For News,Pokes,Big Busts,Loaders etc

Hi y'all. Here we are at issue 2 of the Scrap Yard which will hopefully come across as a little less 'nervous' (thanks Pat) than the first issue. Quite a few odd bits & pieces in the Scrap Yard this time, but firstly those eagle eyed of you may have spotted the unintentional anomaly in the last issue when SuperTank from Quattro Superhits was listed as both Blitzold & Bloldxl. Ooops... it's actually Bloldxl. Apologies given, O.K ?

Can I also add here another apology to anyone who's been in contact with me recently and to whom I've failed to so far reply. I've recently moved house (300 yards down the road) and as I'm sure you can imagine things have been more than a little hectic. Additionally I've lost my book of telephone numbers so I've not been able to contact any of you that way. Anyway, things are slowly getting sorted and normal service should now be resumed.

Quite a bit of compilation and re-release to report this time.

First off is the re-release of Rampage on the Hit Squad label- which is zapped by Blitz 4.

Gameover from Summit goes with the special file written for it when it was originally re-released as a double package with Gameover 2. You'll find the file on the BSM disc.

PACK OF ACES (mini-compilation) consists of the following ......
International Karate — Option 5Y
Boulderdash   — Option 2 — Use Loader Provided
Who Dares Wins 2   — Option 2X but skip the WWD2 & WDW
                       files. Transfer WDW with Option 1 and
                       amend the loading filename to BACK1.
Nexus   — Option 2X mainly but needs a bit of
                       adjusting as detailed in Bonzo News 1-7

It's worth pointing out that Who Dares Wins 2 will also go with HP2. However, whilst this will give you better (i.e. more specific) filenames it will also take up an extra 17k of space.

Details of the Nexus mucking about routine can be had from me if anyones interested.

SPACE ACE (Compilation)
Venom Strikes Back   — As Original (Opt 9)
Northstar   — As Original (Opt 9)
Trantor   — As Original (Opt 10 — Main File only)
Xevious   — As Original (Opt 3 or Blitz Detect)
Zynaps   — No Go (Original was a Big Bust)
Cybernoid 2   — Big Bust (Bonzo Bulletin No 20)
Exolon   — Big Bust (Bonzo News No 14)

SIX APPEAL (Compilation)
Twin World   — No Go
Puffy's Saga   — No Go (what you can get aint worth having)
P-47 Thunderbolt   — As Original (Blitz 6 — Main File only)

```
Pick N Pile          - As Original (Option 2X)
Satan                - As Original (HP - Both Parts)
Rick Dangerous       - Option 1 (and 42k of the best coding your
                                 likely to see !!!!)
```

CASSETTE 50 By Cascade - Option 1
All go but watch out for duplicating filenames as the tape only
uses the first three characters.

PAWS - Option 1 (Microvalue 4 Great Games Mini-Comp')

FUN SCHOOL (Original Series) - Option 1 (All 3 Age Groups)

GROUND ZERO - OPTION 2X (Microvalue 4 Great Games Mini-Comp')

BOSCONIAN by Mastertronic - Option 12 (Note : Previously listed
                                       as a no-go.)

MIDNIGHT RESISTANCE - Backs up with the 8k Sector Editor
       (Disc)   featured in the last Bonzo Bulletin.
                      The levels are at track 20 onwards.

I'd also like to add that the Bonzo Database lists Pasteman Pat as an
Option 1 transfer but you'll find that whilst the game can be played with
the one poster, when asking to load another one the game reverts to tape
load. Unless someone (wiser than me) can write a patch file to get around
this you'll find that whilst the other posters do transfer with Option 1,
you can't load them ......shucks !

So the Summary gives us the following ....

Option 1   - Rick Dangerous (Six Appeal Comp')
                                  Cassette 50
                                  Paws (Micro Value 4 Great Games)
                                  Fun School (All 3 ages groups)

Option 2   - Boulderdash (Pack Of Aces Comp')

Option 2X   - Who Dares Wins 2 (Pack Of Aces Comp')
                                  Pick N Pile (Six Appeal Comp')
                                  Nexus (Pack Of Aces Comp')
                                  Ground Zero (Microvalue 4 Great Games)

Option 3   - Xevious (Space Ace Comp')

Option 5Y   - International Karate (Pack Of Aces Comp')

Option 9   - Venom Strikes Back (Space Ace Comp')
                                  North Star (Space Ace Comp')

Option 10   - Trantor (Main File - Space Ace Comp')

