

## COMMODORE CPC PRINTER ?

By Kieth Cambell

The Commodore MPS 1270 is a fully-functional, non-impact printer that allows you to generate printed copies of documents, programs, or illustrations that you create with your computer. Using a series of microscopic jets, the printer sprays ink onto the paper in the shape of the character you designate. Because it has fewer moving parts than other printers it is much quieter and should be more reliable in the long term.

The first thing that struck me about this printer was its design, it is small and compact, about the size and shape of a small box of cornflakes lying on its side, it lacks a little streamlining and style but who's complaining if it means plenty of free space on the desk. It is cream in colour (good news for the Plus owners) and comes with a printer cable, useless if like me you have a £128 or a 464, but if you have one of the plus models the cable is compatible, otherwise the standard CPC to printer cable fits okay. It also comes with an AC Adaptor and a spare Print Head (ink cartridge).

Characters can be printed in Draft or NLQ mode. In Draft mode the MPS 1270 prints at 160 cps, this is a little bit dotty if you look very closely at the print out. But I find that this is good enough for most letters and listings etc. In NLQ mode the printer prints much slower about 70-80 cps and more dots per character. Because the characters are sharper and clearer, NLQ mode is better for important letters and graphics.

This printer has two industry-standard character sets for you to choose from, Epson FX and IBM Proprinter. For the Amstrad you should select the Epson FX character set, which is selected by setting the eight dip switches located under the top cover. For Epson & English they should be set to the following: 1 on, 2 off, 3 on, 4 on, 5 off, 6 on, 7 off and 8 off.

The MPS 1270 has a set of Printer Control Commands that allow you to take advantage of built in printer features even if you do not have any application software. Which means without

the use of a word processor you can make words bold or underlined by using printer commands from within your own programs.

The printer commands include "control codes" and "escape codes" the control codes are for non-printing commands ie. line feed and setting the tab's etc. The escape codes are for certain print attributes, like enlarging print, underline and bold etc. That is enough of the technical stuff, I am a user not a programmer.

Now let's look at it from my point of view as a user. What made me choose this printer ?

Well that is easy to answer. As I am out of work at the moment and I do not have between 150 and 250 to go into a shop and buy a printer, (no I did not steal it.) I looked through my wife's Kays book and there it was £179.99 for just 38 weeks at 4.75, and at that price I could afford it.

What do I like about it ?

Everything really, it's quiet, fast it's easy to use, it makes the tea (just kidding), it only takes about 10 seconds to change the printing head/ink cartridge. The printer can handle all sorts of paper, fan fold, tractor fed paper, and single sheets up to 9 inches wide, it will even print on envelopes up to A4 size. But the most important thing I like about it is the quality of printout. You might say I am happy with this little printer, even if it is a Commodore.

What don't like about it ?

Nothing, it's Great (no I don't work for Commodore).

Here is a little tip I would like to pass on, the printing head come ink cartridge costs about 15, and they do not last very long if, like me, you use Powerpage and Advanced Art Studio. Commodore say that they can not be re-filled, NOT SO, just get a Syringe & Needle from your local Chemists and a bottle of ink, inject the ink into the rubber bladder inside the ink cartridge and put a dab of

superglue on the hole. This will cost you about 5 or 10p a time and takes about two minutes, much better than paying full price each time.

So there you have it, a very good little printer, if I was to rate it between one & ten I would have to give it an eleven !

\*\*\*\*\* KIETH CAMPBELL\*\*\*\*\*

## Peter Campbell INTERVIEW

By Angela Cook

Peter Campbell ... Who's he... Oh ! isn't he the one that sung with Peter, Paul and Mary. No, Peter Campbell is the one that runs CAMPERSOFT, that brilliant Company up in Scotland of Video-Master and Microdesign fame.

I decided to talk to Peter, but could not afford the phone bill, so summoned the dark spirits in my Crystal Ball to make a temporary line instead. (Look out she's been at the wine gums again...ED)



Peter owns two 6128's one being a plus. For a minute afterwards I would have sworn that I heard him say he also has a PC 286, but the Crystal line went funny at that point, never can rely on these things.

The dark spirits asked him why he decided to start doing what he does. Peter said he was dissatisfied by the programs by the programs on the CPC, as they were, and set about improving the situation. He said his aim for Campersoft was to continue to expand. He is working on a Applenac Type WIMP system that will work on 6128's expanded 464's. This will run from 2 ROM's, and will even operate most ROM commands with no need to reset. Also in the pipeline is MICRODESIGN TWO for 6128's only...Release date March-April. He did also mention something about bigger profit margins of course. (Till he got at your wine gums see the advert...ED)

Peter thinks the CPC is a superb home computer, his favorite software is ZMP, which is a Comms package, Discology, ATF, Elite, and his favorite piece of hardware is the ROM Box. His favorite colour is Black. Peter has his walls painted black in his Computer-business room.

Now before you all say Yuk, it is supposed to be quite nice. Peter has put up pictures created with Microdesign on white borders, apparently very nice.

I asked Peter about the supposed demise of the CPC. He had only one word, it was part of the male species anatomy. He think it is quite untrue. He says that whatever happens, fanatics will keep the CPC going.

Aside all that peter is a very nice man, majority of them are. He has a genuine love for the CPC and the work he is doing on it..... ANGELA COOK

(MICRODESIGN 2 Will we get a review ?..ED)

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10 McIntosh Court, Well Park,  
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**PLEASE NOTE**

This issue brings to a close the Bonzo Data base sheets bringing the total transfers so far to 1422-Keep sending. Also the last of the AA Hacking Guide sheets. My sincere thanks to Nigel Mells and Barrie Snell for these articles. Also thank you to Martin Cossins -Bonzo Series Angela Cook - Games Dept and other articles. Barrie Snell - printer article and to you all for your help



# THE BASICS OF IT ALL

BETTER PROGRAMMING by BARRIE SNELL

...either numbers or letters (or a mixture of both), and how many of those characters are allowed in the number or word. We have to allow the user to cancel the last character(s) and to detect when the <ENTER> key is pressed to show that the user has finished.



## Let's ask a question.

For illustration, let's ask the user to input a name with letters only, and only allow a maximum of 9 letters. We need to tell the subroutine a few things. These 'things' are generally known in computer-speak as 'parameters'. Two of these parameters will be where to LOCATE the area of the screen at which the keyboard input will be shown. Let's say that 'so far' in on the line is variable 'x' and the actual screen-line from 1 to 25 is 'y'.

Another parameter is the maximum number of characters that are allowed to be input by the user in his answer. Let's denote this by the variable 'i'. Yet another parameter which the subroutine needs to know is which particular ok\$( ) holds the allowed characters for the user keypresses. Represent this by 'ok'.

Now looking at the allowed keypresses, we only want letters from A-Z. Can you see now how these subroutines can complement each other? If you were to write a 'confirmation-code' for each question individually then it would take a tremendous amount of coding for a medium sized program (paradoxically making it into a very large program).

## The question.

"Name :- (3 letters min) -----" ( 9 '-' symbols for the template )

## The parameters.

Let's go for Mode 1. Where to print the reply is Locate 25,5. So x=25, y=5. Let the 9-letters maximum be i=9. Let the ok\$, that is the allowed single keypresses that are allowed to make up the reply be ok\$(1)="ABCDEFGHIJKLMNQRSTUUVWXYZ", therefore we set ok=1.

Into this ok\$(1) we need to incorporate the CHR\$(13) for the <ENTER> key and CHR\$(127) for <DEL> so that we now modify ok\$(1) to be as follows :-

ok\$(1) = CHR\$(13) + CHR\$(127) + "ABCDEFGHIJKLMNQRSTUUVWXYZ". Lower-case letters for a name can be handled as will be illustrated later on.

