

# SÖNDERINFO

**pride-utilities**

AMSTRAD CPC 464/664/6128

**TRANSMAT**



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The GOLDMARK Club  
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FLY SPY (MASTERTRONIC) Courtesy H. E. Maxwell.

Run the following program with fully reloaded game tape. It will transfer the game to disc without the need for TRANSMAT.

```

10 IDISC:FOR X=#BEB2 TO #BEF2
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE "FLYSPY",A,#BEB2,&#71,#BEB2
40 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,E7,BE,3E,03,ES,F5,46,48,CD,32,BC,FI
50 DATA E1,23,3D,FA,43,7E,CE,92,BE,28,46,48,CD,38,BC,11,00,06,85,CD,08,BE,11
60 DATA 00,01,06,06,CD,08,BE,11,00,51,06,07,CD,08,BE,11,00,00,06,08,CD,08,BE,F3
70 DATA 21,00,00,11,00,A1,01,50,19,ED,80,C3,56,77,21,EB,9E,05,CD,77,BC,E1,CD,83
80 DATA BC,CD,7A,BC,C9,0B,14,02,00,46,4C,59,2D,49,49,49
90 FOR X=#A000 TO #A0C9:READ A$:POKE X,VAL("&"+A$):NEXT:CALL #A000
100 DATA 21,00,1F,11,00,08,3E,16,CD,A1,BC,3E,9F,21,00,20,11,40,00,01,D1,02,AE,77
110 DATA ED,A0,E2,1F,A0,1B,F7,F3,DD,21,00,C0,11,FF,3F,CD,1F,01,CD,8B,A0,21,C2,A0
120 DATA 06,05,11,00,C0,D5,CD,8C,BC,E1,11,00,40,3E,02,CD,98,BC,CD,8F,BC,F3,DD,21
130 DATA 00,10,11,00,50,CD,1F,01,CD,8B,A0,21,C2,A0,06,06,11,00,10,D5,CD,8C,BC,E1
140 DATA 11,00,50,3E,02,CD,98,BC,CD,8F,BC,F3,DD,21,00,10,11,50,69,CD,1F,01,CD,8B
150 DATA A0,21,C2,A0,06,07,11,00,10,D5,CD,8C,BC,E1,11,00,50,3E,02,CD,98,BC,CD,8F
160 DATA BC,21,C2,A0,06,08,11,00,60,D5,CD,8C,BC,E1,11,50,19,3E,02,CD,98,BC,CD,8F
170 DATA BC,0E,00,CD,8F,3A,38,8D,FE,88,20,03,C3,64,CD,C3,58,C0,01,8D,7F,AF,D9
180 DATA 08,C9,46,4C,59,2D,49,49,49

```

WEST\_BANK Courtesy Jim Westoby.

Type in and save as WESTTX0 the following program. Now RUN it - it will transfer the loading screen to disc as WBANK0.

```

10 MEMORY &7FFF:TRAP:LOAD ":",#8100:POKE #8102,#C3:POKE #8103,#40
20 POKE #8184,#BF:FOR L=#BF00 TO #BFF0:READ V$:POKE L,VAL("&"+V$):NEXT L
30 FOR L=#8000 TO #800F:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL #8000
100 DATA 57,42,41,4E,45,20,00,00,32,05,BF,C5,D5,06,06,11,40,00,21,00,BF,CD,8C
110 DATA BC,E1,D1,C1,3E,02,CD,98,BC,CD,8C,C9,21,84,03,11,84,C3,01,7C,3C,ED,B0
120 DATA 21,00,40,11,00,20,01,00,71,ED,80,00,00,00,CD,37,8D,0E,07,11,40,00
130 DATA 21,FF,AB,CD,CE,BC,00,00,3E,30,01,00,00,11,00,40,21,00,C0,CD,08,BF,00,C7
140 DATA 21,00,81,11,00,01,00,03,ED,80,C3,00,01,00,00

```

Reset the computer. Now re-load WESTTX0 and make the following alterations:

```

Alter Line 20 ...C3:POKE #8183,&#25:P...
Alter Line 30 ...#BF00 TO #BFF0:RE...
Replace Line 150 DATA 3E,31,01,00,00,11,7C,3C,21,84,C3,CD,08,BF,00,00
Add Line 160 DATA 3E,32,01,00,00,11,00,71,21,00,20,CD,08,BF,00,C7

```

Now REWIND the game tape and RUN this amended program. It will save the remainder of the game to disc. Reset the computer. Finally type in and save as WESTBANK the following loader program:

```

10 MODE 0:ORDER 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I:LOAD "WBANK0"
20 MEMORY &FFFF:LOAD "WBANK2":FOR L=#9F00 TO #BFF0:READ V$
30 POKE L,VAL("&"+V$):NEXT L:LOAD "WBANK1":CALL #BF00
100 DATA 0,13,26,12,24,9,18,10,20,4,19,22,15,16,3,6
200 DATA 21,FF,90,11,FF,80,01,00,71,ED,88,00,00,00,00,00,00
210 DATA 21,84,C3,11,84,03,01,7C,3C,ED,80,00,00,C3,8C,91

```

You may now ERASE WESTTX0. Play the game with RUN"WESTBANK.



Program Title	TIE No.	Page No.	Remarks
Kang's Treasure Hunt	1	*	Use TRANS 5 AUTO
Kentilla	2	59	
Killer Gorilla	15	45	
Knight Lore	2	*	No changes
Kong Strikes Back	*	*	Change LOAD command
Kung Fu Master	*	*	Use SPEEDTRANS
L'Atfaire Vera Cruz	16	62	
Landscape Creator	15	55	
Lightforce	13	50	
Locomotion	*	*	No changes
Lords of the Rings	1	*	Use our CONVERSION CASSETTE
Lords of Time	6	15	Not 612B
Macadam Bumper	1	1	Not 664/612B
Manic Minor	3	7	Not 664/612B. Non Hyperload
Manic Minor	6	17	
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Master Chess	*	*	No changes
Master of the Lamps	*	*	Instructions included
Mastercalc	*	*	Use SPEEDTRANS
Masterfile	*	*	Instructions included
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Message from Andromeda	10	34	Headerless file Version
Message from Andromeda	11	37	Correction to page 26
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Mini Office	1	3	
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Molecule Man	*	*	No changes
Monopoly	15	55	Use SPEEDTRANS
Monsters of Murdac	4	11	No changes
Moon Buggy	5	14	
Mordens Guest	14	54	
Mr Freeze	17	21	
Night Gunner	12	45	
Nightshade	4	13	Use SPEEDTRANS
Nomad	11	37	Correction to page 13
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Nonteraqueous	17	20	
Nuclear Heist	11	40	
Obsidian	*	*	No changes
Obsidian	*	*	No changes
One Man and his Droid	*	*	Use SPEEDTRANS
Pinball Wizard	*	*	Change RUN command
Ping Pong	*	*	Use TRANSMAT and SPIRIT
Pitman Typing Tutor	11	38	Correction to page 38
Price of Magik	12	41	
Project Future	6	16	
Project Future	11	37	
Psychedelia	5	13	
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Pylamarama	1	3	Hyperload version
Pylamarama	17	67	Non Hyperload version
Questprobe	19	51	
Raidzone	*	*	Use SPEEDTRANS
Raid	10	35	Use SPEEDTRANS
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Red Moon	10	33	Correction to page 16
Red Moon	10	33	Use SPEEDTRANS
Rescue on Fractalus	*	*	for 612B
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Revolution	17	69	
Robin Hood	6	17	Not 612B
Rocco	1	3	
Rock and Wrestling	10	35	
Roland Anchy	10	35	

WHO DARES WINS II Courtesy H.E.Haxwell.

- 1) Fully rewind game tape and run TRANS 3 AUTO. Do not move tape.
- 2) Reset computer. Type in and run this short basic program:-  

```

10 OPENOUT"D:\MEMORY &1030:CLOSEOUT
20 LOAD"LOADER",&BED0
30 POKE &BED2,&101:POKE &BEDB,&C9:POKE &BEE0,&101:POKE &BEE9,&C9
40 CALL &BED0:SAVE"W1",&1040,&6030
50 CALL &BED0:SAVE"W2",&1070,&3000:SAVE"W3",&4070,&2090

```
- 3) All the code is now transferred but the BASIC loader must be altered as follows:-

Reset computer and enter as DIRECT COMMANDS

```

LOAD"MDW"
RENUM 230,10
SAVE"MDW"
LOAD"WHODARES"
MERGE"MDW"

```

Add new lines:- 5 OPENOUT"D:\MEMORY &1030:CLOSEOUT

```

DELETE 190-210
Add the following new lines:-
360 RESTORE 400:FOR X=BE90 TO &BEA9
370 READ A$:POKE X,VAL("&"+A$):NEXT
380 LOAD"W1",&1040
390 LOAD"W2",&7070:LOAD"W3",&C000:CALL &BE90
400 DATA F3,21,40,10,01,30,90,11,40,00,ED,80,21,00,C0,11
410 DATA F7,98,01,90,20,ED,80,C3,10,AB

```

SAVE"MDW2"

You can now erase the files "WHODARES", "MDW", "LOADER" and "MDW.BAK"  
Run the game with RUN"MDW2"

REVOLUTION Courtesy H.E.Haxwell.

Type in and run the following program. It will transfer the game to disc without the need for TRANSMAT!

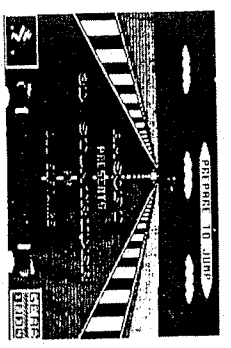
```

10 !DISC
20 MEMORY &9500:FOR X=&9F52 TO &A0C1
30 READ A$:POKE X,VAL("&"+A$):NEXT:CALL &9F52
40 DATA 21,E9,9F,06,03,11,6F,9F,D5,CD,8C,8C,11,91,00,3E,02,E1,F5,C1,CD,8B,8C,CD
50 DATA 8F,BC,C3,00,AB,0E,07,CD,CE,BC,DD,21,F0,9F,3E,0F,FS,DD,46,00,DD,23,4B,CD
60 DATA 32,BC,F1,3D,FA,8B,9F,18,EF,01,00,00,CD,38,BC,F3,01,00,BC,3E,01,ED,79,04
70 DATA 3E,20,ED,79,3E,06,ED,79,04,3E,18,ED,79,05,3E,02,ED,79,04,3E,2A,ED,79
80 DATA 21,E9,9F,06,07,11,00,0D,5,CD,77,8C,E1,CD,83,BC,CD,7A,8C,21,E9,9F,06,04
90 DATA 11,00,10,CD,77,BC,EB,CD,83,BC,CD,7A,8C,7A,BC,F3,21,00,10,11,00,01,00,80,ED
100 DATA 80,31,FF,06,C3,9A,04,52,45,56,31,50,49,43,00,00,00,00,00,00,00,00,00,00
110 DATA 00,06,1A,02,00,CD,37,8D,3E,C3,32,30,00,21,4B,A0,22,31,00,3E,01,CD,6B
120 DATA 8C,06,00,CD,77,BC,EB,CD,83,BC,CD,7A,8C,21,38,A0,11,CD,39,01,0D,00,ED,80
130 DATA 21,45,A0,11,A9,39,01,06,00,ED,80,C3,A9,39,EB,CD,83,BC,CD,7A,8C,3E,A0,32
140 DATA 1A,83,00,21,FF,AB,11,40,00,CD,6B,00,00,CD,6B,ED,49,31,00,C0,87,08,01,81
150 DATA 7F,ED,49,3A,02,CD,87,C4,83,A0,CD,44,00,CD,8B,08,09,01,8D,7F,ED,49,09,21
160 DATA FF,AB,11,40,00,8E,07,CD,CE,8C,01,00,40,C5,21,E9,9F,06,07,11,00,C0,D5,CD
170 DATA 8C,8C,E1,D1,3E,02,CD,98,BC,CD,8F,8C,01,00,80,CS,21,E9,9F,06,04,11,00,10
180 DATA D5,CD,8C,BC,E1,D1,3E,02,CD,98,BC,CD,8F,8C,01,00,80,CS,21,E9,9F,06,04,11,00,10
190 DATA A0,59,3E,8B,32,68,A0,1C9

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Book Index

Program Title	TIE No.	Page No.	Remarks (For all CPC's unless clarified)
3land Goes Digging	*	*	No Changes
3land in Space	1	2	No Changes
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3land on the Run	14	51	No changes
3com 10	14	51	No changes
3oboteur	9	29	Use SPEEDTRANS
3abrce Wulf	11	39	Use SPEEDTRANS
3amantha Fox Poker	16	61	Use SPEEDTRANS
3obby-do	16	7	Use SPEEDTRANS
3reen Designer	3	7	No changes
3abase Delta	10	34	No changes
3adom Fire	10	35	No changes
3ort's Fuse	9	9	No changes
3tr Lancelot	3	18	Correction to page 18
3y Fox	9	27	Correction to page 18
3omball	3	9	Correction to page 18
3rcey	1	13	Not 664/6128. Flash Load.
3rcey	5	19	Correction to page 15
3rcey	7	15	Correction to page 15
3ui of a Robot	14	51	Correction to page 49
3uis of Darkon	14	51	Correction to page 49
3ace Harrier	1	*	No Changes
3annerman	1	*	No Changes
3pecial Operations	1	3	No Changes
3pecial King	1	3	No Changes
3e1ibound	15	29	Not 664/6128
3e1ibound	11	39	No Changes
3indizzy	16	63	No Changes
3itffire 40	16	17	No Changes
3lat	*	*	No Changes
3y Trek	10	35	Use SPEEDTRANS
3airway to Hell	10	35	Use SPEEDTRANS
3ear Avenger (*)	1	8	Not 664/6128
3ear Command	1	8	Not 664/6128
3arion	1	15	Revised version.
3ave Davis Snooker	12	44	Revised version.
3orm	12	44	Revised version.
3rike Force Harrier	11	38	Uses TRANSMAT and SPIRIT
3osunk Maze	11	6	Uses TRANSMAT and SPIRIT
3per Pipeline II	11	6	Uses TRANSMAT and SPIRIT
3per Sam	*	*	No Changes
3eevo's WorId	6	17	No Changes
3ank Busters	2	6	No Changes
3u-Ceti	6	6	No Changes
3technician Ted	6	16	No changes
3erra Cognita	4	16	464 only.
3e Apprentice	17	50	TRANS 3 Change load commands
3e Experience	17	50	TRANS 3 Change load commands
3e Fourth Protocol	15	30	Correction to page 50
3e Hobbit	15	30	Correction to page 50
3e Last Vg	2	24	No changes
3e King of Darkness(*)	2	9	Not 664/6128
3e Kocky Horror Show	3	9	Not 664/6128
3e Way of Exploding Fist	4	10	Use SPEEDTRANS
3link	*	*	No changes
3meman One	14	53	Change RUN command
3bruk(also 2 computers)	14	53	Change RUN command
3mahawk	15	60	Change RUN command
3pgun	16	61	Change RUN command
3alblazer	16	56	Change RUN command
3apdoor	17	67	Change RUN command
3ipods	17	67	Change RUN command
3irbo Spirit	9	28	Change LOAD & RUN commands
3mpire Killer	4	9	Change LOAD & RUN commands
3ideo Poker	4	9	Change LOAD & RUN commands
3odoo Rage	*	*	Change LOAD & RUN commands



3D STUNTRIDER Courtesy H.E.Haxwell.

This routine will only work on a CPC 6128 or a CPC 464/564 machine with DK'TRONICS memory expansion pack fitted.

The transfer is carried out in three parts -

(1) Type in and run the following program with fully rewound game tape in recorder. The game will load as normal and then THE COMPUTER WILL RESET. Do not be alarmed by this, the complete game and screen is now safely stored in the extra memory bank. DO NOT SWITCH OFF OR PERFORM ANOTHER RESET

```

10 FOR X=&8000 TO &807F
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 CALL &8000
40 DATA 01,C5,7F,ED,49,21,4A,80,11,40,BF,01,36,00,ED,B0,CD,37,BD,3E,44,CD,68,B8
50 DATA AF,11,7F,3C,47,CD,77,BC,EB,83,BC,ES,CD,7A,BC,21,3D,80,11,9D,3C,01,8C
60 DATA 00,ED,B0,21,FF,0B,11,40,00,01,FF,B0,C9,EB,CD,83,BC,CD,7A,BC,21,0B,EB,24
70 DATA AD,01,01,C4,7F,ED,49,21,40,00,11,40,40,01,C0,3F,ED,B0,01,C6,7F,ED,49,21
80 DATA 00,80,11,00,40,01,00,40,ED,B0,01,C7,7F,ED,49,21,00,C0,11,00,40,01,00,40
90 DATA ED,B0,01,C0,7F,ED,49,C7

```

(2) Type in and run this program which will save each of the extra memory banks to disc. Do not use different file names.

```

10 OUT &7F00,&C7:SAVE*STUNT.PIC",B,&4000,&4000
20 OUT &7F00,&C4:SAVE*STUNT.1",B,&4040,&3FC0
30 OUT &7F00,&C5:SAVE*STUNT.11",B,&4000,&4000
40 OUT &7F00,&C6:SAVE*STUNT.111",B,&4000,&3E00

```

(3) Type in and save as "3DSTUNT" the following loader which will run the game.

```

10 MODE 0:IBORDER 0:FOR X=0 TO 15:READ C:INK X,C:NEXT
20 DATA 0,13,26,12,24,6,18,2,20,11,2,26,13,26,1,6
30 LOAD*STUNT.PIC",&C000:FOR X=&8E90 TO &BEDB:READ A$:POKE X,VAL("&"+A$):NEXT
40 CALL &BE90
50 DATA 06,07,11,40,00,CD,CD,BE,06,08,11,00,40,CD,CD,BE
60 DATA 01,C4,7F,ED,49,06,09,11,00,40,CD,CD,BE,F3,21,00
70 DATA 40,11,00,80,01,00,3E,ED,80,01,C0,7F,ED,49,31,37
80 DATA 00,C3,00,AD,53,54,55,4E,54,2E,49,49,21,C4,BE
90 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,C9

```

ROBIN HOOD Courtesy Phillip Jones, Cwaeon, W. Glamorgan.

1. Run TRANSMAT and use TRANS 4
2. Name the first file ROBIN0 and RELOCATE it.
3. DEFAULT the rest (ROBPIC, ROBIN1 & ROBIN2).
4. Reset the computer.
5. Type in the following loader program and save as ROBIN:

```

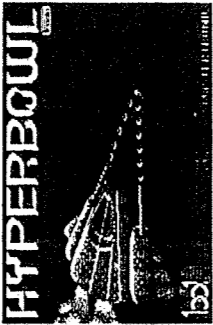
10 MEMORY &ICEB
20 LOAD"ROBIN0.BIN":LOAD"ROBIN1.BIN":LOAD"ROBIN2.BIN"
30 CALL &A59E

```









HYPERBOWL Courtesy Jim Westoby.

(1) Physically remove all ROMs from the computer (except the disk ROM). Type in the following program. DO NOT RUN it but have it loaded into the computer.

```

10 IDISC
20 FOR L=&BF14 TO &BF1E:READ V$:POKE L,VAL("&"+V$):NEXT L:CALL &BF14
30 SAVE "HLOAD",B,&6040,&552:DATA 3E,BF,01,52,05,11,40,60,21,00,90

```

(3) Zero the cassette player, press play on the cassette with the tape in and a disc in the drive.  
 (4) Type as DIRECT COMMANDS the following: !TAPE:MEMORY &5FFF:LOAD "!",&BF00

Listen to the tape and when tape has loaded first block (the computer's cassette control relay will click) wait until after you hear a second block of code being loaded. Now press ESC and type RUN and press the enter key. If the loading screen is required, type in and run the following program which will transfer the screen to disc. Play the tape from the count in (3) above with a disk in the drive.

```

10 MEMORY &5FFF:LOAD "HLOAD":!TAPE
20 POKE &6075,&0:POKE &627A,&A0
30 POKE &6255,&C3:POKE &6256,&25:POKE &6257,&BF
40 FOR L=&6000 TO &600F:READ V$:POKE L,VAL("&"+V$):NEXT L
50 FOR L=&BF00 TO &BF41:READ V$:POKE L,VAL("&"+V$):NEXT L
60 CALL &6000
100 DATA F3,21,40,60,11,40,00,01,52,05,ED,80,C3,40,00,68,79,70,65,72,20,00
110 DATA 00,32,05,BF,C5,D5,E5,06,06,11,40,00,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02
120 DATA CD,98,BC,CD,8F,BC,C9,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD,CE,BC,3E,30
130 DATA 01,00,00,11,00,40,21,00,C0,CD,08,BF,C7

```

The following program transfers the program code as an executable file, naming it hyper1. To use it position the tape at the position as in (3) above, play the tape and run the program. When the program code has loaded, remove the game tape and insert a fresh tape press play and record and then press any key to commence the drop.  
 When the computer resets run TRANSMAT and use TRANS 1, defaulting the name or renaming as required.

```

10 MEMORY &5FFF:LOAD "HLOAD":!TAPE
20 POKE &6075,&0:POKE &627A,&A0
30 POKE &6299,&C3:POKE &629A,&25:POKE &629B,&BF
40 FOR L=&6000 TO &600F:READ V$:POKE L,VAL("&"+V$):NEXT L
50 FOR L=&BF00 TO &BF3F:READ V$:POKE L,VAL("&"+V$):NEXT L
60 CALL &6000
100 DATA F3,21,40,60,11,40,00,01,52,05,ED,80,C3,40,00,68,79,70,65,72,20,00
110 DATA 00,32,05,BF,C5,D5,E5,06,06,11,40,00,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02
120 DATA CD,98,BC,CD,8F,BC,C9,22,06,BF,21,30,BF,ED,79,C9,00,00,3E,31,ED,4B,06
130 DATA BF,11,43,81,21,FD,01,CD,08,BF,C7

```

Finally enter and save as HYPER the following as the new loader.

```

10 BORDER 0:MODE 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I
20 LOAD "HYPER0":RUN "HYPER1"
100 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6

```

FRUITY FRANK  
 DEFAULT all programs (2), RELOCATE second. Make the following changes to FRUITYF.BAS  
 180 LOAD"FRUITYF.BIN":CALL &1B6F:CALL &8200

MANIC MINOR Not 664/612B  
 DEFAULT all programs (2), RELOCATE second. Make the following changes to MANICMIN.BAS  
 100 MEMORY &4500:LOAD"DATAMKIV":POKE &507A,&5C:CALL &506E

FLIGHT PATH 737  
 DEFAULT all programs (2), RELOCATE second. Make the following changes to FLIGHTPA.BAS  
 36 SYMBOL AFTER 256:MEMORY 35000:SYMBOL AFTER 230:LOAD"CODE":CALL &A58B

ROLAND ON THE ROPES  
 DEFAULT all programs (4), RELOCATE fourth. Make the following changes to ROLAND2  
 37 CALL &766E

Now do the following: REN ROLAND.D=ROLAND.BAK  
 REN ROLAND.C=ROLAND.BIN

ELECTRO FREDDY  
 DEFAULT first four programs. Make the following changes to ELECTRO  
 30 LOAD"E1"  
 40 LOAD"E2"  
 50 LOAD"E3"  
 DELETE 60  
 210 LOAD"A1"  
 220 CALL &7F2C  
 DELETE 230-250  
 Remove disc drive. Type in and RUN the following program  
 10 MEMORY &8000:FOR X=1 TO 5:LOAD"!":NEXT:SAVE"A1",B,&83C9,&2742  
 Save onto a spare tape then reconnect the disc drive and use TRANSMAT to RELOCATE the saved code.

LORDS OF TIME  
 DEFAULT first and RELOCATE second. Make the following changes to LORDSOFT  
 DELETE 100  
 120 LOAD"ADVENTUR":!TAPE:CALL &2AEF

EASI AMSCALC  
 DEFAULT first two programs only and make the following change to AMSCALC  
 570 RUN"EASIAMSC"  
 Make the following changes to EASIAMSC  
 DELETE 1-3

SORCERY Not 664/612B  
 For flash load version. Use TRANS 1 AUTO to transfer first program only then reset computer and load SORCERY. Type in the following as a direct command  
 POKE &23B,0:POKE &23A,0:POKE &28C,&FB:POKE &28D,&C9:!TAPE:ISPEED  
 WRITE 1:RUN  
 Play the rest of the tape and when finished insert a blank cassette and type as a direct command SAVE"SORCERY",B,&5DC,&A524,&5DC. Use TRANSMAT to relocate this code and ERA SORCERY.BAS

JEWELS OF BABYLON

Type in the following program and play the tape. It will load JEWELS OF BABYLON and then save it directly onto disc without the need to use TRANSMAT

```

10 :TAPE.IN:MEMORY &A40F:READ N$:LOAD N$
20 FOR X=1 TO 3:FOR Y=42006 TO 42009:READ A:POKE Y,A:NEXT:POKE Y,69
30 OUT &F600,16
40 CALL 42000
50 IF PEEK(42011)<>0 THEN 40
60 OUT &F600,0
70 READ N$,A,B:SAVE N$,B,A,B
80 NEXT
90 DATA JCODE1,&E0,&2E,&4D,&11,J1,&2EE0,&114D,&D0,7,&80,&48,J2,&7D0
100 DATA &4880,&850,&850,&855,&84B,J3,&5050,&4855
Save the following loader program
10 SYMBOL AFTER 129
20 SYMBOL 129,255,255,255,255,255,255,255,255,255
30 OPENDUT"DUMMY"
40 MEMORY &7CF
50 LOAD"J1":CALL 15500
60 LOAD"J2":LOAD"J3"
70 CALL 20560

```

MASTER CHESS  
 DEFAULT all programs and make the following change to CHESS.BAS  
 720 LOAD"CHESS.BIN"

STEVE DAVIS SNOOKER  
 For revised version only IE third program is SNOOKER 3.6.  
 DEFAULT all three programs, do not RELOCATE the third. Make the following changes to SNOOKER1.BAS  
 30 SYMBOL AFTER 256:MEMORY &B140:SYMBOL AFTER 216  
 Change the RUN command in line 280 to read RUN"SNOOKER2"  
 Make the following change to SNOOKER2.BAS  
 Change the LOAD command in line 170 to read LOAD"SNOOKER3"

BRIDGE PLAYER Not 664/6128  
 CLEAR first program and DEFAULT second. Type in and save the following loader program  
 10 POKE &B090,&AB:RUN"X"

EASI AMSWORD  
 DEFAULT first two programs only and make the following change to AMSWORDL  
 570 RUN"EASIAMSM  
 Make the following change to EASIAMSM  
 DELETE 1-4

ROLAND IN TIME  
 CLEAR the first program and DEFAULT second. Type in the following loader program and SAVE as ROINTIME.