Option 12   - Bosconian (from Mastertronic)

Hack Pack   - Satan (Both Parts - Six Appeal Comp')

HP2   - Who Dare Wins 2 (Pack Of Aces Comp')

Blitz Detect   - Xevious (Space Ace Comp')

Blitz 4   - Rampage (from Hit Squad)

Blitz 4	– Rampage (from Hit Squad)
Blitz 6	– P-47 Thunderbolt (Main File-Six Appeal Comp')
Big Busts	– Cybernoid 2 (Space Ace Compilation) Exolon Game Over (from Summit – see BSM disc)
8k Sector Editor	– Midnight Resistance (lvls from Track 20)

The following have been reported as definite   No-Go's   so you pays your money and takes your choice...........

Prohibition (Players)   Golden Axe (Virgin)
Action Service (Players)   Stormlord 2 – Deliverance (Hewson)
Rally Cross Challenge (Anco)   L.E.D. Storm (Capcom)
Return Of The Jedi (Domark)   Tournament Of Death – Lee Enfield
Zynaps (Space Ace Comp')   (Infogames)
Puffy's Saga (6 Appeal Comp')   Twin World (6 Appeal Comp')

Whilst on the Bonzo theme I'll add here that I've just recently come into possession of all the original Bonzo Bulletin's prior to Playmates and to say I was surprised with what I found would be an understatement. In addition to including various transfer updates the issues also contain a variety of other useful type-ins & cheats. So, as I'm sure there must be plenty of others out there who don't have these newsletters I am going (from issue 3 onwards) to include a short piece featuring some of the more useful previously published routines. Those of you who already have the original newsletters will, I hope, bare with us please.

I'd also like to ask if there is anyone out there with the original copies of issues 1 to 7 (not the compilation). If there is could I ask you to either photo-copy them for me or send me them and I'll do the honours. I aren't the only one who'd love to have a look at them and any expenses will be reimbursed.

That's the end of the Bonzo bits for this issue but can I just ask you all the obvious, and that is to let me know of any news you do collect.

Another thing not to forget is your S.S.A.E. plus additional first class stamp for Issue 3, although if you supply some information or a type-in of use to other Bonzo fans (it doesn't HAVE to be a loader, Big Bust, cheat or whatever – anything will do) you can forget about the extra stamp.

Now a quick note about the style of the newsletter. As I've said before I've no intention of making this a masterpiece in DTP and therefore the text/fonts used may not jump out and grab you like some fanzines might. However the main aim of this is clarity and (I hope) precision. Certainly I will be using crisp, clean printing for any type-ins that are printed.

Having said that I do think it would be a good idea to maintain the Bonzo identity by having a newsletter heading incorporating a cat. You should all know the reasoning behind this (I hope). I was going to have a go at doing it myself but thought it might be nice if someone else would like to have a go. If the results could be sent to me as a headed, but otherwise blank sheet of A4 sized paper I can easily get it photo-copied.
All I ask for is Bonzo's Scrap Yard and a cat to be in there somewhere.
Go on, have a go – fame & fortune may await you (lying again the swine //)

And now, to use a well known saying, for something completely different.

THE AA COVERTAPES
****

It's own up time. The Spindizzy loader printed in Issue 1 doesn't work !!! Well, strictly speaking that isn't true - it does work but you'll have to delete line 25 first. There must be a techie reason why it wont run with the REM statements but don't bother asking me why, I don't know. The REM statements were added after I'd tried the loader & I must admit I'd never have expected them to cause problems. The lesson has been learned and all loaders have been tried as printed.

Well we sorted out tapes 1 to 5 in the last issue so here we go with tapes 6 to 12. All these have been tried & tested on my 6128 and most of the files have been directly loaded into the HP so there shouldn't be any errors. I'll just add here that Thunderjaws from Tape No 7 is a NO GO as (if you remember) when transfered the game leaves a last be to be loaded from tape so you'll have to just write this one off I'm afraid.

