Hello again, short economy lead-in 'cos we've bags of stuff for you. So much so that I have to apologise to Derek Price and Steve Basford and others for holding their contributions over until next time. We've got news of HACK PACK, a "pukka" newsletter from Neil Mac. for BANKRAIDERS, a "meddlers" only pokey routine for THRUST 2, a TINA SMALL and a host of other news. Spot the economy changes; instead of repeatedly listing OPTION 2/3 and RAMDAM/X transfers the NEWS will now just carry the most recent notifications. The number in brackets after the heading indicates the total of confirmed transfers as on the current 400+ list before the new reports.

The main source of general interest will be that the BLACK BOX DEFEAT code has just emerged on HOWARD THE DUCK [tape] and BALLBREAKER [disc]. If you've a ROMANTIC ROBOT MULTIFACE II [presumably the others too] you will find they won't run with your box connected. Not a serious problem for "meddlers" as they are only stopgaps anyway, but I do know how it is done and how to fix it. Not a subject for this newsletter, but I have passed the info to SUGAR-CUBE and will be watching how it develops overall.

Who won the prize GOLD COLLECTION ? It was Keith Jones of Barton-on-Humber, for reasons that you might expect of me ! His suggestions of BONZO SIT and BONZO WALKIES were as wildly fanciful as any - AND had the added distinction that IF I can come up with a program that even remotely connects with the name it will have to be a winner ! All the THINGIES and WOTSITS have been used before - judges decision is final. Who's gonna find a really closely connected program to match one of the names ? The very same who'll cop a mint BSM+HACK PACK. In case you're wondering HACK PACK was my choice, as is BONZO BLITZ for the next utility - the end of the year job.

This news is very tightly packed, as a result squinting or reading it twice will yield the best results. On with the saga:

COMPILATIONS

Following last issues notes some clarifications have been reported:
STAR GAMES 1 - BARRYMAC BOXING & FRACTULUS are still OPTION 3.
FIVE STAR GAMES 2- ALIEN HIGHWAY is OPTION ONE [That'll save me some specials !]
FOUR GREAT GAMES - GROUND ZERO [OPTION 2], INTERNAT.RUGBY [RAMDAMX-AM], PAWS [OPTION 1], EUROPEAN GAMES [NO GO - YET]

OPTION 1 [226] STANDARD TRANSFERS. A few "new" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

ROCKRAID, HUNTER KILLER*, DEACTIVATORS, TERMINUS, SPY V.SPY II [Island Vsn.], ATOM SMASHER, SOLAR COASTER, BARRIER REEF, DUNGEONS AMS.&ALCS, TANK COMMANDER[N], W.A.R., TOP SECRET, MOUNTAINS OF KET, SHARPE'S DEEDS, BLACK FOUNTAIN 1 & 2, SCOUT STEPS OUT* , PAWS*, CHALLENGE OF THE GOBOTS, ALPINE GAMES, HYDROFOOL*, ANIMATED STRIP POKER*, STARWRECK, LIFETERM. BUBBLER [use last file only], PRINTER PAC II(PRIDE), LASER BASIC, TOOLKIT(BEEBUG), COLOSSUS CHESS, THINK (SOME VERSIONS RAMDAM),REBELSTAR, HOROSCOPE (Hisoft).

ANDY TODD and several others give strong recommendation for CHALLENGE OF THE GOBOTS - which I hope will make up for the irresponsible review given by PCW ! A great deal of thought has obviously gone into it - and much pleasure has been derived already.

JUNGLE JANE, unbelievably a 464 only game - does appear to work on 6128 if you load"JANE.464",RENUMBER, then RUN 20.

Don Shore reports that although ANIM.STRIP POKER is really a 464 only game, if the first file is skipped and the rest transferred OPTION 1 to disc it will then run on a 6128 with slight screen corruption !

HUNTER KILLER should be transferred RELOCATION OFF, and the UDG files loaded 1284 bytes lower - modify the loader.

Alastair Scott, he who does some useful routines in POP.COMP.WEEKLY, fixed the loader for REBELSTAR & *THE URBAN SPACEMAN* fixed SCOUT & PAWS. The mini-minded author of the HYDROFOOL loading method has a tape file called DISC ! NAH ! It did exactly what seasoned "meddlers" knew it would. The DISC file actually tried quite a few ways of PREVENTING it running from disc. Several of you cleverly skipped the DISC file - and sent your new loaders, many thanks !! Don't be peeved that I'm not using it, but I thought it'd be interesting to print one that uses the DISC file and thus includes the loading screen.