```

10 MEMORY 4999
20 LOAD"ROINTIME.BIN",5000
30 CALL 5000
If endless lives are required then add: 25 POKE 5851,187
For green screen users add: 22 POKE 5001,1

```

KARLS TREASURE HUNT  
 DEFAULT on all programs(4), RELOCATE second. Make the following change to KARLSTRE  
 585 CALL &BC6E

TRANSMAT INFORMATION EXCHANGE 1Z

MARCH 1987

NOTE OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATUM - VERA CRUZ page 62. The fourth CALL (after saving VERA6) read:  
 POKE &7141,&C9:CALL &7134  
 Instruction 2 should read:  
 (2) Remind the game tape. Type in and run etc etc

ERRATUM AVENGER page 63. Instruction 2 should read:  
 (2) Remind the game tape. Type in and run etc etc



ZUB Courtesy Jim Westoby.  
 Type in and run the following program. It will transfer the first part to disc as ZUB01

```

10 MEMORY &3FFF:TAPE.IN:DISC.OUTPUT:LOAD"ZUB01",&B040:POKE &B058,&C9:CALL &B040
20 SAVE"ZUB01",&4000,&4000

```

Reset the computer and type in the following program which will transfer the remainder of ZUB to disc:  
 10 MEMORY &3FFF:LOAD"ZUB01".BIN:POKE &410B,&21:POKE &41AC,&41:POKE &41AD,&BF  
 20 FOR L=&BF00 TO &BF43:READ V\$:POKE L,V\$:NEXT L:CALL &4000  
 30 DATA 5A,55,42,31,09,91,ED,49,09,21,00,00,11,00,00,01,40,00,ED,80,CD,09,89  
 40 DATA CD,37,8D,0E,07,11,40,00,21,FF,AB,CD,CE,BC,06,04,21,00,8F,11,40,00,CD,8C  
 50 DATA BC,21,00,04,11,00,9C,ED,48,05,01,3E,02,CD,98,BC,CD,8F,BC,C7

Reset the computer and type in and save as ZUB the following loader program:  
 10 MEMORY &3FFF:LOAD"ZUB01":POKE &4010,&C9:CALL &4008:RUN"ZUB1"

FRANK N STEIN By A.B.B. Hatfield.

Run TRANSMAT, use TRANS 1 and name this file FRANK. Do not touch the tape. Reset the computer. Type in and run the following transfer program which will transfer the screen to disc:  
 10 FOR X=&BEC0 TO &BECE:READ A\$:POKE X,VAL("&H"+A\$):NEXT  
 20 CALL &BEC0:SAVE"FRANKPIC",&B,&4000,&27FF  
 100 DATA 11,FF,27,21,00,40,3E,46,CD,A1,BC,CD,71,BC,C9

Do not touch the tape. LIST the transfer program and modify lines 30 and 100 as follows:  
 30 SAVE"FRANK1",&B,&200,&8680  
 100 DATA 11,00,86,21,00,02,3E,46,CD,A1,BC,CD,71,BC,C9

Run the program again and it will transfer the game code to disc. Reset the computer. Type in the following loader program and save as FRANK1  
 10 OPENDUT"D":MEMORY &1FF:CLOSEOUT:LOAD"FRANK.BIN":CALL &901F  
 20 LOAD"FRANKPIC":POKE &94C6,&C9:CALL &948F:LOAD"FRANK1":CALL &3000

FOREST AT WORLDS END

DEFAULT on all programs (4). Make the following changes to FOREST  
700 LOAD"FAWE1",18000  
1920 RUN"FAWE2"  
Make the following change to FAWE2  
120 LOAD"FAWE3",21210

GHOULS

CLEAR the first and rename the second GHOULS2. Type in the following loader program  
10 OPENOUT"DUMMY"  
20 MEMORY &FFF  
30 LOAD"GHOULS2"  
40 CALL &310C  
Save this as GHOULS

TRIPODS

DEFAULT all programs. RELOCATE MCODE. Make the following changes  
TRIPODS  
515 MEMORY &70F4  
Make the MERGE from line 740  
Make the following changes to TRIPODS2  
DELETE 30-70  
30 LOAD"MCODE":CALL &70F5

PYJARAMAMA

FOR HYPERLOAD version only. Remove disc drive and type in following program which will load PYJARAMAMA, then save it onto fresh tape in the normal form. Then use TRANSMAT to relocate it.  
10 MEMORY &1FFF  
20 FOR X=&1000 TO &100A:READ A:POKE X,A:NEXT X:CALL &1000  
30 SPEED WRITE 1:SAVE"PYJAMA",B,&2000,&889F,&2017  
40 DATA 33,0,32,17,159,136,62,16,195,161,188

SPECIAL OPERATIONS Not 664/6128

CLEAR the first program. RELOCATE the second and DEFAULT the third  
Make the following changes to SD.BAS  
Add MODE 1 to the start of line 3  
5 IF HIMEK>34606 THEN MEMORY &872E:LOAD"CODE":TAPE:CALL &872F:PC &B294,&7F:POKE &B296,&F8:POKE &B297,&A7

AMERICAN FOOTBALL Not 664/6128

Use side 2 of cassette. CLEAR first program. DEFAULT the second & third programs. Make the following changes to AMFOOTGA.BAS  
8999 SYMBOL AFTER 256:MEMORY &8FFF:SYMBOL AFTER 32:zzzzz=HIMEM:  
ERROR GOTO 9900:MODE 1:LOAD . . .etc(rest of line).

MINI OFFICE

DEFAULT all programs. RELOCATE WORD2. Make the following changes:  
WORD .BAS DELETE 10,15,302  
WORD1 .BAS 40 LOAD"WORD2":TAPE:CALL &966E  
DBASE .BAS DELETE 302  
SPREAD .BAS 7 OPENOUT"DUM":MEMORY &84CF:CLOSEOUT  
SPREAD2 .BAS 5 OPENOUT"DUM":MEMORY &61A7:CLOSEOUT  
Change the LOAD"1" to LOAD"VARB" in 435  
DELETE 3231-3232  
GRAPH .BAS 7 OPENOUT"DUM":MEMORY &5F37:CLOSEOUT  
GRAPH1 .BAS Change the LOAD"1" to LOAD"VARB" in 390

REMEMBER - TIE is for TRANSMAT users only

SPINDIZZY Courtesy of Richard Brown, Loughton, Essex.

- (1) Use TRANSMAT to CLEAR the first program.
- (2) Reset the computer.
- (3) Type in and run the following transfer program. It will load the remainder of the tape and then save two files to disc:

```
10 FOR X=&BF00 TO &BF63:READ A:POKE X,VAL("&H"+A$):NEXT I:TAPE.IN:CALL &BF0A
100 DATA 53,50,49,4E,31,53,50,49,4E,32,21,40,00,11,00,80,3E,6A,CD,A1,BC,21,00,A6
110 DATA 11,00,00,01,00,0B,ED,0E,07,11,40,00,21,00,B1,CD,CE,BC,06,05,21,00,BF
120 DATA 11,00,00,CD,8C,8C,21,00,C0,11,00,0B,01,00,00,3E,02,CD,98,BC,CD,8F,BC,06
130 DATA 05,21,05,BF,11,00,F0,CD,8C,BC,21,40,00,11,00,AS,01,00,90,3E,02,CD,98,BC
140 DATA CD,8F,BC,C9,
```

- (4) Reset the computer.
- (5) Type in and save as SPIN the following loader program:

```
10 FOR X=&BF00 TO &BF3F:READ A:POKE X,VAL("&H"+A$):NEXT I:ORDER 0
20 FOR X=0 TO 15:INK X,0:NEXT I:CALL &BF0A
100 DATA 53,50,49,4E,31,53,50,49,4E,32,06,05,21,00,BF,11,00,F0,CD,77,BC,21,00,C0
110 DATA CD,83,BC,CD,7A,BC,06,05,21,05,BF,11,00,F0,CD,77,BC,21,40,00,CD,83,BC,CD
120 DATA 7A,BC,21,00,C0,11,00,A6,01,00,0B,ED,0E,C3,00,B0
```

- (6) To play the game RUN"SPIN

DALEY THOMPSON'S SUPER-TEST Courtesy of H.E.Haxwell MCD.

- (1) The following program will automatically transfer SIDE 1 of Super-Test.

```
10 MEMORY &3000:DISC:FOR X=&BF00 TO &BF3E:READ A:POKE X,VAL("&H"+A$):NEXT
20 SAVE"DTST1",B,&BF00,&40,&8F00
30 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,CD,25,BF,3E,32,32,3E,BF,CD,25,BF,F3,21
40 DATA 00,00,11,00,9F,01,6B,10,ED,00,C3,5B,A9,11,00,C0,21,38,BF,06,07,CD,77,BC
50 DATA ED,CD,83,BC,CD,7A,BC,C9,44,54,53,54,31,2E,31
60 :TAPE:LOAD"1":FOR X=&3990 TO &399C:READ A:POKE X,VAL("&H"+A$):NEXT
70 POKE &39CD,&10:POKE &39CE,&C1
80 DATA 3E,B9,21,35,02,77,23,77,21,40,00,1B,33,21,FF,AB,11,40,00
90 FOR X=&39A9 TO &39AE:READ A:POKE X,VAL("&H"+A$):NEXT
100 FOR X=&BE82 TO &BE8B:READ A:POKE X,VAL("&H"+A$):NEXT
110 DATA 21,00,9F,11,00,00,01,6B,10,ED,00,CD,37,BD,21,FF,AB,11,40,00,0E,07,CD,CE
120 DATA BC,11,40,00,01,80,9F,CD,84,BE,3E,32,3E,BF,11,00,00,01,6B,10,CD,84,BE
130 DATA 18,62,CS,DS,06,07,21,38,BF,CD,8C,BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9
140 CALL &39A9
```

- (2) To transfer side 2 make the following alterations:-
- (3) Alter filename in line 20 to 'DTST2'.
- (4) Add two new lines:-

```
15 POKE &BF1E,&91:POKE &BF1F,&11:POKE &BF23,&17:POKE &BF24,&AA:POKE &BF3C,&32
105 POKE &BE89 &91:POKE &BE8A,&11:POKE &BEAD,&91:POKE &BEAE,&11
```

### FANTASIA DIAMOND

Type in the following program, insert the tape, run it and follow the prompts. It will transfer the program to disc without the need for TRANSMAT. Run game with RUN"FANTASIA" then press any key when loaded.

```
10 :TAPE.IN:MEMORY &12BF
20 LOAD "F":CALL &9861
30 SAVE "FANTASIA",B,&12C0,&8598,&7D00
```

### HOUSE OF USHER

Use TRANS 1 AUTO. Reset the computer and LOAD "HOUSEOFU". Change the third from last DATA statement in line 110 from 195 to 201 and add the following line

```
105 SAVE "U1",B,&C000,&4000:SAVE "U2",B,&5000,&5000
```

Run this program which will transfer the program to disc. Make the following changes to HOUSEOFU.BAS

```
100 LOAD "U1":LOAD "U2"
110 CALL &5000
```

### STAR AVENGER Not 664/6128

DEFAULT all programs and RELOCATE the second. Make the following changes to STARAVEN.BAS

```
3 MEMORY &1AEF:GOSUB 210 (may be line 30)
180 LOAD "STARAVEN.BIN":CALL &155F:...etc.(rest of line).
```

### JET SET WILLY Not 664/6128

Type in and run the following program and play the tape. It will load in JET SET WILLY and save it onto a spare tape in the normal format. You can then use TRANSMAT on it but do not relocate the second program

```
10 :TAPE:SPEED WRITE 1
20 FOR X=&80 TO &FD:READ A:POKE X,A:NEXT
```

```
30 CALL &80
40 DATA &06,&16,&3E,&1A,&21,&00,&A9,&11,&00,&08,&C5,&D5,&E5,&F5,&CD
50 DATA &A1,&BC,&F1,&3D,&E1,&D1,&B7,&ED,&52,&C1,&10,&EF,&06,&06,&21
60 DATA &D5,&00,&CD,&BC,&BC,&21,&DB,&00,&11,&26,&00,&01,&DB,&00,&3E
70 DATA &02,&CD,&98,&BC,&CD,&BF,&BC,&3E,&FF,&CD,&6B,&BC,&06,&04,&21
80 DATA &FA,&00,&CD,&BC,&BC,&21,&00,&01,&11,&00,&B0,&01,&00,&00,&3E
90 DATA &02,&CD,&98,&BC,&CD,&BF,&BC,&C3,&00,&00,&4A,&45,&54,&53,&45
100 DATA &54,&11,&00,&00,&21,&80,&B8,&0E,&07,&CD,&CE,&BC,&06,&04,&21
110 DATA &FA,&00,&CD,&77,&BC,&21,&00,&01,&CD,&83,&BC,&CD,&7A,&BC,&C3
120 DATA &4A,&4C,&4A,&53,&57,&31
```

### RETURN TO EDEN

Use TRANS 3 AUTO and make the following changes to EDEN.BAS

```
310 LOAD "FIRSTBIT"
600 POKE &9210,&B7:POKE &9218,&B7:FOR X=37401 TO 37428:READ A:POKE X,A:NEXT
830 DATA &21,&2E,&B7,&11,&39,&A7,&06,&07,&CD,&77,&BC,&EB,&CD,&83,&BC
,&CD,&37,&BD,&C3,&00,&8B,&4C,&41,&53,&54,&42,&49,&54
```

### KNIGHT LORE

Use TRANS 2 AUTO and type in the following loader program and save as KNIGHT.BAS

```
10 MEMORY &1FFF
20 LOAD "KNIGHT.BIN"
30 POKE &113B,1:POKE &1000,48:POKE &114B,&C3
40 CALL &1104:CLOSEIN:CALL &114B
```

REMEMBER - TIE IS FOR TRANSMAT USERS ONLY



### AVENGER

Courtesy Jim Westoby.

Type in and run the following program. It will transfer the loading screen to disc

```
10 MODE 1:MEMORY &1FFF:TAPE:LOAD "":POKE &2061,&C3:POKE &2062,&08
20 POKE &2063,&BF:FOR L=&BF00 TO &BF4D:READ V$:POKE L,VAL("0"+V$):NEXT L
40 CALL &2000
100 DATA 41,56,45,4E,47,45,52,31,21,00,02,11,00,02,01,00,2E,ED,80,21,00,30,11,00
110 DATA 01,40,00,ED,80,09,08,01,ED,49,09,09,07,11,40,00,21,FF,AB,CD,CE
120 DATA 8C,06,08,11,40,00,21,00,0F,CD,9C,9C,21,00,00,11,00,40,01,00,00,3E,02,CD
130 DATA 98,BC,CD,9F,BC,C7,
```

(2) Type in and run the following program: It will transfer the program code to disc in two files:

```
10 MODE 1:MEMORY &1FFF:TAPE:LOAD "":POKE &2067,&02:POKE &2071,&55
20 POKE &2078,&C2:POKE &2082,&C3:POKE &2083,&08:POKE &2084,&BF
30 FOR L=&BF00 TO &BF84:READ V$:POKE L,VAL("0"+V$):NEXT L:CALL &2000
100 DATA 41,56,45,4E,47,45,52,31,21,00,02,11,00,02,01,00,2E,ED,80,21,00,30,11,00
110 DATA 00,01,00,7E,ED,80,31,00,00,09,01,81,7E,ED,49,09,21,00,00,11,00,00,01,40
120 DATA 00,ED,80,09,08,01,ED,49,09,09,07,11,40,00,21,FF,AB,CD,CE,BC,06
140 DATA 08,11,40,00,21,00,0F,CD,9C,9C,21,00,00,3E,01,00,00,3E,02,CD,98,8C
150 DATA CD,9F,BC,3E,32,32,07,BF,06,08,11,40,00,21,00,0F,CD,9C,BC,21,00,20,11,00
160 DATA 7E,01,00,00,3E,02,CD,98,BC,CD,9F,BC,C7
```

(3) Finally type in and save as AVENGER the following loader program:

```
10 MEMORY &1FFF:MODE 1:BORDER 2:INK 0,0:INK 1,6:INK 2,24:INK 3,26:LOAD "AVENGER0"
20 LOAD "AVENGER2"
30 FOR L=&BF00 TO &BF1C:READ V$:POKE L,VAL("0"+V$):NEXT L:LOAD "AVENGER1"
40 CALL &BF00
100 DATA F3,21,FF,9D,11,FF,8D,01,00,7E,ED,89,21,00,C2,11,00,02,01,00,3E,ED,89
110 DATA 31,00,00,C3,0B,65
```

### CONQUEST

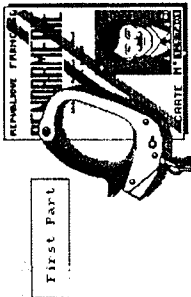
Courtesy Jim Westoby.

Run TRANSMAT and use TRANS 3. CLEAR the first. Name the rest CONQUEST0, CONQUEST1 AND CONQUEST2. DO NOT RELOCATE any files. Type in and save as CONQUEST the following loader program:



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LIMITED

```
10 MEMORY &3FFF:MODE 1:BORDER 0:INK 0,0:INK 1,9:INK 2,26:INK 3,6
20 LOAD "CONQUEST0",&C000:LOAD "CONQUEST1",&9F00
40 FOR L=&BF00 TO &BF2D:READ V$:POKE L,VAL("0"+V$):NEXT L:CALL &BF00
100 DATA 43,4F,4E,51,55,45,32,00,06,07,11,40,00,21,00,BF,CD,77,BC,21,EA,01,CD,83
110 DATA BF,CD,7A,8C,CD,37,8D,53,21,01,9F,11,01,AF,01,EE,9D,ED,89,C3,72,A4
```



AUTHOR:  
BLANCON Gilles

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## L'AFFAIRE VERA CRUZ

Courtesy H.E.Haxwell MCD.

Start with a formatted disc with at least 110K free and the VERA tape in the datacorder, fully rewound. The whole transfer has to be done with DIRECT COMMANDS. It cannot be run as a basic program. YOU MUST PRESS ENTER AT THE END OF EACH LINE

```
ITape.in:MEMORY &2FFF:LOAD"!",&6c70
POKE &722F,&C8:POKE &7230,&0:POKE &705A,&C9:CALL &704D:SAVE"VERA1",B,&7000,&290
SAVE"VERA2",B,&3000,&7C6
POKE &7074,&C9:CALL &7067

ON &64 ONLY POKE &AE83,&53:POKE &AE84,&13
ON &64/612B ONLY POKE &AE66,&53:POKE &AE67,&13
```

SAVE"VERA3"

```
CALL &7119:SAVE"VERA4",B,&8DAD,&1800
CALL &7122:SAVE"VERA5",B,&7530,&2800
CALL &712B:SAVE"VERA6",B,&7530,&2800
CALL &7134
```

```
ON &64 ONLY POKE &AE83,&84:POKE &AE84,&4C
ON &64/612B ONLY POKE &AE66,&84:POKE &AE67,&4C
```

SAVE"VERA7"

```
CALL &7119:SAVE"VERA8",B,&8DAD,&1800
CALL &720E:SAVE"VERA9",B,&5BC7,&48DD
```

You now have all 9 files on to disc and have to edit the two basic files and write a short loader program.

Reset computer and load "VERA3". Delete line 20.

```
EDIT 90:-Replace CALL deb with MEMORY &2FFF:LOAD"VERA4"
EDIT 100:-Replace CALL near LOAD"VERA5"
EDIT 120:-Replace CALL const with LOAD"VERA6"
INSERT NEW LINE:- 125 CLOSEIN:CLOSEOUT
EDIT 700:-Replace CALL suite with MEMORY &8000:run"VERA7"
SAVE"VERA3"
```

Reset the computer and load "VERA7". Insert new lines:-

```
5 FOR X=&BF00 TO &BF1F:READ A$:POKE X,VAL("&+A$):NEXT
7 DATA 21,13,BF,06,05,11,C7,5B,CD,77,BC,EB,CD,83,BC,CD,7A,BC,C9,56,45,52,41,3B
9 DATA 3E,39,32,17,BF,C3,00,BF
```

```
EDIT 10:-ALTER visa=&720e to visa=&bf10. ALTER deb=&7119 to deb=&BF00
SAVE"VERA7"
```

New type in the short loader and save as "VERA"

```
10 MEMORY &2FFF:LOAD"VERA1":POKE &704D,&C9:CALL &7022
20 LOAD"VERA2":POKE &7064,&C3:CALL &705A:RUN"VERA3"
```

THE HOBBIT  
Type in and run the following program then play the tape.