COVERTAPE No6 - AA No 72

LIGHTFORCE

```
10 'LIGHT FORCE loader - AA Tape No 6
15 'Rename 2.BIN & 3.BIN to L-FORCE 1 & 2.BIN-Save this as L-FORCE.BAS
20 'by ALEX COCHRANE for 'Uncle' PHIL
30 MODE 1
40 OPENOUT"vader":MEMORY &5DB:CLOSEOUT
50 LOAD"L-FORCE1.BIN",&5DC:CALL &5DC
60 OPENOUT"a":MEMORY &CB7:CLOSEOUT
70 LOAD"L-FORCE2.BIN",&CB8
80 DATA 21,a1,99,11,a1,a9,01,ea,8c,ed,b8,c3,31,73
90 FOR i=&BE80 TO &BE8D:READ a$:a=VAL("&"+a$):POKE i,a:NEXT
100 CALL &BE80
```

ROBOZONE DEMO

```
10 ' ROBOZONE DEMO - AA TAPE 6 - BARRIE SNELL
20 ' NEEDS MENU.BIN & 1.BIN
30 MEMORY &7FFF:LOAD "MENU.BIN",&8000
40 POKE &81da,32
50 POKE &8129,8
60 POKE &86e6,1
70 CALL &80dc
```

HEAVY ON THE MAGIC

Firstly Rename the files 4,5 & 6.BIN to H1, 2 & 3.BIN and type in the following ....

```
10 'Heavy On The Magic
20 MODE 1:OPENOUT"a":MEMORY &5DB:CLOSEOUT
30 LOAD"H1",&5DC:CALL &5DC
40 OPENOUT"a":MEMORY &2AF:CLOSEOUT
50 LOAD"H2",&2B0:LOAD"H3",&4A00:MEMORY &9FFF
60 DATA 21,b0,02,11,f9,00,01,6e,46,ed,b0
70 DATA 21,00,4a,11,67,47,01,0d,5a,ed,b0
80 DATA 21,73,a1,11,73,af,01,7d,a0,ed,b8,c3,
       67,55,c9
90 FOR i=&40 TO &64:READ a$:a=VAL("&"+a$):
   POKE i,a:NEXT:CALL &40
```

You might want to rename MENU.BIN to something more suitable, how about ROBOZONE.BIN (oh, isn't the imagination wonderful !) but if you do so don't forget to change the LOAD command in line 30 to the same.

COVERTAPE No 7 - AA No 73

MARSPORT

```
10 'MARSPORT LOADER - AA Tape No7
15 ' Uses Files 5.BIN & 6.BIN
20 'UNICORN SOFTWARE
30 MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,2:INK 3,20
40 FOR a=&BE00 TO &BE40:READ b$:b=VAL("&"+b$):POKE a,b:NEXT:CALL &BE00
```

TURRICAN 2 DEMO

```
10 ' TURRICAN 2 DEMO LOADER - AA Tape No 7
20 ' This Don't Like Black Box
30 ' Rename 1.BIN to TURRICAN.2 . Save this
   as TURRI2.BAS
35 OPENOUT"BLASTER":MEMORY &2FE:CLOSEOUT
```

```
50 DATA 06,05,21,36,be,cd,77,bc
60 DATA 21,98,08,cd,83,bc,cd,7a
70 DATA bc,cd,ef,08,06,05,21,3b
80 DATA be,cd,77,bc,21,40,00,cd
90 DATA 83,bc,cd,7a,bc,cd,37,bd
100 DATA 21,eb,a3,11,5d,ae,01,ac
110 DATA a3,ed,b8,c3,6e,50,35,2e
120 DATA 62,69,6e,36,2e,62,69,6e,c9
```

```
40 LOAD"TURRICAN.2",&300:POKE &2FF,&F3:CALL
   &2FF
50 ' &F3 @ &2FF are essential to run game
```

Don't forget that Thunderjaws from this tape is
a swine, ooops .... sorry .... a NO GO.

COVERTAPE No 8 - AA No 74

SWEEVO'S WORLD

```
10 'SWEEVO'S WORLD LOADER - AA TAPE No8
20 'UNICORN SOFTWARE
25 ' Uses Files 4 & 5.BIN
30 cs=0
40 FOR a=&400 TO &456:READ b$:b=VAL("&"+b$):cs=cs+b:POKE a,b:NEXT
50 IF cs<>9209 THEN PRINT"check data":END ELSE CALL &400
60 DATA 3e,01,cd,0e,bc,06,05,21
70 DATA 4c,04,cd,77,bc,21,dc,05
80 DATA cd,83,bc,cd,7a,bc,3e,c9
90 DATA 32,43,06,cd,1b,06,06,05
100 DATA 21,51,04,cd,77,bc,21,00
110 DATA 2b,cd,83,bc,cd,1a,bc,cd
120 DATA 37,bd,f3,21,92,a6,11,d2
130 DATA ab,01,93,7b,ed,b8,21,c1
140 DATA 2a,11,c2,2a,01,7e,05,ed
150 DATA b0,c3,68,06,34,2e,62,69
160 DATA 6e,35,2e,62,69,6e,c9
```