## INTO ACTION

Type this in and Run it, and play about with the variables or 'parameters' and see what effect they have, when altered by you. The multiple keypress subroutine shown in the example program here can be compressed, and I have expanded it here simply for explanatory purposes.

```

10 REM Initialise
12 ok$(1)=CHR$(13)+CHR$(127)+"ABCDEFGHIJKLMNQRSTUUVWXYZ"
19:
20 REM Ask the question. Answer returned in n$.
22 MODE 1: LOCATE 1,5: PRINT "Name :- (3 letters min)";
24 x=25: y=5: ok=1: i=9: REM The parameters needed
26 GOSUB 200 : REM Get the reply
27 ' Check the reply and manipulate it.
28 IF LEN(n$)<3 THEN 22
30 name$=LEFT$(n$,1)+LOWER$(MID$(n$,2))
32 PRINT: PRINT: PRINT "Your name is "name$
33 GOTO 33 : REM Stop here

```

```

98:
99 REM Single keypress subroutine xxxxxx
100 v=0: WHILE v=0
102 k$="": WHILE k$="" : k$=UPPER$(INKEY$): WEND
104 v=INSTR(ok$(ok),k$): WEND
106 RETURN
198:
199 REM Multiple keypresses subroutine xxxxxx
200 n$="": LOCATE x,y: PRINT STRING$(i,"-"): LOCATE x,y
202 FOR a=1 TO i+1
204 GOSUB 100
206 IF v<3 AND a=1 THEN 204
208 IF v>2 AND a=i+1 THEN 204
210 IF v=1 THEN a=i+1
212 IF v=2 THEN PRINT CHR$(8) "-" CHR$(8): a=a-2: n$=LEFT$(n$,a)
214 IF v>2 THEN PRINT k$: n$=n$+k$
216 NEXT a
218 RETURN

```

Last time we looked at the problem of how to get single-keypress inputs from the user into the computer's memory, and came up with a simple subroutine to solve it, with some associated stored strings necessary, to prevent 'crashes'.

We'll need that subroutine again this time where we look at getting multiple-keypress inputs from the keyboard, i.e. for every character of the multiple-keypress subroutine we shall CALL the single-keypress subroutine for verification upon return.

These little routines are for those of you who may be just starting out in writing your own programs, to save you from doing repetitious memory-consuming coding in ALL parts of the program where questions need to be answered. We are going to send all of the questions to a single subroutine. You can experiment and make them more sophisticated, depending on your skill level.

## MULTIPLE-KEYPRESS INPUT

You will need this routine for, say, asking what a player's name may be, or asking for a 4-digit number representing a year from 1 to 9999, perhaps.

## Planning Ahead.

What are the things we need to think about before we even begin to start writing any code in BASIC at the computer?

Obviously we need to know the number of characters allowed in the user's reply so as to obviate any mess-up of your carefully-planned screen layouts. It is no good asking the user for, say, a 3-lettered password then allowing the user to input up to 255 characters of gibberish and overwriting some of the carefully arranged screen. Also here you have asked for letters, so if the user presses any number keys, these should be ignored.

What other things do we need to think of? Obviously we have to detect when the <ENTER> key is pressed, indicating that the user has finished inputting from the keyboard, so this control character, CHR\$(13), must be included in the ok\$( ) as outlined last month.

What else? Say that to keep later screens tidy you have to limit the name of the user to 10 characters or less. If you say "Enter your name, up to 10 letters", it would be clearer if you provided the user with a 'template' of 10 asterisks or 10 underline characters, to let him see how his 'key-press count' is going, each character entered over-writing an asterisk from left-to-right, with the number-of-asterisks-remaining showing clearly how many more characters are allowed in the original response to the question from the computer.

Can you think of anything else it needs to know? What if the user pressed a wrong letter-key or a wrong number-key by mistake and wanted to delete it? Simple! We allow for this by including the control-code CHR\$(127)=<DEL> in the relevant ok\$( ). Any more? YES, there is one more important factor when you want the user to input numbers only, and some of you may be way ahead of me on this, but for those of you who aren't I'll treat this separately in more detail later on.

## Summary

So what have we got so far? We need to tell the subroutine where on the screen to print the question and where on the screen to accept the user's reply. Also we have to tell it what keyboard characters to accept,

## BETTER PROGRAMMING continued.....

We needn't be concerned about how the single keypress subroutine works because it was covered in detail last issue, but suffice to say that it is repeatedly called by line number 204 of the multiple keypresses subroutine, and it returns k\$ as its single character output with which to build up n\$ for return to the main program. It also returns a variable, v, whose value depends on what key has been pressed.

We know the composition of our ok\$(1) which has as its first character CHR\$(13) to detect if the <ENTER> key was pressed; if so, then v=1. The next in ok\$(1) is CHR\$(127) to check for the <DEL> or back-space key being pressed; in this case v will be returned with a value of 2. Positions 3 to 28 of ok\$(1) contain all the letters of the alphabet, so if any letters are pressed, v will be from 3 to 28.

### HOW IT WORKS

Line 200 resets n\$ to contain nothing, then 9 minus symbols are printed for the template to aid the user, then the 'invisible' cursor is repositioned to where we want to accept and display the keyboard input.

Then in line 202 a FOR-NEXT loop is begun, starting with a=1. The value of the variable 'a' determines which character-number in the template is being pointed to and where the next letter in the reply will be printed, and will always be one more than the number of letters already on display.

Line 204 then calls the single keypress subroutine, and on return line 205 will be acted on. Initially, a=1 so if the user presses <ENTER> or <DEL>, then n\$ is empty and the program goes back to line 204, and so on, until the user's first keypress is a letter from A to Z.

The program now drops through to line 208. Here the program checks to see if the maximum number of characters allowed have been entered already and another letter has been pressed. There is only room in the template for 9 letters in the present case, so a = i+1 = 9+1 = 10 and again it goes back to get another single keypress, in this case, expecting either of the <ENTER> or <DEL> keys.

To get to line 210 it means that AT LEAST one of the letters from A to Z must be in the reply, n\$, and line 210 checks to see if the <ENTER> key was pressed. If it was then v=1 and so the value of 'a' in the FOR-NEXT loop is forced to be the terminating value, and line numbers 212, 214 and 216 are dropped through and the user input, n\$, is returned to the main program by line 218.

Looking at line number 212, if the <DEL> key IS pressed, there must now be a letter or letters on the screen to delete, and the value of 'a' must be anything from 2 to 10, so line 214 prints a back-space and a ' ' over-writes the letter to be deleted, and another back-space ensures that the 'invisible' cursor is in the correct place to accept another keypress. Then the value of 'a' is reduced by 2 and the offending letter is chopped off the end of the present n\$ and line number 214 is dropped through and 'a' is increased by 1 and off we go back to line 204 for the next keypress.

If none of the above conditions apply, the letter contained in k\$ is printed on the screen and added onto the end of the present reply of n\$, then line 215 loops back to line 204 to get another keypress.

Line numbers 205 and 208 must be where they are, but the order of lines 210 to 214 are purely arbitrary, and the order presented here is as good as any other. Note particularly the 'drop-through' principle that I have employed in the subroutine. For example, there is no need to write 'GOTO 215' at the end of line numbers 210 and 212 because because if v=1 when line 210 is encountered it will be acted upon, and lines 212 and 214 won't be. On the other hand, if v=2 when line 210 is reached, line 210 will be ignored, line 212 will be acted on and line 214 will be ignored. On the other hand ( 3 hands?! ) if v is neither 1 nor 2 when line 210 is encountered then lines 210 and 212 will be ignored, but line 214 will be acted upon.

Look back over your own previous programs and see if you can adapt them to get rid of any unnecessary GOTO's and use the 'drop-through' principle instead.

Oh yes, I nearly forgot about what I was going to tell you about numbers-only input.