REBELSTAR

```
10 CALL &bbff: CALL &bb4e
20 OPENOUT"D":MEMORY 699
30 LOAD"1REB.BIN",700
40 LOAD"2REB.BIN",35710
50 CALL 700: GOTO 50
```

SCOUT STEPS OUT

```
MAKE CHANGES IN "INTRO.BAS" as follows:
60 LOAD "CODE1"
80 LOAD "CODE2"
110 RUN "MAIN"
CHANGE/ADD THE FOLLOWING TO ENABLE READING SCREENS
200....LOCATE 14,25: PEN 2: PRINT"PRESS ANY KEY":
205 WHILE INKEY$="":WEND
230 ...LOCATE 14,25:PRINT"          " 13 spaces
305   LOCATE 14,25:PEN 1: PRINT"PRESS ANY KEY"
308 WHILE INKEY$="":WEND
```

PAWS-ALLOW RELOCATE

```
PAWS.BAS change these lines
70 LOAD "PAWS1.BIN",&c000
80 RUN"PAWS2.BAS"
... RENAME P.BAK to PAWS1.BIN
... ERASE  P.BAS
... RENAME P.BIN to PAWS3.BIN
WRITE "PAWS2.BAS" FILE -
10 OPENOUT"D":MEMORY 4200:
   CLOSEOUT
20 LOAD"PAWS3.BIN",4201:
   CALL 427•1
```

HYDROFOOL

```
1 REM: HYDROFOOL FIX
10 OPENOUT"d":MEMORY 1999:CLOSEOUT
20 FOR x=100 TO 114:READ a$:POKE x,VAL("&"+a$):NEXT
30 LOAD"DISC":POKE &86f,201:CALL &7e0:LOAD"hf1",&136f:GOSUB 50:LOAD"hf2",&c000:CALL 100
40 DATA f3,21,00,c0,11,34,71,01,50,3a,ed,b0,c3,34,71
50 FOR x=0 TO 15:INK x,0:NEXT:BORDER 0:RETURN
```

OPTION 2 [49] HEADERLESS FILES.

More useful news in. "*" indicates MASTERX used.

BARBARIAN, SABOTEUR II, DEEP STRIKE, GROUND ZERO, HYPERBOWL [NEW ISSUE]*

A couple of "economy concious meddlers" report that on MASTERX transfers most require only file C1 ! Rename it to something suitable and "RUN" it. The other files won't be needed - but check it first ! GROUND ZERO - a perfect loader according to instructions. BARBARIAN - Palace software have "treated" us again. All four parts go with the same loader as used for CAULDRON II and ANTIRIAD. DEEP STRIKE is "juggled", and I gather that SABOTEURII is exactly as you would sort out.

For CAULDRON the four parts can mean using 4 sides of a disc ! HOWEVER, line 35 in the loader is for BARBARIAN only, and enables you to have renamed the A1-J1 files to A2 etc. for the second game, A3... for the third and so on. The digit in brackets will be the one to match, and BACK1 can of course be altered anyway. A little careful thought will sort it out for you.

DEEPSTRIKE..... the "trickery" here involves writing a short loader to a spare tape. Use OPTION 1 to transfer the DEEP STRIKE loader ONLY to disc and remove the tape, DON'T wind it back. Put your "spare" tape into player and RUN OPTION 2 to pick up your "new" loader, then swap to the DEEP STRIKE tape. Everything will continue as though nothing odd had happened with files being written to your destination disk. All you need to do now is to modify the DEEP STRIKE loader that you got with OPTION 1 to read as indicated.

