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NIGHTSHADE is the latest game by Ultimate. It appears to be the usual "rip-off" of Alien 8, Knight-Lore and Underwulde, this time in a haunted house. Obviously Ultimate have a series of sub-routines and string them together for each game with a few extra baddies thrown in. A good system but all games begin to look the same! Ultimate have dropped Speedlock as too many are unloadable

Due to methods used in latest pulsing programs it isn't possible to use a RANDOMIZEUSR to restart the Basic after the POKES. The method of Stopping the Basic with a False Header, entering a few POKES then restarting the Basic by GO TO 0 is reliable ONLY if you are NOT in Microdrive mode. (Some Spectrums aren't fussy but I suspect that most are). This is reason that ALIEN 8 crashed on entering GO TO 0. To transfer ALIEN 8 to Microdrive, using method in MDX12, first do a RUNUSR:0. Load the False Header by LOAD "" Subtract 58 from ALL of the 21 addresses to be POKEd. Therefore POKE 24831,123 becomes 23773,123. Now the GO TO 0 will work.

DARKSTAR TRANSFER by J.S.CROY of Scotland

Another of the very difficult programs to crack. J.S.C. uses the method of diverting the program to 65500 instead of starting and prior to this sticks a "saver" program into 65500.

1. Make up THREE False Headers. One for a Basic of 663 Bytes, one for Bytes 3000 long and one for Bytes 41222 long.
2. Enter RUNUSR 0 to Reset Spectrum and ensure not in m/d mode.
3. Type in this program:
 

```
10 CLEAR 65499
20 DATA 62,191,219,254,31,56,249,221,33,0,91,17,6,161,62,255,
205,194,4,195,0,0
30 FOR X=65500 TO 65522: READ A: POKE X,A: NEXT X: NEW
```

 RUN this and it puts Bytes at top of memory then Resets Spectrum
4. Load the Basic False Header by; LOAD "" then play in the Basic of DARKSTAR after its Header.
5. Enter POKE 23994,220: POKE 23995,255 then enter GO TO 0 and play in the rest of DARKSTAR tape.
6. Put a blank tape in recorder, set to record, then press ENTER and a Headerless-File of 41222 Bytes will be Saved to tape & when Save completed the Spectrum will automatically Reset.
7. Play in the first Bytes False Header by; LOAD "" CODE 30000 then play in saved Headerless-File. Error message will appear after the first 3000 Bytes have Loaded in. Save these 3000 to Microdrive by; SAVE\*"m";1;"DARKSTAR2" CODE 30000,3000
8. Reset Spectrum by RUNUSR 0 then play in second Bytes False-Header by; CLEAR 24299: LOAD "" CODE 24300 then again play in the Headerless-File. ALL of it will Load. When Loaded,save all except first 3000 Bytes by entering;
 

```
CLEAR 27299: SAVE*"m";1;"DARKSTAR1" CODE 27300,38222
```
10. Save this Basic to m/drive by; SAVE\*"m";1;"DARKSTAR" LINE 10
 

```
10 CLEAR 27295: LOAD *"m";1;"DARKSTAR1" CODE 27296
20 LOAD*"m";1;"DARKSTAR2" CODE 16384
30 DATA 49,0,91,33,0,64,17,0,91,1,184,11,237,176,195,137,109
40 FOR X=20000 TO 20016: READ A: POKE X,A: NEXT X
50 RANDOMIZEUSR 20000
```

GLASS TRANSFER by S.J.Nutting of Histon,Cambridge

1. Make a False Header for Basic of length 532 Bytes.
2. Enter RUNUSR 0. Load in this False Header by LOAD "" then play in the first Basic of GLASS after its Header.
3. Enter: POKE 23801,207: POKE 23802,255: GO TO 2 then play in second part of the GLASS program which after it has Loaded will give a "Hook Code Error"