### Unknown Numbers.

Say that you have written a Birthday program which asks (among other questions) what year the user was born, or a Bank Balance program which will keep track of all your transactions over several years. Now it is VERY!! likely that the year requested will contain 4 digits, so you can simply use my multiple-keypress subroutine as presented in this article with the variable i=4 in the main program which calls it, and then do a simple check upon return that n\$ does indeed have 4 digits and that its value is within the range of years required. What I'm really getting at here is that the 'template' will be -----.

Now say that the number of digits in the number to be entered by the user is undecided and cannot be predicted with certainty. How do you know what number of template-characters to use and what value will 'i' take initially?

The answer is surprisingly simple.

I'll use the principle of a Database program as an example. The Database as built up so far by yourself might contain anything from 6 to 1215 records, and the user is in 'Edit a Record' mode and the program asks the question "Enter the Number of the Record to Edit". How many characters should be in the template? i.e. What should be the maximum string-length that the subroutine should accept, because the subroutine should be 'universal' in the sense that you cannot re-write it for different circumstances, but that one single version should handle ALL circumstances.

It can easily be done by the BASIC command:-  
INT(LOG10(num))+1.

Say that you have made the variable 'num' be the number of records in your Database or the number of whatever things that you have counted so far in your own program. As a quick recap, if the maximum number that is allowed as an input is 43 then the instruction INT(LOG10(43))+1 will return a value of 2 as the template length, or if the number unknown exactly by you the programmer, but known by your program to be num=13553, using the command i=INT(LOG10(num))+1 will make i=5. Of course you will now initialise a new ok\$(2)=CHR\$(13)+CHR\$(127)+"0123456789", and make

ok=2 to tell the single-keypress subroutine to only accept numbers.

Beware if num=0 because what is said above will produce a non-destructive 'overflow' error but although your program will be allowed to continue uninterrupted, your screen layout will be shot to Hell! Be careful.

Well that's the end of my article for this issue but next time I might go into some sort routines, the various types and how they work.

See you all next time. ... BARRIE

## TRAKERS THE GAME (disc)

REVIEWED LAST ISSUE, IS AVAILABLE TO CONTACT MEMBERS AT 10% DISCOUNT. = £9 ONLY

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32 LOSTOCK ROAD, SEEDLEY, SALFORD, GREATER MANCHESTER, M5 2LH



# BONZO'S SCRAPYARD



EXTRACTS FROM ORIGINAL BONZO'S SCRAPYARD BY KIND PERMISSION OF MARTIN COSSINS

ALL THE ITEMS THAT FOLLOW ARE THE ORIGINAL PROPERTY OF BONZO'S SCRAPYARD. WHILE YOU ARE FREE TO TYPE IN THE VARIOUS LOADERS ETC. PLEASE TYPE IN THE REM STATEMENTS THAT GIVE CREDIT TO THE ORIGINAL PROGRAMERS.

## BONZO NEWS:

CAPTAIN DYNAMO (Codemasters) is re-generated by OPTION 4  
STUNTMAN SEYMOUR (Codemasters) gets broken by OPTION 4  
SCREENPLAY (MacMillan) is curtains with OPTION 8  
SEYMOUR GOES TO HOLLYWOOD is a take with OPTION 14  
SUPER SEYMOUR SAVES THE PLANET goes into orbit with OPTION 14

## GRANDSLAM COMPILATION -- THE FOLLOWING 60

RUN FOR GOLD	-	OPTION 1
HIGH FRONTIER	-	OPTION 3
BARRY McGUIGANS BOXING	-	OPTION 3
RAMPAGE	-	OPTION 4
SUPERSPRINT	-	OPTION 5
GEE BEE AIR RALLY (MF ONLY)	-	OPTION 5
GHOSTBUSTERS	-	OPTION 8
SAILING	-	OPTION 11A
DEAD OR ALIVE	-	HACKPACK
STRIKE FORCE HARRIER	-	HACKPACK
ARMOURGEDON MAN	-	BLITZNU
MEGA APOCALYPSE	-	BLITZXL

Please note that although there is not much being released at the moment, SOMEONE SOMEWHERE MUST HAVE SOME NEWS OF TRANSFERS they have done. PLEASE SEND THEM IN, as we are getting very low on information.

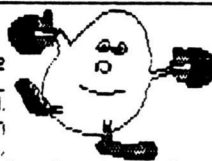
OPTION 14. YES there is such a thing, if you have not got it send a blank disc to Dave the editor, (S.A.E. please) NO there is not an Option 13. The Argonaut is very superstitious.

## MS800 SECOND DRIVE INFORMATION

How many of you use a second drive with MS800? Quite a few I bet. Well S.D.MICROSYSTEMS have a MS800 Utility disc called FRONTRUNNER. The programme is WIMP controlled and as well as the usual Copy, Format etc. it is a bonus for MS800 users in that it allows you to copy to and from MS800 Discs. You can TAG as many files for transfer as you like (MS COPY only allows ten). You can copy files from A to B, or B to A without reloading the copier. Unfortunately though the copier is just as pedestrian as MS COPY.

## DIZZY GOES TO DISC

Many of you have asked if a transfer can be worked out for tape to Disc on CRYSTAL KINGDOM DIZZY, also for SPELLBOUND DIZZY. When talking to a new member Mr P Curgenvin from Cornwall, he told me it has been done, and he kindly backed my tapes up. The transfer has been done by THE EQUALIZER and DR.FE66 (Many thanks guys). If you want them, send a blank disc, with your MASTER TAPES to Dave.



## SCRAPYARD MAY BECOME A GRAVEYARD

Martin Cossins, the main man behind the Bonzo Scrapyard, is thinking of packing it all in. The main reason for this is his 6128 has given up the ghost, also he has written articles for others and given his help FREE OF CHARGE, only to receive letters and phone calls from them without even a thank you. PLEASE if any of you find out any Bonzo Transfers not listed in the Database LET MARTIN KNOW, even if you don't have any new transfers, why not drop him a line and give him some encouragement to continue. His Address is:

Mr Martin Cossins  
11 Duvlerton Square  
Cottingly  
Leeds  
Yorkshire LS11 0LL (If you want a reply send S.A.E Please)

## Amstrad Action Covertapes To Disc

### TAPE 15 - AA No 81

After transfer you should have the MENU.BIN and 1.BIN for FORBIDDEN PLANET game on side A of the disc, plus the basic bits, 2.BIN, 3.BIN up to 7.BIN on side B for The ADDAMS FAMILY Demo. The best thing to do is to RENAME the MENU.BIN to MENU15.BIN, then copy it and 1.BIN over onto side B of the disc. The loaders are:-

```
10 REM FORBIDDEN PLANET(Save as FORBID.BAS) by Barrie Snell
20 REM Needs MENU 15.BIN and 1.BIN from Tape 15
30 MEMORY &7FFF:LOAD"MENU15.BIN",&8000
40 POKE &810C.62:POKE &810D.1:POKE &810E.0
50 POKE &87BF.1
60 CALL &80F6
```

Now for THE ADAMS FAMILY Demo. You can save 17k of disc space by erasing 2.BIN which is only another loading Screen for tape users. If you want to do this then include LINE 55 in your loader, and amend your REM in line 20, and omit the POKE &87D2.2 in line 50.