BARBARIAN and ANTIRIAD and CAULDRONII

```
10 REM BARBARIAN OPTION 2 LOADER
20 OPENOUT"D":MEMORY &1fff:CLOSEOUT
30 LOAD"BACK1" : REM or FILENAME
35 POKE 8267,ASC("2") : REM ONLY FOR BARBARIAN 2,3,4
40 POKE &2001,250:POKE &2002,0:POKE &2024,&18:POKE &2025,1:
   POKE &203b,&2c: POKE &203c,1:POKE &2030,0:POKE &2031,0:POKE &2032,0
50 FOR X=320 TO 333:READ A$:POKE X,VAL("&"+A$):NEXT:CALL 320
60 DATA 21,18,20,11,fa,00,01,37,00,ed,b0,c3,00,20
```

GROUND ZERO

```
10 MEMORY &9cee
20 LOAD "BACK1.BIN"
30 POKE &bcc8,&c9: POKE &bc6e,&c9
40 CALL &9cef
```

DEEP STRIKE - *Writes TAPE file.*

```
10 REM: WRITE DUMMY TAPE FILE
20 REM: RUN OPTION AGAINST DUMMY
30 REM: TRANSFER DEEPSTRIKE TAPE WHEN LOADED-SET PAST BASIC LOADER
70 FOR i=0 TO 13:READ a:POKE i+&be80,a:NEXT i
80 DATA &21,0,&86,&11,100,0,&3e,&16,&cd,&a1,&bc,&c3,00,&86
90 |TAPE: SAVE"!",b,&be80,16,&be80
```

DEEP STRIKE *THIS IS THE MODIFIED LOADER*

```
15 MODE 1:PRINT" PRESS 'T' TO TERMINATE GAME      AND RETURN TO MAIN MENU"
30 BORDER 0:INK 0,18:INK 1,26:INK 2,6:INK 3,2
40 OUT &bc00,1:OUT &bd00,32
50 OUT &bc00,2:OUT &bd00,42
60 OUT &bc00,6:OUT &bd00,24
70 LOAD"BACK1":CALL &be80
```

OPTION 3 [47] FLASHLOADERS.

GRAND PRIX SIMULATOR, the only "new" one and needs a loader to sort the colours out - rename FLASH to GPS.BIN.

GRAND PRIX SIMULATOR

```
5 REM:OPTION 3 COLOUR SORT OUT GPSIMULATOR
6 REM: RENAME FLASH FILE - GPS.BIN
10 CALL &bbff:MODE 0:BORDER 0:FOR X=0 TO 15:READ A:INK X,A:NEXT
20 FOR X=&be80 TO &be98:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &be80
30 DATA 0,18,9,12,3,11,2,0,24,15,6,13,18,0,0,26
40 DATA 21,96,be,06,03,11,40,00,d5,cd,77,bc,e1,cd,83,bc,e5,cd,7a,bc,e1,e9,47,50,53
```

RAMDAM and RAMDAMX

RAMDAM [97]

BALLCRAZY-AM, MARBLE MADNESS DLUXE & CONSTRUCTION SET-BN, GALLITRON-BN, PARABOLA-BN, PNEUMATIC HAMMER-BN. WRIGGLER (BLABY not ROM ROB.) , MATCH POINT (PSION), CYRUSII CHESS.

Martin Appleton reports that ULTIMA RATIO produces 3 files - and fails to run ! Anyone with an answer ? Send me a tape ? Will it go HACK PACK I ask myself !

RAMDAMX [59]

REMEMBER - RAMDAMX is for programs commencing with a BINARY file !
GUNSTAR-[92] and DOORS OF DOOM-BN are the only ones to add - as far as I have been advised.

THRUST2 RAMDAM - INFINITE THINGIES

Peter Millar got to work on this popular RAMDAMMED proggy [A-N + COL.POKES] and produced the following. Alterations are
made to the 37K FILE - which Peter has named "1TRST". Open the tabs on your disc, write this progette, and run it :

```
10 OPENOUT"D":MEMORY &FFF:CLOSEOUT
20 LOAD"1TRST",&1040
30 POKE &36bb,0: REM INF SHIELDS
40 POKE &37f0,0: REM INF TIMER
50 MEMORY &3000: SAVE"1TRST",B, &1040,&91c0
```

Just run THRUST2 in your usual way and eternity is probably yours.

Unexpanded 464/664 ?

