BUGS IN IT. BOTH NICK
PEARSON (AMS MANAGING DIRECTOR) AND GERARD KENNEDY (AMS SALES MANAGER) HAVE
ADMITTED TO SOME PROBLEMS. ACCORDING TO MR PEARSON THE BUGS ARE VERY SLIGHT,
DOES MR KENNEDY AGREE WITH HIM ? I THINK NOT.

A RECENT TELEPHONE CALL TO JANE NOLAN (AMSTRAD USER) QUASHED ALL RUMOURS OF HER
LEAVING THE MAGAZINE. JANE MENTIONED THAT SHE WAS THINKING OF BUYING A NEW
CABRIOLET OR WAS IT A CABRI ?

IN A RECENT REVIEW IN AMSTRAD ACTION, RICHARD MONTEIRO THE REVIEWER DECLARED
THAT YOU HAD TO MORTGAGE YOUR HOUSE TO BE ABLE TO AFFORD DISCOVERY PLUS. WELL
RICHARD MUST LIVE IN AN EXTREMELY SMALL HOUSE IF ALL HE GOT FOR IT WAS 15 QUID!

WE RECEIVED A TELEPHONE CALL FROM A MR BRIAN BARTON FROM THE GOLDMARK CLUB
(HELLO BRIAN), WHO HAS THREATENED TO SUE US. ACCORDING TO BRIAN, THE SPLOCK
TRANS PART OF DISCOVERY PLUS WILL COPY OF GOLDMARKS "SPEEDTRANS" PROGRAM.
UNFORTUNATELY OUR PROGRAM WILL COPY MORE PROGRAMS THAN THEIRS AND THAT SPLOCK
TRANS IS AN UPDATED VERSION OF OUR ORIGINAL SPEEDLOCK COPIER THAT APPEARED LAST
FEBRUARY ON OUR TAPE UTILITY PROGRAM. HAVING DISASSEMBLED SPEEDTRANS, IT WOULD
APPEAR THAT THE CODE IN THAT PROGRAM IS ALMOST IDENTICAL TO OUR MARK 1 SPEEDLOCK
COPIER. ANYWAY, WE HAVE NOT RECEIVED ANY WRITTEN ACKNOWLEDGEMENT OF ANY LEGAL
ACTION THAT GOLDMARK OR BRIAN BARTON ARE TAKING AGAINST US.