4. Press NEW then Enter key.
5. Type in this short program:
 

```
10 FOR A=25000 TO 25015: READ N: POKE A,N: NEXT A
20 DATA 207,27,62,255,221,33,0,64,17,0,27,205,194,4,207,255
30 POKE 64941,168: POKE 64942,97
40 RANDOMIZE USR 64600
```
6. RUN the above program and Play in rest of GLASS tape. (Message "Searching" will appear whilst it is Loading) When loading check by listening to loading noise, and load in 0A part of tape. (Note: No loading lines on the Border are produced when program is loading in).
7. Press a Key and a Headerless File will be saved out to a Tape
8. Save main part by; SAVE\*"m";1;"GLASS2" CODE 28554,35922
9. CLEAR Spectrum. Make a False Header for Machine-Code of 6912 Bytes. Load this by;
 

```
LOAD "" CODE 16384: SAVE*"m";1;"GLASS1" CODE 16384,6912
```

 Then play in the Headerless-File previously Saved. This will Load in then transfer to the Microdrive.
10. Basic loader for this game is;
 

```
10 LOAD*"m";1;"GLASS1" CODE 16384
20 LOAD *"m";1;"GLASS2" CODE 28554
30 RANDOMIZE USR 44520
```

KOMPLEX TRANSFER by Martin Dolphin of Fulwood, Preston

First stage is to make program Load but not RUN by adding in a few POKES. Next stage is to split program into two Blocks, then finally a Loader to bring them together after Loading.

1. Position your KOMPLEX tape to be just after the Basic Loader (I.E. just before the SCREEN\$ part).
2. Type in program on right and RUN it. Play in Screen and rest of KOMPLEX tape till it Stops.
 

```
10 CLEAR 24188: LOAD "" CODE
20 POKE 64095,0: POKE 64096,0:
POKE 64097,0: POKE 64129,201
30 RANDOMIZE USR 64080
```
3. Save to Microdrive by;
 

```
CLEAR 28000: SAVE*"m";1;"KOMPLEX1" CODE 28190,37346
```
4. Enter RUN USR 0 (or press RESET) to CLEAR Spectrum.
5. Make a False Header for Machine-Code of 41346 Bytes. Position KOMPLEX tape to be just past the Header for the main code block (the Header on the original tape holds false info).
6. Load the False Header you made by; LOAD "" CODE 16384 then play in KOMPLEX tape; STOP TAPE IMMEDIATELY COLOURED BLOCKS start to appear, then Save first 4000 Bytes by entering;
 

```
SAVE*"m";1;"KOMPLEX2" CODE 16384,4000
```
7. Type in this Basic Loader program:
 

```
10 CLEAR 25000: LOAD*"m";1;"KOMPLEX1" CODE 28190
20 LOAD*"m";1;"KOMPLEX2" CODE 16384
30 POKE 23730,125: POKE 23731,94
40 DATA 33,0,64,17,126,94,1,160,15,237,176,195,96,133
50 FOR X=23296 TO 23309: READ Z: POKE X,Z: NEXT X
60 RANDOMIZE USR 23296
```

Save to Microdrive by; SAVE\*"m";1;"KOMPLEX" LINE 10  
 The POKES in line 30 Reset the RAMTOP to 24189 without clearing the screen. (Line 40 moves "screen" 4000 Bytes to 24190 onwards)  
 The last 3 DATA numbers are a Jump to 34144 which starts game.

DOOMDARK'S REVENGE TRANSFER by K.R.Walker of Birmingham

This game is extremely fiendish in construction. K.R.W. says the programs uses loops to change the hidden Machine-Code four times and loads the whole of free memory with 0's to make it difficult to use a monitor program on it. Main Code then looks like single Block but is actually two. AND among other things it does a full screen check after Loading. Transfer routine was submitted some time ago but I was worried about the length. However, it is now printed by popular request of several members. To avoid errors the Listings are direct photo-copies of the print-out submitted.

Enter each Basic program & Save to Microdrive with the names stated as we'll refer to these later. Save them WITHOUT an autorun as they are MERGED later.

Make a False Header for a Machine-Code of 38781 Bytes. (Save this on a C12 tape as we put a program on later).

Now we are ready to start.

