

Editor: G.A.BOBKER of ZX-GUARANTEED

New LERM 8 tape copier is now available. It includes a DEPULSER which has messages such as PRESS ENTER AND LOAD NORMAL FILE, and CONVERSION COMPLETE after the Basic has been modified. Received a letter from a person saying my 007 DEPULSER was a copy of the LERM tape? Albeit that my DEPULSER has been available for some considerable time BEFORE the LERM people decided to catch-up. Notice is hereby given that ALL ZX-GUARANTEED products are fully copyrighted. If you want the ORIGINAL DEPULSER you know who supplies it. (Whilst I do NOT expect LERM tape to be a copy of the 007-DEPULSER, this will be fully checked by the writer. Can I presume it is an indication of just how good 007-DEPULSER is?)

SPECTRUM 128K will NOT run all the Spectrum 48K games/programs. I have at last located a local person with a 128K Spectrum and I hope to try a few experiments to check if possible to derive a suitable method to make them work. I do know that hardware transferrers do work on the 48K mode. Games which will not run even on the 48K mode, such as ELITE, WILL work if they've been transferred previously using an Interface 007 on a 48K Spectrum.

WAFADRIVES now being sold off at £49.95. Altho' hopelessly slow compared to a microdrive, and NOT more reliable, they do contain a built-in Centronic Printer Port. Older Wafadrives would not work with a Kempston Joystick port. New ones do, and older Wafadrives can be sent to Rotronics to be updated (for about £5).

AMSTRAD BUYS SINCLAIR. Whilst this is unlikely to have any real effect on the Spectrum (other than the now known fact that it is holding-up Spectrums sent to Sinclairs to be repaired). It is to be hoped that Amstrad may eventually bring out a new Computer based on the Sinclair Basic which is far easier to use than the Amstrad's steam age Locomotive Basic.

#### GUNFRIGHT TRANSFER by A.J.GLEDHILL of BARNSELY

This game has 9 parts of Code. ONLY part "0" and "1" is required Part "0" is reduced in size as last 2K is all zeros. Part "1" is moved onto to screen as it is fully relocatable. Basic Loader is all "VAled" to save Bytes as main Block is a bit low in memory.

1. Enter LOAD "0" CODE: SAVE\*"m";1;"GUNc" CODE 24576,30949 then play in tape. Part "0" will load and transfer to Microdrive. Stop the tape as soon as Microdrive starts Saving.
  2. Load next part by LOAD "1" CODE 16384
  3. Save to Microdrive by; SAVE\*"m";1;"GUNx" CODE 16384,40
  4. Type in this Basic Loader;
 

```
10 LOAD*"m";PI/PI;"GUNc" CODE VAL "24576"
20 LOAD*"m";PI/PI;"GUNx" CODE VAL "16384"
30 POKE VAL "23728", VAL "233": POKE VAL "23672", VAL "52":
   POKE VAL "23673",VAL "86"
40 RANDOMIZE USR VAL "16384"
```
- Save this to Microdrive by; SAVE\*"m";1;"GUN" LINE 10

#### STEVE DAVIS SNOOKER TRANSFER by F.ROBERTS,BFPO 140

F.Roberts states that altho' not a very realistic simulation, it still rates as the best snooker game available.

1. MERGE in first Basic on the tape then change the last part of line 350 to be LOAD\*"m";1;"SNOOKER2"CODE then Save to m/d by;
 

```
SAVE*"m";1;"SNOOKER1" LINE 45
```
  2. Reset Spectrum by RUN USR 0.
- The next part called "SCODE" is 100 Bytes long and contains a

Load/Save routine used in development of the game. The only part required is the machine-code which Loads the File which follows this "SCODE" immediately without any break.

3. Enter CLEAR 45000: LOAD "SCODE" CODE then play in more of the tape. STOP tape immediately O.K. appears at bottom of screen. Rewind the tape BY HAND very slightly to get to start of the Headerless part.

4. Next we move 13 Bytes at present in 47613 onwards, down to the Printer Buffer at 23296 by entering as direct command;

FOR N=1 TO 13:POKE(23295+N),PEEK(47612+N): NEXT N:POKE 23309,201

5. Enter RANDOMIZE USR 23296 then play in the Headerless part.

6. Save to M-drive by; SAVE\*"m";1;"SNOOKER2" CODE 45056,13312

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F. Roberts points out that the Headerless part actually Loads in to 45056 & is 13312 Bytes long and could in this game be Loaded by the usual method of making a "False Header". This method will only work when the Headerless Loader Loads the A register with a 255. Using the actual Loader built into a game would allow for any value in the A register (and is more fun to do this way), so get out your Dissassembler and "look" at "SCODE" Bytes.

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SIR LANCELOT TRANSFER by STEVAN ROBATHAN of B'HAM  
(POKES sent in by PETER HARRIS of KINGSWINFORD, W. MID)

Follow these instructions carefully as only the end part needed.