```
10 :TAPE.IN
20 OPENOUT"DUM":MEMORY &EFF:CLOSEOUT
30 LOAD"":POKE &F62,201:CALL &F00
40 SAVE"HOBBIT1",B,&C000,&4000
50 SAVE"HOBBIT2",B,&1000,&958B,&7BF0
This will read the required program from tape and save it onto disc
TRANSMAT is not required. Type in the following loader program and
save it as "HOBBIT"
10 MODE 0:FOR X=15 TO 0 STEP -1:READ A:INK X,A:NEXT:BORDER 26
20 LOAD"HOBBIT1":RUN"HOBBIT2"
30 DATA 26,23,15,18,11,24,6,7,13,3,12,10,25,8,0,4
```

THE RING OF DARKNESS Not 664/6128

```
Use TRANS S AUTO then type in and run the following program
10 MEMORY &4000
20 LOAD"RCODE",&4B38
30 SAVE"RCODE",B,&4B38,&4A48
40 SAVE"RCHAR",B,&9580,&600
Make the following changes to THERING.BAS
10 SYMBOL AFTER 256:OPENOUT"DUM":MEMORY 15979:CLOSEOUT:MODE 1:
LOAD"ITITLE":GOSUB 200:POKE 42184,&41:POKE 42185,&49
15 FOR I=0 TO 15:READ A:INK I,A:NEXT:BORDER 0:MODE 0:CALL 23243:
LOAD"IRCODE",&5B38
590 CLS
600 GOSUB 50:BORDER 0:INK 0,&0:GOSUB 200:POKE 42184,&41:POKE
42185,&49:MODE 0:CALL 23243
605 CLEAR:MEMORY 23351:SYMBOL AFTER 48:HI=HIMEM:LOAD"RCHAR",HI+1:
RUN"IRING2"
700 CLS:PRINT"Load a saved character.":PRINT:PRINT"Insert your SAVE
disc":GOSUB 50:CALL 37312
705 CLS:PRINT"Replace the RING disc":PRINT"then ";GOTO 600
```

Replace the RUN command in line 2105 of RING2.BAS with RUN"FINALOU'

XANAGRAMS

```
DEFAULT first program. Rename second X1, RENAME third X2 and
RELOCATE it. Make the following change to XANAGRAM.BAS
740 RUN"X1"
```

Make the following change to X1.BAS

```
81 LOAD"X2":CALL &315A:SYMBOL 255,0,0,0,0,0,0,126,0
```

GEMS OF STRADUS Not 664/6128

```
DEFAULT both programs and make the following change to GEMSSTRA.BAS
4010 PRINT:PRINT:POKE &B090,&AB:RUN"GEMSPROG"
Save this as .GEMS. Type in and run the following
10 OPENOUT"DUM":MEMORY HIMEM-1:CLOSEOUT
20 POKE &B090,&AB:LOAD"GEMSPROG"
```

When the program has loaded RENUMBER the program and add the following line  
1 POKE &B090,166  
Save this as GEMSPROG

CUBIT

```
DEFAULT first program. CLEAR the second and DEFAULT the third. Make
the following change to the first program
10 MEMORY &1FFF
DELETE 20-90
100 LOAD"CODE"
```

TANK BUSTERS

Type in the following program, run it and play the tape
0 :TAPE:WRITE 1
0 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
0 LOAD"1"
0 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT
0 INPUT"PRESS ENTER ",A\$
0 CALL &BB00
0 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB
0 DATA &11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB
0 DATA &3E,&2A,&CD,&49,&00,&FB,&C9
When the PRESS ENTER prompt appears wind the tape forward for a few seconds then press PLAY and ENTER. When the program has loaded you will get a SYNTAX ERROR. Enter SAVE"Tank",B,&6D0,&AZ3C and save onto spare tape. Use TRANSMAT to transfer it to disc but do not RELOCATE it.
Type in and SAVE as "TANK.BAS" the following loader program
0 OPENOUT"D":MEMORY &3CF:CLOSEOUT
0 LOAD"Tank.BIN",&5D0
0 FOR X=&A6FC TO &A7FF:POKE X,170:NEXT
0 CALL &1B00

DARK STAR

Type in the following program. Run it and play the tape
0 :TAPE:IN
0 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
0 LOAD"1"
0 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT
0 INPUT"PRESS ENTER ",A\$
0 CALL &BB00
0 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB
0 DATA &11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB
0 DATA &3E,&2A,&CD,&49,&00,&FB,&C9
When the PRESS ENTER prompt appears wind the tape forward for a few seconds then press PLAY and ENTER. When the program has loaded you will get a SYNTAX ERROR. Enter SAVE"STAR",B,&6D0,&BS30 to save it directly on disc. Type in and SAVE as "STAR.BAS" the following loader program
0 OPENOUT"D":MEMORY &3CF:CLOSEOUT
0 LOAD"STAR.BIN",&5D0
0 CALL &1B00

SULTANS MAZE

Use TRANS 2 AUTO. Remove MEMORY &A9FF from line 30 of MAZE1.BAS

GHOST BUSTERS

Transfer the third program only (OBJ). Type in and SAVE as "GHOST" the following loader program
0 OPENOUT"DUM"
0 MEMORY 1000
0 CLOSEOUT
0 LOAD"OBJ"
0 CALL &7000

CLASSIC RACING

FAULT first, RENAME the second RACING1, RENAME the third RACING2 and RENAME the fourth RACING3 and RELOCATE it. Make the following change to RACING3
0 LOAD"RACING3":TAPE:CALL &65ZE:POKE &7999,&5Z

TRANSMAT INFORMATION EXCHANGE 16

The following information is (C) BOLDMARK SYSTEMS

NONE OF OUR FOOTINGS SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR, RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATAUM JACK THE NIPPER page 59,

Please amend the transfer program as follows:
Line 120 DATA 00,ED,80,D9,C1,ED etc etc
Line 130 .....CD,EE,BC.....C0,CD,BC
Line 10 of the loader program should be INK 1,26 and not ONK 1,26



TOPGUN

Courtesy of H.E. Haxwell MCD.

Type in and run the following program. It will automatically transfer TOPGUN to disc without the need for TRANSMAT.

0:985 PARAMOUNT PICTURES: 0:985 OCTEM,CM
10 MEMORY &9FFF:FOR X=&BEE2 TO &BEEB:READ A\$:POKE X,VAL("&+A\$"):NEXT
20 SAVE"TOPGUN",B,&BEE2,&67,&BEE2
30 DATA 21,FF,80,11,40,00,0E,07,CD,CE,BC,3E,00,CD,0E,BC,21,D9,9E,06,10,C5,E5,78
40 DATA 3D,46,48,CD,32,BC,E1,23,C1,10,F2,46,48,CD,38,BC,CD,8A,BE,DD,E1,3E,31,32
50 DATA 06,BE,06,08,CD,BC,BC,C9,06,0A,21,CF,BE,11,00,C0,CD,77,BC,EB,CD,85,BC,E3
60 DATA E5,CD,7A,BC,C9,54,4F,50,47,55,4E,2E,50,49,43,0E,14,08,01,01,0F,10,06,03
70 DATA 19,18,0C,1A,0A,0D,00
80 FOR X=&A000 TO &A098:READ A\$:POKE X,VAL("&+A\$"):NEXTCALL &A000
100 DATA CD,37,8D,3E,44,CD,68,9C,06,00,11,00,10,CD,77,8C,D5,E9,CD,83,BC,CD,7A,BC
110 DATA 21,18,9E,22,E0,39,21,50,40,11,90,39,01,0D,00,ED,80,21,FF,0B,11,40,00,C9
120 DATA 3E,BC,32,07,02,21,56,87,22,08,02,18,55,CD,4E,BC,21,49,40,22,4D,BF,C3,00
130 DATA BF,21,FF,80,11,40,00,0E,07,CD,CE,BC,21,8F,08,06,0A,11,50,C0,D5,CD,8C,BC
140 DATA E1,11,80,3F,3E,02,CD,98,BC,CD,9F,BC,3E,31,32,96,A0,21,8F,A0,06,08,11,50
150 DATA 03,D5,CD,8C,BC,E1,11,20,95,01,C8,6D,3E,02,CD,98,BC,CD,9F,BC,C3,C8,6D,54
230 DATA 4F,50,47,55,4E,2E,50,49,43



SCOOBY-DO

A.B.B. Hatfield, Hertfordshire.

- (1) Run TRANSMAT and use TRANS 2.
(2) Name the first file SCOOBY1
(3) DEFAULT the second.
(4) Type in and save as SCOOBYDD the following loader program:

10 OPENOUT"D":MEMORY &SD0:CLOSEOUT:LOAD"SCOOBY1.BIN",&5DC
20 FOR X=&500 TO &5D4:POKE X,A:NEXT:POKE &5EC,&C3:POKE &648,&C3:CALL &5D0
30 DATA &E,&07,&CD,&CE,&AB

CRAZY GOLF  
 DEFAULT all four programs and make the following changes to  
 CRAZYGOL.BAS  
 10 MODE 1  
 50 LOAD "LOGO":CLS:CALL &9640  
 100 LOAD "CODE"  
 110 RUN "GOLF"

FRUIT MACHINE  
 DEFAULT all three programs. Do not RELOCATE the third. Make the  
 following change to the second program  
 8020 ADDRESS=HIMEM+(B\*96)+1:LOAD"DATA",ADDRESS

BRIDGE IT  
 DEFAULT all three programs and RELOCATE the third. Make the  
 following change to the first program  
 887 LOAD"TI":LOAD"PIC":CALL &666F:M1=1

ANIMATED STRIP POKER Not 664/6128  
 DEFAULT all programs(3) and RELOCATE the third. Make the following  
 changes to ANIMSTRI.BAS  
 10 POKE &BDEE,&C9  
 20 RUN"POKERBAS"

Make the following changes to POKERBAS.BAS  
 2 MEMORY 20699:LOAD"CODEDATA":CLEAR:CALL &4976  
 3 POKE &B294,91:POKE &B296,&D8:POKE &B297,&A6:GOTO 100

SCREEN DESIGNER  
 Use TRANS 1 AUTO to transfer the first program only then type in and  
 run the following program which will load the next part and save it  
 to disc  
 10 FOR X=&B000 TO &B00A  
 20 READ A:POKE X,A:NEXT  
 30 CALL &B000  
 40 SAVE "DESIGNER",B,&BB8,&51BD,&FA9  
 50 DATA &3E,&A6,&21,&BB8,&B,&11,&BD,&51,&C3,&A1,&BC  
 Now type in and SAVE as DESIGNER.BAS the following loader program  
 10 OPENOUT"DUM":MEMORY &BB7:CLOSEOUT  
 20 LOAD"SCREENDE.BIN"  
 30 LOAD"DESIGNER.BIN"  
 40 CALL &5EDC

CONFUZION  
 Use TRANS 2 AUTO and make the following changes to CONFUZION.BAS  
 DELETE 10310  
 10320 RUN"SPEEDMAS"  
 Add the following line to SPEEDMAS.BAS  
 2 LOAD"CONFUZE.BIN"  
 Type in the following program  
 10 FOR X=&2000 TO &200A:READ A:POKE X,A:NEXT  
 20 CALL &2000:SAVE"CONFUZE",B,&3000,&6880  
 30 DATA &21,0,&30,&11,&80,&68,&3E,&9B,&C3,&A1,&BC  
 Rewind the tape and run this program which will transfer the middle  
 block to disc.

ADMIRAL GRAFSPEE  
 Use TRANS 2 AUTO. Make the following change to GRAFSPEE.BAS  
 340 RUN"GAME"  
 Make the following change to GAME.BAS  
 REMOVE MEMORY 43700 FROM LINE 5

TOMAHAWK Courtesy Jim Westoby, Potters Bar, Hertfordshire.

(1) When carrying out the following instructions the TOMAHAWK tape should not be moved.  
 (2) Run TRANSMAF and use TRANS 1, naming the file TLOAD00.  
 (3) Reset the computer. Type in and RUN the following program. It will load TLOAD00 from disc, modify the code and re-save the modified file to disc as TLOAD01.

10 MEMORY &3FFF:LOAD "TLOAD00"  
 20 POKE &40F3,&DE:POKE &40F4,&8B:POKE &40F5,&5B  
 30 SAVE "TLOAD01",B,&4000,&13F,&4000  
 (5) Reset the computer. Type in and RUN the following program - it will save the second file to disc:  
 10 FOR L=&BF00 TO &BF30:READ V:POKE L,V:NEXT L  
 20 RUN "TLOAD01"  
 100 DATA &54,&4C,&4F,&41,&44,&31,&30,00  
 110 DATA &CD,&37,&BD,&21,&FF,&AB,&11,&40,&00,&CD,&CB,&BC  
 120 DATA &06,&07,&21,&00,&BF,&11,&00,&20,&CD,&8C,&BC,&21  
 130 DATA &8E,&3F,&11,&00,&02,&01,&8E,&3F,&3E,&02,&CD,&98  
 140 DATA &BC,&CD,&8F,&BC,&C7

(6) Reset the computer. Type in and RUN the following program which will save the third file to disc:  
 10 CLS:MEMORY &3F8D:LOAD "TLOAD10":TAPE  
 20 POKE &3FBF,&C3:POKE &3FC0,&8:POKE &3FC1,&BF  
 40 FOR L=&BF00 TO &BF30:READ V:POKE L,V:NEXT L  
 50 CALL &3F8E  
 100 DATA &54,&48,&41,&57,&4B,&30,&00,&00  
 110 DATA &CD,&37,&BD,&21,&FF,&AB,&11,&40,&00,&CD,&CB,&BC  
 120 DATA &06,&06,&21,&00,&BF,&11,&00,&20,&CD,&8C,&BC,&21  
 130 DATA &8E,&3F,&11,&76,&30,&01,&8E,&3F,&3E,&02,&CD,&98  
 140 DATA &BC,&CD,&8F,&BC,&C7

(7) Reset the computer. Type in and RUN the following program which will save the fourth file to disc:  
 10 MODE 0:MEMORY &3F8D:LOAD "TLOAD10":TAPE  
 20 FOR L=&3FB2 TO &3FC1:POKE L,0:NEXT L  
 30 POKE &3FDE,&22:POKE &3FDF,&BF  
 50 FOR L=&BF00 TO &BF58:READ V:POKE L,V:NEXT L  
 60 CALL &3F8E  
 100 DATA &54,&48,&41,&57,&4B,&31,&00,&00,&C5,&D5,&E5,&06  
 110 DATA &06,&21,&00,&BF,&11,&00,&00,&CD,&8C,&BC,&E1,&D1  
 120 DATA &C1,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC,&C9,&21,&60  
 130 DATA &A6,&11,&20,&92,&01,&A0,&02,&ED,&B0,&CD,&37,&BD  
 140 DATA &0E,&07,&11,&40,&00,&21,&FF,&AB,&CD,&CE,&BC,&3E  
 150 DATA &00,&01,&11,&60,&A5,&01,&00,&01,&CD,&08,&BF,&3E  
 160 DATA &32,&32,&05,&BF,&21,&00,&00,&11,&00,&40,&01,&00  
 170 DATA &00,&CD,&08,&BF,&C7

(8) Type in and save as TOMAHAWK the following loader program:  
 10 MODE 0:MEMORY &3F8D:LOAD "THANK0":CALL &3F8E  
 20 LOAD "THANK2"  
 30 FOR L=&BF00 TO &BF3B:READ V:POKE L,V:NEXT L:CALLI.&BF06  
 100 DATA &54,&48,&41,&57,&4B,&31,&06,&06,&21,&00,&BF,&11  
 110 DATA &00,&CD,&77,&BC,&21,&00,&01,&CD,&83,&BC,&CD  
 120 DATA &7A,&BC,&CD,&37,&BD,&F3,&21,&20,&82,&11,&60,&A6  
 130 DATA &01,&A0,&02,&ED,&B0,&21,&1F,&82,&11,&20,&82,&01  
 140 DATA &A0,&02,&ED,&B0,&3E,&C9,&32,&00,&98,&C3,&00,&01  
 (9) You may now ERASE TLOAD00.BIN/TLOAD01.BIN/TLOAD10.BIN.





GLIDER RIDER Courtesy H.E. Haxwell MCD, Hatfield, Hertfordshire.

(1) Type in and RUN the following program. It will transfer both the screen and game to disc:  
10 !TAPE.IN:MEMORY &3FFF:LOAD"!,&A000:POKE &A00B,&C9:CALL &A000  
20 SAVE "GLIDER",B,&4000,&2B28  
30 POKE &41AB,&C3:POKE &41AC,0:POKE &41AD,&A1  
40 FOR X=&A100 TO &A141  
50 READ A\$:POKE X,VAL("&"+A\$):NEXT  
60 CALL &4000  
70 DATA F3,B7,08,01,86,7F,ED,49,D9,CD,44,00,D8,CB,D1,ED  
80 DATA 49,D9,21,FF,B0,11,40,00,0E,07,CD,CE,BC,21,3B,A1  
90 DATA 06,07,11,00,04,D5,CD,8C,BC,E1,11,00,8C,44,4D,3E  
100 DATA 02,CD,98,BC,CD,8F,BC,F3,C3,00,04,47,4C,49,44,45  
110 DATA 52,32

(2) Now type in the following loader program and save as GLIDER:  
10 MEMORY &3FFF:LOAD "GLIDER":POKE &4011,&C9:CALL &4000  
20 RUN "GLIDER"

THE EXPERIENCE Courtesy Jim Westoby, Potters Bar, Hertfordshire.

(1) Run TRANSMAT and use deprotection pokes.  
(2) Use TRANS 1 and name the file ELOAD00.  
(3) DO NOT MOVE THE TAPE  
(4) Type in and run the following program:  
10 MEMORY &3FFF:LOAD "ELOAD00"  
20 FOR L=&5000 TO &50B0:READ V\$:POKE L,VAL("&"+V\$):NEXT L:CALL &5020  
30 SAVE "ELOAD01",B,&4000,&720,&41D8  
100 DATA C5,D5,E5,21,00,40,11,00,60,01,00,10,ED,B0,E1,D1  
110 DATA C1,C9,00,00,00,00,00,00,00,00,00,00,00,00,00,00  
120 DATA CD,00,50,F5,3E,C9,32,30,60,F1,CD,05,60,00,00,00  
130 DATA CD,00,50,F5,3E,C9,32,40,60,F1,CD,30,60,00,00,00  
140 DATA CD,00,50,F5,3E,C9,32,50,60,F1,CD,40,60,00,00,00  
150 DATA CD,00,50,F5,3E,C9,32,E5,60,F1,CD,B0,60,00,00,00  
160 DATA CD,00,50,F5,3E,C9,32,03,61,F1,CD,E5,60,00,00,00  
170 DATA CD,00,50,F5,3E,C9,32,39,61,F1,CD,03,61,00,00,00  
180 DATA CD,00,50,F5,3E,C9,32,68,61,F1,CD,39,61,00,00,00  
190 DATA CD,00,50,F5,3E,C9,32,B6,61,F1,CD,69,61,00,00,00  
200 DATA CD,00,50,F5,3E,C9,32,D8,61,F1,CD,B6,61,00,00,00  
210 DATA C9

(5) Type in and RUN the following program which transfer the screen and program code to disc.  
10 MEMORY &3FFF:LOAD "ELOAD01"  
20 POKE &4319,&C3:POKE &431A,&8:POKE &431B,&BF  
30 FOR L=&BF00 TO &BF58:READ V\$:POKE L,VAL("&"+V\$):NEXT L  
40 CALL &41D8  
1000 DATA 45,58,50,45,52,20,00,00,CD,37,BD,0E,07,11,40,00  
1010 DATA 21,FF,AB,CD,CE,BC,3E,30,32,05,BF,06,06,11,00,60  
1020 DATA 21,00,BF,CD,8C,BC,21,00,CD,11,00,40,01,00,00,3E  
1030 DATA 02,CD,98,BC,CD,8F,BC,3E,31,32,05,BF,06,06,11,00  
1040 DATA 80,21,00,BF,CD,8C,BC,21,40,00,11,00,75,01,2C,1F  
1050 DATA 3E,02,CD,98,BC,CD,8F,BC,C7

(6) Finally type in and save as EXPER the following loader program  
10 MODE 1:BORDER 26:FOR I=0 TO 15:INK I,26:NEXT I  
20 LOAD "EXPER":FOR I=0 TO 15:READ V:INK I,V:NEXT I  
30 RUN "EXPER"  
100 DATA 0,26,24,6,,0,0,0,0,0,0,0,0,0,0,0,0

Non HYPERLOAD version. CLEAR the first program and RENAME the second MINER, do not RELOCATE it. Type in the following loader program and save it as MINER.BAS  
10 MEMORY &4500:LOAD "MINOR.BIN":CALL &6E5C  
  
ROLAND AHDY  
CLEAR the firsts program and RENAME the second AHDY. Load program with RUN "AHDY"

THE ROCKY HORROR SHOW Not 664/6128  
Use TRANS 2 AUTO then make the following changes to ROCKYHOR.BAS  
120 LOAD "A"  
140 FOR X=&ACB0 TO &ACD2:READ A  
150 POKE X,A:NEXT  
160 CALL &ACB0  
170 DATA &11,0,0,&21,&80,&88,&E,7,&CD,&CE,&BC,6,1,&21,&D2,&AC,&CD,&77,&BC,&21,&40,0,&CD,&B3,&BC,&CD,&7A,&BC,&CD,&A7,&BC,&C3,&5A,&97,&42  
DELETE 1000-1120  
Type in the following program which will transfer the main program onto a spare tape. Use TRANSMAT to transfer to disc but do not RELOCATE it.  
10 !TAPE:SPEED WRITE 1  
20 FOR X=&ACB0 TO &ACF2:READ A:POKE X,A:NEXT:CALL &ACB0  
30 DATA &21,&40,0,1,&C0,&AB,&C5,&E5,&21,0,9,&3D,&54,&AF,&ED,&42  
40 DATA &38,2,&59,&50,&E1,&E5,&D5,&CD,&A1,&BC,&C1,&E1,9,&EB,&E1  
50 DATA &ED,&42,&4D,&44,&EB,&20,&E0,6,1,&21,&F2,&AC,&CD,&8C,&BC  
60 DATA &21,&40,0,&11,&C0,&AB,1,&5A,&97,&3E,2,&CD,&9B,&BC,&CD,&8F  
70 DATA &BC,&C3,&5A,&97,&42

MINDER  
CLEAR the first program and DEFAULT the second. Type in and run the following program which will convert the file type on disc  
10 FOR X=&A610 TO &A650  
20 READ A:POKE X,A:NEXT:CALL &A610  
30 DATA 6,&A,&11,0,&C0,&21,&47,&A6,&CD,&77,&BC,&21,0,1,&CD,&80,&BC  
40 DATA &D4,&28,&A6,&77,&23,&1B,&F6,&FE,&1A,&CB,6,&A,&21,&47,&A6  
50 DATA &CD,&8C,&BC,&21,0,1,&11,5,&A5,1,3,1,&3E,2,&CD,&98,&BC,&CD  
60 DATA &8F,&BC,&C3,3,1,&4D,&49,&4E,&44,&45,&52,&2E,&42,&49,&4E  
Now ERA MINDER.BAK

COLOSSAL ADVENTURE  
DEFAULT first program and RELOCATE the second. Make the following changes to the first  
DELETE 100  
120 LOAD "ADVENTUR":!TAPE:CALL &2AEF

SIR LANCELOT  
Type in and run the following program which will transfer the program to disc without the need for TRANSMAT  
10 !TAPE.IN:MEMORY &3000  
20 LOAD "LOADER":POKE &3AC6,&C9:CALL &3A98  
30 POKE &90AB,&C9  
40 SAVE "LANCELOT",B,&4268,&5208,&7918

SNOWBALL  
DEFAULT first program and RELOCATE the second. Make the following changes to the first  
DELETE 70  
90 LOAD "ADVENTUR":!TAPE:CALL &2AEF

DEFEND OR DIE  
 DEFINE first program DEFENDER and DEFAULT the last two. Make the  
 following change to DEFENDER.BAS  
 10 RUN"DDEFENDOR"  
 50 P=PEEK(&A500-1284+(ASC(MID\$(M\$,N,1))-32)\*8+T)

DUN DARACH

DEFAULT both programs. Type in the following loader program and save  
 as DUNDRAC.BAS  
 0 OPENOUT"DUM":MEMORY &9E9:CLOSEOUT  
 0 LOAD"DUNDRAC.BIN":POKE &148D,&C3:CALL &1459  
 0 FOR X=&900 TO &90D:READ A:POKE X,A:NEXT  
 0 LOAD"DUNP":TAP:CALL &90D  
 0 DATA &21,&19,&A2,&11,&D1,&AD,1,&30,&98,&ED,&BB,&C3,&A,&5A

GILLIGANS GOLD

Type in the following program which will load the game  
 0 FOR X=&600 TO &60D:READ A:POKE X,A:NEXT:CALL &600D  
 0 DATA &11,0,&FF,&21,0,1,&3E,&47,&C3,&A1,&BC  
 Save the game to disc with SAVE"GILLIGAN",B,&100,&5F00,&5000

MAY OF THE EXPLODING FIST

Transfer the first program only and RELOCATE it. Type in the  
 following program and run it. It will transfer the rest of the  
 program to disc  
 0 FOR X=&A000 TO &A067  
 0 READ A:POKE X,A:NEXT:CALL &A000  
 0 DATA &21,&00,&C0,&11,&00,&40,&3E,&16,&CD,&A1,&BC,&21,&00,&40,&11  
 0 DATA &00,&40,&3E,&16,&CD,&A1,&BC,&21,&00,&80,&11,&50,&14,&3E,&16  
 0 DATA &CD,&A1,&BC,&21,&40,&00,&11,&BF,&3F,&3E,&16,&CD,&A1,&BC,&06  
 0 DATA &05,&21,&3E,&A0,&CD,&21,&00,&8C,&BC,&21,&00,&40,&01,&00  
 0 DATA &00,&3E,&02,&CD,&98,&BC,&CD,&BF,&BC,&06,&05,&21,&63,&A0,&CD  
 0 DATA &8C,&BC,&21,&40,&00,&11,&0F,&94,&01,&57,&2D,&3E,&02,&CD,&98  
 0 DATA &BC,&C3,&BF,&BC,&46,&49,&53,&54,&31,&46,&49,&53,&54,&32  
 Now type in the following loader program and save it as FIST.BAS  
 0 MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT: BORDER 0  
 0 LOAD"FIST.BIN":LOAD"FIST1"  
 0 FOR X=&A55B TO &A573:READ A:POKE X,A:NEXT  
 0 POKE &A580,&73:CALL &A55B  
 0 DATA &02,&19,&14,&06,&1A,&00,&05,&08,&0A,&0C,&19,&0F,&07,&11  
 0 DATA &09,&03,&06,&05,&21,&6F,&A5,&CD,&77,&BC,&21,&40,&00,&CD  
 0 DATA &83,&BC,&CD,&7A,&BC,&C3,&74,&A5,&46,&49,&53,&54,&32

DANGER MOUSE Not 664/6128

Ind the tape to the start of the second block. Type in the  
 following program which will load the program and save it onto a  
 pare tape. Use TRANSMAT to transfer onto disc but do not RELOCATE  
 t.

0 TAP: SPEED WRITE 1  
 0 FOR X=&A800 TO &A82C:READ A:POKE X,A:NEXT  
 0 CALL &A800  
 0 DATA &3E,&16,&21,&00,&01,&11,&00,&A7,&CD,&A1,&BC,&06,&06,&21,&27  
 0 DATA &A8,&CD,&BC,&BC,&21,&00,&01,&11,&00,&A7,&01,&00,&01,&3E,&02  
 0 DATA &CD,&98,&BC,&CD,&BF,&BC,&C3,&00,&01,&44,&4D,&4F,&55,&53,&45

WILD BUNCH Not 664/6128

DEFAULT both programs and make the following change to WILDBUNC.BAS  
 80 SYMBOL AFTER 250:POKE &B090,&AB:RUN"PROGRAM"

SPELLBOUND Courtesy H. E. Haxwell MCD, Hatfield, Hertfordshire.

This routine will transfer the later version of SPELLBOUND which  
 has been recorded on a black cassette case. However it is possible  
 the routine will work on some white cassettes. If you are  
 uncertain which version you have CAT the tape and look at the name  
 of the second file. On this later version the second file is named  
 "LOADER" and on the earlier versions it is named "SPROG".

Do not move the SPELLBOUND tape between commands.

- (1) Use TRANS 1 AUTO:
- (2) Reset computer and load "SPELLBOU" from disc.
- (3) Replace line 20 with:-

20 LOAD"SPELL2":LOAD"SPELL3":CALL &BEC0

- (4) Delete line 100
- (5) SAVE "SPELL"
- (6) Type as a direct command LOAD"!",&BEC0. Press enter and the  
 tape will start.
- (7) As a direct command type:-

POKE &BEC3,&F5:POKE &BEC4,&BE:POKE &BEF0,&44:POKE &BED5,6:POKE  
 &BEF6,10:POKE &BEF7,&BF (Press enter)

- (8) SAVE"SPELL2",B,&BEC0,&55
- (9) USE TRANS 1 AND RENAME "SPELL3"
- (10) Reset the computer and type in and run the following program  
 which will transfer the final file automatically:-

```

10 FOR X=&BF00 TO &BF44
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 CALL &BF00
40 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,01,D5,CD,77
50 DATA BC,E1,CD,83,BC,CD,7A,BC,21,FF,AB,11,40,00,0E,07
60 DATA CD,CE,BC,21,3F,BF,06,06,11,00,01,D5,CD,8C,BC,E1
70 DATA 11,1D,9B,01,03,0C,3E,02,CD,98,BC,CD,8F,BC,C9,53
80 DATA 50,45,4C,34
  
```

Now run the game with RUN"SPELL"

If you understand the disc system and can use the sector editor in  
 ODDJOB or DEDIT in UTOPIA here is an alternative way to transfer  
 just the game without the screen:-

- (1) TRANS 1 the last file only and name SPELL4.BIN (It will default  
 to .BAS) and relocate.

- (2) Edit the HEADER (Not the directory) as follows:-  
 Edit Byte &12 to &02: Edit Byte &43 to &13  
 Don't forget to write the alterations back to disc.

You can of course use any name you like providing you know how to  
 calculate the checksum at bytes &43/44.

This file will now auto-run.

### MOON BUGGY

Type in and run the following program and play the tape. It will load the program and save it onto a spare tape in the normal format. You can then use TRANSMAT on it to RELOCATE it.