COVERTAPE NO 9 - AA No 75

IMPOSSABALL

```
10 'IMPOSSABALL loader-AA Tape No9
15 'Rename 4 & 5.BIN to IMPBALL 1&2.BIN . Save this as
   IMPBALL.BAS
20 'Alex Cochrane for US
30 'RIP PLAYMATES
40 MODE 1:INK 0,0:BORDER 0
50 LOAD"IMPBALL2",&C000
60 OPENOUT"a":MEMORY &FFF:CLOSEOUT:LOAD"IMPBALL1",&1000
70 DATA f3,21,ff,a1,11,ff,a5,01,00,92,ed,b8,cd,00,82
80 FOR i=&BE80 TO &BE8E:READ a$:POKE i,VAL("&"+a$):
   NEXT:CALL &BE80
```

TIRNANOG

```
10 'TIRNANOG loader - AA Tape No9
15 'Rename 6.BIN to TIRNANOG.BIN. Save this as TIRNANOG.BAS
20 'By ALEX COCHRANE for US
30 'RIP PLAYMATES
40 MODE 1:INK 0,0:BORDER 0
50 OPENOUT "a":MEMORY &70C:CLOSEOUT
60 LOAD"TIRNANOG.BIN",&70D:CALL &70D
```

TURTLES COIN-OP DEMO

```
10 ' TURTLES DEMO - AA TAPE No 8 - By Barrie Snell
20 ' Needs MENU.BIN & 1.BIN Files. Save this as
   TURTLES.BAS
25 ' Rename MENU.BIN to TURTLES.BIN
30 MEMORY &7FFF:LOAD "TURTLES.BIN",&8000
40 FOR a=&81D5 TO &81D8:POKE a,0:POKE a+32,0:NEXT:
   POKE &81F9,0
50 POKE &8137,7
60 REM POKE &86d9,X
70 CALL &80EA
```

TERROR OF THE DEEP

```
10 ' TERROR OF THE DEEP - AA TAPE No 8
15 ' Rename Files 2 & 3.BIN to TERROR 1 & 2.BIN.
   Save this as TERROR.BAS
20 ' UNICORN SOFTWARE for US
30 OPENOUT"a":MEMORY &2FF:CLOSEOUT
40 LOAD"TERROR1",&300:LOAD"TERROR2",&C000
50 DATA 21,00,03,11,40,00,01,80,a3,ed,b0,cd,40,00,c9
60 FOR i=&BE80 TO &BE8E:READ a$:a=VAL ("&"+a$):
   POKE i,a
70 NEXT:BORDER 0:CALL &BE80
```

CISCO HEAT

For technical reasons this can't be put in the REM
statements but, RENAME the files 1,2 & 3.BIN to
CISCO 1,2 & 3.BIN and save this loader as CISCO.BAS
     This one's another of Alex Cochranes gems.

```
10 'CISCO HEAT DEMO LOADER-AA Tape No9
30 MODE 0:INK 0,0:BORDER 0
40 GOSUB 80
50 MEMORY &3FAC:LOAD"CISCO1",&3FAD:CALL &3FAD
60 OPENOUT"a":MEMORY &2FF:LOAD"CISCO3",&300
70 MEMORY &210F:LOAD"CISCO2",&2110:CALL &BE80
80 DATA f3,21,00,03,11,00,01,01,af,1b,ed,b0
90 DATA 21,00,01,11,00,a0,01,af,1b,ed,b0,c3,10,21,c9
100 FOR i=&BE80 TO &BE9A:READ a$:y=VAL("&"+a$):
   POKE i,y:NEXT
110 RETURN
```

B.A.C.

```
10 'loader for B.A.C. - AA Tape 10
12 ' Rename 1.BIN to GAC.BIN - save this as GAC.BAS
15 'ALEX COCHRANE
20 OPENOUT"a":MEMORY &FFF:CLOSEOUT:LOAD"GAC.bin",&1000
30 tot=0:MEMORY &8FFF:FOR a=&9000 TO &900E
40 READ a$:b=VAL("&"+a$):POKE a,b:tot=tot+b:NEXT
50 IF tot<>1305 THEN PRINT"DATA ERROR":END
60 CALL &9000
70 DATA 21,00,10,11,40,00,01,d0,48,ed,b0,cd,04,47,c9
```

SOUTHERN BELLE

```
10 'SOUTHERN BELLE loader - AA Tape No 10
15 'RENAME 2.BIN to S-BELLE.BIN
18 'SAVE this as S-BELLE.BAS
20 'ALEX COCHRANE
30 OPENOUT"a":MEMORY &17C7:CLOSEOUT
40 LOAD"S-BELLE.BIN",&17C8:CALL &19B4
```

I'll just break in here to relieve the monotony to say that if you do get problems with any of these loaders just drop me a line, they all DO work on my machine and I see no reason why anyone should have problems but ...

