

Editor: G.A.BOBKER of ZX-GUARANTEED

AMSTRAD plans to bring out a 256K version of the Spectrum. This is very likely to be based on the Amstrad's method of switching Blocks of 16K and if similar to present method Amstrad uses, it will mean the extra memory is virtually unusable except by CPM (business programs). End result is YOU pay for this extra memory and you simply CANNOT use as is the case with Amstrad's 6128. If your interest is in using CPM, then the MEMOTECH computer which uses 5.5" Discs is better as "public domain" CPM programs are easily obtainable (Amstrad uses 3" non-standard discs").

Associated with the above is the statement that software houses have cancelled plans to write or modify games & programs for the Spectrum 128 as it is just not selling.....hence the reason ZX-GUARANTEED has NO plans for anything for it. Sorry, but only high selling computers can be supported.

SAMANTHA FOX STRIP-TEASE. Doesn't completely strip and doesn't tease. Guaranteed not to make you go blind. This badly written game is trading on the title. It is very slow to respond as it is Basic pretending to be machine-code. It plays a weird game and doesn't use standard Poker language. (Also it cheats). If you want a good strip poker game, get the older original version.

TAU CETI TRANSFER by S.J.NUTTING of HISTON, CAMBRIDGE

This program has a short Basic Loader which loads in a machine-code 23400,200 of which only a small part is used to load in the main machine-code loader of 200 Bytes into location 60416. The real part of the game is the last Headerless-File which loads normally into 16416 and is 49120 Bytes long. The program has been Saved on the tape in a peculiar manner and cannot be loaded by the normal methods...hence the rather long Data statement.

1. Enter this loader program:
 

```

10 CLEAR 65535: FOR A=61000 TO 61077: READ N: POKE A,N: NEXT A
20 DATA 221,33,0,236,17,200,0,62,35,55,205,86,5,48,241,33,32,
37,34,5,236,62,201,50,16,236
30 DATA 243,205,3,236,33,116,238,17,0,64,1,34,0,237,176,195,0,
64,49,104,66,33,0,67,17,0,209,1,0,2,237,176
40 DATA 33,255,228,17,255,255,1,0,162,237,184,33,104,97,34,178,
92,195,183,17
50 RUN USR 61000
      
```
2. RUN the above then play in TAU CETI tape from the very beginning. When all Loaded in Spectrum will NEW but program is safely store above the RAMTOP this routine sets up.
3. Save to microdrive by; SAVE\*"m";1;"TAUc" CODE 23937,40600
4. Enter this Basic Loader for the game:
 

```

10 CLEAR 24936: LOAD "TAUc" CODE 24937: BORDER 0
20 CLEAR 24900: RUN USR 59392
      
```

 Save this to microdrive by; SAVE "TAU" LINE 10

S.J.NUTTING's routine printed above doesn't reveal the vast amount of work he put in to crack this extremely difficult loading method used in the game (I've previously spent hours trying to work out a transfer method). Major difficulty in looking at it's loader is the way it partly over-writes itself and produces a different Jump address to the false one that a straight Dissassembly gives. A full description of the machine-code in the Data statement was sent in, but is too long to print If you have a Dissassembler, then do look at the Data used.

## LEVEL 9 ADVENTURES TRANSFER

The routines below are based on methods sent in by TONY BRYNE of BOLTON, LANCS and JAMES G. JOHNSTON of AUCHERTOOL, FIFE

Six different Adventures can be transferred using the basic method outlined initially for COLOSSAL ADVENTURE. The original Basic is altered slightly, and the MOVDEL, printed previously, is added in to do the job of Block Moving the Bytes around and also to reclaim the 58 Bytes of Microdrive variables...this has to be used in the Level 9 games as it return back to Basic several times as part of the games action. For completeness, a ready calculated MOVDEL routine ready for MERGING into the Basics is reprinted here.