All this chat about HACK PACK's extra bits for expanded machines, BANKRAID for the fortunate, ART STUDIO's that won't run on
a 464 (expanded or not) are a bit niggling aren't they ? Neil Gore got carried away and souped his 464 up to a full 6128
spec. He got the 6128 ROM from   CPC LTD., 194-200 NORTH ROAD, PRESTON, LANCS, PR1 1YP. [Tel: 0772 555034]   for just
£21.24+VAT & PP. The DKTRONICS RAM PACK (with free Silicon Disc) was £39.95 from AMSTRAD ACTION.
Swapping ROMS is no problem if "socketed", else you'll have bribe a TV Repairman or DIY if you are competent. All that
remains then is to "filch" [I didn't suggest it] the CPM+ SYSTEM DISC and re-do all your RAMDAM transfers [with HACK PACK
if you can stand another expense !]. Neil wanted to know where to get a copy of NEWSWEEP - from WACCI Magazine of course !
They keep a super selection of CPM PD and Homegrown stuff at amazingly low prices. You just have to subscribe ! See later.

BONZO's HACK PACK

What's our BONZO been up to now ....?

WHAT IS IT ?

HACK PACK gathers together all the attributes of the RAMDAM FILES, puts them into one simple to use form, and improves them.
By ALL, I mean ALL !
Forget about RAMDAM or X, RUNNERA and B, forget about MODES and COLOURS, forget about not touching TAB whilst "screen
counting" is taking place ! Screens will be less "garbaged" to begin, and if you have a 6128 [OR 464+RAMPACK] the OPTION is
built in to COMPLETELY retain a "critical" screen such as THUNDERZONE [even on a standard 464 this screen is very useable].
No extra cost to MEMORY - just 50K in total - 67K where a 6128 user has CHOSEN to retain the screen state. And yes, they will
run BIGBONZO using the same method advised for RAMDAM. BONUS ? Well it tests out perfectly on a large trial of known RAMDAMS
- it won't miss anything - and it was found to deal perfectly with a version each of SORCERY, STRANGELOOP, HARVEY HEADBANGER,
RUNESTONE, DAN DARE (compilation version),so far strangers to RAMDAM. On the "KEEP IT TIDY" scene it made clean ups to WILLOW
PATTERN, DRAGONTORC, THUNDERZONE, HIVE, and BALL CRAZY - for 6128's and expanded machines the results are perfect. DON'T
expect MIRACLES - I thought I had "pushed" RAMDAM as far as was possible, it definitely is now .
1] HACK PACK is supplied as one side of a disc - to which you make and test your transfers before shifting them to a
"residents disc !". They . are of course machine dependent [6128's run on any 6128 etc.].
2] HACK PACK will not burst into life whilst the TAPE MOTOR is ON (as far as AMSTRAD is concerned), this even applies to
"counters" such as FIREBIRD type loaders. PLAYERS "counters" NEVER were subject to an abrupt transfer.
3] We have turned the peculiarity of the FIREBIRD "counter" to our advantage, holding TAB through a couple of number changes
will inform HACK PACK to start dumping to disc the NEXT TIME THE MOTOR STOPS ! Provided the NEXT is also LAST - you can go
for a walk !
4] In ALL other cases it is only needed to hold TAB whilst the motor stops - or you CAN choose to bend your finger for 10
minutes - OK ! IN A LARGE number of cases you can wait until the motor has stopped, and choose when to HIT TAB - my
preference is to catch the program as it has just completed loading.
Neil S. has done another feline screen a la DOO DAH to flavour it, and I reckon any serious "meddler",whatever machine, will
find it a valuable aid and replacement for RAM DAM. The BSM disc is now BSM+HACK PACK, a tape version now becomes
impractical. I thought long and hard about how to supply to existing "meddlers" who had the TAPE BSM and came to the
conclusion that those who keep up with the NEWSLETTERS should be able to buy the disc for the price of a "special" - £6.00;
and that's the full disc with BSM (ALL the current files) one side, HACK PACK on the reverse. PUKKA inlay and label etc.
The advertised "upgrade" will be £8.00. For those that have a genuine BSM DISC (with or without CLONE ARRANGER), I will
upgrade and "pretty" your disc for £3.00 inclusive - if you have very recently acquired a BSM disc I will have already made
some special arrangement for you.
I say it is a well worth while improvement, you'll have to judge that by my previous statements. What I must stress is that
it is NOT a substitute for BANKRAID, nor will it improve the SPEEDLOCK quota [nothing will]. It is available NOW !
I luvtergoaranderinme'ackpackonmeamy......................

