

# ① MICRODRIVE EXCHANGE

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WARNING: The PRINCE Tape-To-Microdrive transfer tape can transfer to Microdrive FOUR "pulsing" tone games plus Pyjamarama. Also a few other games such as Jetpac, Sabre-Wulf and a few other easy ones. A total of about TWENTY PROGRAMS ONLY!

Suppliers of software games appear to be running out of ideas. VORTEX's latest game is CYCLONE. An inferior version of their TLL A+F's latest is CHUKIE-EGG 2. Considering that first version was the most unoriginal (and overpriced at £7.95), do you want No.2? ULTIMATE's latest is ALIEN 8. Fantastic, but a KNIGHTLORE update

U.S.GOLD are importing very original games, albeit that they are totally unloadable. Whilst original in concept they are not good. RAID OVER MOSCOW has nicely drawn static back grounds, but the moving graphics would be good on a ZX81 or Commodore! Their DECATHLON game has excellent graphics of a man running, but that is it. Game 1 is a man running, then he jumps. Game 2 is the same graphic man running, then he throws something, etc, etc. Add to this the fact that Decathlon will ruin your keyboard/joysticks.

IMAGINE crashed due to sheer bad management. RABBIT crashed due to rubbish programs. U.S.GOLD/OCEAN are original & unloadable ULTIMATE, VORTEX & A+F producing "copies" of previous successes, with minor changes, are all liable to join the ranks of the late lamented. The much publicised dropping of sales due to "piracy" is sheer nonsense. Computer people aren't as simple as some of the dealers try to make out. Produce quality stuff & it'll sell. Trying to persuade people into buying useless software, etc, by unrealistic reviews does not work. Hence the demise of ORIC, LYNX DRAGON and shortly the ATARI, COMMODORE & BBC. The latter using the outdated 6502 chip. MSX machines? Not wanted. Not selling.

Alternative systems to the Microdrive must have Uncle Clive laughing all the way to the Bank (on his CS). Disc systems are slightly faster, two or three times the price & generally use a large chunk of user memory. The Opus Disc system is the dearest and altho' using "no memory area" is unreliable due to method it uses to connect to a basic Spectrum WITHOUT large keyboard. The Wafadrive is far too slow and therefore not really a contender. THURNALL have dropped their Disc system due to lack of sales.

In this issue we'll "catch-up" with a several of the "Pulsing" program transfers. In next issue I will be explaining methods in great detail. Hopefully this will be based on RAID OVER MOSCOW. These next three routines are based on methods sent in by J CROY of Scotland. Be careful not to mix them up as they are all very similar. Each of them require a "FALSE" Header to Stop the Basic Use the program FALSE-MAKER in MDX8 (or MAKER on Magic Message).

## DECATHLON (Requires False Header of 827 Bytes)

1. Load FALSE Header by; CLEAR 65490: CLS ~~==~~ : LOAD "" then play in your DECATHLON tape AFTER the SECOND Header. It'll Load but not Run the Basic.
2. Enter POKE 24639,251: POKE 24640,207: RANDOMIZE USR 24588 (Ignore the Error message which occurs).
3. Enter CLEAR 64999: NEW (and press Enter key).
5. Type in the following program:  
10 DATA 205,142,2,123,230,63,254,15,32,246,221,33,0,91,17,  
160,15,62,255,205,194,4,1,150,0,205,61,31,221,33,160,106,  
17,72,147,62,255,205,194,4,195,0,0: FOR J=65400 To 65442  
20 READ A: POKE J,A: NEXT J: RANDOMIZE USR 65374
6. RUN above program, then play in rest of DECATH tape. When all in put your Tape in recorder, set to record, then press C key and two Headerless-Files will be Saved to a TAPE with a 3 sec pause between them. When Save completed the Spectrum will NEW Transfer the Files to Microdrive as follows:

- Make up TWO False Headers for Bytes. First to be 4000 Byte & second for 37704 Bytes.
- Load the first False Header by; LOAD "" CODE 16384 then play in first File. (Which will Load onto screen), Save to m/d by;  
SAVE\*"m";1;"DECATH1" CODE 16384,4000
- Load second False Header by; CLEAR 27295: LOAD "" CODE 27296 Play in the second File. When Loaded Save to Microdrive by;  
SAVE\*"m";1;"DECATH2" CODE 27296,37704
- Clear Spectrum by RUN USR 0 then type in this Loader;  
10 LOAD\*"m";1;"DECATH2" CODE 27296;  
LOAD "m";1;"DECATH1" CODE 16384  
20 DATA 17,0,91,33,0,64,1,160,15,237,176,195,0,91  
30 FOR J=65000 TO 65013: READ A: POKE J,A: NEXT J  
40 RANDOMIZE USR 65000  
Save to Microdrive by; SAVE\*"m";1;"DECATH" LINE 10

BEACH HEAD (Requires False Header of 847 Bytes)

- Load FALSE Header by; CLS ~~≠~~: LOAD "" then play in BEACH tape AFTER the first Header. Basic will Load but not RUN.
- Enter POKE 24659,251: POKE 24660,207: RANDOMIZE USR 24608 (Ignore the Error message which occurs).
- Enter CLEAR 50857: NEW (and press Enter key).
- Type in the following program:  
10 DATA 205,142,2,123,230,63,254,15,32,246,221,33,160,96,17,90,159,62,255,205,194,4,195,0,0: FOR J=51281 TO 51305  
20 READ A: POKE J,A: NEXT J: RANDOMIZE USR 51232
- RUN above program, then play in rest of BEACH tape. When all in,put Blank tape in recorder, set to record, then press C key and one long Headerless-File will be Saved to TAPE. When Save completed the Spectrum will NEW.