```

10 :TAPE:MEMORY &2FFF:LOAD"1",&3D00:POKE &3D4E,&C9
20 CALL &3D00
30 SAVE"MOONBUGGY",&5000,&6000,&7B00

```

### ERIK THE VIKING

Use TRANS 3 AUTO and make the following changes to ERIK.BAS

```

195 LOAD"FIRSTBIT"
335 POKE &9210,&B7:POKE &921B,&B7:FOR X=37401 TO 3742B:READ A:POKE X,A:NEXT
580 DATA &21,&2E,&B7,&11,&39,&A7,&06,&07,&CD,&77,&BC,&EB,&CD,&83,&8C,&CD,&37,&BD,&C3,&00,&8B,&4C,&41,&53,&54,&42,&49,&54

```

### JETBOOT JACK

DEFAULT all three programs and RELOCATE the third. Make the following changes to JET.BAS

```

90 LOAD"BOOT"
620 FOR X=&2000 TO &2013:READ A:POKE X,A:NEXT:CALL &2000
630 LOAD"JACK":CALL &446E
640 CALL &200C:CALL &4800
650 DATA &11,&00,&30,&21,&00,&40,&01,&00,&0E,&ED,&B0,&C9,&11,&00,&40,&21,&00,&30,&1B,&F2

```

### EVERYONE'S A WALLY

Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```

10 MEMORY &1FFF: :TAPE.IN:LOAD"1"
20 FOR X=&2C0 TO &2FD:READ A:POKE X,A:NEXT
30 POKE &202F,&C0:POKE &2030,&2:CALL &2000
40 DATA &6,&6,&21,&F2,&2,&CD,&8C,&8C,&21,&0,&C0,&11,&0,&40,&1,&0,&0,&3E,&02
50 DATA &CD,&98,&BC,&CD,&8F,&BC,&6,&6,&21,&F8,&2,&CD,&8C,&8C,&21,&0,&3
60 DATA &11,&28,&A0,&1,&0,&3,&3E,&2,&CD,&98,&BC,&CD,&8F,&BC,&6,&6,&21,&F8,&2,&CD,&8C,&8C,&21,&0,&3
70 DATA &4C,&59,&31,&57,&41,&4C,&4C,&59,&32

```

Now type in and save as WALLY.BAS the following loader program

```

10 MODE 2:INK 0,&0:INK 1,&0:BORDER 0
20 OPENOUT"D":MEMORY &2FF
30 LOAD"WALLY1"
40 LOAD"WALLY2":CALL &300

```

### JUMPJET

Position the tape after the first program (Block 1 of JUMPJET) and type in and run the following program

```

10 :TAPE.IN:MEMORY &2BFF:LOAD"1":LOAD"1"
20 POKE &9047,&C9:CALL &9000
30 SAVE"JUMPSCRN",B,&C000,&4000
40 POKE &9047,&21:CALL &9047
50 END
60 CALL &8F9A
70 FOR X=&8F9A TO &8FA4:POKE X,&0:NEXT
80 SAVE"JUMPJET",B,&2C00,&6FEA

```

When the program stops, use CAT to position the tape after block 1 of the program BASIC and type GOTO 60. Use TRANSMAT to transfer the program BASIC and make the following changes to it

```

1 BORDER 0:MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT:CLEAR:OPENOUT"D":MEMORY &2BFD:CLOSEOUT:LOAD"JUMPSCRN":LOAD"JUMPJET.BIN"....etc (rest of line)
5 DATA 23,13,0,0,2,9,18,14,10,1,2,24,20,23,3,6

```

Now save it as JUMPJET.BAS

### TRAILBLAZER Courtesy of Jim Westoby, Potters Bar, Hertfordshire.

(1) Type in the following transfer program and run it. It will load the game from tape and save it to disc automatically:

```

10 MODE 0:MEMORY &1FFF: :TAPE:LOAD "1"
20 POKE &2061,&C3:POKE &2062,&52:POKE &2063,&A0:POKE &2074,&C6
30 POKE &207E,&C3:POKE &207F,&74:POKE &2080,&A0
40 FOR L=&A000 TO &A093:READ V:POKE L,V:NEXT L:CALL &2000
1000 DATA &54,&52,&41,&49,&4C,&78,&01,&00,&F6,&ED,&49,&E1,&22,&FE,&BF,&D9
1010 DATA &C1,&D9,&F1,&08,&01,&80,&7F,&ED,&49,&21,&00,&00,&11,&00,&00,&01
1020 DATA &40,&00,&ED,&B0,&D9,&ED,&49,&2D,&31,&FE,&BF,&0E,&07,&11,&40,&00
1030 DATA &21,&FF,&AB,&CD,&CE,&ED,&C9,&D5,&E5,&06,&06,&21,&00,&A0,&11,&00
1040 DATA &90,&CD,&8C,&BC,&E1,&D1,&01,&00,&00,&3E,&02,&CD,&88,&BC,&CD,&8F
1050 DATA &BC,&C9,&CD,&95,&00,&CD,&06,&A0,&30,&32,&05,&A0,&21,&00,&00,&C0
1060 DATA &11,&00,&40,&CD,&37,&A0,&3E,&00,&32,&61,&20,&32,&62,&20,&32,&63
1070 DATA &20,&C3,&00,&20,&CD,&06,&A0,&3E,&31,&32,&05,&A0,&21,&00,&04,&11
1080 DATA &80,&82,&CD,&37,&A0,&3E,&32,&32,&05,&A0,&21,&80,&C6,&11,&80,&39
1090 DATA &CD,&37,&A0,&C7

```

(2) Reset the computer. Type in and save as TBLAZER the following loader program:

```

OPENOUT "D":MEMORY &3FF:CLOSEOUT
BORDER 0:MODE 0:FOR I=0 TO 15:READ V:INK I,V:NEXT I
LOAD "TRAIL0":LOAD "TRAIL1"
FOR I=0 TO 15:INK I,0:NEXT I:LOAD "TRAIL2"
70 FOR L=&C000 TO &C011:READ V:POKE L,V:NEXT L:CALL &C000
100 DATA &13,&26,&12,&24,&9,&18,&15,&20,&1,&0,&14,&4,&8,&3,&6
200 DATA &F3,&21,&80,&C6,&11,&80,&86,&01,&80,&39,&ED,&B0
210 DATA &31,&00,&04,&C3,&00,&04

```

### ROCK AND REESTLE Courtesy of H.E.HAXWELL MCD, Hatfield, Herts.

(1) Fully rewind game tape.  
(2) Place formatted disc with at least 65K free into disc drive.  
(3) Type in and run the following BASIC program.

```

10 :TAPE.IN:MEMORY &9000:LOAD"1"
20 POKE &9F33,&C9:CALL &9F15
30 SAVE"ROCK1",B,&C000,&4000
40 SAVE"ROCK2",B,&1000,&8F00
50 POKE &9F43,&40:POKE &9F4A,&C9:CALL &9F40
60 SAVE"ROCK3",B,&4000,&2E19

```

(2) Now type in and save as ROCK this short loader.

```

10 MODE 0:BORDER 0:FOR X=0 TO 15:READ I:INK X,I:NEXT
20 LOAD"ROCK1"
30 FOR X=&BF00 TO &BF32:READ A:POKE X,VAL("&"+A$):NEXT
40 CALL &BF00
50 FOR X=0 TO 15:INK X,3:NEXT:CALL &BF13
60 DATA 1,0,26,17,13,24,2,8,7,25,16,21,3,14,6
70 DATA 21,2E,BF,06,05,11,00,10,CD,77,BC,EB,CD,83,BC,CD
80 DATA 7A,BC,C9,3E,33,32,32,BF,21,2E,BF,06,05,11,00,C0
90 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,C3,00,EE,52,4F
100 DATA 43,4B,32

```

TRANSMAT INFORMATION EXCHANGE 15

The following information is [c] PUBLIC DOMAIN SYSTEMS [T]ITLE

NAME OF OUR ROUTINES SHOULD BE USED TO INFRINGE COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N) means if the solution given below will not work then it is possible that you have a different version to the one tested.

-----  
 MONSTERS OF MURDAC. Courtesy Jim Westoby, Poters Bar, Herts.

- (1) Run TRANSMAT and use deprotection pokes.
- (2) TRANS 1, name the file MLOAD but DO NOT RELOCATE it.
- (3) Reset the computer but DO NOT move the tape.
- (4) Type in and run the following program which will transfer the remainder of the game to disk.

```

10 MEMORY &44FF:LOAD "MLOAD", &4500
20 POKE &4554, &C3:POKE &4555, &24:POKE &4556, &BF
30 CALL &BD37
40 FOR L=&A000 TO &A00D:READ V$:POKE L, VAL("&"+V$):NEXT L
50 FOR L=&B000 TO &BF4E:READ V$:POKE L, VAL("&"+V$):NEXT L
60 CALL &A000
100 DATA 21,00,45,11,00,A5,01,00,05,ED,B0,C3,00,A5
110 DATA 4D,55,52,44,41,43,20,C5,D5,E5,32,06,BF,06,07,11
120 DATA 00,C0,21,00,BF,CD,8C,BC,E1,D1,C1,3E,02,CD,98,BC
130 DATA CD,8F,BC,C9,CD,37,BD,0E,07,11,40,00,21,FF,AB,CD
140 DATA CE,BC,3E,30,01,00,00,11,00,40,21,00,C0,CD,07,BF
150 DATA 3E,31,01,40,00,11,00,A5,21,40,00,CD,07,BF,C7
  
```

- (5) Reset the computer. Type in and save as MURDAC the following loader program:

```

10 MODE 2: BORDER 0: INK 0,0: INK 1,26
20 LOAD "MURDACC0"
30 RUN "MURDACC1"
  
```

LANDSCAPE CREATOR.

- (1) Run TRANSMAT and use TRANS 1 AUTO.
- (2) Reset the computer but do not move the LANDSCAPE tape.
- (3) Type in and run the following program which will transfer the remainder of LANDSCAPE to disc:

```

10 :TAPE IN
20 FOR X=&BEC0 TO &BECB:READ Y$:POKE X, VAL("&"+Y$):NEXT
30 DATA 21,00,90,11,00,13,3E,16,CD,A1,BC,C9
40 CALL &BEC0:SAVE"LCODE",B,&6000,&4500
(4) Reset the computer.
(5) Load LANDS.BAS and make the following change:
4 DISC=1
  
```

RED ARROWS

Use TRANS 2 AUTO to transfer the first two parts then type in and run the following program to transfer the rest

```

10 OPENOUT"D":MEMORY &FFF
20 FOR X=&1000 TO &100A:READ A:POKE X,A:NEXT:CALL &1000
30 SAVE"REDS",B,&1A00,&8B00,&8100
40 FOR X=&31E9 TO &31FD:READ A:POKE X,A:NEXT
50 SAVE"RED2",B,&31E9,21
60 DATA &21,&00,&1A,&11,&00,&8B,&3E,&24,&C3,&A1,&BC
70 DATA 6,4,&21,&FA,1,&CD,&77,&BC,&21,0,&1A,&CD,&83
80 DATA &BC,&C3,0,&81,&52,&45,&44,&833
Now type in and save as REDARROW.BAS the following loader program
10 OPENOUT"D":MEMORY &1C7
20 LOAD"REDARROW.BIN":LOAD"RED1":LOAD"RED2",&1E9:CALL &8BCF
  
```

INTERDICTOR PILOT

DEFAULT all three programs and RELOCATE the third. Type in and save as INTERDIC.BAS the following loader program

```

10 MEMORY &3F00
20 LOAD"INTERDIC.BIN":LOAD"PT2"
30 FOR X=&3F50 TO &3F5D:READ A:POKE X,A:NEXT:CALL &3F37
40 DATA &21,&5B,&3F,&0E,&FF,&C3,&16,&BD,&CD,&EC,&93,&C3,&00,&899
  
```

EMERALD ISLE

Use TRANS 3 AUTO and make the following changes to ISLE.BAS

```

320 LOAD"FIRSTBIT"
600 POKE &9510,&B7
610 FOR X=&9518 TO &9535:READ A:POKE X,A:NEXT
860 DATA &B7,&06,&08,&21,&2E,&B7,&CD,&77,&BC,&EB,&CD,&83,&BC,&CD,
&7A,&BC,&CD,&37,&BD,&C3,&00,&8B,&53,&45,&43,&4F,&4E,&44,&42,&49
  
```

ANDROID ONE

Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```

10 :TAPE IN:MEMORY &1327:LOAD"1"
20 FOR X=&9D00 TO &9D16:READ A:POKE X,A:NEXT:CALL &9D00
30 SAVE"ANDROID",B,&500,&97DD0
40 DATA &21,0,&40,&11,0,&40,&3E,&FE,&CD,&A1,&BC,&21,0,5,&11,&D0,&897
50 DATA &3E,&FF,&CD,&A1,&BC,&C9
Now type in and save as ANDROID.BAS the following loader program
10 MEMORY &13FF:LOAD"ANDROID.BIN",&1400
20 CALL &A142
If endless lives are required add 15 POKE &7391,0
  
```

FINDERS KEEPERS

Enter the following as a direct command

```

:TAPE:LOAD"1":NEW
Now type in and run the following program which will transfer the program to disc without the need for TRANSMAT
10 FOR X=&4200 TO &4205:READ A:POKE X,A:NEXT:CALL &4200
20 :DISC:SAVE"FINDERS",B,&2048,&34000,&2048
30 DATA 205,9,185,62,255,205,107,188,33,44,164,17,0,152,6,2,205,119
40 DATA 188,33,0,8,205,131,188,201
  
```

PUNCHY

DEFAULT the first program. CLEAR the second and DEFAULT the third. Make the following changes to PUNCHY.BAS

```

DELETE 1-90
Then add
10 MEMORY &1FFF
  
```

DAN DARE Courtesy of H. E. HAXWELL MCD, Hatfield, Hertfordshire.

This routine will transfer the side without the screen as one auto-run file.

```
10 MEMORY &9FFF:LOAD"!",&A000
20 FOR X=&BEC0 TO &BEFD
30 READ AS:POKE X,VAL("&"+AS):NEXT
40 CALL &BEC0
50 DATA 21,40,00,11,C0,A5,3E,EF,CD,A1,BC,01,D9,37,21,40
60 DATA 00,7E,A8,81,77,23,7C,FE,A7,20,F6,21,F7,BE,06,07
70 DATA 11,40,00,D6,CD,8C,E1,11,C0,A5,3E,02,01,8C,6E
80 DATA CD,98,BC,CD,8F,BC,C9,44,41,4E,44,41,52,45
```

NUCLEAR HEIST Courtesy of Andy Todd, Grangemouth.

Use TRANS 3. DEFAULT the first file, name the second HEISTSCR and DEFAULT the third. Reset the computer. Load NUCLEAR.BAS from disc and amend as follows:

```
1240 MODE 1:INK 0,26:BORDER 26:INK 1,26:INK 2,24:INK 3,6:PAPER
1:CLS:INK 0,0:LOAD"HEISTSCR.BIN",&C000
```

SPACE\_HAWKS

Use TRANS 2 AUTO. Reset the computer. Load HAWKS.BAS and alter the LOAD command in line 2000 to read LOAD"CODE.BIN"

NIGHT\_GUNNER Courtesy of H. E. HAXWELL MCD, Hatfield, Herts.

This routine will transfer NIGHT GUNNER automatically.

```
10 MEMORY &3F00:DISC:FOR X=&BF00 TO &BF3E
20 READ AS:POKE X,VAL("&"+AS):NEXT
30 SAVE"GUNNER".B,&BF00,&3F,&BF00
40 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,00,43,E5,11
50 DATA 8E,3F,CD,24,BF,CD,8E,3F,3E,32,32,3E,BF,11,40,01
60 DATA CD,24,BF,C9,D5,21,38,BF,06,07,11,00,C0,CD,77,BC
70 DATA E1,CD,83,BC,CD,7A,BC,C9,47,55,4E,4E,45,52,31
80 RESTORE 110:FOR X=&9000 TO &90C2
90 READ AS:POKE X,VAL("&"+AS):NEXT
100 CALL &9000
110 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,40,CD,77,BC
120 DATA EB,CD,83,BC,CD,7A,BC,21,3E,40,22,FF,3F,0E,FF,0C
130 DATA CD,15,B9,D6,00,20,F8,B4,C4,45,90,21,39,98,22,38
140 DATA BD,21,C0,BE,22,E3,BD,21,60,90,11,00,BE,01,63,00
150 DATA ED,B0,C3,FF,3F,3D,28,0C,3E,BD,32,61,90,21,A9,97
160 DATA 22,2C,90,C9,3E,BB,21,A5,97,22,2C,90,32,61,90,C9
170 DATA CD,88,08,3E,CD,21,CF,BE,32,E0,00,22,E1,00,C9,21
180 DATA DF,BE,22,1D,A4,21,F7,BE,22,32,A4,21,43,00,C9,CD
190 DATA 8E,3F,21,FF,B0,11,40,00,0E,07,CD,CE,BC,01,34,23
200 DATA 11,8E,3F,CD,07,BF,C9,E3,3E,32,32,22,BF,01,C0,9E
210 DATA 11,40,01,CD,07,BF,C9,C5,D5,21,1C,BF,06,07,CD,8C
220 DATA BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9,47,55,4E,4E
230 DATA 45,52,31
```

NONTERRAQUEOUS

Enter the following as a direct command: !TAPE,IN:LOAD"!";NEW  
This will position the tape at the beginning of the second program.  
Now type in and run the following program which will transfer the  
rest of the program to disc without the need for TRANSMAT

```
10 !TAPE,IN:OPENOUT"D";MEMORY 2999
20 LOAD"!",3000
30 MODE 0:CALL 3003,&FFFE,16383
40 SAVE"NON2".B,&C000,&4000
50 CALL 3003,40756,37000
60 SAVE"NON1".B,3957,37000
70 MODE 0:CALL 3003,&FFFE,16383
80 SAVE"NON3".B,&C000,&4000
Type in and save as NON.BAS the following loader program
10 MODE 0:BORDER 3:OPENOUT"D":MEMORY 2999
20 FOR X=0 TO 15:READ A:INK X,A:NEXT
30 LOAD"NON2"
40 FOR X=1 TO 2000:NEXT
50 LOAD"NON3"
60 LOAD"NON1"
70 CALL 4000
80 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
```

3D GRAND PRIX All CPC's

Use TRANS 2. RENAME the first program GRAND.BIN and the second GRAND1.BIN but do not RELOCATE it. Type in and run the following program

```
10 FOR X=&BEB0 TO &BED7:READ A:POKE X,A:NEXT:CALL &BEB0
20 DATA &21,&8B,&BE,&0E,&FD,&C3,&16,&BD,&0E,&07,&11,&40,&00,&21,&4F
30 DATA &B1,&CD,&CE,&BC,&05,&0A,&21,&CE,&BE,&11,&00,&C0,&CD,&77,&BC
40 DATA &21,&40,&00,&CD,&80,&BC,&D4,&AB,&BE,&77,&23,&18,&F6,&FE,&0F
50 DATA &C0,&E1,&CD,&7A,&BC,&21,&CE,&BE,&06,&0A,&CD,&8C,&21,&40
60 DATA &00,&11,&BC,&A6,&01,&6B,&41,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC
70 DATA &C3,&6B,&41,&47,&52,&41,&4E,&44,&31,&2E,&42,&49,&4E
Reset the computer and type in and save as GRAND.BAS the following loader program
```

```
10 FOR X=&BEB0 TO &BEBB:READ A:POKE X,A:NEXT:CALL &BEB0
20 DATA &21,&4F,&B1,&CD,&CE,&BC,&06,&09,&21,&A6,&BE,&CD,&77,&BC,&EB
30 DATA &CD,&B3,&BC,&CD,&7A,&BC,&21,&9E,&BE,&22,&BD,&01,&C3,&40,&00
40 DATA &21,&AF,&BE,&06,&0A,&C3,&77,&BC,&47,&52,&41,&4E,&44,&2E,&42
50 DATA &49,&4E,&47,&52,&41,&4E,&44,&31,&2E,&42,&49,&4E
```

CODENAME MAT II All CPC's

Use TRANS 3. RENAME the first program MAT, the second MAT1 and the third MAT2 and RELOCATE it. Make the following change to MAT.BAS

```
140 RUN"MAT1"
Make the following change to MAT1.BAS
1 SYMBOL AFTER 256:SPEED WRITE 1:MEMORY 4607:LOAD"MAT2",&F4C:MODE 1:
CALL &F4C:CALL 33915
```

SORCERY For 664/6128. Flash Load version.

Use TRANS 1 AUTO to transfer the first program. Reset the computer and load SORCERY.BAS. Type in the following as a direct command  
POKE &AEB1,&6F:POKE &AEB2,&1:POKE &23B,0:POKE &23A,0:POKE &28C,&FB:  
POKE &28D,&C9:ITAPE:SPEED WRITE 1:RUN  
Play the rest of the tape and when finished insert a blank tape and type SAVE"SORCERY".B,5DC,A524,&5DC. Use TRANSMAT to RELOCATE this code and ERA SORCERY.BAS

MR. FREEZE

Position tape immediately after MR FREEZE block 1. Type in and run the following program which will transfer the program to disc without the need for TRANSMAT

```
10 :TAPE.IN:FOR X=1000 TO 1011:READ A:POKE X,A:NEXT:CALL 1000
20 SAVE"SCREEN".B,&395F,&1000:SAVE"GAME".B,&495F,&4227
40 DATA 33,95,57,17,0,16,62,1,205,161,188,201
Reset the computer and type in and save as FREEZE.BAS the following loader program
10 MEMORY &395E:LOAD"SCREEN.BIN":CALL &395F
20 LOAD"GAME.BIN":CALL &B3C3:CALL &7E0E:CALL &7D1A:CALL &827F
```

WILD BUNCH For 664/6128

```
DEFAULT both programs and make the following change to WILDBUNCH.BAS
280 SYMBOL AFTER 250:FOR X=&BEB0 TO &BEB3:READ A:POKE X,A:NEXT
290 IF PEEK (&BD52)=2 THEN POKE &BEB4,&7D
300 CALL &BEB0,"PROGRAM"
310 DATA &DD,&6E,&80,&DD,&66,&81,&46,&23,&7E,&23,&66,&6F,&CD
320 DATA &77,&8C,&C5,&EB,&83,&BC,&CD,&7A,&83,&D1,&2A,&64
330 DATA &AE,&23,&19,&22,&66,&AE,&22,&68,&AE,&22,&6A,&AE,&22
340 DATA &6C,&AE,&3E,&AB,&32,&74,&8B,&21,&8B,&BE,&0E,&FD,&C3
341 DATA &16,&8B,&21,&8B,&BE,&C3,&78,&EA,0
```

BRIDGE PLAYER For 664/6128

```
CLEAR first program and DEFAULT second. Type in and save as BRIDGE.BAS the following loader program
10 SYMBOL AFTER 250:FOR X=&BEB0 TO &BEB3:READ A:POKE X,A:NEXT
20 IF PEEK (&BD52)=2 THEN POKE &BEB4,&7D
30 CALL &BEB0,"X"
```

```
40 DATA &DD,&6E,&80,&DD,&66,&81,&46,&23,&7E,&23,&66,&6F,&CD
50 DATA &77,&8C,&C5,&EB,&83,&BC,&CD,&7A,&83,&D1,&2A,&64
60 DATA &AE,&23,&19,&22,&66,&AE,&22,&68,&AE,&22,&6A,&AE,&22
70 DATA &6C,&AE,&3E,&AB,&32,&74,&8B,&21,&8B,&BE,&0E,&FD,&C3
80 DATA &16,&8B,&21,&8B,&BE,&C3,&78,&EA,0
```

ARNHEM All CPC's

```
Use TRANS 3 AUTO then make the following changes to ARNHEM.BAS
270 LOAD"ARNHEMCD",1700
280 A$="ARNHEMCD"
295 POKE &402A,B:POKE &4214,&F9
296 POKE &419F,B:POKE &41A1,&F9
```

FIGHTER PILOT All CPC's

```
If the first program is FP.BIN then simply use TRANS 1 and RENAME it FIGHTER.
If the first program is FP.BAS then transfer it. Reset the computer and type the following as direct commands
LOAD"FP.BAS" <ENTER>
POKE 434,201:TAPE.IN:RUN <ENTER>
When the program has loaded then SAVE"FIGHTER".B,&33E8,&9088,&33E8
Erase FP.BAS
```

BOULDER DASH All CPC's

```
Type in the following program and play the tape. The program will be transferred to disc without the need for TRANSMAT
10 FOR X=&A000 TO &A02A:READ A:POKE X,A:NEXT:CALL &A000
20 DATA &21,&80,&82,&11,&25,&87,&3E,&87,&41,&8C,&06,&07,&21,&24
30 DATA &A0,&8C,&8C,&8C,&8C,&21,&80,&82,&11,&25,&87,&41,&8C,&06,&07
40 DATA &CD,&98,&8C,&8C,&8C,&8F,&42,&4F,&55,&4C,&44,&45,&52
```

TOBRUK Courtesy of H. E. HAXWELL MCD, Hatfield, Herts.

This routine will transfer side one of "TOBRUK" automatically. Start with fully rewound game tape, press the PLAY button and make sure your disc has at least 55k free.