1. LOAD\*"m";1;"DOOM SPEED"  
MERGE\*"m";1;"DOOM LOAD1"
2. Wind master tape to the start of main code, I.E. the Screen. Play in tape until STOP Statement. Save to Microdrive by;  
SAVE\*"m";1;"DOOMDARK1" CODE 16384,3000
3. Rewind tape to start of main code again.  
MERGE\*"m";1;"DOOMLOAD2"  
Play in tape again until STOP statement. Save to Microdrive by;  
SAVE\*"m";1;"DOOMDARK2" CODE 23296,256
4. Again rewind tape to the start of main code.  
MERGE\*"m";1;"DOOMDARK3"  
Play in tape until all in.
5. Place the tape with the False Header on it in the recorder (with tape set to be just after the "Header" Set to record, then press CAP SHIFT to Save out at normal speed. When Save completed, Spectrum will NEW itself.
5. Enter CLEAR 26000 then Load the tape just made by LOAD "" CODE  
When it has Loaded an Error message may occur, ignore it. Save to M/D by;  
SAVE\*"m";1;"DOOMDARK3" CODE 26755,38781

The POKE 45346,0 bypasses the screen check from doing a Jump 0 (Reset) when Screen check fails.

```

10 REM "doom load3"
20 CLEAR 65535
99 REM Data to load main code.
100 RESTORE 120
110 FOR n=65024 TO 65048: READ
a: POKE n,a: NEXT n
120 DATA 62,255,17,148,28,221
130 DATA 33,0,0,205,25,254
140 DATA 17,53,163,221,33,203
150 DATA 90,205,104,254,195,186
160 DATA 254
2000 RESTORE 2020
2010 FOR n=65210 TO 65235: READ
a: POKE n,a: NEXT n
2020 DATA 243,1,254,254,237,120
2030 DATA 230,1,32,246,221,33
2040 DATA 131,102,17,62,151,62
2050 DATA 255,55,205,194,4,195
2060 DATA 0,0
3000 RANDOMIZE USR 65024

```

```

10 BORDER 0: PAPER 0: INK 0: C
LS
20 CLEAR 26000
30 LOAD #"";1;"doomdark 1"COD
E 16384
40 LOAD #"";1;"doomdark 2"COD
E 23296
50 LOAD #"";1;"doomdark 3"COD
E 26755
60 POKE 45346,0
70 FOR n=21000 TO 21016: READ
a: POKE n,a: NEXT n
80 DATA 49,202,92,17,203,92,33
,0,64,1,164,11,237,176,195,23,17
90 RANDOMIZE USR 21000

```

```

999 REM Doomdark Speed-load
1000 RESTORE 1020
1010 FOR n=65049 TO 65209: READ
a: POKE n,a: NEXT n
1020 DATA 20,8,21,243,62,15
1030 DATA 211,254,219,254,31,230
1040 DATA 32,246,2,79,191,192
1050 DATA 205,156,254,48,250,33
1060 DATA 21,4,16,254,43,124
1070 DATA 181,32,249,205,152,254
1080 DATA 48,235,6,156,205,152
1090 DATA 254,48,228,62,198,184
1100 DATA 48,224,36,32,241,6
1110 DATA 201,205,156,254,48,213
1120 DATA 120,254,212,48,244,205
1130 DATA 156,254,208,121,238,3
1140 DATA 79,38,0,6,225,24
1150 DATA 24,8,32,5,221,117
1160 DATA 0,24,10,203,17,173
1170 DATA 0,121,31,79,19,24
1180 DATA 2,221,35,27,8,6
1190 DATA 227,46,1,205,152,254
1200 DATA 208,62,237,184,203,21
1210 DATA 6,225,210,130,254,124
1220 DATA 173,103,122,179,32,209
1230 DATA 201,205,156,254,208,62
1240 DATA 11,61,32,253,167,4
1250 DATA 200,62,127,219,254,31
1260 DATA 0,169,230,32,40,243
1270 DATA 121,47,79,230,7,246
1280 DATA 8,211,254,55,201

```

```

10 REM "doom load1"
20 CLEAR 65535
99 REM Data to load 1st 3000
bytes to screen.
100 RESTORE 120
110 FOR n=65024 TO 65046: READ
a: POKE n,a: NEXT n
120 DATA 62,255,17,148,28,221
130 DATA 33,0,0,205,25,254
140 DATA 17,184,11,221,33,0
150 DATA 64,205,104,254,201
3000 RANDOMIZE USR 65024
3010 STOP

```

```

10 REM "doom load2"
20 CLEAR 65535
99 REM Data to load printer
buffer code.
100 RESTORE 120
110 FOR n=65024 TO 65036: READ
a: POKE n,a: NEXT n
120 DATA 62,255,17,255,27,221
130 DATA 33,0,64,205,25,254
140 DATA 201
3000 RANDOMIZE USR 65024
3010 STOP

```

Due to the length of machine code the Basic Loader needs to be as short as possible. For this reason ALL numbers have been VALEd. To reduce Loading time, the last three parts of this program have been POKEd in by this Basic Loader. As an extra, Martin has even found the infinite lives POKE. (He doesn't mess around. Games only been out about a few days and he's cracked it already). Line 35 if left as shown will do nothing. If infinite lives wanted, remove the REM Lives at start of line 35.