1. Type in the following program:

```
10 DATA 17,0,27,221,33,248,167,55,62,255,205,86,5,221,33,144,  
130,17,128,36,62,103,55,205,86,5,201
```

```
20 FOR X=65000 TO 65026: READ A: POKE X,A: NEXT X
```

```
30 PAUSE 1: PAUSE 0: RANDOMIZE USR 65000
```

Note the PAUSE 0 is to ensure program waits for a key to be pressed. Therefore to ensure no accidental action too soon, RUN this program by jabbing quickly the RUN then the ENTER key. Video will go blank. DO NOT PRESS ANY OTHER KEYS UNTIL CORRECT TIME.

2. Play in the LANCELOT tape by Noise 1.....BASIC HEADER  
just putting it in player and Noise 2.....BASIC BLOCK  
pressing Play on tape machine. Noise 3.....BYTES HEADER  
LISTEN to the sound from the Noise 4.....BYTES BLOCK  
Spectrum speaker. This will be Noise 5.....HEADERLESS BLOCK  
as listed on the right. Press Noise 6.....FALSE HEADER  
Enter key IMMEDIATELY after 6. \*\*\* PRESS A KEY NOW \*\*\*

3. To remove jingle and give Infinite Lives enter these POKES:

```
POKE 33872,0: POKE 33873,0: POKE 33874,0: POKE 33892,0:
```

```
POKE 33893,0: POKE 33894,0: POKE 36588,0: POKE 36589,0:
```

```
POKE 36590,0: POKE 34354,0
```

4. Save to microdrive by; SAVE\*"m";1;"LANCE\$" CODE 40000,6912  
SAVE\*"m";1;"LANCEc" CODE 33424,9344

5. RESET Spectrum by RUN USR 0 then enter this Loader program;

```
10 LOAD*"m";1;"LANCE$" CODE 16384
```

```
20 LOAD*"m";1;"LANCEc" CODE 33424
```

```
30 DATA 33,144,130,17,128,91,1,128,36,237,176,243,195,8,92
```

```
40 FOR X=65000 TO 65014: READ A: POKE X,A: NEXT X: LET X=USR 65000
```

6. Save to microdrive by; SAVE\*"m";1;"LANCE" LINE 10

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STARQUAKE TRANSFER by A.J.GLEDHILL of BARNSELY

To avoid problem of even the short Loading Basic getting in the way, A.J.G's method is to POKE the DATA into memory, then remove the Basic. The DATA will still be there, and can be activated by a RANDOMIZE USR as usual. This program starts at 23552 and therefore program is initially Loaded higher in memory, then later is Block moved down. (Sounds easy if you say it fast):

1. Type in the following;

```

10 DATA 221,33,0,64,17,0,192,55,62,255,205,86,5,201
20 FOR X=23296 TO 23309: READ A: POKE X,A: NEXT X
2. RUN above program, then delete it line at a time. Do NOT do a
   NEW as this would destroy the DATA POKED in.
3. Enter CLEAR 24100: RANDOMIZE USR 23296 then play in the
   long Headerless-File of STARQUAKE. When all loaded, message
   NONSENSE IN BASIC will appear. Ignore it.
4. Save a small part to a TAPE by; SAVE "STAR2" CODE 23552,2448
5. Save next part to MICRODRIVE by entering;
   CLEAR 25999: SAVE*"m";1;"STAR1" CODE 26000,39534
6. Enter RUN USR 0
7. Load tape you saved by; LOAD "" CODE 16384
8. Save to Microdrive by; SAVE*"m";1;"CODE 16384,2448
9. Type in this Basic Loader;
   10 CLEAR 25999
   20 DATA 33,0,64,17,0,192,1,144,9,237,176,195,36,94
   30 FOR X=65009 TO 65022: READ A: POKE X,A: NEXT X
   40 RANDOMIZE USR 65009
Save this to Microdrive by; SAVE*"m";1;"STAR" LINE 10

```

#### JUMPING JACK TRANSFER

By D.SARENS of EALING,LONDON & J.G.JOHNSON of AUCHERTOOL,FIFE

Only the Headerless-File part is required. Either make a False Header for machine-code of length 8823, then load into 30000 or type in then RUN this Loader;

```

10 DATA 221,33,48,117,17,124,34,62,255,55,205,86,5,201
20 FOR X=23300 TO 23313: READ A: POKE X,A: NEXT X
30 RANDOMIZE USR 23300
1. Play in the Headerless-File of JACK.
   If you want Infinite Lives, then before proceeding enter;
   POKE 36140,0: POKE 36144,0: POKE 36145,0: POKE 36146,24
2. Save to Microdrive by; SAVE*"m";1;"JACKc" CODE 30000,8823
3. Type in this loader;
   10 LOAD*"m";1;"JACKc" CODE 30000
   20 DATA 33,48,117,17,142,93,1,119,34,237,176,195,66,111
   30 FOR X=23296 TO 23309: READ A: POKE X,A: NEXT X
   40 RANDOMIZE USR 23296
Save to Microdrive by; SAVE*"m";1;"JACK" LINE 10

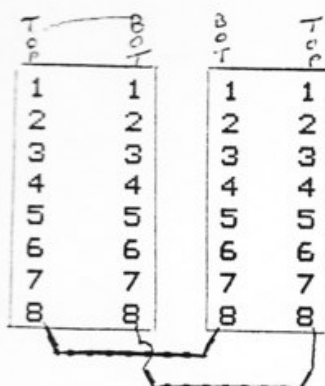
```