```
10 MEMORY &3F00:DISC:FOR X=&BF00 TO &BF3E
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"TOBRUK".B,&BF00,&3F,&BF00
40 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,CD,25,BF,CD,8E
50 DATA 3F,21,30,8C,11,30,00,CD,AB,BB,3E,34,32,3E,BF,CD
60 DATA 25,BF,C3,2F,5E,21,38,BF,06,07,11,00,C0,CD,77,BC
70 DATA EB,CD,83,BC,CD,7A,BC,C9,54,4F,42,52,55,4B,33
80 RESTORE 110:FOR X=&9000 TO &90C2
90 READ A$:POKE X,VAL("&"+A$):NEXT
100 CALL &9000
110 DATA CD,37,BD,3E,44,CD,6B,BC,06,00,11,00,40,CD,77,BC
120 DATA EB,CD,83,BC,CD,7A,BC,21,3E,40,22,FF,3F,0E,FF,0C
130 DATA CD,15,B9,D6,80,20,F8,B4,C4,45,90,21,39,98,22,38
140 DATA BD,21,C0,BE,22,E3,BD,21,60,90,11,C0,BE,01,63,00
150 DATA ED,B0,C3,FF,3F,3D,28,0C,3E,BD,32,61,90,21,A9,97
160 DATA 22,2C,90,C9,3E,BB,21,A5,97,22,2C,90,32,61,90,C9
170 DATA CD,88,08,3E,C3,21,CF,BE,32,E0,00,22,E1,00,C9,21
180 DATA DE,BE,22,96,01,21,F6,BE,22,A6,01,C3,7F,01,CD,8E
190 DATA 3F,21,FF,B0,11,40,00,0E,07,CD,CE,BC,01,E8,3E,11
200 DATA 8E,3F,CD,07,BF,C9,3E,34,32,22,BF,01,7B,96,11,E8
210 DATA 03,CD,07,BF,C3,2F,5E,C5,D5,21,1C,BF,06,07,CD,8C
220 DATA BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC,C9,54,4F,42,52
230 DATA 55,4B,33
```

TOBRUK for 2 computers To transfer side two use the same program as for side one but make the following changes to it:

```
Alter name in line 20 to "TOBRUK2"
Add the following lines:
25 POKE &BF23,&44:POKE &BF24,&2C:POKE &BF1B,&35
95 POKE &9097,&35:POKE &90A5,&44:POKE &90A6,&2C
```

Now RUN the program and it will transfer the first part of side two. When the tape stops do not move it. To transfer the second part of side two again use the side one program but with these alterations:

```
1) Replace lines 10 to 70 as follows:-
10 FOR X=&BF00 TO &BF33
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE"SLAVE".B,&BF00,&34,&BF00
40 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,CD,1A,BF,21,30
50 DATA 8C,11,30,00,CD,AB,BB,C3,11,2D,21,2D,BF,06,07,11
60 DATA 00,C0,CD,77,BC,EB,CD,83,BC,CD,7A,BC,C9,54,4F,42
70 DATA 52,55,4B,36
```

```
2) Insert a new line:-
95 POKE &9070,&E1:POKE &9075,&18:POKE &9076,4:POKE &9097,&36:
POKE &909C,&AE:POKE &909D,10:POKE &909F,&10:POKE &90A0,&27:
POKE &90A5,&11:POKE &90A6,&2D:POKE &908C,&18:POKE &908D,8
```

RUN this program and it will transfer the second part of side two.

SOULD OF A ROBOT All CPC's  
 Use TRANS 2 AUTO. Reset the computer and type in and run the following program to transfer the rest of the tape  
 10 OPENOUT"D":MEMORY &3E7:CLOSEOUT:LOAD"NONAME1"  
 20 CALL &3EB,&FFFE,&3FFE:SAVE"ROBOSCRN",B,&C000,&4000  
 30 CALL &3EB,&A21C,&9C40:SAVE"SOULROBO",B,&7D0,&9A4D,&7D0  
 Now type in and save as SOULROBO.BAS the following loader program  
 10 MODE 1:INK 0,0:BORDER 0:INK 1,24:INK 2,12:INK 3,6  
 20 OPENOUT"D":MEMORY &7DF:CLOSEOUT  
 30 LOAD"ROBOSCRN":LOAD"SOULROBO.BIN":CALL 2000  
 Now ERASE NONAME1.BIN and SOULROBO.BAK

GEMINI DATABASE 464 only  
 Use TRANS 3. DEFAULT all programs and RELOCATE the second. Make the following change to DATABASE.BAS  
 300 SYMBOL AFTER 256:MEMORY 27569:LOAD"CODE":RUN"BASIC"  
 Make the following change to BASIC.BAS  
 RENUMBER the program then add: 1 :TAPE:CALL &A3AF  
 Records can only be loaded/saved using the cassette system  
 AMX MOUSE SOFTWARE All CPC's  
 Use TRANS 14 AUTO. When finished do the following  
 REN DEMO.RS=DEMO.BIN REN VDUTAB.0=VDUTAB.BIN  
 REN ROM.ICN=ROM.BIN REN ART.ICN=ART.BIN  
 REN PAT1.PCN=PAT1.BIN

STARION All CPC's  
 Use TRANS 1. CLEAR the first program and RENAME the second STAR.BIN  
 Type in the following program which will transfer the rest to disc  
 10 FOR X=&A636 TO &A6AD:READ A:POKE X,A:NEXT:CALL &A636  
 100 DATA &3E,&99,&21,&40,&00,&11,&00,&A4,&D5,&E5,&CD,&A1,&BC,&3E,&99  
 110 DATA &21,&00,&C0,&11,&00,&3E,&D5,&E5,&CD,&A1,&BC,&E1,&D1,&CD,&60  
 120 DATA &A6,&E1,&D1,&CD,&60,&A6,&21,&80,&A6,&11,&30,&00,&D5,&E5,&21  
 130 DATA &7F,&A6,&34,&21,&7B,&A6,&06,&05,&CD,&BC,&E1,&D1,&01,&00  
 140 DATA &00,&3E,&02,&CD,&98,&BC,&3C,&8F,&BC,&53,&54,&41,&52,&30,&30  
 150 DATA &03,&B9,&CD,&2B,&FF,&06,&05,&21,&A9,&A6,&CD,&77,&BC,&21,&40  
 160 DATA &00,&CD,&83,&BC,&CD,&7A,&BC,&31,&00,&00,&11,&00,&00,&21  
 170 DATA &40,&00,&01,&00,&A4,&ED,&80,&C3,&55,&FF,&53,&54,&41,&52,&32  
 Now type in and save as STARION.BAS the following loader program  
 10 MODE 1:BORDER 0:FOR X=0 TO 3:INK X,0:NEXT  
 20 LOAD"STAR",&FF00:LOAD"STAR1",&C000:LOAD"STAR3"  
 30 POKE &FF3D,&C9:POKE &FFA1,&30  
 40 INK 1,6:INK 2,18:INK 3,26:CALL &A680

HUNCHBACK  
 Use TRANS 2. CLEAR the first program and RENAME the next two HUNCH and HUNCH2. Make the following changes to HUNCH.BAS  
 5 BORDER 0:INK 0,0:INK 1,18:INK 2,5:INK 3,25  
 370 LOAD"HUNCH2",&4C00

MACADAM BUMPER 464/664 only. Version 1.  
 Use TRANS 4. Rename the first MACADAM, the second M1, the third M2 and the last M3. When finished do the following  
 REN MACADAM.SCN=M1.BIN REN MACADAM.PRG=M2.BIN  
 REN MACADAM.LAY=M3.BIN  
 Now type in and save as MACADAM.BAS the following loader program  
 10 LOAD"MACADAM.BIN"  
 20 FOR X=&BED0 TO &BEDC:READ A:POKE X,A:NEXT:CALL &BED0  
 30 DATA &21,&FF,&80,&11,&40,&00,&0E,&07,&CD,&CE,&BC,&00,&00

3D BOXING Courtesy of A.B.B. Hatfield, Hertfordshire.  
 Position the tape after the second program (LDR.BIN).

Type in and run the following program. It will save the screen and game to disc automatically. It will report a syntax error in 100 - ignore this:

```

10 FOR X=&A000 TO &A04A:READ A$:POKE X,VAL("&"+A$):NEXT
20 !TAPE.IN:CALL &A000
30 SAVE"3DBOXSCN",b,&C000,&4000
40 SAVE"3DBOX",b,&200,&9E00
100 DATA 3E,00,CD,0E,BC,01,00,00,CD,38,BC,16,10,21,3A,A0
110 DATA 7E,47,4F,3E,10,92,E5,D5,CD,32,BC,D1,E1,23,15,20
120 DATA EF,21,00,C0,11,00,40,3E,16,CD,A1,BC,21,00,02,11
130 DATA 00,9E,3E,16,CD,A1,BC,C9,00,02,00,0D,1A,0C,18,09
140 DATA 12,0A,14,01,02,0B,06,07,03,04,00
  
```

Reset the computer.

Type in and save as 3DBOX the following loader program:

```

10 MODE 0:INK 14,3:INK 12,6:INK 1,13:INK 4,24
20 INK 10,2:INK 0,0:INK 2,26:INK 9,1
30 OPENOUT"D":MEMORY &1FF
40 LOAD"3DBOXSCN"
50 LOAD"3DBOX.BIN":CALL &200
  
```

DYNAMITE DAN Courtesy of H. E. HAXWELL MCD, Hatfield, Herts.

The following routine will transfer DYNAMITE DAN automatically.

```

10 MEMORY &9000:FOR X=&BEC0 TO &BF01
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 SAVE "DYNADAN",B,&BEC0,&42,&BEC0
40 DATA 21,6D,06,E3,21,FF,B0,11,40,00,0E,07,CD,CE,BC,CD
50 DATA E7,BE,3E,32,32,01,BF,CD,E7,BE,21,00,C0,11,00,90
60 DATA 01,A0,1E,ED,B0,F3,C9,11,00,C0,21,FA,BE,06,08,CD
70 DATA 77,BC,EB,CD,83,BC,CD,7A,BC,C9,44,59,4E,41,44,41
80 DATA 4E,31
90 RESTORE 120:FOR X=&50 TO &C8
100 READ A$:POKE X,VAL("&"+A$):NEXT
110 CALL &50
120 DATA CD,37,BD,3E,E8,CD,6B,BC,06,00,11,E8,03,D5,CD,77
130 DATA BC,E1,CD,83,BC,CD,7A,BC,21,01,02,11,9F,AC,3E,87
140 DATA CD,A1,BC,11,00,C0,D5,21,00,90,E5,01,A0,1E,C5,ED
150 DATA B0,07,11,40,00,21,FF,AB,CD,CE,BC,01,FF,8D,11
160 DATA 01,02,AC,00,3E,32,32,C8,00,01,A0,1E,11,00,C0
170 DATA CD,00,C1,D1,E1,ED,B0,F3,C3,6D,06,C5,D5,21,C1
180 DATA 00,06,08,CD,8C,BC,E1,D1,3E,02,CD,98,BC,CD,8F,BC
190 DATA C9,44,59,4E,41,44,41,4E,31
  
```

TECHNICIAN TED All CPCs  
Use TRANS 2. CLEAR the first program and DEFAULT the second. Type in and run the following program to transfer the rest to disc

```
0 OPENOUT"D":MEMORY &FFF:CLOSEOUT:LOAD"NONAME1"  
0 FOR X=&1000 TO &1026:READ A:POKE X,A:NEXT:CALL &1000  
0 SAVE"TT1",B,&1000,&6EE:SAVE"TT2",B,&23EE,&8114  
0 DATA &F3,&21,&15,&10,&E5,&21,&D9,&22,&E5,&11,&D4,&01,&DD,&21,&00  
0 DATA &24,&C3,&72,&23,&3E,&C3,&21,&22,&10,&32,&CF,&25,&22,&D0,&25  
0 DATA &37,&C3,&00,&24,&01,&B9,&7F,&D9,&C9  
low type in and save as TED.BAS the following loader program  
NONAME1.BIN can then be erased.  
0 MEMORY &1CF  
0 MODE 1:BORDER 0:FOR X=0 TO 3:INK X,0:NEXT  
0 FOR X=&C000 TO &C065:READ A:POKE X,A:NEXT  
0 LOAD"TT1":CALL &C000  
0 DATA &21,&FC,&A6,&11,&66,&C0,&01,&04,&19,&ED,&B0,&3E,&C3,&21,&19  
0 DATA &C0,&32,&C7,&23,&22,&C8,&23,&C3,&B9,&23,&3E,&2A,&21,&E8,&A1  
0 DATA &32,&C7,&23,&22,&C8,&23,&C3,&B9,&23,&3E,&C0,&21,&FC,&A6,&01,&04  
0 DATA &19,&DD,&7E,&00,&5F,&7E,&DD,&77,&00,&73,&23,&DD,&23,&0B,&7B  
0 DATA &B1,&20,&EF,&21,&63,&C0,&06,&03,&CD,&77,&BC,&EB,&CD,&83,&BC  
00 DATA &F3,&11,&FC,&A6,&21,&66,&C0,&01,&04,&19,&ED,&B0,&01,&7E,&FA  
10 DATA &AF,&ED,&79,&21,&17,&3D,&C3,&8A,&2C,&54,&54,&32
```

RED MOON All CPCs  
LEAR the first program and rename the rest MOON1 to MOON3. Do not ELOCATE any code. Type in and save as MOON.BAS, the following loader program.  
0 FOR X=&3AB TO &3FE:READ A:POKE X,A:NEXT  
0 CALL&3AB:ITAPE:CALL &3F1  
0 DATA &C3,&BD,&03,&AD,&4F,&4E,&32,&4D,&4F,&4E,&4E,&33,&4D,&4F  
0 DATA &4F,&4E,&31,&06,&05,&21,&AE,&03,&77,&BC,&21,&00,&16,&CD  
0 DATA &83,&BC,&CD,&7A,&BC,&06,&05,&21,&83,&03,&CD,&77,&BC,&21,&00  
0 DATA &67,&CD,&83,&BC,&CD,&7A,&BC,&06,&05,&21,&88,&03,&CD,&77,&BC  
0 DATA &21,&00,&04,&CD,&83,&BC,&7A,&BC,&C9,&21,&00,&04,&11,&00  
0 DATA &9A,&01,&00,&12,&ED,&B0,&C3,&00,&8BD

WARLORD  
Use TRANS 4 AUTO, reset the computer then enter and run the following program:  
0 MEMORY &3FFF:LOAD"WARLORD.BIN":POKE &4024,28  
0 SAVE "WARLORD.BIN",B,&4000,&F4,&4000  
WARLORD.BAK can now be ERASed. Play game with RUN "WARLORD"

HEROES OF KARN  
Use TRANS 4 AUTO, reset the computer then enter and run the following program:  
0 MEMORY &3FFF:LOAD"HEROES.BIN":POKE &4024,28  
0 SAVE "HEROES.BIN",B,&4000,&F7,&4000  
EROES.BAK can now be ERASed. Play the game with RUN "HEROES"

FOREST AT WORLDS END  
Use TRANS 4 AUTO, reset the computer then enter and run the following program:  
0 MEMORY &3FFF:LOAD"FOREST.BIN":POKE &4024,28  
0 SAVE "FOREST.BIN",B,&4000,&F7,&4000  
OREST.BAK can now be ERASed. Play game with RUN "FOREST"

PROJECT FUTURE All CPCs  
Use TRANS 1. CLEAR the first and second programs. Type in and save the following loader program:  
0 OPENOUT"D":MEMORY &1DF:CLOSEOUT  
0 LOAD"FEUTURE",&1E0:CALL &9FB8

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TRANSMAT INFORMATION EXCHANGE 14  
The following information is [C] SOU DARK SYSTEMS (ITE)

NOTE OF OUR ROUTINES SHOULD BE USED TO AVOID COPYRIGHT LAWS

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested.

ERRATUM

ELITE Pages 47/48/49  
We made several errors in this listing last month - some of which was due to a poor original. Please amend as follows:  
Page 47 amend line 140:  
140 DATA &44,&01,&00,&00,&3E,&02,&CD,&89,&BC etc.  
Page 48 second listing:  
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3E,&FF,&CD,&6B  
80 DATA &00,&21,&00,&5C,&11,&00,&C0,&01,&00,&40,&ED,&B0,&F3  
In line 100 it should read "&CD" and not "'CD"  
Finally page 49. Line 80 should read LOAD"ELITE2" and not ELITE3.

SOULS OF DARKON Page 49  
The authors wish to apologise for an error in line 20:  
20 POKE &A01,&06:POKE &A003,&40  
THE APPRENTICE Page 50  
If the game colours are not correct they can be amended by altering line 30: 30 BORDER 0:INK 0,0:LOAD"APPRENT2":CALL &9E7A

ROLAND ON THE RUN Page 46  
The direct command should read: MEMORY &B8BF:LOAD"PIC.BIN",&5B6C  
JUGGERNAUT Page 50  
Amend the DATA in line 50 to read: ...,09,CD,A1,BC,E1,7C,C6  
ROOM 10 Courtesy of H. E. HAXWELL MOD, Hatfield, Herts.

Type in and RUN the following program - it will transfer ROOM10 to disc without the need for TRANSMAT:  
10 FOR X=&100 TO &154:READ A\$:POKE X,VAL("&" +A\$):NEXT  
20 CALL &100  
30 DATA CD,37,BD,3E,01,CD,6B,BC,21,24,01,06,01,11,00,40  
40 DATA D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,21,25,01,22,46  
45 DATA 64,C3,09,64,41,21,FF,B0,11,40,00,0E,07,CD,CE,BC  
50 DATA 21,4D,01,06,07,11,00,07,D5,CD,8C,BC,E1,E5,11,80  
60 DATA 9D,C1,3E,02,CD,98,BC,CD,8F,BC,C3,00,07,52,4F,4F  
70 DATA 4D,54,45,4E,00



Use TRANS 1. CLEAR the first program. Reset the computer then enter and run the following program to transfer the remainder to disc:  
 10 FOR X=&BE80 TO &BEB3:READ A:POKE X,A:NEXT:CALL &BEB0  
 20 DATA &21,&FF,&06,&11,&40,&0E,&07,&CD,&CE,&BC,&21,&C0  
 30 DATA &07,&11,&FB,&A7,&3E,&10,&CD,&A1,&BC,&21,&B2,&BE,&06  
 40 DATA &02,&CD,&BC,&21,&C0,&07,&11,&FB,&A7,&01,&C0,&96  
 50 DATA &3E,&02,&CD,&9B,&BC,&CD,&BF,&BC,&C3,&00,&96,&52,&31  
 Now type in and save as RDCCD.BAS the following loader program:  
 10 MODE 1:INK 0,0:INK 1,26:INK 2,24:INK 3,6:BORDER 0  
 20 LOAD"screen"  
 30 FOR X=&BE80 TO &BE9C:READ A:POKE X,A:NEXT:CALL &BEB0  
 40 DATA &21,&FF,&06,&11,&40,&0E,&07,&CD,&CE,&BC,&21,&9B,&BE,&0  
 50 DATA &02,&CD,&77,&BC,&EB,&CD,&83,&BC,&ES,&C3,&7A,&BC,&52,&31

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LIGHTFORCE

Use TRANS 2 AUTO. Reset the computer.

Type in and run the following program which will load LIGHTFOR from disc, modify its code and save it back to disc as LIGHT.