### COLOSSAL ADVENTURE

1. MERGE in the Basic of the game then delete line 5, which was the loader for code from tape. Enter a new line 1 thus;  
1 LOAD\*"m";1;"COL.C" CODE 30000
2. A new second and third line are added and are actually the MOVDEL routine to reclaim the microdrive Bytes and Block Move the machine-code of the game back to 24576.  
The new second and third lines should be;  
2 DATA 33,240,92,17,182,92,195,229,25: FOR X=65000 TO 65008:  
READ Z: POKE X,Z: NEXT X: RANDOMIZE USR 65000
- 3 DATA 33,48,117,17,0,96,1,72,113,237,176,201: FOR X=65000 TO 65011: READ X: POKE X,Z: NEXT X: LET X=USR 65000
3. Save modified Basic to Microdrive by; SAVE\*"m";1;"COL" LINE 1
4. Clear Spectrum by a NEW
5. Enter LOAD "" CODE 24576 then play in Code from your tape.
6. Save to microdrive by; SAVE\*"m";1;"COL.C" CODE 30000,29000

TONY BRYNE included ADVENTURE QUEST Transfer. Identical except for the name. Tony VAled all the numbers in the Basic to reduce number of Bytes. (May be necessary on some of the Level 9 games as some use fairly long Basics). The LOAD/SAVE of part played game is still to/from tape, but you could try altering all the LOAD/SAVE commands in the Basic to include \*"m";1;"

JAMES JOHNSTON also sent the following info on other Level 9's. DUNGEON ADVENTURE & QUEST ADVENTURE...Identical to COLOSSAL, just change the names.

LORD OF TIME has two Basic parts. Ignore the first one and MERGE in second Basic (called "time2") then proceed as for COLOSSAL. SNOWBALL has two Basics. Ignore first one. MERGE in second one & alter line 90 to load in the Code, then proceed as COLOSSAL, but ensure the MOVDEL action is AFTER the Loading of the Code part.

SUMMARY: MERGE in the Basic which is just before the Code part. Alter the LOAD "" CODE to load in the Code into 30000. Add in the MOVDEL (shown as lines 2 and 3 in COLOSSAL transfer). Note that in all cases we Load the code into 30000 and save it by; SAVE\*"m";1;"name" CODE 30000,29000. Note also that this MOVDEL action obviously always comes directly after the modified LOAD command.

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### NU-WAVE'S (CRL) ID COMPUTER GAME TRANSFER by EDWARD HORNSEY of HARROGATE, N.YORKS

Provided you realise game CAN be easily stopped it is a straight forward transfer (when you use the built-in Loader).

1. Enter; LOAD "" CODE: RANDOMIZE USR 40000
2. Play in tape from very beginning. The Basic will be ignored and the Loader will Load in and then auto Load rest of game.

3. When all loaded and it asks you to LOAD/SAVE DATA, enter Y then press Cap Shift & Break Key together and game will Stop.
4. Save to microdrive by; SAVE\*"m";1;"IDc" CODE 25500,40036
5. RESET Spectrum by pressing RESET or entering RUN USR 0
6. Type in this Basic Loader;
  - 10 CLEAR 25499: LOAD\*"m";1;"IDc"CODE 25500: RANDOMIZE USR 40312
7. Save to microdrive by; SAVE\*"m";1;"ID" LINE 10

SEARCHING FOR INFINITE LIVES

The little heading to this is deliberate as I don't want to raise your hopes too high as frankly it does not always work. It is often said that the method of reducing Lives in a game is to use a DEC (HL) command. Unfortunately this is only true in some games. This short program searches thro' the Code of a game and prints all addresses which hold this DEC (HL).This is Decimal 43 Obviously the 43 we find might be part of an address used in another instruction (or could even be in part of a print routine to print a "+" sign). A far better method would be to use a Dissassembler, but this Basic program will be of use to the members without such. As usual, the program is presented without any fancy Border or PRINT AT statements. If you find it useful, then you can add in lines to give neat presentation.

```

10 INPUT "Enter Start Address ";S
20 INPUT "Enter Length ";L
30 PRINT "PLAY IN THE CODE"
40 LOAD "" CODE S
50 FOR J=S TO L
60 IF PEEK(J)=43 THEN PRINT J;"=DEC(HL)"
70 NEXT J

```

RUN this program and  
for Start Address  
enter address YOU  
want program to Load  
into for checking.