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
EVERYONE'S A WALLY*,HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*. THING ON DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SILENT SERVICE, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE. DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, TENTHFRAME , THAI BOXING, LEADERBOARD & TOURNAMENT LEADERBOARD. KRAKOUT, SARACEN, HEADOVER HEELS, LORDS OF MIDNIGHT, SCALEXTRIC, BMXSIMULATOR, DYNAMITE DAN II, 5TH AXIS, CYCIT, YIE AR KUNG FU II, AUFW MONTY, BRAINACHE, 2112AD, STRIKE, ARMY GAMES, ARKANOID, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN. MOVIE. BACTRON, INFODROID, AMERICA'S CUP [6128], MARIO BROTHERS.
I have removed several from the list that HACK PACK can cope with, but they are still available if needed.
Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALEY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports.Further reports bring the list that can tranfer via BCA;
THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE,TASWORD,PROTEXT, SORCERY+. ELITE, STRANGELOOP+ WAY OF THE TIGER,MONTY ON THE RUN,3D STUNTRIDER,LORDS OF MIDNIGHT,TANK COMMANDER,HYPERSPORTS,VIEW TO KILL,MINI OFFICE II,TORNADO LOW LEVEL,NEVER ENDING STORY,RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE,TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD).THE EIDOLON* REMBRANDT, KWIKFILE(MPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE. GAUNTLET, COMPUTER HITS 6, MARSPORT, BARRY M.BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASIART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES. KORONI'S RIFT, SCRABBLE, AMSOFT CHESS. CDS BRIDGE, AUFW MONTY.
It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, these must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS,SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS. LEADERBOARD, SUPERCYCLE, TOP GUN, PLAYERS PACK, BALLBLAZER, VERA CRUZ, BEACHHEADII, DOOMSDAY.

DOO DAH

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" EIDOLON, LIVINGSTONE, COSA NOSTRA. DURELL BIG FOUR, SUPERCYCLE, HIVE, LITTLE COMPUTER PEOPLE, KNIGHT GAMES, SHORT CIRCUIT, LEADERBOARD, SPITFIRE40, ARCANOID, ELITE 6 PAK, INFILTRATOR, KONAMI COIN OPS, TOPGUN.
Known "no go" are LORD OF RINGS, DOOMSDAY, BALLBLAZER and SHAO LIN'S ROAD.

BANKRAID - *THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil.*

The first genuine article from NEIL - wrut in is own 'and. The more you tell him the more there'll be !
HELLO !
For those lucky few who have Bankraid, this small section hopes to cater for you. Unlike the rest of the newsletter, this area will have idle chat, useless info and other popular features ! So what have you been doing with yourself recently ? That sounds interesting, what was that game Bankraid transferred ? Yes folks, I would love to hear from anyone with details of Bankraid transfers : Got any ?
It had to come some time, so here it is. Bankraid 2 has been born. Cries of anger rage among you ! But don't worry, if you've got a copy of Bankraid and want version 2 then drop me a disc and return postage and allowing for the royal mail, it will get back to you by Christmas (just kidding!)
Bankraid 2 is much more flexible and uses only 8 bytes of normal ram. It is easier to use and requires fewer parameters. My alternative to the Big Bust is the Cage Rattler, and here it is for Bankraid 2 :- REVOLUTION Enter this program :-

```
10 c=0: FOR x=&8000 TO &8080
20 READ a$:byte=VAL("&"+a$):POKE x,byte:c=c+byte
30 NEXT
40 IF c<>14191 THEN PRINT"Data Error":END
50 MODE 1:CALL &8000
60 DATA cd,37,bd,06,00,11,00,c0,cd,77,bc,eb,cd,83,bc,cd,7a,bc,3e,f7,32,e4,39,3e,c3,32,30,00,21,25,80,22
70 DATA 31,00,c3,af,39,f3,21,40,00,11,00,bb,01,f3,02,3e,8d,cd,67,80,21,4a,bb,11,4a,bb,01,a9,02,3e,a6,cd
80 DATA 67,80,21,00,a0,22,f1,bd,21,00,c0,22,69,bd,21,5c,80,11,00,a0,01,0b,00,ed,b0,c3,7d,bd,01,c6,7f,ed
90 DATA 49,c3.00.40,c3,9a,04,32,80,80,3a,80,80,ae,77,ed,a0,3a,80,80,c6,0a,cb,ff,32,80,80,78,b1,20,eb,c9
```

Insert your humble Revolution tape into the large hole marked "Tape". Run the above program and just press play. Once the machine has reset run the file DUMMY (directly or via the menu). Use a filename of REVL and set mode to 1. Now run SWAG2 (either directly or from the Bankraid 2 menu). After all the files have been saved, you must run the file ALTER (again either directly or via the menu). Load the file REVL and change the EXECUTION BYTES to &c3 , &9a, &04 . Just press enter for the others. Resave this file and RESET the machine. Use RUN "REVL" to run revolution.