The transfered games from this tape have been seen to by Barrie Snell and are borrowed from his series featured in CPC Domain (ignore the CPC Attack review - the disczine's great). What Barry generally does is write loaders that adapt the MENU file. His method is to keep all the covertape games on the same disc & as such you don't need to rename the menu file as it's utilised by all the games. However I prefer to have the games purely as stand-alone ones and therefore EACH game has to have it's own MENU which you can rename to whatever you think is suitable. Sure, it means using a little extra space as all the games need a renamed menu but I prefer the convenience it results in. Unfortunately you can't rename the 1.BIN - 2.BIN etc files (or at least I don't know how to). This is the method printed here and if you'd prefer to use Barry's method subscribe to CPC Domain, oh hang about, just subscribe to CPC Domain anyway.

SEYMOUR DEMO

```
10 ' SEYMOUR DEM - TAPE 11 - AA77 - SAVE AS SEYMOUR.BAS
15 ' BY BARRIE SNELL
20 ' NEEDS MENU.BIN & 1.BIN
30 MEMORY &7FFF: LOAD "MENU.BIN",&8000
40 POKE &8100,62:POKE &8101,1:POKE &8102,0
50 POKE &8783,1
60 CALL &80ea
```

FIRELORD

```
10 REM FIRELORD from Covertape No 11.
   Save this as FIRE.BAS
20 REM Needs MENU.BIN + 2 & 3.BIN
30 MEMORY &7fff:LOAD"MENU.BIN",&8000
40 POKE &8100,62:POKE &8101,2:POKE &8102,0
50 POKE &87f2,2:POKE &8800,3
60 CALL &80ea
```

SPACE CRUSADE DEMO

```
10 REM SPACE CRUSADE demo from Covertape 12. Save as CRUSADE.BAS
20 REM Needs MENU.BIN & 2.BIN
30 MEMORY &7fff:LOAD"MENU.BIN",&8000
40 POKE &810c,62:POKE &810d,1:POKE &810e,0
45 POKE &87aa,195:POKE &87ab,216:POKE &87ac,170
50 POKE &87d9,2
60 CALL &80f6
65 REM Don't Forget To Press The Space Bar After Loading
```

SHOCKWAY RIDER

```
10 REM SHOCKWAY RIDER from Covertape 12.
   Save as SHOCKWAY.BAS
20 REM Needs 6,7 & 8.BIN files
30 MEMORY &7fff:LOAD "MENU.BIN",&8000
40 POKE &810c,62:POKE &810d,3:POKE &810e,0
50 POKE &8864,6:POKE &8875,7:POKE &8880,8
60 CALL &80f6
```

Note that the Space Crusade loader skips the the 1.BIN file which is the loading screen and isn't really needed.

You should notice that Barry's loaders now stop the MENU screen from appearing thus making things look a little tidier.

So there we have it, the end of the AA Covertape section for this issue. Before leaving I'd like to just give a heartfelt vote of thanks on behalf of us all to Alex Cochrane & Barrie Snell without whom, as they say, none of this would have been possible.
                    Thanks Lads !

TOTAL ECLIPSE 2 (THE SPHINX JINX)

```
10 REM TOTAL ECLIPSE 2 from Covertape 12.
   Save this as CLIPSE2.BAS
20 REM NEEDS CLIPSE2A.BIN (rename 4.BIN)
30 REM NEEDS CLIPSE2B.BIN (rename 5.BIN)
40 MODE 1:MEMORY &1b15:LOAD "CLIPSE2A.BIN",
   &1b16
50 INK 0,0:INK 1,24:INK 2,20:INK 3,15
60 LOAD "CLIPSE2B.BIN",&c000:CALL &1b16
```

Note that this loader doesn't need to use the MENU file.