Transfer the File to Microdrive as follows:

- Make up a False Header for Bytes, 40794 long.
- Load this False Header by; CLEAR 24735: LOAD "" CODE 24736 then play in the File. When Loaded, save to Microdrive by;  
SAVE\*"m";1;"BEACHc" CODE 24736,40794
- Clear Spectrum by RUN USR 0 then type in this Loader;  
10 CLEAR 24735: LOAD\*"m";1;"BEACHc" CODE 24736  
20 RANDOMIZE USR 32768  
Save to Microdrive by; SAVE\*"m";1;"BEACH" LINE 10

GHOST BUSTERS (Requires False Header of 1037 Bytes)

NOTE: There are TWO versions of this game. This routine will ONLY work on the version with the Basic section 1037 Bytes long. At present I have not seen the other version, but hopefully info on this will appear in later issue.

- Load False Header by; CLS ~~≠~~: LOAD "" then play in GHOST tape after first Header. It will Load but not RUN the Basic.
- Enter POKE 24836,251: POKE 24837,51: POKE 24838,51:  
POKE 24839,201: RANDOMIZE USR 24789  
(ignore any error messages).
- Enter POKE 56467,251: POKE 56468,201: RANDOMIZE USR 56444
- Play in rest of GHOST tape. When all Loaded Save to a TAPE by  
SAVE "GHOST" 23296,32768

Complete checks on this game wasn't possible as I couldn't Load the two GHOST tapes I tried and only managed to test out routine using a colleagues system. Length of program without Screen is only 32768 Bytes and therefore is simply Loaded into high memory then block moved down and Jumps to start. (Jumps to 33536).

Transfer the GHOST tape just made by;

LOAD "" CODE 30000: SAVE\*"m";1;"GHOSTc" CODE 30000,32768

Type in this Basic loader & save by; SAVE\*"m";1;"GHOST" LINE 10  
10 LOAD\*"m";1;"GHOSTc" CODE 30000  
20 DATA 33,48,117,17,0,128,1,0,128,237,176,195,0,131  
30 FOR J=65368 TO 65381: READ A: POKE J,A: NEXT J  
40 RANDOMIZE USR 65368

SHERLOCK TO MICRODRIVE

This method submitted by John Ashplant of Enfield, Middx. Special thanks to Phil Mitchell (author of Hobbit & Sherlock) and Dr Ian Logan (and Melbourne House). They contributed the essential info that this game only really needs the final Block called "p" and supplied the "Randomize" value to start the game. Knowing this I was able to split program into three parts ready to go onto m/d.

1. Load "p" by; LOAD "p" CODE 16384. This will Load onto screen area. Stop tape when colours start to appear, then Save to m/d by; SAVE\*"m";1;"SHERLOCK3" CODE 16384,4000
2. Enter CLEAR 27935: LOAD "p" CODE 27936 then again play in "p" When Loaded, Save by; SAVE\*"m";1;"SHERLOCK2" CODE 31936,33600
3. Enter CLEAR 44319: LOAD "p" CODE 44320 then again play in "p" Because we are Loading so high in memory the LAST 4000 Bytes will have cycled round and will appear on the screen. When all Loaded, Save by; SAVE\*"m";1;"SHERLOCK3" CODE 16384,4000
4. Basic Loader is as follows:

```
10 CLEAR 27935
20 LOAD*"m";1;"SHERLOCK3" CODE 61536
30 LOAD*"m";1;"SHERLOCK2" CODE 27936
40 LOAD*"m";1;"SHERLOCK1" CODE 16384
50 DATA 49,127,93,33,0,64,17,128,93,1,160,15,237,176,195,64,160
60 FOR J=23296 TO 23312: READ A: POKE J,A: RANDOMIZE USR 23296
```

Save to microdrive by; SAVE\*"m";1;"SHERLOCK" LINE 10

NOTE: We have to CLEAR 27935 in line 10 since Block 2 goes right up to very top of memory. This has to be changed to 23935 before game can be Ran. (The first three DATA values do this by setting Stack Pointer at 23935, then Block moves "screen" to 23936). The Basic area gets overwritten, but as we've POKed the DATA into the Printer Buffer it is safe. The last three numbers in the DATA statement are 195,64,160, this is JUMP 41024....starts the game. Initially I had combined the SHERLOCK2 & SHERLOCK3 together and hoped it would result in program Loading faster. In fact it took longer to Load.

CAVELON TO MICRODRIVE

S.WATTS of Wickford, Essex studied this game and discovered that the various parts are really four Headerless-File with a Loader in a REM in Basic section. Only the last File is required.