1. Load main code from tape by LOAD "0" CODE 24576
2. Save to microdrive by; SAVE\*"m";1;"NSc" CODE 24576, 34816
3. Type in the Basic Loader listing on the right.
4. Save it to microdrive by; SAVE\*"m";1;"NS" LINE 1

```

*
SE 1; "NIGHTSHADE loading"; INK 0
2; LOAD # "0"; 1; "NSc" CODE 30000
3; DATA VAL "33", VAL "46", VAL
"117", VAL "17", VAL "0", VAL "96"
VAL "1", VAL "0", VAL "136", VAL "2
37", VAL "176", VAL "201"; FOR x=V
AL "65009" TO VAL "65020": READ
z: POKE x,z: NEXT x: RANDOMIZE U
SR VAL "65009"
20 FOR i=1 TO 43: READ n: POKE
(20420+i),n: NEXT i
30 POKE VAL "23728", VAL "233":
POKE VAL "23672", VAL "55": POKE
VAL "23673", VAL "99"
35 REM Lives POKE VAL "53442",
VAL "0": POKE VAL "53443", VAL "1
2"
38 PRINT USR VAL "23424"
40 DATA VAL "243", VAL "237", VA
L "95", VAL "246", VAL "128", VAL "
237", VAL "79", VAL "17", VAL "0" V
AL "96", VAL "33", VAL "1", VAL "96
", VAL "1", VAL "0", VAL "66", VAL "
26", VAL "237"
50 DATA VAL "111", VAL "16", VAL
"19", VAL "19", VAL "35", VAL "35"
VAL "11", VAL "120", VAL "177", VA
L "32", VAL "243", VAL "35", VAL "0
" VAL "96", VAL "17", VAL "0", VAL
"94", VAL "1", VAL "0"
60 DATA VAL "136", VAL "237", VA
L "176", VAL "195", VAL "0", VAL "9
4"

```

#### SCROLLING PART OF SCREEN

This short routine SCROLLs bottom of screen whilst retaining the top part intact. Useful for demos, etc.

```

9000 DATA 6,s,205,0,14,201
9010 FOR X=50000 TO 50005
9020 READ A:POKE X,A:NEXT X
9030 STOP
9900 RANDOMIZE USR 50000
9910 RETURN

```

This Scrolls a number of lines counted from bottom of screen. Number of lines is set by s in the DATA statement. s can be any value between 1 and 24

A GO SUB 9900 would Scroll s numbers of lines at bottom of video

```

5 PRINT AT 10,10;"DEMO SCROLL"
10 FOR I=1 TO 100
20 PRINT AT 21,0;"This is SCROLL"
30 PAUSE 50
40 GO SUB 9900
50 NEXT I: STOP

```

Try this Demo program with lines 9000-9910 tagged onto the end. Set s in line 9000 to be 10. Enter GO TO 9000 to set-up the Machine-Code. Enter RUN to start program.

#### CLEARING PART OF SCREEN

Similar to SCROLL method above except this time we jump to a sub routine in ROM called CL-LINE. This clears a number of lines from bottom of screen, number cleared is set by value in c (1 to 24). Simply alter line 9000 to be: 9000 DATA 6,c,205,68,14,201

Interesting effects can be obtained by combining both routines. C.D.STEIJL of South Africa informs members that ZX-COMPUTING printed an article about Control Codes for the Brother EP44 in the April/May issue. BUT, with knowing the Codes he's sent it is impossible to use this info.

Superscript ON	27 68
Superscript OFF	27 85
Subscript ON	27 85
Subscript OFF	27 68
Underline ON	27 69
Underline OFF	27 82

The CODE setting must be on T/W or they will not work.

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