Known transfers for Bankraid 2 are :- (* indicates via a cage rattler)

Equinox, Stainless Steel, Thing On A Spring, Bounder, 3 Weeks In Paradise, Everyone's A Wally, Dummy Run, TLL*, Revolution* Starstrike 2*, Get Dexter*

Two to get you going are :- BOUNDER MODE 1 PATCH &80eb LOCATE &0030
                           TRAILBLAZER MODE 1 PATCH &2082 LOCATE &0030

Thanks to Alaister Scott [now known as "Ubiquitous", Col.] for this information.

Looks like I've used up too much space as it is, any problems ? Any discoveries [ANY WHAT ? C.] ? Let me know . See you soon - with another cage rattler ? Who knows ? Who cares ? Idle chat must be catching !! Au revoir as they say.

    Neil MacDougall

A BIG "BIG BUST" - TINA SMALL - So says Mike Perrey, don't understand it myself !

This is for VERSION 3/86 as displayed on loading. Write the first prog. and save it - run the Elite tape until the screen is displayed, and stop and RESET machine immediately. Leave tape in player and RUN the first program. It is advised that when the tape stops to transfer to disc that you pause (or release "play" button) until a second or so after you hear it click on again. This helps prevent read errors. When you've got 0/1/2ELITE on tape, typing, saving and running the second largish program should do the trick. Saved to tape. If you want to exchange hints on ELITE then HARRY is your man - contact through me.

```
1REM: FIREBIRD ELITE VERSION 3/86 - STOP TAPE WHEN SCREEN UP -THEN RUN THIS FOR 0/1/2ELITE FILES
10 FOR x=&be80 TO &bec6:READ a$:y=VAL("&"+a$):POKE x,y:cs=cs+y:NEXT
20 IF cs=7718 THEN CALL &be80 ELSE PRINT"data error !":END
100 DATA 21,40,00,11,a0,9c,d5,e5,3e,16,cd,a1,bc,21,c0,be,34,06,06,d1,d5,cd,8c,bc,e1,d1
200 DATA 01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,a5,be,21,00,30,22,84,be,cd,80,be
300 DATA 21,00,1a,22,84,be,cd,80,be,c3,00,00,2f,45,4c,49,54,45,0f


10 REM: RUNS 0/1/2ELITE
20 MEMORY &9d1d:RESTORE 140:FOR X=&9d1e TO &9f12:READ A$:Y=VAL("&"+A$):CM=CM+Y:POKE X,Y:NEXT: IF CM<>64416 THEN PRINT"ERROR
   IN MAIN DATA !":END
30 CALL &bbff:GOSUB 50:IF CS<>18390 THEN PRINT"DATA ERROR !":STOP
40 BORDER 13:FOR x=0 TO 15:INK x,13:NEXT:CALL &be80
50 RESTORE 60:FOR X=&be80 TO &bf37:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT:RETURN
60 DATA 21,ff,b0,11,80,ab,0e,07,cd,ce,bc,21,21,bf,34,06,06,11,40,00,d5,cd,77,bc,e1,cd
70 DATA 83,bc,cd,7a,bc,00,3e,c9,32,9f,be,21,00,c0,22,92,be,cd,8b,be,21,00,e5,11,00,a0
80 DATA 01,00,0b,ed,b0,21,00,e6,22,92,be,cd,8b,be,cd,37,bd,11,27,bf,cd,25,bd,f3,21,da
90 DATA be,11,80,e5,01,50,00,ed,b0,c3,80,e5,31,7e,e5,21,00,c0,11,00,af,01,00,25,ed,b0
100 DATA 11,00,d4,21,00,a0,01,00,0b,ed,b0,01,01,bc,ed,49,01,20,bd,ed,49,01,02,bc,ed,49
110 DATA 01,2a,bd,ed,49,01,06,bc,ed,49,01,18,bd,ed,49,01,07,bc,ed,49,01,1d,bd,ed,49,31
120 DATA 00,e0,c3,60,00,2f,45,4c,49,54,45,14,1b,12,14,0c,0b,14,15,0d,06,1e,1f,07,12,19,04,17
130 REM: MAIN DATA
140 DATA ed,73,10,9f,e5,21,12,9f,36,00,21,10,27,22,0e,9f,e1,cd,51,9d,f5,21,b8,9e,e5,cd
150 DATA e7,9d,e1,dc,93,9e,d1,f5,01,82,f7,ed,49,01,10,f6,ed,49,00,7a,cd,7e,9d,f1,c9,32
160 DATA e5,9e,1b,1c,e5,d5,d1,dd,e1,cd,78,9d,f3,01,9e,f4,ed,49,01,d0,f6,ed,49,0e,10,ed