```
10 OPENOUT"D":MEMORY &5D0:CLOSEOUT:LOAD"lightfor
20 POKE &5DB,&F3:POKE &5DD,&EE
30 FOR X=&2254 TO &2262:READ A:POKE X,A:NEXT
40 DATA &21,&FF,&B0,&11,&70,&AB,&0E,&07,&CD,&CE,&BC
50 DATA &C3,&DB,&05,&00
60 SAVE"LIGHT",b,&5DB,&2267,&2254
```

Run the program with RUN"LIGHT.

LIGHTFOR may now be ERASED.

THE APPRENTICE Courtesy of Iain Segall, Stanmore, Middlesex.

This routine saves the opening screen.

Use TRANSMAT and use TRANS 1 naming the file APPRENT1.

NOT rewind the tape but leave the PLAY button depressed.

Reset the Computer.

Type in and run the following program:

```
10 MEMORY &11FF:LOAD "APPRENT1":POKE &125F,&C9:CALL &1254
20 SAVE"APPRENT2",B,&12BA,&9246,&9E7A
```

Now type in the following loader program and save to disc as APPRENT:

```
10 MEMORY &11FF:LOAD"APPRENT1"
20 POKE &124A,&C9:CALL &1200
30 RUN"APPRENT2"
```

To play the game RUN"APPRENT".

JUGGERNAUT Courtesy of I. Jennings, Barlestone, Nuneaton.

Use TRANSMAT to CLEAR the first two parts of the program.

Reset the computer. Type in and RUN the following program:

```
10 OPENOUT"D":MEMORY &3FF:CLOSEOUT
20 FOR X=&A600 TO &A616:READ A:POKE X,VAL("&"+A$):NEXT
30 CALL &A600
40 SAVE"JUGGER0",B,&400,&A200,&6660
50 DATA 06,12,21,00,04,C5,E5,AF,11,00,09,CD,A1,BA,E1,7C,C6
60 DATA 09,67,C1,10,EF,C9
```

RUN THE GAME WITH RUN"JUGGER0.

SPIITFIRE 40

Use TRANS 4 AUTO. Now type in and save as SPITFIRE.BAS the following loader program:

```
10 OPENOUT"d":MEMORY &999:CLOSEOUT
20 LOAD"SPITFIRE.BIN":CALL &1000
5 LOAD"BLAGGER2"
```

SWEEVO'S WORLD

Use TRANS 2. Rename the first program SWEEVD00 and the second SWEEVD1. Do not RELOCATE any code. Now type in and save as SWEEVO.BAS the following loader program:

```
10 OPENOUT"d":MEMORY &SDB:CLOSEOUT
20 MODE 1:BORDER 0:INK 0,0:INK 1,2:INK 2,20:INK 3,6
30 LOAD"SWEEVD00.BIN":CALL &6B9
40 LOAD"SWEEVD01.BIN",&2B6A
50 FOR X=&500 TO &50B:READ A:POKE X,A:NEXT
60 CALL &500:CALL &668
70 DATA &21,&FC,&A6,&11,&D2,&AB,&01,&93,&7B,&ED,&BB,&C9
```

MARSPORT

Use TRANS 2 AUTO. Now type in and save as MARSPORT.BAS the following loader program:

```
10 OPENOUT"d":MEMORY &895:CLOSEOUT
20 LOAD"MARSPORT.BIN"
30 FOR X=&896 TO &8A0:READ A:POKE X,A:NEXT
40 FOR X=&8D0 TO &8D7:POKE X,0:NEXT:CALL &896
50 DATA &21,&FF,&07,&11,&40,&0E,&0E,&07,&CD,&CE,&BC
```

\*\*\*\*\*  
 SPIIT The perfect advanced software compliment to Transmat for those knowledgeable in computing. Spirit offers all the tools you need in one economic package to transfer those genuine header file programs onto disc. This sophisticated package on a Transmatable cassette is available direct from Pride Utilities Ltd  
 \*\*\*\*\*

Use TRANS 1. CLEAR the first program. Reset the computer then enter and run the following program to transfer the remainder to disc:

```

10 MEMORY &9FFF
20 LOAD "ldr"
30 POKE &A037,&C9
40 CALL &A000
50 SAVE "obj",B,&900,&9168
Now type in and save as "GHOST.BAS" the following loader program:
10 OPENOUT"D":MEMORY 1000:CLOSEOUT
20 LOAD"obj":CALL &7000
LDR.BIN can now be ERASED.

```

SKY FOX

Enter and run the following program which will transfer the required parts to disc:

```

10 :TAPE:OPENOUT"D":MEMORY &707:CLOSEOUT
20 LOAD"1",&AFB
30 POKE &5014,&C9:POKE &503B,&C9
40 CALL &5006:IDISC
50 SAVE"sky1",b,&C000,&4000:TAPE
60 POKE &A442,&3E
70 CALL &A442:IDISC
80 SAVE"sky2",b,&708,&490C
90 SAVE"sky3",b,&5014,&5400
100 SAVE"sky4",b,&C000,&1800
110 SAVE"sky5",b,&E450,&400
Type and save as SKYFOX the following loader program:
10 FOR X=&4FFB TO &505C:READ A:POKE X,A:NEXT:CALL &4FFB:CALL &500B
20 DATA &3E,&C3,&32,&30,&00,&21,&80,&80,&22,&31,&00,&C9,&C3,&0A
30 DATA &50,&F7,&21,&32,&50,&7E,&CD,&5A,&BB,&23,&7E,&FE,&FF,&20
40 DATA &F6,&C9,&3E,&01,&06,&00,&48,&CD,&32,&BC,&3E,&02,&06,&00
50 DATA &48,&CD,&32,&BC,&3E,&03,&06,&00,&48,&CD,&32,&BC,&C9,&04
60 DATA &01,&1C,&00,&00,&00,&1C,&01,&1A,&1A,&1C,&02,&0E,&0E,&1C
70 DATA &03,&06,&06,&1D,&00,&00,&1F,&0B,&0C,&53,&6B,&79,&66,&6F
80 DATA &78,&20,&69,&73,&20,&4C,&6F,&61,&64,&69,&6E,&67,&2E,&6F
90 OPENOUT"D":MEMORY &707:LOAD"sky1":LOAD"sky2":LOAD"sky3"
100 INK 1,0,0:INK 2,0,0:INK 3,0,0:LOAD"sky4":LOAD"sky5":CALL &5007
*****

```

ELITE continued.

When the save is completed reset the computer.

Rewind the SAVE tape. Run TRANSMAT and use TRANS 4 naming the files ELITE1, ELITE2, ELITE3 and ELITE4.

Reset the computer.

Type in the following loader program and save as ELITE:

```

10 MODE 1:INK 0,0:INK 1,24:INK 2,14:INK 3,6: BORDER 13
20 MEMORY &3FFF:LOAD"ELITE0"
30 FOR L=&A000 TO &A00B:READ V:POKE L,V:NEXT L:CALL &A000
40 FOR L=&A000 TO &A005:READ V:POKE L,V:NEXT L
50 POKE &A001,&FF:CALL &A000:LOAD"ELITE1",&4040
60 POKE &A001,&FE:CALL &A000:LOAD"ELITE3",&4F00
70 POKE &A001,&FD:CALL &A000:LOAD"ELITE4",&4600
80 POKE &A001,&0:CALL &A000:LOAD"ELITE3",&4000
90 FOR L=&A000 TO &A043:READ V:POKE L,V:NEXT L:CALL &A008
100 DATA &21,&00,&5C,&11,&00,&C0,&01,&00,&40,&ED,&B0,&C9
110 DATA &3E,&00,&CD,&5B,&BD,&C9,&F6,&C0,&06,&7F,&ED,&79
120 DATA &C9,&00,&F3,&31,&00,&E0,&3E,&FF,&CD,&00,&AD,&21
130 DATA &40,&40,&11,&40,&00,&01,&C0,&3F,&ED,&B0,&3E,&FE
140 DATA &CD,&00,&AD,&21,&00,&4F,&11,&00,&AF,&01,&00,&30
150 DATA &ED,&B0,&3E,&FD,&C0,&00,&A0,&21,&00,&46,&11,&00
160 DATA &E6,&01,&00,&1A,&ED,&B0,&3E,&00,&CD,&00,&AD,&C3
170 DATA &60,&00

```

COMMANDO

Run TRANSMAT and use TRANS 1 and name it COM1.

Now use TRANS 3 AUTO on the remainder of the tape. Reset the computer.

Type in the following one line loader program and save it as COMMANDO:

```
10 MEMORY 5000:LOAD"COM1":CALL &5C00
```

SOULS OF DARKON

Courtesy M.Higgins/S.Rowe, Gosport, Hants.

Run TRANSMAT and use TRANS 5 AUTO.

Reset the computer. Type in and run the following program. It will load SLOAD.BIN from disc, modify the code and re-save it to disc:

```

10 LOAD"SLOAD.BIN"
20 POKE &A001,&06:POKE &A003,&40
30 POKE &A029,&06:POKE &A02B,&47
40 SAVE"SLOAD",B,&A000,&0200

```

Now ERASE the BAK file. Run the game with RUN"SOULS"

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ELITE continued

Insert the ELITE tape and reset the tape counter to zero.

Type in and run the following program - it will load in more code:

```

10 MEMORY &5BFF:MODE 1:BORDER 13
20 LOAD"ELITE0"
30 FOR L=&A000 TO &A054:READ V:POKE L,V:NEXT
40 CALL &A028
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3E,&FF,&CD,&6B
60 DATA &6B,&BC,&06,&00,&CD,&8C,&BC,&3E,&02,&01,&00,&00,&D1,&E1
70 DATA &D1,&E1,&CD,&98,&BC,&CD,&8F,&BC,&C9,&00,&00,&00,&00,&00
80 DATA &00,&21,&00,&5C,&11,&00,&5C,&11,&00,&C0,&01,&00
90 DATA &40,&ED,&B0,&F3,&31,&00,&E0,&21,&40,&00,&11,&C0,&3F
100 DATA &9C,&3E,&16,&CD,&1E,&9D,&21,&40,&00,&11,&C0,&3F
110 DATA &CD,&00,&A0,&21,&00,&40,&11,&E0,&5C,&CD,&00,&A0
120 DATA &C7

```

When the ELITE tape stops rewind it back to the zero markers and remove it from the cassette unit.

Insert your rewound SAVE tape press REC & PLAY and any key.

The first of two parts of code will be saved to tape and when the tape stops you must again press another key to save the second part.

Remove, but DO NOT rewind, the SAVE tape.

Reset the computer.

Insert the ELITE tape in the cassette unit (rewound to the zero's as above), type in and run the following program:

```

10 MEMORY &5BFF:MODE 1:BORDER 13
20 LOAD"ELITE0"
30 FOR L=&A000 TO &A06C:READ V:POKE L,V:NEXT L
40 CALL &A028
50 DATA &E5,&D5,&CD,&37,&BD,&FB,&CD,&06,&BB,&3A,&FF,&CD,&6B
60 DATA &BC,&06,&00,&CD,&8C,&BC,&3E,&02,&01,&00,&00,&D1,&E1
70 DATA &CD,&98,&BC,&CD,&8F,&BC,&C9,&00,&00,&00,&00,&00,&00
80 DATA &00,&21,&00,&5C,&11,&00,&5C,&11,&00,&AD,&B0,&F3
90 DATA &31,&00,&E0,&21,&40,&00,&11,&A0,&9C,&3E,&16,&CD,&1E
100 DATA &9D,&F3,&21,&00,&4F,&11,&00,&30,&3E,&16,&CD,&1E
110 DATA &9D,&21,&00,&E6,&11,&00,&1A,&3E,&16,&CD,&1E,&9D
120 DATA &21,&00,&4F,&11,&00,&30,&CD,&00,&A0,&21,&00,&E6
130 DATA &11,&00,&1A,&CD,&00,&A0,&C7

```

When the ELITE tape stops remove it from the cassette unit and insert the un-rewound SAVE tape. Press REC & PLAY followed by any key.

The first of two more parts of code will be saved to tape and when the tape stops you must again press another key to save the second part.

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

```

-----
ERRATUM SORCERY Flash Load version.
ERRATUM
ERRATUM Amend the SAVE instruction in the final paragraph to
ERRATUM read:
ERRATUM SAVE"SORCERY",B,&SDC,&A524,&SDC
ERRATUM
ERRATUM ARNHEM
ERRATUM
ERRATUM Amend line 295 to read: 295 POKE &420A,B:POKE &4214,&F9
ERRATUM
-----

```

HUNTER KILLER

DEFAULT the first program and rename the last four programs HK1 to HK4. Do not RELOCATE HK1. Reset the computer.

```

Now load and make the following changes to HUNTERK1.BAS:
7000 LOAD"HK1",40956
7005 LOAD"HK2"
7010 RUN"HK3"

```

Replace the LOAD command in line 65100 of HK3 with LOAD"HK4"

DOOMSDAY BLUES (DEMO TAPE FROM AMSTRAD ACTION)

Courtesy of Chris Rollo, Holcombe Brook, Lancs.

Use TRANS 1 AUTO. and DEFAULT first program (EDEN.BAS). Reset the computer. Load EDEN.BAS and add the following line:-

```
55 SAVE "EDENSCN",B,&C000,&4000:STOP
```

Now RUN this program which will transfer the loading screen to disc. Do not rewind tape. Reset the computer

Use TRANS 1 on the next part (EDEN.BIN) but do not RELOCATE it. Load EDEN.BAS and carry out the following alterations:-

```
DELETE lines 10,20,40,50,60,70,80,90,100,110,120,130.
```

```
ADD lines:-
40 LOAD "EDENSCN"
50 RUN "EDEN.BIN"
```

Save this as DOOMSDAY and ERASE EDEN.BAS Run demo with RUN"DOOMSDAY

Courtesy of Brian Buckley, Duffy, Australia.

Enter and run the following program which will transfer the required parts to disc:

```

10 FOR X=0 TO 22:READ HEX:POKE &500+X,HEX:NEXT
20 :TAPE:CLS:CALL &5000
30 :DISC:SAVE"OBSDI2",B,&C000,&4000
40 SAVE"OBSDI3",B,&1000,&9560,&1100
50 DATA &3E,&76,&21,&00,&C0,&11,&00,&40,&CD,&A1,&BC,&3E,&98
60 DATA &21,&00,&11,&60,&95,&CD,&A1,&BC,&C9

```

Reset the computer.

Now type in and save as OBSIDIAN.BAS the following loader program:

```

10 OPENOUT"D":MEMORY &3FF:CLOSEOUT
20 FOR X=&400 TO &437:READ HEX:POKE X,HEX:NEXT:CALL &400
30 LOAD"OBSDI2.BIN":LOAD"OBSDI3.BIN":CALL &1100
40 DATA &01,&00,&00,&CD,&38,&BC,&AF,&CD,&E4,&BB,&3E,&01,&CD
50 DATA &0E,&BC,&11,&21,&00,&21,&0A,&70,&CD,&AB,&BB,&3E,&01
60 DATA &01,&02,&02,&CD,&3E,&03,&01,&1A,&1A,&CD,&32,&BC,&AF
70 DATA &01,&00,&00,&CD,&32,&BC,&C9

```

JEWELS OF BABYLON

Courtesy of Mr R.A.Ford, Beckenham, Kent.

Use TRANS 4 AUTO. Reset the computer.

Enter the following loader program and save it as JEWELS.BAS:

```

10 MEMORY &3FFF
20 LOAD"JEWELS.BIN"
30 POKE &4025,0
40 CALL &4000

```

DOPPLEGANGER

Courtesy of Brian Buckley, Duffy, Australia.

DEFAULT the first program. Reset the computer.

Now enter and run the following program. It will load in the program you have just saved, amend the code and save it back to disc again:

```

10 OPENOUT"D":MEMORY &225:CLOSEOUT
20 LOAD"DOPPLE.BIN":POKE &256,&C9
30 SAVE"DOPPLE1",B,&226,&BF,&236

```

You can now ERASE DOPPLE.BIN. Reset the computer

(continued page 21)

TRANSMAT INFORMATION EXCHANGE 13

NONE OF OUR ROUTINES SHOULD BE USED IN UNFAIRLY CIRCUMSTANCES

The following information is for SOLOMARK SYSTEMS (UK)

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N) If the solution given below will not work then it is possible that you have a different version to the one tested.

-----  
INFORMATION Goldmark Club members and other users require routines REQUESTED for the following programs: THING ON A SPRING:  
-----

ELITE - Metropolitan (GOLD) version.

6128 ONLY - uses banked memory.

Courtesy of Jim Westoby, Potters Bar, Herts.

Run TRANSMAT and use TRANS 1.

CLEAR the first program and name the second ELOAD0.

Do not touch the ELITE tape.

Type in and run the following program. It will initially load ELOAD0 from disc, the tape will start and code will load in from the ELITE tape.

```

10 MODE 1:BORDER 13:MEMORY &3A9F
20 WINDOW#1,14,26,12,12:WINDOW#2,14,26,14,14
30 INK 0,0:INK 1,24:INK 2,14:INK 3,6
40 LOCATE 11,2:PEN 3:PRINT"ELITE - version 3/86"
50 LOAD"ELOAD0":POKE &3B76,&C3:POKE &3B77,&0:POKE &3B78,&3D
60 FOR I=&3D00 TO &3D54:READ V:POKE I,V:NEXT I
70 :TAPE:CALL &3B00
80 DATA &32,&46,&5B,&14,&F5,&7A,&FE,&46,&28,&02,&F1,&E9
90 DATA &3E,&32,&32,&76,&3B,&3E,&46,&32,&77,&3B,&3E,&5B
100 DATA &32,&78,&3B,&3E,&3E,&32,&3A,&01,&F1,&CD,&00,&01
110 DATA &F5,&3E,&3A,&32,&3A,&01,&3E,&C9,&32,&7B,&01,&F1
120 DATA &CD,&4B,&01,&F5,&3E,&21,&32,&7B,&01,&F1,&FB,&CD
130 DATA &06,&BB,&06,&00,&CD,&8C,&8C,&21,&00,&5C,&11,&00
140 DATA &44,&01,&00,&00,&3A,&02,&CD,&98,&BC,&CD,&BF,&BC
150 DATA &C7

```

When the ELITE tape stops DO NOT REMIND IT BUT remove it from the cassette unit.

Insert the fresh SAVE tape, press REC & PLAY and then any key.

When the SAVE tape stops rewind it and reset the computer.

Run TRANSMAT and use TRANS 1 naming it ELITE0.

Rewind the SAVE tape and ERASE ELOAD0.

Reset the computer.

RETURN TO EDEN for 6128

Courtesy of D. Newman, Leicester.

Use TRANS 3 AUTO.

RENAME FIRSTBIT to EDEN2  
RENAME LASTBIT to EDEN3

Make the following changes to EDEN.BAS:

```
310 LOAD "EDEN2"
600 POKE &9210, &C0
605 FOR X=&9218 TO &9234: READ A: POKE X, A: NEXT
830 DATA &C0, &21, &2E, &C0, &11, &39, &A7, &06, &05, &CD, &77
840 DATA &BC, &EB, &CD, &83, &BC, &CD, &7A, &BC, &C3, &00, &8B
850 DATA &45, &44, &45, &4E, &33, &00, &00
```

ERIK THE VIKING for 6128

Courtesy of D. Newman, Leicester.

Use TRANS 3 AUTO.

RENAME FIRSTBIT to ERIK2  
RENAME LASTBIT to ERIK3

Make the following changes to ERIK.BAS:

```
310 LOAD "ERIK2"
600 POKE &9210, &C0
605 FOR X=&9218 TO &9234: READ A: POKE X, A: NEXT
830 DATA &C0, &21, &2E, &C0, &11, &39, &A7, &06, &05, &CD, &77
840 DATA &BC, &EB, &CD, &83, &BC, &CD, &7A, &BC, &C3, &00, &8B
850 DATA &45, &52, &49, &4B, &33, &00, &00
```

ROLAND ON THE RUN Courtesy of H.E.Haxwell MCD, Hatfield, Herts.

Use TRANS 3 AUTO. Reset the computer.

Load ROLRUN.BAS.

Amend the LOAD command in line 635 to read: LOAD "MC.BIN"

Amend the LOAD command in line 640 to read: LOAD "PIC.BIN", &5B60:CALL &5B60

Reset the computer.

Type as direct command:-- MEMORY &5BFF:LOAD "PIC.BIN", &5B6C

Type in the following basic program and RUN it:

```
10 FOR X=&5B60 TO &5B6B: READ V$: POKE X, VAL("&"+V$): NEXT
20 DATA 21, EB, 9A, 11, EB, AA, 01, 7F, 3F, ED, B8, C9
```

Type as a direct command:-- SAVE "PIC", B, &5B60, &3F8C

Run game with RUN "ROLRUN

## DOPPLEGANGER continued

Enter and run the following program to transfer the remaining three programs to disc:

```
10 FOR X=0 TO 11: READ HEX: POKE &5000+X, HEX: NEXT
20 :TAPE: CALL &5000
30 :DISC: SAVE "DOPPLE2", B, &C000, &4000
40 FOR X=0 TO 11: READ HEX: POKE &5000+X, HEX: NEXT
50 :TAPE: CALL &5000
60 :DISC: SAVE "DOPPLE3", B, &8001, &267A
70 FOR X=0 TO 11: READ HEX: POKE &5000+X, HEX: NEXT
80 :TAPE: CALL &5000
90 :DISC: SAVE "DOPPLE4", B, &2BC, &3D44, &A37D
100 DATA &21, &00, &C0, &11, &00, &40, &3E, &1F, &CD, &A1, &BC, &C9
110 DATA &21, &01, &80, &11, &7A, &26, &3E, &35, &CD, &A1, &BC, &C9
120 DATA &21, &BC, &02, &11, &44, &3D, &3E, &3E, &CD, &A1, &BC, &C9
```

Reset the computer.

Finally, enter and save as DOPPLE.BAS the following loader program:

```
5 MEMORY HIMEM-2
10 OPENOUT "D": MEMORY &225: CLOSEOUT
20 CLS: LOAD "DOPPLE1": CALL &236
20 LOAD "DOPPLE2": LOAD "DOPPLE2", &4000
30 LOAD "DOPPLE3": LOAD "DOPPLE4"
40 SPEED INK 4, 4: CALL &A062: CALL &A37D
```

CONTRAPTION

Use TRANS 0. DEFAULT all three programs naming them "CONTRAPT", "CON1" and "CON2". Reset the computer.

Amend line 7 of CONTRAPT as follows:

```
7 LOCATE 5, 15: PEN 3: LOAD "CON1": CALL 28650: LOAD "CON2"
```

NIGHTSHADE

Courtesy of Alan Roper, Rowner, Hants.

CLEAR the first two programs (NIGHT and N.PIC). DEFAULT and RELOCATE the third.

Reset the computer.

Type in and save as NSHADE.BAS the following loader program:

```
10 MEMORY &12FF: LOAD "NPRG.BIN"
20 CALL &E6E: CALL &1300
```

BATTLE OF BRITAIN (DEMO TAPE FROM AMSTRAD ACTION)

Courtesy of Chris Rollo, Holcombe Brook, Lancs.

Use TRANS 1. CLEAR the first program (DEMOAIR.BAS) and DEFAULT the second (Dair1d.Bin).

Reset the computer. Do not rewind the tape.

Now type in and run the following program to transfer the remainder of the program to disc:-

```
10 MEMORY &6800
20 LOAD"dair1d.bin"
30 FOR a=&683A TO &6848
40 READ v:POKE a,v:NEXT
50 CALL &683A
60 DATA &21,&46,&68,&11,&28,&2c,&3e,&49,&cd,&a1,&bc
70 DATA &c9,&c3,&0,&0,&0
80 POKE &6845,&0
90 SAVE"bdemo",b,&681A,&2c50
```

Type in the following loader program and save it with the name of your choice.

```
10 REM Battle of Britain demo loader
20 MEMORY &6800
30 LOAD"DAIRLD.BIN"
40 LOAD"BBDEMO.BIN"
50 CALL &6846
```

DRAUGHTSMAN

Use TRANS 2. RENAME the first program DRAFT1. Reset the computer.

Alter the following lines of DRAFT1.BAS to read:

```
2520 OPENIN"SYMBOL"
2820 OPENOUT"SYMBOL"
```

Reset the computer.

Type in and save as DRAFTMAN.BAS the following loader program:

```
10 SYMBOL AFTER 256:MEMORY 42639:SYMBOL AFTER 240
20 FOR x=42640 TO 42743:READ a%:POKE x,a%:NEXT:CALL &a690
30 !MG.IN
40 RUN"draft1"
50 DATA &1,&99,&a6,&21,&ad,&a6,&c3,&d1,&bc,&a1,&a6,&c3,&b1
60 DATA &a6,&c3,&e6,&a6,&4d,&47,&2e,&49,&ce,&4d,&47,&2e,&4f
70 DATA &55,&d4,&e0,&f8,&fe,&f8,&3a,&80,&bc,&32,&f8,&a6
80 DATA &2a,&81,&bc,&22,&f9,&a6,&3e,&c3,&32,&80,&bc,&21,&c9
90 DATA &a6,&22,&81,&bc,&c9,&f5,&e5,&cd,&eb,&a6,&e1,&f1,&c9
100 DATA &80,&bc,&f5,&28,&99,&38,&7,&fe,&a1a,&20,&3,&f1,&3f
110 DATA &f5,&e5,&cd,&81,&a6,&e1,&f1,&c9,&3a,&f8,&a6,&87,&bc
120 DATA &3a,&f8,&a6,&32,&80,&bc,&2a,&f9,&a6,&22,&81,&bc,&c9
```

NIGHTSHADE

Courtesy of Jim Westoby, Potters Bar, Herts.

Use TRANS 3.

Name the first NIGHT the second NIGHT0 and the third NIGHT1.

Reset the computer. Load NIGHT.BAS and amend as follows:

```
10 CIS:MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,24:INK 3,15
20 OPENOUT"D":MEMORY &E6D:CLOSEOUT
30 LOAD"NIGHT0.BIN",&1300:CALL &1300:LOAD"NIGHT1.BIN",&E6E:CALL
&E6E:CALL &1300
```

KILLAPED Courtesy of Andy Todd, Grangemouth.

Use TRANS 4 AUTO.

Reset the computer.

Load KILLAPED.BAS from disc and amend as follows:

```
85 LOAD"KILLDISC.BIN"
130 LOAD"KILL.BIN"
```

EMERALD ISLE Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

This conversion routine will give Disc Saving

```
10 FOR X:&BEC0 TO &BFFA:READ V$:POKE X,VAL("&"+V$):NEXT
20 DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,21,F4,BE,06,06
30 DATA 11,70,00,D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,21,F4
40 DATA BE,06,07,11,30,64,D5,CD,77,BC,E1,CD,83,BC,CD,7A
50 DATA BC,C3,00,8B,49,53,4C,45,2D,49,49
60 SAVE"EMERALD",B,&BEC0,&3B,&BEC0
70 !TAPE.IN:MEMORY &306F
80 LOAD"FIRST BIT",&3070:SAVE"ISLE-I",B,&3070,&63C0
90 LOAD"",&5430
100 POKE &82B6,&2D:POKE &82C0,8:POKE &82E7,8:POKE &8F58,0
105 POKE &8F59,0
110 SAVE"ISLE-II",B,&5430,&42CF
```

Now run the game with RUN"EMERALD and not only will it save to disc but that dreadful blue border will now be black.

TRANSMAT INFORMATION EXCHANGE 8

The following information is [c] GOLDMARK SYSTEMS (TIE)

STORM Courtesy of Martyn Comerie, Nottingham.

Transfer all parts to disc using TRANSMAT.

Reset the computer.

Load STORM.BAS from disc and amend as follows:

```
100 LOAD "DES.BIN", &35C0
110 LOAD "SPRITES.BIN", &7D74
120 LOAD "ENVELO.BIN", &5500
130 RUN "GAME.BIN", &170
```

DYNAMITE DAN

Courtesy of Brian Buckley, Duffy, Australia.

Type in and RUN the following program and press PLAY on the datacorder.

It will load in DYNAMITE DAN and save it onto a spare tape in the normal format. It will save two Binary parts, the first of which (about 1K) is a loader for the main program.

Now use TRANSMAT TRANS 2 on the saved tape but DO NOT rename or relocate the second program.

