

KOBRAHSOFT SOFTWARE

SP7
COMPANION
UTILITY

OWNER'S MANUAL

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SP7 COMPANION UTILITYINSTRUCTIONS FOR USE

NOTE :- THIS UTILITY IS SUPPLIED ON THE UNDERSTANDING THAT YOU USE IT TO TRANSFER YOUR OWN SOFTWARE TO +3 DRIVE - AND DO NOT USE IT TO MAKE COPIES TO DISTRIBUTE OR ILLEGALLY SELL. THIS IS PIRACY, AND WE DO NOT CONDONE PIRACY!

GENERAL INTRODUCTION.

SP7 is our latest utility package to help you transfer the MAJORITY of your software to your +3 disc drive. In response to many requests from our customers we have now produced this SP7 COMPANION utility which is simply a list of games transfers to +3 disc which we know do work using the facilities provided by SP7 itself. Each program is listed and the appropriate decoder in SP7 to be used is specified. PLEASE NOTE:- This obviously cannot be a comprehensive list, as it is impossible to try SP7 on EVERY Spectrum program, SP7 will, of course, transfer even more programs than those listed here. If you know of any other programs which are not in this list which can be transferred using SP7, we will be glad to hear from you, as we envisage revising the SP7 COMPANION list on a fairly frequent basis. Also, please note that all the programs listed are 48K/128K programs and are ALL originals, not re-releases, unless otherwise stated.

AFTERBURNER. 48K.

Alkatraz program - use AD2. N.B. The long first part only is transferred, subsequent blocks must be loaded from tape.

ALIEN 8. 48K.

Speedlock program - use SD1.

ARKANOID. 48K. (Magnificent 7 Compilation).

Speedlock program - use SD234.

ARKANOID 2. 48K.

Speedlock program - use SD234.

ARMY MOVES. 48K.

Speedlock program - use SD1.

BARBARIAN. 48K. Part 1. (In Crowd Compilation).

Speedlock program - use SD234. NOTE:- The very small last part is loaded from tape.

BARBARIAN. 48K. Part 2. (In Crowd Compilation).

As for Part 1 above.

BATMAN. 48K.

Speedlock program - use SD1.

BATMAN CAPED CRUSADER. 48K.

Speedlock program - use SD5.

BEACH HEAD. 48K.

Speedlock program - use SD1.

BIONIC COMMANDOS. 48K. (Coin Op Hits Compilation).

Alkatraz program - use AD2. Long first part transferred; rest loaded from tape.

BOBBY BEARING. 48K.

Alkatraz program - use AD1.

BRUCE LEE. 48K.

Speedlock program - use SD1.

CHALLENGE OF THE ROBOTS. 48K.

Firebird multiblock program - use FB1.

CYCLONE. 48K.

Speedlock program - use SD1.

DALEYS DECATHLON. 48K.

Speedlock program - use SD1.

DEATH STAR. 48K.

Speedlock program - use SD1.

DOMINATOR. 48K.

Speedlock program - use SD5. NOTE:- The first long part is transferred, the last 2 small parts are still loaded from tape.

ENDURO RACER. 48K.

Speedlock program - use SD1.

FAIRLIGHT. 48K.

Alkatraz program - use AD1.

FLYING SHARK. 48K.

Firebird multiblock program - use FB1.

FRANKIE. 48K. (Magnificent 7 Compilation).

Speedlock program - use SD1.

GHOSTBUSTERS. 48K.

Speedlock program - use SD1.

GREAT ESCAPE. 48K.

Speedlock program - use SD1.

GREEN BERET. 48K. (Konami Compilation).

Speedlock program - use SD1.

GRYZOR. 48K. (In Crowd Compilation).

Speedlock program - use SD234.

HEAD OVER HEELS. 48K.

Speedlock program - use SD1.

HIGH STEEL. 48K.

Firebird autiblock program - use CU6.

HIGH STEEL. 128K.

Firebird autiblock program - use CU6.

HUNCHBACK 2. 48K.

Speedlock program - use SD1.

HYPERSPORTS. 48K. (Konami Compilation).

Speedlock program - use SD234. NOTE:- Load final small part from tape.

IMPOSSIBLE MISSION. 48K.

Speedlock program - use SD1.

JACKAL. 48K. (Konami Compilation).

Speedlock program - use SD234.

JAILBREAK. 48K. (Konami Compilation).

Speedlock program - use SD234. Load last small part from tape.

JAWS. 48K.

Firebird autiblock program - use FB1 or CU6.

JAWS. 128K.

Firebird multiblock program - use 0U6.

KNIGHT LORE. 48K.

Speedlock program - use 3D1.

KONAMI PING PONG. 48K.

Speedlock program - use 3D1.

LEGEND OF KAGE. 48K. (Taito Coin Op Hits Compilation).

Alkatraz program - use A01.

MIKIE. 48K. (Konami Compilation).

Speedlock program - use 3D234.

MONOPOLY. 48K.

Speedlock program - use 3D1.

NEMESIS. 48K. (Konami Compilation).

Speedlock program - use 3D234.

1943 - BATTLE OF MIDWAY. 48K. (Arcade Muscle Compilation).

Alkatraz program - use A02.

OPERATION WOLF. 128K.

Speedlock program - use 0U6. NOTE:- The last very small part must still be loaded from tape.

OUTRUN. 48K.

Speedlock program - use 3D234. NOTE:- First part only is transferred.

RANG. 128K.

Speedlock program - use 0U7.

QUARTET. 48K.

Speedlock program - use 3D1.

RAID OVER MOSCOW. 48K.

Speedlock program - use 3D1.

RAMBO. 48K. (Hit Squad Compilation).

Speedlock program - use 3D5.

ROLLING THUNDER. 48K. (Giants Compilation).

Alkatraz program - use AD3.

720 DEGREES. 48K.

Alkatraz program - use AD1. NOTE:- The last part must still be loaded from tape.

SIDEARMS. 48K. (Arcade Muscle Compilation).

Alkatraz program - use AD2.

SPYHUNTER. 48K. (Coin Op Hits Compilation).

Speedlock program - use SD1.

STAR CONTROL. 128K.

Speedlock program - use CU7.

STARGLIDER 2. 128K.

Firebird multiblock program - use CU6.

SUPER CYCLE. 48K.

Alkatraz program - use AD1.

TAIPAN. 48K.

Speedlock program - use SD1.

TARGET RENEGADE. 48K.

Speedlock program - use SD234. First part only is transferred.

UNDERWURLDE. 48K.

Speedlock program - use SD1.

WIZBALL. 48K.

Speedlock program - use SD234.

WINTER GAMES 1 AND 2. 48K.

Speedlock program - use SD1.

WORLD SERIES BASEBALL. 48K.

Speedlock program - use SD1.

YIE AR KUNG FU 1. 48K.

Speedlock program - use SD1.

THE AR KUNG FU 2. 49K.

Speedlock program - use 6D234.

Please note that, whereas we have tested all the above programs and ensured they are transferred using SP7, different versions of the same program exist in some cases and this may mean that if any of the above fail, you may have such a different version which is incompatible with SP7 and will thus not transfer.

Also, we now have available to help you further our SP7 Companion Volume Two which describes in detail how to transfer over 100 more games to disc (see our Catalogue for FULL details).

We hope this list of programs helps you transfer more programs to disc.