1. Make a False Header for Machine Code of 27000 Bytes.
2. Load False Header by;LOAD "" CODE 30800 then play in the last Headerless-File of the game. When all Loaded, save by; SAVE\*"m";1;"CAVELONc" CODE 30800,27000
3. Basic Loader is:
 

```
10 LOAD*"m";1;"CAVELONc" CODE 30800: RANDOMIZE USR 38122
```

VIDEO POOL TO MICRODRIVE

CHRIS SMITH of Tottenham, recommends this Pool program as being the best available. His method to transfer to m/d is as follows:

1. STOP the initial Basic by Loading it by; CLS ≠ : MERGE ""
2. Add a line 25 thus; 25 POKE 61485,0: POKE 61486,207
3. Press RUN then Enter and the POKES in line 25 ensure program Loads but stops with error message, "HOOK CODE ERROR"
4. Save to Microdrive by; SAVE\*"m";1;"VPOOLc" CODE 32768,25000
5. Clear Spectrum by RUN USR 0 then enter the following Loader:
 

```
10 LOAD*"m";1;"VPOOLc" CODE 32768
20 RANDOMIZE USR 32768
```

 Save this to Microdrive by; SAVE\*"m";1;"VPOOL" LINE 10

SUGGESTIONS FOR 48K PROGRAM STOPPING (Inc BRIDGEPLAYER II )

Several members have requested method to transfer this program. There are at least 3 versions of Bridgeplayer and I do not have this particular (latest) version. Since this program is in Basic but saved as Bytes, the method which usually STOPS such is to Load it under Machine-Code control but say length is TWO Bytes

SHORTER than it really is. (Could use FALSE maker from MDX7 for this). Load this False Header into CORRECT location then play in program to be stopped AFTER its Header. In most cases the STOPped program is a Basic program still too long to put on Microdrive. Shorten it by VALing all numbers. There is a utility program called SUPERCODE II which includes a routine called COMPRESS. It VALs numbers for you at high speed but unfortunately it is NOT error free. (I will make & print such a program in a later issue) Each VAL saves 3 Bytes and it would take time to VAL all listing Save to a TAPE at this point for safety. Most likely they'll be Machine-Code in REM statements so reclaiming Map is necessary. Bridgeplayer uses "ON ERROR/BREAK" routine to jump to line 9999 so put "Reclaim" in a new line directly after a line which ends with a RETURN. This new line to contain the Reclaim and end with a GO TO 9999. If you used, say, line 7452, then would Save by;

```
SAVE*"m";1;"BRIDGE" LINE 7452
```

If you manage to transfer BRIDGEPLAYER II please let me know.

STARTING MACHINE-CODE VIA ERR-SP

RANDOMIZE USR value in some games is rather difficult to find as there doesn't appear to be one! One method; used in latest games is to "point" the System Variable ERR-SP to the "JUMP" address if an Error. Prior to this, the locations 3 Bytes below RAMTOP are set to address of the Machine-Code to be ran. Try this test:

```
10 CLEAR 65535: DATA 62,65,215,62,66,215,201
20 FOR J=30000 TO 30006: READ A: POKE J,A: NEXT J
30 RANDOMIZE USR 30000: PAUSE 0
```

This will print AB on bottom of video. The PAUSE 0 is to ensure the usual O.K. message doesn't immediately wipe it out. Now to change program to make ERR-SP action RUN the Machine-Code SNAG. We will NOT be able to return to Basic after it starts the Machine-Code RUNNING. (Wouldn't matter in a game).

Delete line 30 and insert;

```
30 POKE 65532,48: POKE 65533,117 ←Set 65532/2=30000
40 POKE 23613,252: POKE 23614,255 ←Set 23613/4=65532
```

RUN program, and again AB is printed, but Spectrum locks-up. Incidentally, if end of DATA line was changed to be a 207, Spectrum still locks-up, but would print AB continuously all over screen. The actual method used in games would be similar to below:

```
1 CLEAR 65535           | Set RAMTOP
2 POKE 65532,x: POKE 65533,y | Set RAMTOP-3=Start M/C
3 POKE 23613,252: POKE 23614,255 | Set 23613/4=RAMTOP-3
4 REM 0000000           | Poke the m/code into this line
```

To make program as awkward as possible, line numbers are POKed to be 0, program made unMERGEable and false info made to appear on the screen if you do "reveal" them. Extra PEEKs would also be included to allow for an Interface 1 moving up Basic Start point Full info on making unMERGEable and "false Basic" in next issue.

POKE 23613,PEEK 23730-5 will Disable Break key in Basic programs

DRAW command gives weird effect if high third parameter used. Try 10 PLOT 125,50: DRAW 50,50,399. Try also 750, etc, etc.

TRANSFORM supply a plastic box with partitions for holding upto 20 Microdrive cartridges. Phone them on 089-283 4783 & give your credit card number. Box will arrive next morning. (£5.95 each).

In next issue: ALIEN 8 to Microdrive. (J.R.WALKER has done it yet again). Further notes on Hiding programs & cracking the "Pulsers"

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