```
10 !TAPE:SPEED WRITE 1
20 FOR X=&7A TO &EA:READ AS:POKE X,VAL("&H"+$):NEXT:CALL &A6
30 DATA 64,79,6E,64,61,6E,11,00,00,21,80,00,07,CD,CE,BC,06,04
40 DATA 21,9F,00,CD,77,BC,21,01,02,CD,83,BC,CD,7A,BC,C3,21,0D,64
50 DATA 61,6E,31,00,00,21,01,02,11,9F,AC,3E,87,CD,AI,BC,06,06
60 DATA 21,7A,00,CD,8C,BC,21,80,00,11,26,00,01,80,00,3E,02,CD,98
70 DATA BC,CD,8F,BC,3E,FF,CD,6B,BC,06,04,21,9F,00,CD,8C,BC,21,01
80 DATA 02,22,9F,AC,01,01,02,3E,02,CD,98,BC,DC,8F,BC,C3,00,00
```

GHOST'N GOBLINS Courtesy of Mr McKiddie, Cleethorpes.

Use TRANS 0.

Save the first file as GOBLINS the second as GOBLINS0 the third as GOBLINS1 and the fourth as GOBLINS2.

Reset the computer.

Load GOBLINS from disc and amend as follows:

```
30 LOAD "GOBLINS0":RUN "GOBLINS1"
50 MODE 1:MEMORY &12FF:LOAD "GOBLINS2"
```

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

ERRATUM GHOSTBUSTERS page 18. Run TRANSMAT as usual. Go into ERRATUM BASIC and use deprotection pokes. ERRATUM HEROES OF KARN page 16. Amend the POKE in line 10 to ERRATUM read: POKE &4028,28

Siren Software's DISCOVERY

Use TRANS 1 and default the first program (DISCOVER.BAS).

DO NOT TOUCH THE DATACORDER KEYS as the positioning of the tape is critical.

Reset the computer and LOAD "DISCOVER" from disc.

Alter the following lines to read:

```
40 SAVE "DISCO",B,&8000,&1B10
50 STOP
```

Now type RUN and ENTER.

The tape will start and save a further program to disc. When the Ready prompt appears reset the computer and type in the following loader program and save as DISCOVER.BAS:

```
10 FOR X=&4000 TO &4019:READ A:POKE X,A:NEXT
20 DATA &44,&49,&53,&43,&4F,&06,&05,&21,&0,&40,&11,&0
30 DATA &60,&CD,&77,&BC,&21,&0,&80,&CD,&83,&2C,&C3,&0
40 DATA &80,&0,&0,&0
50 CALL &4000
```

Now ERASE DISCOVER.BAK.

HARRIER ATTACK

Use TRANS 1. CLEAR the first program.

RENAME the second HARRIER and RELOCATE.

Run game with RUN "HARRIER."

### THE DEVILS CROWN

Courtesy of Kendall Johns, Deptford, London.

RUN TRANSMAT in the normal manner. Return to BASIC and type in, as a direct command, the following binary deprotection pokes:  
FOR X=&9100 TO &9105:POKE X,0:NEXT  
Return to TRANSMAT (:TMAT) and use TRANS 1. CLEAR the first two programs. RENAME the third CROWN and RELOCATE it.  
Run the game with RUN"CROWN".

### THE LAST V8

Courtesy of Simon Goodwin, Acklam, Cleveland.

Use TRANS 4. CLEAR the first two programs and DEFAULT the next four.  
Type in the following loader program and save as LASTV8:

```
10 MODE 0:OPENOUT"D":MEMORY 1799:CLOSEOUT
20 LOAD"B",49152
30 LOAD"C",12800
40 LOAD"D",1800
50 FOR N=0 TO 15:INK N,0:NEXT N
60 LOAD"E",49152
70 CALL 1800
```

### DFM DATABASE & LABELS

Courtesy of Kendall Johns, Deptford, London.

Use TRANS 5. DEFAULT the first three programs and CLEAR the fourth (DEMO). DEFAULT the fifth and RENAME the sixth DFMABELS (this is the second DFM LABELS).  
Now make the following changes:

```
DFMDATAB.BAS alter line 570 to read: RUN"DFM464"
DFM464 .BAS alter line 5 to read: :TAPE
alter line 9022 to read: LOAD"CASROUTI",H-&D1:CLOSEIN
DFMLABEL.BAS alter line 570 to read: RUN"DFMABELS"
DFMABELS.BAS alter line 5 to read: :TAPE
alter line 9010 to read: LOAD"CASROUTI",H-&D1
```

Both programs use the same CASROUTI so there is no need to transfer the second one on the tape.

NOTE: Files may only be saved and loaded from tape.

### BRIAN BLOODAXE

Courtesy of Kendall Johns, Deptford, London.

Use TRANS 4 AUTO.

No changes are needed. Use RUN"BLOODAXE"

### CLASSIC ADVENTURE Courtesy of Mr. P. Clark, Ipswich.

Using TRANSMAT only transfer ADV.BIN.

Type in and save as CLASSIC the following loader program:

```
10 MODE 0:BORDER 0:INK 0,18:INK 1,0:CLS
20 LOCATE 2,5:PRINT"CLASSIC ADVENTURE"
30 LOCATE 2,6:PRINT"-----"
40 RUN"ADV.BIN"
```

### EDEN BLUES

Position the tape after the first program and type in the following transfer program. It will transfer the screen to disc:

```
5 :TAPE.IN
10 FOR X=&A000 TO &A000+11:READ A:POKE X,A:NEXT:CALL &A000
20 SAVE"EDEN1",B,&C000,&4000
30 DATA &21,&00,&C0,&11,&00,&40,&3E,&FF,&CD,&A1,&BC,&C9
```

Do not touch the tape - Reset the computer,

Now use TRANS 1 Renaming this program EDEN2 - do not relocate.

Type in an save as EDEN the following loader program:

```
10 DATA 0,13,26,14,24,9,18,10,20,1,2,11,15,8,3,6
20 MODE 0
30 BORDER 0:FOR I=0 TO 15:READ A:INK I,A:NEXT
40 LOAD"EDEN1",&C000:RUN"EDEN2"
```

Run the game with RUN"EDEN.

### MELBOURNE DRAW

Use TRANS 5 AUTO.

Reset the computer. Type in and save as MELDRAW the following loader program:

```
10 MODE 0:BORDER 0
20 DATA 0,26,1,9,14,2,6,13,15,17,20,7,3,24,12,21
30 FOR a=0 TO 15:READ b:INK a,b:NEXT
40 LOAD"imelpic",&C000
50 FOR x=&BBE80 TO &BEAC:READ a:POKE x,a:NEXT:CALL &BBE80
60 DATA &06,&08,&21,&A5,&BE,&CD,&77,&BC,&EB,&CD,&83,&BC,&7A,
&BC,&21,&97,&BE
70 DATA &0E,&FF,&C3,&16,&BD,&0E,&07,&21,&FF,&B0,&11,&40,&00,&CD,
&CE,&BC,&C3,&00
80 DATA &01,&50,&41,&4E,&41,&4D,&45,&4C,&42
```

This disc conversion will also save/load screens to disc.



BATTLE OF THE PLANETS

Type in the following program. It will transfer the required parts to disc without the need for TRANSMAT.

```

:0 !TAPE IN
20 MEMORY &1FFF:LOAD"!
30 FOR X=&B1C0 TO &B1FD:READ A$:POKE X,VAL("&H"+A$):NEXT
40 POKE &202F,&C0:POKE &2030,&B1:CALL &2000
50 DATA 06,06,21,F2,81,CD,8C,BC,21,00,00,11,00,40,01,00,00
60 DATA 0E,02,CD,98,BC,CD,8F,BC,06,06,21,F8,81,CD,8C,BC,21
70 DATA 00,01,11,00,7F,01,03,01,3E,02,CD,98,BC,CD,8F,BC,42
80 DATA 41,54,54,4C,31,42,41,54,54,4C,32

```

Now type in the following program and save as BATTLE:

```

10 MODE 1:INK 0,0:INK 1,0:BORDER 0
20 LOAD"BATTLE.BIN",&C000
30 RUN"BATTLE.BIN"

```

CHOPPER SQUAD

Use TRANS 1 AUTO.

Reset the computer.

LOAD"CHOPPERS" from disc and add the following lines:

```

135 SAVE"SQUAD1",B,1000,5000
136 SAVE"!SQUAD2",B,10000,16384
137 SAVE"!SQUAD3",B,29816,14336

```

Now add an exclamation mark to the SAVE command in line 135.

Now type !TAPE IN:RUN and press enter.

When the prompt PRES REC & PLAY AND ANY KEY appears remove CHOPPER SQUAD cassette from datacorder and replace with a fresh cassette and press any key.

When the save has been completed rewind the save cassette back to the beginning.

Now use TRANS 3 and relocate the third part.

Type in and save CHOPPERS the following loader program:

```

10 OPENOUT"D":MEMORY 999:CLOSEOUT
20 LOAD"SQUAD1":LOAD"SQUAD2":LOAD"SQUAD3"
30 CALL &6E6E:CALL 1000

```

ERASE the CHOPPERS.BAK file.

BORED OF THE RINGS

Courtesy of Kendall Johns, Deptford, Looan.

This program requires 178k so the disc must be formatted as DATA and not SYSTEM.

RUN TRANSMAT in the normal manner. Return to BASIC and type in, a direct command, the following binary deprotection pokes:

```
FOR X=&9100 TO &9105:POKE X,0:NEXT
```

Return to TRANSMAT (:TMAT) and use TRANS 0.  
 DEFAULT the first program, CLEAR the second, RENAME the th  
 BORED1GA and RELOCATE it. DEFAULT the fourth and CLEAR the fif  
 RENAME the sixth BORED2GA and RELOCATE it. DEFAULT the seventh  
 RENAME the next BOREDSCR. RENAME the ninth BORED3GA and RELOC  
 it. RENAME the tenth SCEPLOAD, the eleventh SCEPTSCR and  
 twelfth SCEPTICA.

Alter BORED1.BAS as follows:

```

30 MEMORY 5000:MODE 0:INK 0,0:BORDER 0:INK 6,6:INK 15,24:
7,7:INK 9,9:INK 12,24:INK 8,8:INK 10,11:INK 4,0:LOAD"BOREDSC
LOAD"BORED1GA":CALL &BB18:CALL 3655

```

Alter BORED2.BAS as follows:

```

30 MEMORY 5000:MODE 0:INK 0,0:BORDER 0:INK 6,6:INK 15,24:
7,7:INK 9,9:INK 12,24:INK 8,8:INK 10,11:INK 4,0:LOAD"BOREDSC
LOAD"BORED2GA":MODE 1:INK 1,6:PEN 1:CALL &BB18:PRINT"PASSWOR
:INPUT A$:IF A$<>"GO SQUASH A DWARF" THEN CALL 0:ELSE CALL 3

```

Alter BORED3.BAS as follows:

```

40 LOAD "BOREDSCR":LOAD "BORED3GA":MODE 1:INK 1,6:PEN 1:CALL &B
PRINT"PASSWORD":INPUT A$:IF A$<>"ONWARDS THEY MUST TRAVEL"
CALL 0:ELSE CALL 3655

```

Alter SCEPLOAD.BAS as follows:

```

30 MODE 0:INK 0,26:BORDER 26:INK 6,2:INK 2,1:LOAD "SCEPTSCR":RU
"SCEPTICA"

```

All three parts of the game use the same loading screen so it only necessary to transfer it once.

INTO OBLIVION

Courtesy of James G. Johnston, Auchtertool, FIFE.

Use TRANS 2. RENAME the first program (INTO D) to OBLIVION  
 DEFAULT the second (IO.BIN).

Reset the computer and load OBLIVION and amend the L  
 instruction in line 10 to read: LOAD"IO.BIN".

## TRANSMAT INFORMATION EXCHANGE 12

The following information is (c) GOLDMARK SYSTEMS (INC)

NONE OF OUR ROUTINES SHOULD BE USED TO VIOLATE COPYRIGHT LAWS

BAT LYNX  
 courtesy of Alan Roper, Rowner, HANTS.  
 TRANS 1. CLEAR the first two programs (COMBAT and SCREEN) and  
 AULT the third.

set the computer and type in and save as LYNX.BAS the following  
 der program:

```
MODE 1:MEMORY 5630
LOCATE 10,10:PRINT"COMBAT LYNX IS LOADING"
LOAD"MAIN.BIN":CALL 32138
```

you wish to increase the maximum payload from 2145kg to 4095kg  
 the following lines to the loader:

```
POKE 27740,255:POKE 27741,15:POKE 27910,255:POKE 27911,15
POKE 28300,52:POKE 28301,48:POKE 28302,57:POKE 28303,53
```

UGHTS

TRANS 2 AUTO. Reset the computer and load DRAUGHTS.BAS. Amend  
 the 210 to read:

```
LOAD"DRAUGHTS.BIN",16384
```

```
DELETE 260-1040.
```

IN HODDLE SOCCER

```
TRANS 4 AUTO.
```

name HODDSQUASH.BIN to HODDSQUASH.SCN

SSAGE FROM ANDROMEDA

TRANS 5 AUTO. Reset the computer. Type in and RUN the  
 following program:

```
MEMORY &3FFF:LOAD"MESSAGE.BIN":POKE &4028,28
SAVE"MESSAGE.BIN",B,&4000,&10E,&4000
```

```
ERASE MESSAGE.BAK.
```

ly the game with RUN"MESSAGE".

In the following, use TRANS 0 unless otherwise stated. CLEAR means  
 press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means  
 press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE  
 means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N).  
 If the solution given below will not work then it is possible that  
 you have a different version to the one tested.

ERRATUM PRICE OF MAGIK page 38

ERRATUM

ERRATUM The values for the three headerless files are:

```
ERRATUM PRICE1.BIN location &9800 length &07FC
ERRATUM PRICE2.BIN location &0070 length &9790 exec. &8960
ERRATUM PRICE3.BIN location &4000 length &4000
```

INFORMATION Goldmark Club members and other users require routines  
 REQUESTED for the following programs: THING ON A SPRING.

BEACH-HEAD Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

This routine will transfer BEACH-HEAD automatically without the  
 need for TRANSMAT.

```
10 FOR X=&BFC0 TO &BFF05
20 READ A$:POKE X,VAL("&"+A$):NEXT
30 DATA 21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,FE,BE,06,07
40 DATA 11,40,00,CD,77,BC,EB,CD,83,BC,CD,7A,BC,21,FE,BE
50 DATA 06,08,11,00,D0,0D,77,BC,EB,CD,83,BC,CD,7A,BC,F3
60 DATA 21,00,D0,11,C0,9F,01,AA,13,ED,B0,C3,80,B2,42,45
70 DATA 41,43,48,2D,49,49
80 SAVE"BEACH",B,&BFC0,&46,&BFC0
90 MEMORY &3900:TAPE.IN:LOAD"i"
100 FOR X=&39A9 TO &39AE
110 READ A$:POKE X,VAL("&"+A$):NEXT
120 FOR X=&39CD TO &39D9
130 READ A$:POKE X,VAL("&"+A$):NEXT
140 DATA 21,FF,AB,11,40,00,EB,CD,83,BC,CD,7A,BC,3E,EE,32
150 DATA 73,02,00
160 POKE &30,&C3:POKE &31,&C0:POKE &32,&BE
170 FOR X=&BFC0 TO &BFF47
180 READ A$:POKE X,VAL("&"+A$):NEXT
190 DATA 21,C0,9F,11,00,D0,01,AA,13,ED,B0,D9,CB,99,ED,49
200 DATA D9,3A,02,C0,B7,C4,32,BF,D9,CB,D9,CB,91,ED,49,D9
210 DATA CD,44,00,CD,88,08,CD,09,B9,21,FF,AB,11,40,00,0E
220 DATA 07,CD,CE,BC,21,2A,BF,06,08,11,00,D0,D5,CD,8C,BC
230 DATA E1,11,AA,13,3E,02,CD,98,BC,CD,8F,BC,21,2A,BF,06
240 DATA 07,11,40,00,D5,CD,8C,BC,E1,11,80,9F,3E,02,CD,98
250 DATA BC,CD,8F,BC,CD,00,B9,C3,64,C0,42,45,41,43,48,2D
260 DATA 49,49,FE,01,28,0B,3E,BD,32,E4,BE,3E,58,32,28,BF
270 DATA C9,3E,BB,32,E4,BE,18,F3
280 CALL &39A9
```

Play the game with RUN"BEACH

TRANSMAT INFORMATION EXCHANGE 9

The following information is (C) BOLDMARK SYSTEMS (TIE)

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

ERRATUM SKY FOX  
ERRATUM 6128 owners should add an additional line 5 to the loader  
ERRATUM program as follows:  
ERRATUM 5 MEMORY &4FFA  
ERRATUM  
ERRATUM WARLORD HERODES DF KARN FOREST AT WORLDS ENI  
ERRATUM In all of the above programs line 10 of the transfer  
ERRATUM routine should contain two pokes:  
ERRATUM POKE &4024,28:POKE 4028,28

F.A. CUP

Courtesy of Mr. J. S. Smith, Ramsbottom, LANCs.

Use TRANS 3. DEFAULT the first two programs and RELOCATE the third.

Reset the computer and load F.BAS from disc and make the following changes to line 10:

Delete the CALL &BD37.  
Change the LOAD!" command to LOAD"SCREEN.BIN".  
Change the RUN"! command to RUN"CODE.BIN".

Save this program as FACUP and ERASE F.BAS

FORMULA 1

Type in and RUN the following program. It will transfer FORMULA 1 t disc without the need for TRANSMAT.

```
10 !TAPE.IN:OPENOUT"D":MEMORY &176F:CLOSEOUT
20 LOAD"!F1",&1770
30 FOR X=&4000 TO &400B:READ A:POKE X,A:NEXT:CALL &4000
40 SAVE "FORMULA1",B,&1770,&68B0,&1770
50 DATA &21,&00,&50,&11,&01,&00,&3E,&16,&CD,&A1,&BC,&C9
```

Run game with RUN"FORMULA1.

ENDURANCE by CRL

Courtesy of H. E. Haxwell MCD, Hatfield, Herts.

1. Use TRANS 1 and transfer the first file ENDURANC.BAS.

2. Reset the computer and load ENDURANC from disc.

3. Type as a direct command: !TAPE.IN

4. List ENDURANC and insert a new line: 175 STOP

5. Now type: RUN 150 and press ENTER. The tape will start.

6. When the tape stops type as a direct command:

```
POKE &16DA,&C9 (press ENTER)
CALL &16B1 (press ENTER)
```

The tape will restart.

7. When the tape finally stops type in as a direct command:

```
SAVE"END",B,&1770,&BE3E,&9F8E (press ENTER)
```

The game will now save to disc.

8. ERASE ENDURANC.BAS and run the game with RUN"END". However saving your position during the game will still be to cassette.

OBSDIAN

Position the tape after the first block.

Type in the following program which will transfer the game to disc without the need for TRANSMAT:

```
10 !TAPE.IN
20 FOR X=&500 TO &500+85:READ A$:POKE X,VAL("&h"+A$):NEXT:CALL &500
30 DATA 21,00,C0,11,00,40,3E,76,CD,A1,BC,21,00,10,11,60,95,3E,9B,CD
40 DATA A1,BC,06,07,21,48,05,CD,8C,BC,21,00,C0,11,00,40,01,00,00,3E
50 DATA 02,CD,98,BC,CD,8F,BC,06,07,21,4F,05,CD,8C,BC,21,00,10,11,60
60 DATA 95,01,00,11,3E,02,CD,98,BC,CD,8F,BC,4F,42,53,49,44,49,31,4F
70 DATA 42,53,49,44,49,32
```

Now type in and save as OBSDIAN the following loader program:

```
10 MODE 1:BORDER 0:INK 0,2:INK 1,6:INK 2,26
20 OPENOUT"D":MEMORY &999:CLOSEOUT
30 LOAD"OBSID11":RUN"OBSID12"
```

MESSAGE FROM ANDROMEDA

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 4.

CLEAR the first program, name the second MESS0 - the third MESS1 and the fourth MESS2 and the fifth MESS3.

Reset the computer.

Type in and save as MESSAGE the following loader program:

```

10 SYMBOL AFTER &7D:M=HIMEM
20 OPENOUT"D":MEMORY &3FFF:CLOSEOUT
30 MODE 1:BORDER 0:FOR I=0 TO 3:INK I,0:NEXT I
40 LOAD"MESS0.BIN",&C000
50 INK 0,0:INK 1,2:INK 2,12:INK 3,13
60 LOAD"MESS2.BIN",&4000:LOAD"MESS3.BIN",M+1
70 FOR L=&3F00 TO &3FB1:READ V:POKE L,V:NEXT L:CALL &3F05
100 DATA &4D,&45,&53,&53,&31,&06,&05,&21,&00,&3F,&CD,&77,&BC,&21
110 DATA &40,&00,&CD,&83,&BC,&7A,&BC,&CD,&37,&BD,&C3,&00,&40

```

TURBO ESPIRIT

Use TRANS 0 and CLEAR the first two programs.

Reset the computer and type in the following program:

```

10 :TAPE:SPEED WRITE 1
20 FOR X=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40
30 PRINT:PRINT"Insert fresh SAVE cassette"
40 SAVE"TURB01",B,&4000,&4268
50 POKE &41,&0:POKE &42,&8:POKE &44,&54:POKE &45,&A1
60 PRINT:PRINT"Insert ORIGINAL cassette press PLAY then any key"
70 CALL &8B06:CALL &40
80 PRINT:PRINT"Re-Insert SAVE cassette"
90 SAVE"TURB02",B,&8000,&A154
100 DATA &21,&00,&40,&11,&68,&42,&3E,&16,&CD,&A1,&BC,&C9

```

Reset the computer.

Rewind the SAVE cassette and use TRANS 2, DEFAULTING both programs and relocating TURB02.BIN

Now type in and save as TURBO.BAS the following loader program:

```

10 OPENOUT"D":MEMORY &500:CLOSEOUT
20 MODE 1:INK 0,26
30 LOAD"TURB01":CALL 32768
40 LOAD"TURB02":CALL &51A:CALL &1955+11

```

SALUT L'ARTISTE

Use TRANS 1 AUTO.

Reset the computer.

Type in the following program which will transfer the remainder to disc:

```

20 FOR X=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40
30 SAVE"ARTCODE",B,&0B7C,&520E
40 DATA &21,&7C,&0B,&11,&0E,&52,&3E,&A6,&CD,&A1,&BC,&C9

```

Reset the computer.

Type in the following loader program and save as ARTISTE.BAS:

```

10 OPENOUT"D":MEMORY &B70:CLOSEOUT
20 LOAD"ARTISTE.BIN":LOAD"ARTCODE"
30 CALL &5EF2

```

SPINDIZZZY

Courtesy of Jim Westoby, Potters Bar, Herts.

Run TRANSMAT, go into basic and use deprotection pokes.

Use TRANS 1 and name this program SPIND0. Do not rewind the tape.

Type in the following transfer program which will save the remainder of the game onto a fresh cassette:

```

10 :TAPE
20 FOR L=&C000 TO &C03F:READ V:POKE L,VAL("&H"+V):NEXT:CALL &C000
30 DATA 21,40,00,11,C0,B0,3E,6A,CD,A1,BC,CD,7A,BC,CD,06,BB
40 DATA 06,00,CD,9C,9C,21,40,00,11,C0,2F,01,00,00,3E,02,CD
50 DATA 98,BC,CD,9F,BC,06,00,CD,9C,BC,21,00,30,11,00,B1,01
60 DATA 00,00,3E,02,CD,98,BC,CD,9F,BC,CD,C3,00,00

```

RUN this program and when the tape stops remove it and insert a fresh cassette press REC & PLAY and any key.

When the SAVE has been completed rewind the tape and use TRANS 2. Name the first SPIN1 and the second SPIN2. DO NOT relocate any code.

Now type in and save as SPIN the following loader program:

```

10 MEMORY &1FFF
20 LOAD"SPIN0.BIN":POKE &8015,&C9:CALL &8000
30 LOAD"SPIN2.BIN",&2000
40 FOR I=0 TO 3:INK I,0:NEXT I
50 LOAD"SPIN1.BIN",&C040
60 FOR L=&C000 TO &C01B:READ V:POKE L,VAL("&H"+V):NEXT L:CALL &C000
70 DATA 21,FF,A0,11,FF,B0,01,00,81,ED,B8,21,40
80 DATA C0,11,40,00,01,C0,2F,ED,B0,C3,00,B0

```

SUBSUNK by Firebird. Routine using TRANSMAT and SPIRIT.

Courtesy of Chris Swann, Rayne, Braintree, Essex.

1. Use Transmat to clear the first 2 programmes. (SUBSUNK.BAS and SUBSUNK.BIN).
2. Do not touch the tape.
3. Run Spirit and follow the instructions

4. Transfer the first headerless file from SUBSUNK to disc with the following info.