55 POKE &87D2.195:POKE &87D3.241:POKE &87D4.170

```
10 REM THE ADDAMS FAMILY DEMO(Save as ADDAMS.BAS) by B.SNELL
20 REM NEEDS MENU15.BIN, also 2,3,4,5,6,7.BIN from tape 15
30 MEMORY &7FFF:LOAD"MENU15.BIN",8000
40 POKE &810C.62:POKE &810D.5:POKE &810E.0
50 POKE &87D9.2:POKE &87F8.3:POKE &8803.4
51 POKE &880A.5:POKE &8811.6:POKE &8817.7:REM NAMES
60 CALL &80F6
```

### TAPES 16 - AA82 and TAPE17-AA83

These Tapes are very disappointing on the games front, Tape 17 only has Dragontorc that will run, and Tape 17 Defenders Of The Earth is a dreaded Multi Load and is a NO GO, Spit!! DRAGONTORC uses 2.BIN and 3.BIN files, so ZAP 1.BIN from side A by typing JERR."1.BIN" (the ! is obtained by the shifted @ symbol). As there is only one game to write a loader for, it's daft to do it in basic and have the menu on disc as well, so this time we shall modify the Menu.BIN to be the loader as well.

```
10 REM Convert MENU.BIN on Tape 16, internally, By B.SNELL
20 MEMORY &7FFF:LOAD"MENU.BIN",&8000:JERR."MENU.BIN"
30 POKE &810D.62:POKE &8101.4:POKE &8102.0
40 POKE &87FB.2:POKE &8812.3:REM 2, AND 3.BIN FILES NEEDED
50 SAVE "DRAG.BIN".B.&8000.&887.&80EA
```

Put Side A of the disc to which you have copied Tape 16. Type in and RUN the above program. There is no need to save it because it will only need to be run once. After running, the original MENU.BIN will be wiped off and replaced by DRAG.BIN. Whenever you want to run Dragontorc, simply RUN"DRAG".

### TAPE 18 - AA 84

FIVE ON TREASURE ISLE is Option 11A for Bonzo Users, otherwise it's a NO GO.

City Slicker:- Put the disk in the drive and RUN the program below. Again it only needs to be Run once. Afterwards the disc will contain ONE FILE "SLICK.BIN, the Menu and 1. Bin files will have disappeared. Just run SLICK in future:

```
10 REM Alters City Slicker AA Tape 18 by Barrie Snell
20 MEMORY &11FF:LOAD"1.BIN",&1200:JERR."1.BIN":JERR."MENU.BIN"
30 SAVE"SLICK.BIN".B.&1200.&9100.&1422
```

SO THERE YOU HAVE IT.....NEXT TIME THERE WILL BE A COVERTAPE BLITZ... A FEW NOTES FOR MS800 USERS. BUT WE ARE RUNNING OUT OF ITEMS SO IF ANY OF YOU WANT TO SEE SOMETHING ELSE WHEN THE COVERTAPE INFO RUNS OUT..... LET ME KNOW AND AS USUAL, WE WILL SEE WHAT WE CAN DO ABOUT IT.  
DAVE MUGGERIDGE.....EDITOR.



# GAMES DEPARTMENT



## GAMES DEPARTMENT-BY ANGELA COOK

BRIMPTON COTTAGE  
BRUNSWICK ROAD  
WORTHING, SUSSEX  
BN11 3HU

Hello again. I hope you all had a good christmas and a happy new year. Can't think of anything else, so on with the review:

**PREHISTORIK II** BY TITUS: DISC £15.99: CASS £10.99



"Dave this game is brilliant, it is really wonderful. It has to be the best game ever. You just have to buy it".  
 "Why is that Angela?" "TITUS have sent me this game to review, it's called Prehistorik II. Return to Hungerland".  
 "What's so great about it?" "Everything, the music, the sound effects, the graphics, the game play...it's totally awesome".  
 "Great, so tell me more Angela." "Well, when I put the game on, up comes a screen asking me to centre it. I did this and next on comes the title screen, this is a cave with all sorts of acknowledgements popping out of it. On the ordinary CPC it comes up in really bold colours". "What about the Plus?"  
 "In really nice pastel shades." "Any Music?" "Music, it is the best music in a game on the CPC that I've ever heard, it has a good rhythm and beat, it keeps going, and it doesn't get on your nerves either, it's so brilliant." (You can turn it off anyway ED)  
 "So what about the graphics?" "They are excellent too. So defined, so clear. Comparable to a PC or Megadrive. The background is really detailed, it's got hills, sky and rocks. The ground and bridges move as you tread on them". "Is the plus game any different?" "You would not believe it. It's got clouds, trees and rock formations in the foreground. It looks almost 3D". "But doesn't that get in the way?" "Yes, sometimes, but you can turn it off if you want". "Well you know what they say, 'Gain on the swings, lose on the roundabouts', Great graphics and Sonics are one thing. (er I make that 2 ED), but what about the Gameplay?"

"It's got great gameplay, it's brilliant, everyone in the house loves it. You get a game with fantastic music, excellent graphics, brilliant gameplay, wonderful effects, and parallax scrolling". "I don't believe it, you can't possibly have all that together in a game!". "You can Dave. Oh! I haven't told you the plot yet. You are a man, aptly named Prehistorik, I call him Rick. He is the most wonderfully designed character there is. You wake up and decide on breakfast, but there is no food in the cave, arghhh. Anyhow you must go out and search for food. You know one place where there will be plenty of food, the Ogres meat locker. You have to battle through ten levels of dinosaurs, spiders, wasps, birds, and other baddies. You club bears to death. If you jump on them you can double your score, and jump higher too".  
 "What about lives and bonuses?" "Well that's good too. This may sound a bit complicated. Lives are made up of three hearts. Hearts are made up with six bones. Every time an enemy touches you he takes away one of your hearts, but if you smash his brains, then he drops his bones, you collect them and you have your heart back. Bonuses are all over the place, extra food and points. For some points you can pick up joysticks and discs. I don't know what they are doing in 10,000 BC". "You can't get a game that good, you will have to send it up to me so I can take a look, and try to get some screen grabs". "Yes OK, but watch out for the skulls and deadly plants". "I will, but have you found any bad points?" "Yes there is a small bug in the program. When you reach a certain point, the program makes you go back over a part you have completed. You can get over it by going a different way,

but it is difficult, and you often get killed trying. I spoke to Simon Forrester about it, he said Titus had told him they were going to fix it. That was six months ago. Even with this small bug, it is still a brilliant and varied game."

"So how did you score it?"  
 "Well, I am going to give the Graphics 98%. They are superb, especially on the plus. The Sonics get 100%. The Playability gets 98%, even with the small bug. The Value is amazing. **95% OVERALL** In my opinion the best game the CPC has ever seen."

"How about a second opinion from your brother Lewis?"  
 "I think it is brilliant. I got really far on it. No plus owner should be without it. I gave it 99%."

(EDITORS NOTE: The game reviewed was the £128 and £128PLUS version, on Disc... We have not seen the £64 Version... I have had a look at it, and agree with Angela. BUY IT it's the best

**FAIRLIGHT THE LEGEND** By THE EDGE Tape £1-£3 Computer Fairs and Boot Sales

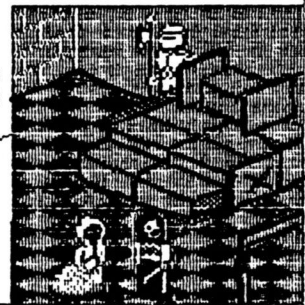
Review by Dave Muggerridge: This Tape contains BOTH of the Fairlight games. If you are an adventurer you will love them. If you are a platform or beat-em-up fan you will hate them.

The idea of the first game is to find the book of light and return it to the wizard. The game is set in, and around a 3D castle, with you in control of the main character via your joystick, when you press fire he draws his sword and fights. The problem solving in these games is difficult. You have to find keys, and where they fit. Find food and drink to keep your energy up. Find out about other objects, Crosses, Potions, Magic Scroll etc. and when to use them. You can pick up and drop just about anything. (Put a barrel on an enemy when you kill him and he can't get up). By moving plants etc. You can get other objects out from under difficult locations.

The second game continues from the first. By giving the Wizard the book of light you released an evil on the land. So now get it back. This has more colour than the first story. It contains two parts. First find the wand and knife, release the captain of the ship, and sail off. In the castle you will find a Flying Carpet (limited flight), keys and other objects to work out, before finding the Wizard and destroying him. Anstrad Action gave this 81% when released. But the graphics are very jerky. Indeed slow when more than one person is on screen. The atmosphere works well. With very few sound effects. So going by today's standards would only score:

**51% OVERALL**

One bonus is that both games transfer to disc using the Bonzo Options.