#### ERASE ROUTINE

<pre> 10 CLS: GO SUB 200: CAT 1 20 INPUT "TITLE? ";A\$ 30 IF A\$="1" THEN GO TO 100 40 IF A\$="s" THEN STOP 50 INPUT "NUMBER OF PARTS ";A 60 ERASE "m";1;A\$ 70 FOR X=1 TO A 80 PRINT AT 20,12;"ERASING ";A\$+STR\$ X 90 ERASE "m";1;A\$+STR\$ X 100 NEXT X: RUN 110 INPUT "NAME OF SECTION ";A\$ 120 ERASE "m";1;A\$ 130 RUN 200 PRINT TAB 10; "ERASER" 210 PRINT TAB 8; "(1=ONE PART S=STOP)" 220 RETURN </pre>	<p>Games transferred with Hardware devices will save in several parts with a number after each part, except for first part. This program makes it easy to ERASE a complete game in one go. Program assumes the number is directly after the title. For Interface 3 add a line to pad out name to be 8 characters, thus;</p> <pre> 45 IF LEN A\$ &lt; 8 THEN LET A\$=A\$+" ":GO TO 45 </pre>
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RUN program and it does a CAT to list programs on the cartridge. Enter title and number of parts, or enter 1 if only one section to be ERASEd. To enhance appearance, the wording in line 200 can be in INVERSE characters.





# MAKING A NEW MICRODRIVE CABLE

The short cable between Interface 1 and the Microdrive is very often a cause of problems as it has crimped and NOT soldered connections. Faulty cable usually causes Microdrive to run on its own and/or not stop. To make new cable, you'll need TWO cut down edge connectors as it is essential to ensure a locating peg fitted to each connector. Note that the pins from top row goes to bottom of other connector. If you are considering mounting a Microdrive inside

or on top of a large keyboard, most likely you'd connect cable to right-hand side of the Microdrive; if so then must connect cable pins top to top and bottom to bottom. Mixing up top and bottom will prevent microdrive from working, but doesn't appear to cause harm.

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JOHN BALLARD of STOKE-NEWINGTON, supplies this info on his new GLP II Printer with dual interface and tractor feed costing £145 from WATFORD ELECTRONICS, 250 High St, Watford. (Tel 0923 37774)

INTERFACE 1	PRINTER	It is twice the speed of the Brothers
7	7	M1009 and has NLQ option (Near Letter
3	3	Quality). It does anything the Epsom
4	20	printer can. Connections required (For
		RS232) shown.

-----  
STEVEN ROBATHAN sent in the following useful tips:

To prevent a program name from appear on a screen picture, enter POKE 23570,16 before Loading in the parts after the screen.

JASONS GEM, Mastertronics...Enter W A S & you'll get a Beep and then Infinite Lives.

Steven has the Interface 007 and has a good method of finding the USR CALL, Start & Length of "Pulse" blocks. If you require help on this write to him (enclosing an SAE):

Steven Robathan. 129 Ash Road, Saltley, Birmingham. BB 1DR

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N.P.BATT of SEVENDAKS, has a 1985 version of CHUKIE-EGG2 and it is NOT a Headerless-File! Transferred it by removing the first 8386 Bytes then saving the Bytes left, from 24770, length 40238. The POKE 35453,0 didn't work for Infinite Lives. Anyone know the correct POKE for this version?

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Later versions of Fuller keyboards give problems with TASWORD II (Tends to lock-up). Anyone know of a simple cure for this, other than simply NOT connecting power to the keyboard?

\*\*\*\*\*  
\* SPECIAL LIMITED OFFER TO MEMBERS \*  
\*-----\*  
\* Interface 007 at reduced price. These had been the prototypes, \*  
\* but have been repaired/updated to be as latest type. Supplied \*  
\* GUARANTEED working and mostly looking brand new. Two types: \*  
\* (The uncased, cheaper version is better for Disc use as the \*  
\* joystick port on other version couldn't be used with Discs); \*  
\* Uncased version, without joystick port.....£25. \*  
\* Cased version with built-in joystick port...£30. \*  
\* U.K./Ireland Post Free. BFPO/Europe +£2 Elsewhere +£4 \*  
\* If for Wafadrive or Discs, please request details first \*  
\*\*\*\*\*

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