Note that YOU decide location the machine code to be checked is to load into. For example; the game Meteors is supposed to be loaded into 23552. This is too low in memory for checking purposes. Therefore load it into 33552 and remember that all the addresses it gives are 10000 Bytes higher. Programs will usually produce a huge list of "DEC (HL)'s" and MAY include the correct one. The only way to find out is to arrange for your game to be loaded and RUN with one of these addresses POKED to be zero. If it doesn't give infinite lives, then try again with another of the addresses POKED to be zero. A major snag is that even some of the older games such as JETPAC or ATIC ATTACK, hold the Bytes in a semi-scrambled form & shuffle Bytes and/or program after it has loaded normally. This means that the addresses this "Lives" Finder gives can be wrong. DON'T BE CONNED. Finding Infinite Lives is NOT easy and altho' a Dissassembler does help, it is not a guarantee that you'll find them.

If you have any of the programs listed below, then check if this program would give the locations.

INFINITE LIVES POKES by PETER HARRIS of KINGSWINFORD

- DYNAMITE DAN.....POKE 65433,201 POKE 52678,0
  - MR FREEZE.....POKE 33823,0 POKE 33824,0
  - MAGIC CARPET.....POKE 29530,0
- For Infinite...POKE 31696,255: POKE 31697,255

LORD OF THE RINGS. Game has been put on tape by an IDIOT. When Loading this original tape, there are approx THREE MINUTES of it which is NOT intended to load at all. Therefore to Load this game LOAD "" then go and watch telly. After about 7 minutes game will have Loaded and be running!!

\*\*\*\* HAD A SORT OUT \*\*\*\* Sorry but I've mislaid ALL the info on the transferring of 'Rings to Microdrive. Will the sender please resend them and it'll be printed in next issue.

TASWORD II TIPS from K.ALDRIDGE of RAF HONINGTON,SUFFOLK.  
(For safety, after making the changes given below, make a copy of TASWORD to a spare cartridge by using option T before trying out the modifications).

Add the following to get multiple printout (to large printer).

```
251 LET i=14: PRINT AT i,0;"No. of Copies (1)": GOSUB 6000:
    IF a$="" THEN LET a$="1"
252 LET k=VAL a$
279 FOR i=1 TO K
281 NEXT i
```

To modify the HELP PAGES (modify for your own benefit so that it makes more sense to yourself at a later date). Press B to return to Basic. Enter the following;

```
FOR i=0 TO 1535: POKE 32000+i,PEEK (54784+i): NEXT i
```

Spectrum will take several seconds to obey this command. Enter GOTO 25 to restart TASWORD, then press Y to display the HELP PAGE which is now in the text file. Modify it as desired, then return to basic and enter;

```
FOR i=0 TO 1535: POKE 54784+i,PEEK (32000+i): NEXT i
```

To modify the Extended Help Page, use same method but replace the 54784 with 56320.

Printing normal sized characters on an ALPHACON or ZX-PRINTER is possible by printing out the left and right hand side of the page seperately. Use option B to return to Basic, then enter the POKEs listed on the right.

- POKE 63983,237
- POKE 63984,67
- POKE 63985,4
- POKE 63986,243
- POKE 63987,58
- POKE 63988,26
- POKE 63989,243
- POKE 63990,79
- POKE 63991,237
- POKE 63992,67
- POKE 63993,1
- POKE 63994,243
- POKE 63995,205
- POKE 63996,67
- POKE 63997,250
- POKE 63998,201

To use this program, press Cap Shift & Sym Shift to get into E mode, then press C to change to 32 characters per line mode. Again get into E mode, then press P to print-out left column.

To print out right hand side, ensure in 32 chars per line mode, then set the Column indicator (on bottom of screen) to be at least 48 by using the Cap Shift & 8 key), then again get into E mode & then press P to print out.

WARNING: TASWORD III CANNOT PRINT TO ALPHACON OR ZX-PRINTER.

TREASURE ISLAND TIP. After crossing the road you get to the barrels which are extremely difficult to cross. If instead you press T & H together, you are instantly on the Island.

STEVAN ROBATHAN's tip in MDX19 is more powerful than at first realised. If you look at the Basic of most multi-part programs there will be several INK/PAPER 0 and PRINT AT 21,0 before each of the LOAD "" CODE to ensure names of the parts don't print on and destroy the screen picture. Using Steves POKE 23570,16 just ONCE at start of the Basic and the rest of program parts can be Loaded by simply using LOAD "" CODE for each part. (Saves Bytes)

DPUS TIP. If having difficulty putting a program on Disc when there is still more than enough K left. Load then resave all files, but reduce number of characters in the titles.

MDX21...Hope to include Load/Save using the Sinclair ROM moved higher in memory and modified to give different coloured lines.

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