And before your typing finger stops glowing hows about a swift cheat for BUMPY (disc version I think).

```
10 ' ##########################
20 ' ##### BUMPY INF LIVES #####
30 ' ##########################
40 ' By Mike Bullen
50 MODE 1:PRINT"INFINITE LIVES (Y/N) ?"
60 a$=UPPER$(INKEY$):IF a$="" THEN 60
70 IF a$="Y" THEN x=1:GOTO 90
80 IF a$<>"N" THEN 60
90 BORDER 0:FOR a=0 TO 15:INK a,0:NEXT
100 MODE 0:LOAD"!present.bin",49152
110 FOR A=0 TO 15:READ I:INK A,I:NEXT
120 OPENOUT "TOTO":MEMORY 999:CLOSEOUT
130 LOAD "!bumpy.bin",1000
140 IF x=1 THEN POKE &1077,&A7
150 INK 1,4:INK 2,17:INK 3,26
160 CALL 1000
170 DATA 0,24,6,15,1,21,13,26,3,2,24,15,24,15,24,15
```

Dig out the black box try out these mutiface pokes, all for the disc versions.

LEMMINGS	- &B6F2,&0	- Inf' Time	
BUILDERLAND	- &422A,0	- All Give	
	&422B,0	Inf' Lives	
	&422C,0		
	&43AA,&A7		
TEENAGE MUTANT HERO TURTLES	- &75BC,A7	- Invincibilty	

Small empty space says 'fill me up with waffle'......
O.K - If anyone out there can translate French I've two fanzines which they might like to have a look at.
AMSTCPC is totally in French and seems a bit similar in style to what Playmates was.
Eurostrad is written in French, English & Spanish (I think) and claims to be the first European fanzine.
It looks like it might be an interesting read so if you'd like a look at it drop me a line. Both contain pokes and cheats for familiar games but will they work on the English versions ? (I might include a few next time).

So, what else is new ....

The first bit of general news involves Alternative Software, who have recently produced their own 'fanzine' titled the GAS CLUB (Great Alternative Software). The magazine unexpectedly highlights their own software & contains hints, reviews, news, competitions, posters & T-Shirt offers. The best thing though is that it's FREE. So write to The Boss, Alternative Software, Units 5-7, Baileygate Industrial Estate, Pontefract, West Yorkshire, WF8 2LN. If you do write, tell them you read about it here - you never know - we might get a mention sometime !

The ever wonderful & helpful Carl Surry (of 37 Fairfield Road, Barnet, Herts, EN5 2BQ) has a few things to offer. Firstly, he's offered to give his help to anyone having problems finding multi-face pokes. If this description fits you just send him the game & quicker than an MP can deny an affair he'll sort it out for you. Secondly, he still has a few copies of the totally terrific Playmates available (No's 8 to 12) which are available for just 50p per copy. Thirdly, Carl still has quite a few games still up for sale, drop him a line for his up-dated list.

In the interests of spreading the Scrap Yard word you may have seen that the AVATAR ad' in CPC Attack included my name & address. Thanks for this must go to Phil Craven. I know Phil hasn't been flavour of the month with many people but I've always found him to be O.K. to deal with. Thanks once again Phil.

Finally, the first issue of the Scrap Yard was given a terrific plug by CPC Domain and we've had a few more contacts as a result of this. Thanks to Simon Harford for the kind words.

Adam Shade of Dartsma P.D. is giving us a plug on his catalogue disc so that can't be bad can it. Good one Adam !
Adam's also offered to circulate an A5 sized leaflet with any orders and when I get time to, I'll put my mind to producing one (unless anyone wants to volunteer their services).

Finally I want to say that I'd really like the readers of this to regard it as 'their' newsletter and NOT just mine. As I've said before, I aren't too technically minded and other than general help I rely on others for cheats, the AA loaders, Big Busts etc. Everyone can help by just sending in any transfer news or anything of even general interest or help. I just compile the newsletter and hopefully make it an interesting read.

THE ACKNOWLEDGMENTS –

All Our Thanks Go To The Following Good Guys For Their Help And Assistance In This Issue ....

Alex Cochrane, Barrie Snell, Carl Surry, Mike Bullen, Dave Caleno Phil Craven & Adam Shade (if I missed you out – sorry)

THE CONTACTS –

News, Views & Assistance	Database Print-Outs (A4 s.s.a.e please)
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ISSUE 3 OF THE SCRAP YARD WILL BE OUT NO LATER THAN JANUARY 1993