EXCUSE ME  
MR MONKEY BUT HAVE  
YOU SEEN A HOLY CROSS HERE

## COMPETITION TIME

NOW YOU CAN WIN FAIRLIGHT THE LEGEND, ON TAPE. SEND YOUR ANSWERS TO ANGELA, AT THE ADDRESS ABOVE: THE QUESTION: HOW OLD IS DAVE THE EDITOR?

A) 28 B) 38 C) 48 D) 58 (Closing date 20th February)

NO correct answers last issue, so the first incorrect entry out of the hat was DAVE QUANTRILL of Sussex. Darkman is on it's way.

NO LETTERS? If you want help with a game etc please write to me, or I may become angry (if they say I'm older than that so will I ED). Have a nice whatever.....

ANGELA

Make a special note of the hexadecimal number in brackets in line-reference 30 of Fig.4, in this case (8817). This will have been calculated by you using the offset value found in Fig.2. It crops up again in Fig.5 twice and it tells you that you needn't disassemble any part of the m/c of the Menu past memory location #8816.

The important parts to recognize for any MENU.BIN are the line-references 27 to 30 where it says LD A,#xx then LD HL,#xxxx then LD DE,#xxxx then CALL #Axxx. In this case you know that you are looking at the code to load the first game choice from the Menu because you got here in the first place from the information given in Fig.3. If you keep looking at more and more of the listing you won't see any more like the above so you now know that the game SEYMOUR uses the file 1.BIN only. An important point to note, however, is that you mustn't go past address 87ea because Fig.3 ref-lines 22 and 23 inform you that the code from 87eb onwards is there to load and run the second game in the Menu.

So the address to poke into for the SEYMOUR loader is obviously 8783, which at the moment contains 01. You can poke it with any number from 0 to 9 so if there is room on another disc for Seymour Take 1 but a game on that disc already uses 1.BIN, you can just rename the 1.BIN on Disc 11 to another number that is not being used on the destination disc. Don't forget to copy MENU11.BIN and the Basic loader to the destination disc as well!

=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=

Now we'll find the relevant addresses to Poke in line 50 of the loader for the second game choice of the first Menu shown on page three, viz., FIRELORD. Line-ref 23 of Fig.3 says we should start looking from memory location 87eb (converted from #aeb) onwards, so get back to the Command Screen, type in the letter M immediately followed by '87eb' <ENTER>, then press CTRL-A to see the disassembly of the m/c from there onwards. You should see Fig.5 below.

The section of code to Load and Run Menu choice 2.

```
Figure 5. 87eb 2122a7 (43) LD HL,#a722      : a$="Loading..."
           87ee cd38a8 (44) CALL #a838      : PRINT a$
           87f1 3e02 (45) LD A,#02         : Point to 2.BIN on disc = first part of FIRELORD
           87f3 21f708 (46) LD HL,#00f7    : Start address in memory to write to
           87f6 119a8d (47) LD DE,#8d9a    : Length in bytes of 2.BIN
           87f9 cd17ab (48) CALL #ab17      (8817) : Load 2.BIN into memory from the disc.
           87fc cd71a5 (49) CALL #a571
           87ff 3e03 (50) LD A,#03         : Point to 3.BIN on disc = second part of FIRELORD
           8801 2100c0 (51) LD HL,#c000    : Start address in memory to write to
           8804 11581b (52) LD DE,#1b58    : Length in bytes of 3.BIN
           8807 cd17ab (53) CALL #ab17      (8817) : Load 3.BIN into memory from the disc.
           ..... and so on, all the way down to memory location #8816.
```

If you keep looking at more and more of the disassembly on your monitor, up to a limit of location 8816 remember, you won't see any more key-sections like line-refs 45 to 48, and 50 to 53.

The importance of finding the offset as detailed on page two is amply illustrated here and in Fig.3, because otherwise you wouldn't know which part of the m/c to look at to find out what BIN numbers are needed to run the FIRELORD game.

Here there are two addresses to poke into because there are two BIN files needed. You can see that the relevant locations are 87f2 and 8800, and in line 50 of the FIRELORD Basic loader you would poke these with any digit from 0 to 9 (but both must be different !!) depending on whatever you've renamed the original 2.BIN and 3.BIN files as on Disc 11.

Initially though, you can simply poke those locations with what is already there, as this can do no harm. If you do use the facility to rename any of the BIN files for a particular game then change the numbers in line 50 of the loader accordingly and alter line 20 as well so that you know which files go with each game in case you want to do some more shuffling in the future. That completes writing the Basic loaders for the m/c games on Disc 11.

\*\*\*\*\*

DOING IT ALL AGAIN WITH MENU 14.

As more practise for the forthcoming Amstrad Action covertapes let's do it all over again with a lightning quick tour of Disc 14, and this time there won't be so much text to get in the way.

Now follow the instructions on loading in the DEVPAC monitor on page one, but use Menu14.bin instead.

When the Command Screen reappears press the letter M followed immediately by 8000 <ENTER>, then press the letter L followed by a single press of any other key and see that the first exclamation mark after the text "(ENTER) KEY" corresponding to the number 21 on the left is in location #80fd. This is the entry address which is CALLED in line 60 of your Basic loaders.

Now press <ESC> to get back to the Command Screen. Move the pointer to the entry address by pressing the letter M followed immediately by 80fd then press Enter. Now press CTRL-A to disassemble then press any other key once. The 5<sup>th</sup> line down on the right says LD DE,#a300 so this is the offset. The 6<sup>th</sup> line down says LD BC,#07dc and this is the length in bytes of Menu14. The 9<sup>th</sup> line down on the right says CALL #a419. On the far left of the 9<sup>th</sup> line down memory locations #8113=#cd, #8114=#19 and #8115=#a4, so in line 40 of your Basic loader change these to #8113=62, #8114=<choice>, #8115=0, where <choice> is as below. The addresses are hexadecimal numbers, but the values which you Poke into them are ordinary decimal numbers.

(choice)	Program Name	Program Type
1	STRYKER DEMO	m/c
2	CROCO MAGNETO	Basic
3	ANARCHY	m/c
4	GPAINT	Basic
5	TYPE-INS	Basic
6	POKES	Basic
7	TRANSFER TO DISC	(ignore)

MENU for covertape 14.

Only allowed values for (choice) are 1 or 3.

Now press CTRL-A to get back to the Command Screen, then press the letter G key followed immediately by the letters 'fe' then press Enter. Now type in the number 1 and press Enter, finally followed by pressing the Enter key in its own. The pointer will be >8715 FE< but if it isn't, press the letter M key once; if it still isn't then press the M key again and again until it does point to a location beginning with the number 8. Now press CTRL-A to disassemble the m/c of the Menu. The top 5 lines are

8715 fe01 CP #01 --- See (choice) above.

8717 2822 JR Z,#873b --- GOTO 873b

8719 fe03 CP #03 --- See (choice) above.

Note 1 871b ca61aa JP Z,#aa61 --- GOTO aa61 (using #a300 offset, this converts to #8761)

871e f5 PUSH AF --- No need to look past here, remember.

So, the above information tells you that when the value of your (choice) in line 40 of your Basic loader equals 1 the Menu program will execute the code from locations 873b to 8760, inclusive, and load and run the STRYKER Demo game.

When (choice) equals 2 it will execute the code from memory location #aa61, but as this doesn't actually exist you have to convert it to a #8xxx number, otherwise you won't know where to GOTO to see the code which loads in the second game.