```
a) File Name :SUBSUNK1
   Location  :&4000
   Sync      :&2
   Length    :&2900
   Execution :&4000
```

5. Transfer the second headerless file from SUBSUNK to disc with the following info:

```
b) File Name :SUBSUNK2
   Location  :&E48
   Sync      :&2
   Length    :&B100
   Execution :&E48
```

6. Reset the computer and save to disc the following loader program:

```
10 OPENOUT"D":MEMORY 3655:CLOSEOUT
20 LOAD"SUBSUNK1.BIN"
30 RUN"SUBSUNK2.BIN":CALL &E48
```

This game runs on my 612B. I hope it is successful on other CPC's.

PRICE OF MAGIK 612B routine using banked memory and SPIRIT.

Courtesy of Jim Westoby, Potters Bar, Hertfordshire.

Use TRANS 1. CLEAR the first program and name the second PRICE0.

Do not rewind the tape.

Use SPIRIT to transfer the next THREE sections. Name these PRICE1, PRICE2 and PRICE3.

Now type in and save as PRICE the following loader program:

```
10 MEMORY &3FFF:LOAD"PRICE0":POKE &417B,&C9:CALL &400B
20 FOR T=1 TO 500:NEXT T
30 BORDER 0:FOR I=0 TO 3:INK I,0:NEXT I
40 LOAD"PRICE1",&C800
50 FOR L=&C000 TO &C061:READ V$;POKE L,VAL("&H"+V$):NEXT L:CALL &C00C
60 DATA 50,52,49,43,45,32,50,52,49,43,45,33,21,00,08,11,00,98
70 DATA 01,00,08,ED,80,CD,5B,9B,CD,23,9B,21,00,C0,11,00,E0,06
80 DATA 06,CD,77,BC,21,70,00,CD,83,BC,CD,7A,BC,3E,01,CD,24,9B
90 DATA 21,06,C0,11,00,E0,06,06,CD,77,BC,21,00,40,CD,83,BC,CD
100 DATA 7A,BC,3E,C4,01,00,7F,ED,79,21,00,D0,11,00,A0,01,FC,07
110 DATA ED,B0,CD,37,BD,C3,90,86
```

SABRE WULF

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 4.

Name the first SABRE the second SABRE0 the third SABRE1 and the fourth SABRE2

Reset the computer. Load SABRE.BAS and amend as follows:

```
5 CLS:MODE 1:BORDER 0:INK 0,0:INK 1,9:INK 2,24:INK 3,6
10 MEMORY &12FF:LOAD"SABRE0",&1300:CALL &1300:LOAD"SABRE1",&1300
20 INK 0,0:INK 1,0:INK 2,0:INK 3,0:LOAD"SABRE2",&C000:CALL &C000
```

FIREANT

Run TRANSMAT and use TRANS 3. CLEAR the first program and DEFAULT the other three, RELOCATING the code in the 2nd (FCODE2.BIN).

Now type in the following loader program and save as FIREANT:

```
10 OPENOUT"D":MEMORY 510:CLOSEOUT
20 LOAD"FCODE1":LOAD"FCODE2":LOAD"FCODE3"
30 MODE 0:CALL &B21A:CALL &B6C4
```

SPELLBOUND

Courtesy of Jim Westoby, Potters Bar, Herts.

Load TRANSMAT and use TRANS 2.

CLEAR the first program, name the second SPELL0 - CLEAR the third and name the fourth SPELL1. The tape will stop - do not rewind it.

Reset the computer. Type in the following program which will transfer the final part onto a fresh tape:

```
10 :TAPE:MEMORY &BFF
20 FOR L=&A800 TO &AB1E:READ V:POKE L,V:NEXT:CALL &A80A
30 INPUT A$:POKE &AB13,&BC
40 FOR L=&AB18 TO &AB26:READ V:POKE L,V:NEXT:CALL &A80A
50 DATA &53,&50,&45,&4C,&4C,&42,&4F,&55,&4E,&44,&06,&0A,&21,&00,&AB
60 DATA &11,&00,&04,&CD,&77,&8C,&21,&00,&0C,&CD,&83,&BC,&CD,&7A,&BC
70 DATA &C9,&11,&0B,&9B,&01,&03,&0C,&3E,&02,&CD,&98,&BC,&CD,&6F,&BC
80 DATA &C9
```

Prepare your fresh cassette and RUN the above program. When it stops insert the fresh tape and press REC and PLAY followed by ENTER.

When the program has been saved reset the computer load TRANSMAT and use,TRANS 1. Name this program SPELL2.

Type in and save as SPELL the following loader program:

```
10 MEMORY &2710
20 BORDER 0:MODE 1:INK 0,0:INK 1,26:INK 2,5:INK 3,9
30 LOAD"SPELL0.BIN":LOAD"SPELL1.BIN":POKE &2722,&C9:CALL &2714
40 RUN"SPELL2.BIN"
```

BATTLE OF BRITAIN

Use TRANS 3 AUTO. Reset the computer, load BOB.BAS and modify as follows:

```
40 LOAD"IBOB1":TAPE.IN:CALL &961B
45 SAVE"BOB2",B,&2F4,&9358:STOP
```

Now type RUN and Enter. When the tape stops reset the computer and use TRANS 1 AUTO on the final part of the tape.

Reset the computer and load BOB.BAS, modify as follows and save as BOB.BAS then ERA BOB.BAK:

```
40 LOAD"BOB1.BIN":LOAD"BOB2.IN"
```

ATLANTIS

Use TRANS 5 AUTO. Reset the computer. Type in the following program which will automatically transfer the remainder to disc:

```
10 :TAPE.IN
20 FOR X=&40 TO &40+1:READ A:POKE X,A:NEXT:CALL &40
30 SAVE"C4",B,&5400,&4762
40 DATA &21,&00,&54,&11,&62,&47,&3E,&60,&A1,&BC,&C9
```

Reset the computer. Load JEU.BAS and modify as follows:

```
90.....:LOAD"C3":LOAD"C4".....etc
```

CAULDRON

Type in the following program which will automatically transfer the required parts to disc:

```
10 :TAPE.IN:MEMORY &A500:LOAD"ICAULDRON"
20 SAVE"CAULDRON",B,&A500,&84
30 FOR X=&64 TO &75:READ A:POKE X,A:NEXT:CALL 64
40 SAVE"CAULDRON.SCN",B,&C000,&4000
50 POKE 65,&00:POKE 66,&18:POKE 68,&DA:POKE 69,&7B:CALL 64
60 SAVE"CAUL1",B,&1800,&7BDA
70 POKE 65,&DA:POKE 66,&93:POKE 68,&77:POKE 69,&0A:CALL 64
80 SAVE"CAUL2",B,&93DA,&0A77
90 POKE 65,&00:POKE 66,&C8:POKE 68,&00:POKE 69,&31:CALL 64
100 SAVE"CAUL3",B,&C800,&3100
110 DATA &21,&00,&C0,&11,&00,&40,&3E,&4C,&A1,&BC,&C9
```

Type in and save as CAULDRON.BAS the following loader program:

```
10 MEMORY &17FF:MODE 1
20 LOAD"CAULDRON.BIN":LOAD"CAULDRON.SCN":LOAD"CAUL1":LOAD"CAUL2"
30 POKE &A2,&0:POKE &A3,&C8:POKE &A4,&2:POKE &A5,&0:POKE &A6,&0
40 POKE &A7,&18:POKE &A8,&6:POKE &A9,&0:POKE &AA,&0
50 LOAD"CAUL3":CALL &A555
```

TRANSMAT INFORMATION EXCHANGE 11  
The following information is (c) SUDMARK SYSTEMS (11E)

In the following, use TRANS 0 unless otherwise stated. CLEAR means press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name and RELOCATE means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible that you have a different version to the one tested

```
ERRATUM MESSAGE FROM ANDROMEDA page 26
ERRATUM Line 10 pokes should read POKE &4024,28:POKE &4028,28
ERRATUM
ERRATUM FRUIT MACHINE page 7
ERRATUM Line 8020 should read:
ERRATUM 8020 ADDRESS=HIMEM+(8*96)+1:LOAD"DATA",ADDRESS
ERRATUM
ERRATUM NONTERRAQUEOUS
ERRATUM Line 60 should read: 60 :DISC:SAVE"NON1",B,3957,37000
ERRATUM
ERRATUM WHO DARES WINS Page 32
ERRATUM The first routine (which transfers W1.BIN) should be amended to read as follows:
```

```
ERRATUM 10 :DISC
ERRATUM 20 FOR X=&A000 TO &A025:READ A:POKE X,VAL("&"+A5):NEXT
ERRATUM 30 CALL &A000
ERRATUM 40 DATA 21,40,00,11,30,60,3E,63,CD,A1,BC,06,02,21,24,A0
ERRATUM 50 DATA 11,40,00,05,CD,8C,BC,E1,11,30,60,3E,02,CD,98,BC
ERRATUM 60 DATA CD,8F,BC,C9,57,31
```

-----  
INFORMATION The following information is requested by users of REQUESTED Transmat for converting the following to disc: INFORMATION 3D STAR STRIKE.....RAID.....THING ON A SPRING. REQUESTED PROJECT FUTURE

Use TRANS 1. CLEAR the first program and DEFAULT the second. Reset the computer and type in the following program which will transfer the next part to disc:

```
10 :TAPE.IN
20 FOR X=&A000 TO &A011:READ A:POKE X,A:NEXT:CALL &A000
30 SAVE"FUTURE1",B,&C000,&4000
40 DATA &21,&00,&C0,&11,&00,&40,&3E,&FF,&CD,&A1,&BC,&C9
```

Reset the computer.

Use TRANS 1 on the next part, Renaming it FUTURE2.BIN.

Type in and save as FUTURE.BAS the following loader program:

```
10 OPENOUT"D":MEMORY 12000:CLOSEOUT
20 LOAD"PF"
30 FOR X=&3017 TO &3021:POKE X,&0:NEXT:CALL 12242
40 LOAD"FUTURE1":RUN"FUTURE2"
```

WORM IN PARADISE

Courtesy of Andrew Bond, Sinope A50, Nr Coalville.

Type ":TAPE" and load the first program from tape.

Now type in and RUN the following program which will save the game onto a fresh cassette:

```

10 :TAPE:GOSUB 160
20 MEMORY &3FFF:LOAD":POKE &4280,&C9
30 CALL &4269:GOSUB 140
40 SAVE"WORMLOAD",B,&9CF0,&B10
50 GOSUB 160
60 POKE &A7DA,&90:POKE &A7DB,&3F:POKE &A7DF,&C9
70 CALL &A7D6:GOSUB 140
80 SAVE"FIRSTBIT",B,&4000,&3F90
90 GOSUB 160
100 POKE &A7DA,&F0:POKE &A7DB,&5C:CALL &A7D6
110 GOSUB 140
120 SAVE"LASTBIT",B,&4000,&5CF0
130 END
140 PRINT"INSERT DESTINATION TAPE AND HIT A KEY"
150 GOTO 170
160 PRINT"INSERT SOURCE TAPE PRESS PLAY, HIT A KEY"
170 CLEAR INPUT
180 AS=INKEY$:IF AS="" THEN 180
190 RETURN

```

Reset the computer, and rewind the save cassette.

USE TRANS 3 AUTO to transfer the save cassette to disc.

Type in and save as WORM the following loader program:

```

10 MODE 1:FOR I=0 TO 15:INK I,1:NEXT
20 MEMORY &2FFF:LOAD"FIRSTBIT.BIN",&4000
30 FOR I=&3000 TO &300B:READ A:POKE I,A:NEXT I
40 DATA &21,&00,&40,&11,&00,&C0,&01,&90,&3F,&ED,&B0,&C9
50 CALL &3000
60 LOAD "LASTBIT.BIN",&4000
70 LOAD "WORMLOAD.BIN",&3000
80 FOR I=&3C00 TO &3C0B:READ A:POKE I,A:NEXT I
90 DATA &21,&00,&30,&11,&F0,&9C,&01,&10,&0B,&ED,&B0,&C9
100 CALL &3C00
110 FOR I=&A7CD TO &A7DA:READ A:POKE I,A:NEXT I
120 DATA &21,&00,&C0,&11,&70,&00,&01,&90,&3F,&ED,&B0,&C3
130 DATA &12,&8A
140 CALL &A7CD

```

Routine to transfer "RADZONE" from tape to Disc.  
Mastertronic Cassette No. 1A0112

This routine Copyright Anthony Bethell and Goldmark Ltd

1:- Type in the following BASIC Program

Be careful to use only Zeros(0) in the data,not "0".

```

10 :TAPE.IN:DISC.OUT
20 For x=&80 to &109:read a$:poke x,val("&"+a$):next
30 CALL &99
40 DATA 52,41,44,5A,4F,4E,45,2E,42,41,53,52,41,44,2E,42
50 DATA 41,53,52,41,44,2E,42,4F,4E,3E,FF,CD,6B,BC,21,80
60 DATA 00,06,07,CD,E3,00,21,80,00,06,0B,CD,FS,00,21,8B
70 DATA 00,06,03,CD,E3,00,21,8B,00,06,07,CD,FS,00,21,B1
80 DATA 36,11,69,6B,ED,53,70,00,3E,80,CD,A1,BC,21,92,00
90 DATA 06,07,11,B1,36,CD,8C,BC,21,B1,36,ED,5B,70,00,3E
100 DATA 02,18,20,11,70,01,CD,77,BC,ED,43,70,00,EB,CD,B3
110 DATA BC,CD,7A,8C,C9,11,00,80,CD,8C,BC,21,70,01,ED,5B
120 DATA 70,00,AF,CD,9B,BC,CD,8F,BC,C9

```

2:- You must use a cassette recorder with remote control.

Insert a formatted disc with at least 63K free. Put fully rewound RADZONE tape in recorder.

RUN above program. This will load in all 3 files and automatically put them on the disc but they will not run in this form. Do not worry about the error messages that will appear at the end of this routine.

3:- Reset the computer.

Load first file from disc with LOAD"RADZONE

Edit memory statement in line 40 to read MEMORY 13979

Edit restore statement in line 50 to read RESTORE 550

Edit FOR N=&8752 in line 50 to read FOR N=&8742

Change line 550 to DATA 5241,442E,4249,4E21,4287,0607,11B1,36CD,77BC,21B1,36CD,83BC,CD7A

Edit Line 560 by removing the first 5 data items so that the first one is BCDD

4:- SAVE"RADZONE"

5:- Load next file from DISC with LOAD"RAD  
Edit line 3 to read CALL &8749

6:- SAVE"RAD"

7:- You may now if you wish erase the two BAK files from the disc

8:- Reset computer and play the game with RUN"RADZONE

TRIKE FORCE HARRIER

se TRANS 6 AUTO.  
ow do the following:  
EN FORCE.BIN=FORCE.  
EN HARRIER.BAS=STRIKE.BAS  
UN the program with RUN"HARRIER.

HO DARES WINS II

se TRANS 3 AUTO.  
eset the computer and type in the following program which will  
transfer the first part of WDW to disc:  
0 !TAPE.IN  
0 FOR X=&A000 TO &A000+11:READ A:POKE X,A:NEXT:CALL &A000  
0 SAVE"W1",B,&40,&6030  
0 DATA &21,&40,&00,&11,&30,&60,&3E,&63,&CD,&A1,&BC,&C9  
eset the computer and type in the following program which will  
transfer the second part of WDW to disc:

0 !TAPE.IN  
0 FOR X=&40 TO &40+11:READ A:POKE X,A:NEXT:CALL &40  
0 SAVE"W2",B,&3000,&4000:SAVE"W3",B,&7000,&1090  
0 DATA &21,&00,&30,&11,&90,&50,&3E,&11,&CD,&A1,&BC,&C9  
eset the computer. Load and modify WDW.BAS as follows:

20 FOR X=&C000 TO &C000+64:READ A:POKE X,A:NEXT  
25 POKE &D000,&57:POKE &D001,&31:POKE &D002,&57:POKE &D003,&32:  
0 KE &D004,&57:POKE &D005,&33: !DISC:CALL &C000  
30 DATA &21,&00,&D0,&06,&02,&CD,&77,&BC,&40,&00,&CD,&83,&BC,&CD,  
7A,&BC,&21,&02,&D0,&06,&02,&CD,&77,&BC,&21,&70,&06,&CD,&83,&BC,  
CD,&7A,&BC,&21,&04,&D0,&06,&02,&CD,&77,&BC,&21,&00,&D5,&CD,&83,  
BC,&CD,&7A,&BC,&21,&00,&D5,&11,&70,&A0,&01,&90,&10,&ED,&B0,&C3,  
10,&A0  
ave this modified loader as WDW.BAS and ERA WDW.BAK

SYCHEDELIA

se TRANS 2 AUTO. Reset the computer and do the following:  
EN PSY1.BIN=PSY.BIN

oad PSY.BAS from disc and modify line 100  
00....."IS LOADING".....,80,83,49,  
.....&06,&04,.....

STAIRWAY TO HELL

Use TRANS 7 AUTO.  
Reset the computer. Load the following programs from disc and  
modify as follows:  
STAIRWAY.BAS: Line 40 LOAD"STH1"  
50 LOAD"STH2"  
60 LOAD"STH3"  
Re-save STAIRWAY.BAS back to disc. Reset the computer.

STH3.BAS: Line 160 RUN"STH4"  
Re-save STH3.BAS back to disc. Reset the computer.  
STH4.BAS: Line 20 LOAD"STH5"  
30 LOAD"STH6"  
Re-save STH4.BAS back to disc. Reset the computer.  
Run the game with RUN"STAIRWAY."

SHADOW FIRE

Use TRANS 5 AUTO. Reset the computer. Type in and save as  
SHADOW.BAS the following loader program:  
10 OPENOUT"D":MEMORY &4C00:CLOSEOUT  
20 LOAD"X":CALL &4CF0

RAMBO

Courtesy of H. E. Haxwell MCD, Hatfield, Herts.  
Type in and RUN the following program which will transfer RAMBO to  
disc without the need for TRANSMAT.  
5 MODE 1:INK 0,13:BORDER 13:PEN 2:LOCATE 6,6:INPUT"IS THIS A CPC 464  
(Y/N) ":!V\$  
6 V\$=UPPER\$(V\$):IF V\$="N" THEN V%=1 ELSE V%=0  
10 MEMORY &3B00  
15 !TAPE.IN: !DISC.OUT  
20 LOAD"rambo"  
30 POKE &30,&C3:POKE &31,0:POKE &32,&BF  
40 FOR X=&39A9 TO &39AE:READ A:POKE X,VAL("&"+A\$):NEXT  
50 FOR X=&39D5 TO &39E1:READ A:POKE X,VAL("&"+A\$):NEXT  
60 FOR X=&BF00 TO &BF3B:READ A:POKE X,VAL("&"+A\$):NEXT  
70 IF V%=1 THEN POKE &BF2E,&58  
80 CALL &39A9  
90 DATA 21,FF,AB,11,40,00,EB,CD,83,BC,CD,7A,BC,3E,C2,32,2B,02,00,CD  
100 DATA 37,BD,21,FF,AB,11,40,00,0E,07,CD,CE,BC,21,30,BF,06,09,11,40  
110 DATA 00,CD,BC,BC,21,40,00,3E,02,01,00,BF,11,00,90,CD,98,BC,CD,8F  
120 DATA BC,CD,00,B9,C3,64,C0,52,41,4D,42,4F,2E,42,49,4E



TRANSMAT INFORMATION EXCHANGE 11

The following information is [c] BOLDMARK SYSTEMS (ITE)

In the following, use TRANS 0 unless otherwise stated. CLEAR near press CLR when TRANSMAT is waiting for a SAVE name. DEFAULT near press ENTER when TRANSMAT is waiting for a SAVE name and RELOCAT means press Y to the prompt LOCATION ERROR. RELOCATE (Y/N). If the solution given below will not work then it is possible the you have a different version to the one tested

-----  
ERRATUM RED MOON page 16  
ERRATUM  
ERRATUM In line 40 the DATA statement &C0 (halfway along line should read &CD  
ERRATUM  
ERRATUM MESSAGE FROM ANDROMEDA page 28  
ERRATUM  
ERRATUM 70 FOR L=&3F00 TO &3F1B: READ etc  
ERRATUM  
ERRATUM WHO DARES WINS II page 32  
ERRATUM  
ERRATUM In line 930 the DATA statements should be amended t read:  
ERRATUM 930 DATA &21,&00,&00,&06,&02,&CD,&77,&BC,&21,&40,&00,&C  
&83,&BC,&CD,&7A,&BC,&21,&02,&D0,&06,&02,&CD,&77,&BC,&21  
&70,&60,&CD,&83,&BC,&CD,&7A,&BC,&21,&04,&D0,&06,&02,&CD  
ERRATUM &77,&BC,&21,&00,&D5,&CD,&83,&BC,&CD,&7A,&BC,&21,&00,&D5  
ERRATUM &11,&70,&A0,&01,&90,&10,&ED,&B0,&C3,&10,&A0

RED MOON

Courtesy of Jim Westoby, Potters Bar, Herts.  
Run TRANSMAT and use TRANS 4.

Name the first RED the second RED0 (do not relocate) the third and the fourth RED2

Reset the computer. Load RED.BAS and amend as follows:

```
30 MODE 1:MEMORY &15FF
360 LOAD"RED0.BIN",&9A00:LOAD"RED1.BIN",&1600:LOAD"RED2.BIN",&670
410 CALL &BD37:CALL &BD00
```

ADVENTURE QUEST

Courtesy of Mr McKiddie, Cleethorpes, S. Humbershire.  
Run TRANSMAT and use TRANS 0.  
DEFAULT the first and RELOCATE the second.

Reset the computer, load QUEST.BAS and make the following changes  
DELETE line 10.  
Edit 120 to read:- 120 LOAD"ADVENTUR":TAP:CALL &CAEF

SSAGE FROM ANDROMEDA (Routine for headerless file version).

urtesy of Jim Westoby, Potters Bar, Hertfordshire.

e TRANS 4. CLEAR the first program. Name the rest MESSAGE,  
SS0, MESS1, and MESS2.

not rewinding the tape.

set the computer type in and RUN the following transfer program  
which will transfer two binary files to disc:

```
MEMORY &1FFF
LOAD"MESS1"
:Tape.IN
FOR FILE=1 TO 2
FOR L=42006 TO 42009:READ V:POKE L,V:NEXT L:POKE 42010,69
OUT &F600,16
CALL 42000:IF PEEK(42011)<>0 THEN S0
OUT &F600,0
READ S$,S,L:SAVE S$,B,S,L
NEXT FILE
DATA &28,&23,&05,&39,MESS3,&2328,&3905
DATA &C0,&5D,&60,&40,MESS4,&5DC0,&4060
DATA &C0,&5D,&60,&40,MESS4,&5DC0,&4060
```

set the computer.

add MESSAGE.BAS and alter as follows:

```
) LOAD"MESS0",15000
) REM LOAD etc
) CHAIN "MESS2"
) add MESS2.BAS and alter as follows:
```

delete lines 160-190

```
id lines:
) LOAD"MESS3":LOAD"MESS4":LOAD"MESS1"
) :TAPE
```

in the game with RUN"MESSAGE

BASE DELTA

urtesy of Iain Segall, Stanmore, Middlesex.

ie TRANSMAT and return to BASIC. Enter the deprotection pokes and  
return to TRANSMAT.

se TRANS 1. CLEAR the first two parts, DEFAULT the third and  
LOCATE it.

in the game with ADVENT.