170 DATA 49,01,92,f7,ed,49,01,58,f6,ed,49,c9,3e,10,18,02,3e,ef,c5,06,f6,ed,48,04,e6,10,3e,08,28,01,3c,ed,79,37
180 DATA 28,0c,79,e6,10,c5,01,c8,00,37,cc,9f,9d,c1,79,c1,c9,c5,e5,cd,b6,9d,3e,42,cd,bf
190 DATA 9d,e1,c1,20,07,0b,78,b1,20,ed,37,c9,af,c9,01,82,06,0b,78,b1,20,fb,c9,f5,3a,e7
200 DATA 9e,e6,a0,4f,f1,21,e6,9e,cd,cf,9d,a6,c9,d5,f5,e6,f8,0f,0f,0f,5f,16,00,19,f1,e5
210 DATA 21,e5,1c,e6,07,5f,19,7e,e1,d1,c9,cd,f0,9e,d5,cd,f4,9d,d1,d8,b7,c8,18,f3,2e,55
220 DATA cd,35,9e,d0,11,00,00,62,cd,35,9e,d0,eb,06,00,09,eb,25,20,f4,61,79,92,4f,9f,47
230 DATA eb,09,eb,cd,35,9e,d0,7a,cb,3f,cb,3f,8a,94
240 DATA 38,ea,91,38,e7,7a,1f,8a,67,22,e8,9e,cd,60,9e,d0,21,e5,9e,ae,c0,37,c9,06,f4,ed
250 DATA 78,e6,04,c8,ed,5f,c6,03,0f,0f,e6,1f,4f,06,f5,79,c6,02,4f,38,0e,ed,78,ad,e6,80
260 DATA 20,f3,af,ed,4f,cb,0d,37,c9,af,ed,4f,3c,c9,d5,1e,08,2a,e8,9e,cd,3c,9e,dc,45,9e
270 DATA 30,0d,7c,91,9f,cb,12,cd,7d,9e,1d,20,ea,7a,37,d1,c9,2a,ea,9e,ac,f2,8d,9e,7c,ee,08,67,7d,ee,10,6f,37,ed
280 DATA 6a,22,ea,9e,c9,7a,b7,28,0d,e5,d5,1e,00,cd,a4,9e,d1,e1,d0,15,20,f3,01,ff,ff,ed
290 DATA 43,ea,9e,16,01,e9,2a,ea,9e,7d,2f,5f,7c,2f,57,c9,cd,60,9e,d0,dd,77,00,dd,23,15
300 DATA 1d,20,f3,18,00,15,28,06,cd,60,9e,d0,18,f7,cd,ae,9e,cd,60,9e,d0,aa,20,07,cd,60
310 DATA 9e,d0,ab,37,c8,3e,02,b7,c9,16,00,00,00,00,00,00,00,06,53,00,f5,e5,2a,0e,9f,2b
320 DATA 22,0e,9f,7c,b5,20,0e,cd,7c,9d,3e,01,32,12,9f,a7,ed,7b,10,9f,c9,e1,f1,c9,10,27,fe,df,00
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In fact Harry is quite the expert on this - if you've an old "bugged" version of ELITE he can very likely sort that out too ! It's just this damned planet that is about to blow, and being out of fuel and not being able to buy any ....

MEDDLERS WANTED

Stewart in Scotland has several pens, and would like even more contacts. As Stewart has some rather "tasty" mods to use with DOO DAH, [which I am not going to print !] I fancy he may get rather busy. He's even got a "patch" to run some of the "no goes" under BIGBONZY; to say nowt of some very useful RSX'S !

Richard Carlyon, who has a penchant for ripping apart loading systems would undoubtedly love to hear from anyone with a similar fascination ! Or anyone keen on "busting" the more awkward proggies - rather than relying on specials !

BONZO ON ROM ?

Rodney Tipping is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

CURSED BE THE CITY

Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. It's from INCANTATION - it is an excellent diversion from the "heavy" stuff and available from S.Johnston.

WADAMIGONNAREADNOW?

ADVENTURE CONTACT   Some sad news for adventurers is that Pat W. has decided to discontinue this publication. I know that she wasn't doing it for a profit - just for the sheer joy. Unfortunately joy fades when you find losses are incurred - and Pat rightly decided to end it at a point where none of the subscribers would lose financially. Well done for that, and I know that many contacts have been made, and many problems solved during CONTACT's lifetime.

ADVENTURE PROBE   With it's potentially greater readership will continue to function with Saucy Sandra in charge. One of the few remaining worthwhile adventure specialists mags. this will warrant your support if you are Troll & Goblin inclined. A £1 note,PO,COIN or Cheque will bring the latest and all the info to you.