The next stage in writing the Basic loader is to find out what BIN file(s) are needed for each game and the address(es) to Poke in line 50 of your loader. For the STRYKER demo you will disassemble the m/c from location 873b, and for the ANARCHY game you'll disassemble from 8761.

So now press CTRL-A to get back to the Command Screen, then press M followed by 873b then press Enter then press any key once.

You'll see :- 873b 2172a7 LD HL,#a772

873e cd65a8 CALL #a865

8741 3e01 LD A,#01 ---\

8743 216901 LD HL,#0169 \ Recognise this ?

8746 11978e LD DE,#8e97 /

Note 2 8749 cd79aa CALL #aa79 ---/ Here aa79 converts to 8779 using the offset of #a300.

874c cd94a5 CALL #a594

874f 3e02 LD A,#02 ---\

8751 2100c0 LD HL,#c000 \ and this ? SO 'STRYKER' NEEDS THE 1.BIN and 2.BIN FILES ON DISC 14.

8754 115133 LD DE,#3351 /

Note 2 8757 cd79aa CALL #aa79 ---/ So for line number 50 of your Basic loader for STRYKER you'd Poke address

875a af XOR A

875b 3203c0 LD (#c003),A the 1.BIN and 2.BIN files to a different number then do so, and amend the

875e c31111 JP #1111

numbers in line 50 of your loader accordingly, and the REMinder in line 20.

No need to go past here because Note 1 above says that locations from #8761 onwards are for the second game.

To get the BIN file(s) needed for ANARCHY and the address(es) to Poke into, press CTRL-A and move the pointer to location #8761 then press CTRL-A to disassemble then press any key just once to get :-

8761 2172a7 LD HL,#a772

8764 cd65a8 CALL #a865

8767 3e03 LD A,#03 ---\

8769 217001 LD HL,#0170 \ and this ? SO 'ANARCHY' NEEDS ONLY THE 3.BIN FILE ON DISC 14.

876c 11c0c6 LD DE,#6cc0 /

Note 2 876f cd79aa CALL #aa79 ---/ So for line number 50 of your Basic loader for ANARCHY you'd Poke address

8772 af XOR A

&8768 with a 3, or another number if you've renamed 3.BIN to something else.

8773 cd0ebc CALL #bc0e

8776 c38001 JP #0180

No need to go past here because Note 2 above CALLS a subroutine from #8779 onwards to load the BIN file being pointed to, into the computer's memory from the disc.

You now have all the relevant information of what addresses to Poke to, and what numbers to Poke into them to write your Basic loaders for the m/c games for Disc 14.

### The End

I hope you've found this useful, but if you have any criticisms good or bad, or suggestions for inclusion or exclusion, or any questions in case of difficulties then please write to me .

Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments
Rod Scorpion	Option01		Sam Fox Str/Poker	Option03		Slaine	Blitz5	
Redcoats	Option01		Sam Fox Str/Poker	Bl Detect		Slapfight	Bl Detect	
Redhawk	Option11C	Melbourn House	Samurai Warrior	Hack Pack	Ex M/C Only	Slapshot	Hack Pack	
Redhawk	Hack Pack		Santas Xmas Caper	Option11C	1=0/2=192	Slightly Magic (C)	Option11C	Dizzy Collection
Reflex	Option05		Sapiens	Option07		Slug	Option01	
Renegade M/F	Bl Detect	Main File Only	Saracen	Bunlock		Smashed	Option01	
Rescue on Fractlus	Bl Detect		Saracen	Bl Detect		Snodgits	Hack Pack	
Return of the Jedi	No Trans	Domark	Satan	Hack Pack	Both Parts	Snooker	Option06	Mastertronic
Return to Eden	Hack Pack		Satellite Warrior	Option01		Snowball	Option01	
Return to Oz	Option03		Savage	Option01	Use Basic L'der	Snowball in Hell	Option01	
Return to Oz	Bl Detect		Scalextric	Bl Detect		Soccer Boss	Option01	
Reveal	Option06		Scary Tales	Option01		Soccer Challenge	Option04	
Revenge of C5	Hack Pack		Scooby & Scrappy Doo	Option11A		Soccer Sims 4	Option03	Code Masters
Revolution	Bl Detect		Scooby Doo	Hack Pack		Soccer Supremo (C)	Option01	
Revolver	Option01		Score 3020 (C)	Option10		Soccer 5 A Side	Option01	
Rex (Martech)	Hack Pack	L/R A/R M/O	Scout Steps Out	Option01		Soccer 86	Option07	
Rick Dangerous	Option01	Comp	Scrabble	Option03		Software Star	Option01	
Rick Dangerous	Hack Pack2		Scrabble	Bl Detect		Solar Coaster	Option01	
Ricochet	Hack Pack		Scramble Spirits	Option09	Main File Only	Solidinoor	Hack Pack	
Riding the Rapids	Option01	Players	Screenplay	Option08	MacMillan	Solomons Key	Option10	See User 7
Rig Attack	Option01		Screwball	Option01		Sonic Boom M/F	Blitz6	Main File Only
Rigels Revenge	Hack Pack	Not All Vsns.	Scuba Kidz	Hack Pack	Exp. User 7 Ldr	Sooty and Sweep	Option04	
Rik the Roadie	Option01	Reloc Off	Seabase Delta	Option01		Sorcerers Lord	Option01	
Road Blasters	Option10	Main File Only	Seas of Blood	Option01		Sorcery	Hack Pack	Not all Vsns.
Road Blasters	Blitnux1	M/F Some Vsns	Sentinel	Hack Pack		Soul of Robot	Hack Pack	
Roadrunner	Bl Detect	See Disk	Sepulchri	Option01		Souls Darkon	Hack Pack	
Roadrunner/M.Coyte	Option11A	Ex M/C Only	Sesame Street Crayon	Option01		Southern Belle	Hack Pack	Firm Reset
Robbot	No Trans		Seymour G'Hollywood	Option14		Space Ace	Option05	
Robin Sherlock	Option01		Seymour Saves t'Plan	Option14		Space Harrier	Option01	
Robocop M/F	Blitz5	Main File Only	Shackled M/F	Option10	Main File Only	Space Harrier 2	Option09	Main File Only
Rocco	Bl Detect	Some 464 Only	Shadow of Bear	Option01		Space Mania	Option01	
Rock Hampster M/F	Option11A	M/F Ex M/C Only	Shadow Skimmer	Blitnux1	EDGE	Space Racer	Option07	Colours-Playabl
Rock Star ate/Hamste	No Trans		Shadow Warriors	Blitz6	Ocean	Space Raiders	Hack Pack	
Rock'n Roller (C)	Option10		Shadowfire	Option01		Space Rider	Option01	
Rock'n Wres.	Hack Pack	Last Resort	Shadows of Mordor	No Trans		Space Shuttle	Option03	
Rocketball	Hack Pack	Ex M/C Only	Shanghai Karate	Option05	Mod on Disk	Space Shuttle	Bl Detect	Skip BASIC
Rockford M/F	Option04	Main File Only	Shanghai Warriors	Option02X	Main File Only	Space Trader	Option01	
Rockraid	Option01		Shao Lins Road	Bunlock		Spaced Out	No Trans	
Rocky Horror	No Trans		Shao Lins Road	Bl Detect		Spaghetti Western	Option11	Amend Opt11
Rodeo Games	Option01	All levels	Shark	Option01	Players	Spanish Tutor	Option01	
Rogue	Option01		Sharkeys Moll	Option01		Sparnerman	Hack Pack	
Rogue Trooper	Option01		Sharpe's Deeds	Option01		Speech	Option01	
Roland in the Caves	Hack Pack		She Vampires	Hack Pack2		Speed Zone	Option06	Recent Opt6.
Roland in Time	Hack Pack		Ship of Doom	Option01		Speedking	Option01	
Roland on the Ropes	Hack Pack		Shockway Rider	Hack Pack		Spellbound	Hack Pack	
Rollaround	No Trans		Shogun	Hack Pack2		Spellbound Dizzy	No Trans	
Rolling Thunder	Option10	Not100%: Plyble	Short Circuit	Bl Detect	Part One	Spike in Trans (C)	Option11C	Dizzy Collection
Room Ten	Hack Pack		Short Circuit Pt 2	No Trans	or HP2	Spiky Harold	Hack Pack	Most Vsns.
Rooster Run	Option01		Short's Fuse	Option01		Spindizzy	Hack Pack	
Ruff and Ready	Option11B	Ex M/C Only	Sidearms	Option10		Spindrone	Option01	
Run for Gold	Option05	Current Vsn.	Sidewalk	Option02	User 7 Ldr.	Spitfire (Durell)	Option02X	Get BASIC Opt1
Runestone	Hack Pack	Ex M/C Only	Sigma7	Option01		Spitfire40	Hack Pack	Not Comp. Vsn.
Rygar	Option10		Silent Service	Bl Detect		Spitting Image M/F	Option02X	Main File Only
Sabotage	Option01		Silkworm	Blitz5X		Splat	Option01	
Saboteur	Option01		Sim City	Option11C	Ex M/C Only	Split Personalities	No Trans	Bankraid
Saboteur 2	Option02	User 7 Ldr.	Sir Fred	Hack Pack		Spooked	Option05	
Sabrewolf	Option06	Ricochet Vsn.	Sir Lancelot	Option02X		Spooky Castle	Option02X	4 Game Pack
Sabrewolf	Bl Detect	Comp	Skate Wars	Option01		Spooky Castle	Option02X	
Sai Combat	No Trans		Skateboard Kidz	Hack Pack		Sport of Kings	Option01	
Saigon Combat Unit	Option05	2 Pts:Starlight	Skateroc Sim	Option02		Spy v Spy	Option02	Opt1 on Trilogy
Sailing	No Trans		Skatin USA	Hack Pack2		Spy v Spy 2	Option01	
Saint's and Greavsie	Option02X		Skatin' USA (C)	Option02X	4 Game Pack 2	Spy v Spy 3	Option01	
Salamander	Blitz5		Skyfox	Option02	User 7 Ldr.	Spy Hunter	Option10A	User 7 Loader !

Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments
Spy Trek	Option03		Super Sprint	Blitz4	Hit Squad	Thai Boxing	No Trans	
Spy Trek	B1 Detect		Super Stock Car	Option06		Thanatos	Option02	User 7 Ldr.
Squash Jb	Option01		Super Stuntman	Option03		The Deep M/F	Option10	Main File Only
Stainless Steel	No Trans		Super Stuntman	Blitzold		The National	Option01	D&H
Stairway to Hell	Option01		Super Tank	Option03	Or Picbonk	The Train	Hack Pack2	Ex M/C Only
Star Avenger	Hack Pack		Super Tank	Blitzold		Theatre Europe	Hack Pack	
Star Commando	Hack Pack		Super Ted	Option11A	Ex M/C Only	Thing	Option05	
Star Firebirds	Hack Pack		Superchess	Option01		Thing on a Spring	No Trans	Bankraid
Star Raiders 2	Option05		Supercycle M/F	B1 Detect	Main File Only	Thing Bounces Back	Option09	Ex M/C Only
Star Ranger	Hack Pack	Ex M/C Only	Supergran	Hack Pack		Thing 2	No Trans	
Star Trooper	Option05		Superhero	Option03	Or Picbonk	Thingy & Doodahs	Hack Pack2	Ex M/C Only
Star Wars	Option01		Superhero	B1 Detect		Think	Hack Pack	
Stardust (C)	Option04Y		Superman-Man'Steel	Option01	User 7 Loader	Thomas the Tank	Option11A	Ex M/C Only
Starglider	No Trans		Supernudge 2000	Hack Pack2		Through T/Door	Option01	
Starquake	Hack Pack		Superpipe' 2	Option01		Thrust	Hack Pack	
Starstrike 2	No Trans		Superski Challenge	Option01	User 7 Mod	Thrust 2	Hack Pack	
Starstrike3D	Option02		Supersleuth	No Trans		Thunder Blade	Option10	Main File Only
Starwreck	Option01		Supersprint	Option05	Not Hit Sqd Vsn	Thunder Jaws M/F	Option01	Main File Only
Steel Eagle	Option01		Supertrolley	Option06		Thunderbirds 4pts	Option09	
Steve D Snooker	Option01	Some - 464 Only	Superwonderboy	No Trans		Thundercats	Option01	User 7 Loader
Stifflyp & Co	Option02X	Kixx & Palace	Survivor	Option10	US Gold	Thunderzone	Hack Pack	Ex M/C Only
Stock Aid	Option01	Amsoft UT.	Survivor	Hack Pack	Not US Gold	Tiger Road	Option10	
Stock Exchange	Option01	Top Ten Soft	Survivors	Option01	ATS	Timelord	Option01	
Stock Market	Hack Pack		Swat	Option06		Timeman 1+2	Option01	
Storm	Option01		Sweevo's World	Option01		Timetrek 3D	Hack Pack	
Storm Warrior	Option01	See User 7 Mod.	Swift Selection +	Option01	24 Programs !	Tiranog	Option01	User 7 Ldr.
Storm 2	Option01		Switchblade	Option01		Titan	Option01	
Stormbringer	Option08		Sword Slayer	Option05		Titanic M/F	Option10	Main File Only
Stormlord	Blitz5		Swords' Sorcery	Option02		Toad Runner	Option01	
Stormlord 2	No Trans	Hewson	SAS Assault	Option01		Tobruk	Hack Pack	Allow Reset
Strangeloop	Hack Pack	Not all Vsns.	SAS Combat Sim	Option03	Or Picbonk	Tom Cat	Option05	Players
Streaker	Hack Pack		SAS Combat Sim	B1 Detect		Tomahawk	No Trans	
Street Cred Boxing	Option05X	Players	SAS Strikefce	Option05		Tombstowne	Option01	
Street Cred Football	Option05	Players	SDI	Blitz5X	Also Blitz5	Toolkit	Option01	B'Bug
Street Gang	No Trans		T-Bird	Option02X		Top Secret	Option01	
Street Hawk	B1 Detect		T/Leaderboard	Bunlock		Topcat	Option11A	Ex M/C Only
Street Machine	Option01		Tai-Pan (Comp)	B1 Detect	Main File Only	Topgun	Bunlock	
Streetfighter (C)	Option10	Main File Only	Tale o't Arab Knight	Option05Y	Interceptor	Topgun	B1 Detect	
Streetfighter (C)	B1 Detect	Main File Only	Tanium	Option05		Tornado Low Level-TL	No Trans	Bankraid
Strike Force Cobra	Hack Pack		Tank (Comp)	B1 Detect	Main File Only	Total Eclipse	Option02X	
Strike Force Harrier	Option01	Rename Files	Tank Attack	Option01		Touchdown USA	Option01	
Strike Force Harrier	No Trans		Tank Commander	Hack Pack		Tourn of death-L/Enf	No Trans	Infogames
Strip Poker 2 +	Hack Pack2		Tapper	Option01		Tourn Snooker	Option02	
Stryfe	Hack Pack		Target Renegade M/F	Blitz5	Main File Only	Tournament Leadbd.	B1 Detect	
Stunt Car Racer	Option01	Comp	Tarzan	No Trans		Track & Field (C)	Blitz5	
Stunt Car Racer	Hack Pack		Task Force	Hack Pack		Tracksuit Manager	Option01	
Stuntbike Sim	Hack Pack		Tau Ceti	Option01		Traffic	Option01	
Stuntman Seymour	Option04	Codemasters	Technic Ted	Option01	Comp. Vsn	Trans-Atlant Bln.	Blitzx	
Subsunk	Option02	User 7 Ldr.	Teen Mut/Hero M/T	Option01		Transmuter	Option03	Or Picbonk
Subterranean	Option01		Tempest	Hack Pack	Or Option5Y	Transmuter	Blitzold	Code Masters
Subway Vigilante	Option05		Tennis-Lawn	Option06		Trantor	Option10	Main File Only
Sultan's Maze	Option01		Tempin Chall	Option01		Trap	Option01	User 7 Loader
Summer Gms. M/F	Option10	Main File Only	Tenth Frame	Bunlock		Trapdoor	Hack Pack	Last Res A/R
Sun Crossword123&4	Option01		Tenth Frame	B1 Detect		Trashman	Hack Pack	
Sunstar	Option01		Terminus	Option01		Treasure Tunls	Option01	
Super Hang On	B1 Detect	All	Terra Cognita	Hack Pack		Treble Champions	Option01	
Super Kid	Option02X	4 Game Pack	Terramex	No Trans		Triaxos	Hack Pack	Starlight
Super League	Option01		Terramolinos	Option03	Hibonkey	Trio	Option01	MacMillan
Super Robin Hood	Option01	Needs Loader	Terramolinos	B1 Detect		Tripods	Option01	
Super Robin Hood	Hack Pack		Terror of Deep	Option05		Trivia the Ulti/Ques	No Trans	
Super Sam	Option01		Test Master	Option01	E&J	Trivial Pursuits	No Trans	Bankraid
Super Ski	Option01	Comp/Needs LDR	Test Match Crk	Option01		Trivial Pursuits 2	No Trans	
Super Soccer	No Trans		Tetris	Option05	Mtronic is 6 !	Troll	Option10	Kixx

Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments	Game Name	Transfer Method	Comments
Trollie Wall'	Hack Pack		May of Exp. Fist	B1 Detect	Most	Yogi's Greed Mnter	Option11B	Ex M/C only
Tuareg (C)	Option10		Mac Le Mans	Blitz5		Young Ones	Option01	
Tubaruba	Option03		Hells & Fargo (C)	Option10		Z	Hack Pack	
Tubaruba	B1 Detect		Helltris	Option01	Takes 83K	Zarkon	Option01	
Tujad	Option01		Merewolf Sim	Option01		Zaxxon	No Trans	
Turbo the Tortoise	Option11A	Ex M/C Only	Merewolves London	Option08	User 7 Ldr	Zen	Option01	
Turbo Boat Sim	Hack Pack		Hastbank	Option09		Zflint	Option01	
Turbo Chopper Sim	Option03	Or Picbonk	Hestern Games	No Trans		Zoids	Option03	5StarGames=OPT1
Turbo Chopper Sim	Blitzold		Who Dares 2	Option02X	Alt.Soft-Optl.	Zoids	B1 Detect	
Turbo Cup	Hack Pack2	Start @ Turbo2	Nibstars	Option04X		Zolyx	Hack Pack	
Turbo Esprit	Hack Pack		Willow Pattern	Hack Pack		Zone Trooper	No Trans	
Turbo Kart Racer	Option02X		Winter Games	Option03		Zorro	Option03	
Turbo Outrun	Option10B	M/F Ex M/C Only	Winter Games	B1 Detect		Zorro	B1 Detect	
Turform	Option01		Winter Olympt	Option01		Zox2099	Option07	
Twice Shy	Option01		Winter Wonderland	Option02		Zub	Option12	Or use Masterx
Twin Turbo V8	Option03	Or Picbonk	Wizard Warz	Option10	Main File Only	Zynaps	No Trans	Space Ace (C)
Twin Turbo V8	Blitzold		Wizard Willy	Option03	Or Picbonk	1st Division Manager	Option08	
Twinworlds	No Trans		Wizard Willy	Blitzold		1942	Option01	
Typhoon M/F	Blitz5	Main File Only	Wizards Lair	Option02	Some Option1	1943	Option10	Use 42K File!
TT Racer	Hack Pack	L-Res Allow-R	Wizball	Blitzuxi	Not Hit Squad	2-Plyr Sup. League	Option01	
TT Racing Sim	Option01	Endurance?	Wizbiz	Option01		2088	Option01	
Uchi Mata (C)	Option01	Most Vsns.	Wolfman	Hack Pack	Rod Pike Horror	2112AD	Option04	
Uchi Mata (C)	Blitz5	May Vary	Wombles The	Option04		3D Fight	Option07	
Ultima Ratio	Hack Pack		Wonderboy	Option05		3D Invaders	Option01	Amsoft
Unitrax	Hack Pack2	Streetwise	Wongs Loopy/Lnd	Option01		3D Pinball	Option06	
Untouchables M/F	Blitz6	Main File Only	Wooky	Hack Pack2		3D Pool	Hack Pack	
Up for Grabs	Option01		Wordhang	Option01		3D Snooker Players	Option01	
Up Periscope	Option02X		Wordperfect	Option01	Supersoft	3D Starfighters	Option03	
V (TV Serial)	Option03		Wordwise	Option01		3D Starfighters	B1 Detect	
V (TV Serial)	B1 Detect		World Baseball	Option03		3DC	Option01	
Vagan Attack	Hack Pack	Ex M/C Only	World Baseball	B1 Detect		3MKs in Paradise	Option04	User 7 Ldr.
Vampire	Bunlock		World Champions (C)	Option01		7 Card Stud	Option03	Or Picbonk
Vampire	B1 Detect		World Class Leadbd	B1 Detect	See Disk	720	Option10	
Vampire Killer	Option01		World Cup	Hack Pack		750CC Grand Prix	B1 Detect	
Vector Ball	Option01		World Cup Carnival	Hack Pack2				
Vendetta M/F	Blitz6	Main File Only	World Cup Mgr	Option02				
Venom	Hack Pack		World Cup 2	Option01				
Venom Strikes Back	Option09	Ex M/C Only	World Games M/F	B1 Detect	Main File Only			
Vera Cruz	Hack Pack		World Ser Baseball	Option01	Imagine			
Very Big Cave	Option01		World Soccer lge.	Option01				
Victory Road	B1 Detect		Worm in Paradise	Option02X				
Video Card Arcade	Option01		Wrath of Olympus	Option01				
Video Classics	Hack Pack		Wrecklss Roger	Option01				
Video Poker	Option01		Wriggler	Option02				
View to Kill	Option02		Wriggler	Option01	Comp			
Vigilante M/F	Option10	Main File Only	Wulf Pack	Option01				
Vill Lost Souls	Option01		X-Out M/F	Option10	Main File Only			
Vindicator	No Trans		Xanagrams	Option01				
Vindicators	Option08	M/F Ex M/C Only	Xarq	Option03				
Vixen	B1 Detect	All 3 Parts	Xarq	B1 Detect				
Voice Chess	Option01		Xcel	Option02X				
Voodoo Rage	Option01		Xenon	Option08X				
Vulcan	Hack Pack		Xevious	Option03	Picbonk			
Nally Mino	Hack Pack	L/R M-Off A 81	Xevious	B1 Detect				
Nar	Option01	Martech	Xor	Option05	User 7 Ldr.			
Nar Games	Option01	RLX	Xybots M/F	Option09	Includes 6 ivls			
Nar Machine	Hack Pack	Players	Yabba Dabba Doo	Option01				
Narcars	Hack Pack		Yes Prime Minister	Option08	Main File Only			
Narhawk	Hack Pack		Yie Ar Kung-Fu	Option03	Hibonkey			
Narlock	B1 Detect		Yie Ar Kung-Fu 1+2	B1 Detect	See Disk			
Narlord	Hack Pack		Yogi and Friends	Option11B	Ex M/C only			
Narzone	Option01		Yogi Bear	Option02				
Waterloo	Option01		Yogi's Great Escape	Option11A	M/F Ex M/C only			