WACCI   Those that sent their enquiry to WACCI were well pleased, I fancy that 50p. plus a LARGE [A4] envelope to the address listed mentioning DEPT.BZ will get details AND an introductory mag. Do it now and you'll have it for the rainy season !

SUGAR-CUBE ?   Remember SHAUG MAGAZINE, previously mentioned and recommended ? Well, Steve Brokenshire has spread his wings, and his PAGEMAKER [NO ! I said PaGemaker] and changed the name to SUGAR-CUBE, The Official Magazine of the Unofficial Amstrad User Club ! Just seen Issue One, bigger, better, prettier, competitions, reviews, CPM tutorial, programs and some useful PRICE OF MAGIC stuff. Try the same trick as with WACCI !

THE ADDRESSES THAT MATTER - APART FROM &BCCE

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FINALLY.. AND the BAD,BAD NEWS .....

Just time to tell you that the next NEWS [number > a=12.99999999: PRINT "BONZO NEWS";a], will be JULY/AUGUST. Back issues of NEWSLETTERS, 1-7 in summarised form £1.75, others 50p. each. Future issues - that is the BAD NEWS !

As you are probably aware the cost of producing these newsletters is not insignificant, and I have kept them as "free" - just the SSAE required for over a year now. However, all good things come to an end - the number of NEWSLETTERS sent each month has increased fivefold since November last. Pat's experience with Adventure Contact shows that even realistic charging can be loss making - so work it out for yourself ! I don't want a profit from it, but I am no longer prepared to absorb the ever increasing costs. From ISSUE 14 - the NEWSLETTER will be a modest 50p. per issue, PLUS your SSAE. If you have SSAE's lodged with me for beyond that point - don't worry, I will honour them ! If you feel that you are doing well as a result of your forethought - don't send me the cash, but drop it in a worthy collection box - that'll keep us both happy !

If you want to save a little and ensure continuity of your NEWSLETTERS, then I will be pleased to accept orders for 6 newsletters at a time [NOT MORE] for £3.00, and we will supply the envelope and stamp.

When I last considered this problem I decided to reduce the content of the "NEWS", I didn't do it - but the large number of you who then said they'd happily pay for each issue leads me to believe that no-one will be too upset ! I shall continue to devote much of my time to the NEWS, and remind you that I never have [nor ever will] make a charge for trying to help with individual enquiries. God, the gloom ! Cheer up - my Sunday Observer costs 50p. and that is FULL of bad news !

PLEASE continue sending me all YOUR news, even if I've already heard - the confirmations are VITAL in trying to keep the news as accurate and as up-to-date as possible ! I hope you all manage to find a "summer" for your holidays ! I was going to offer a prize for naming the day - but why make winning impossible ? What defeatist said "I came, I saw, I concurred" ? Have fun,

SPEEDLOCK explained next time.   Regards..... Colin.   **NEMESIS**