

pride utilities

**T.I.E.**  
**TRANSMAT INFORMATION**  
**EXCHANGE**

**TAPE TO DISC TRANSFER SOLUTIONS**  
**FOR THE AMSTRAD CPC COMPUTERS**



*TO BE USED ONLY WITH*  
*TRANSMAT - THE TAPE TO*  
*DISC UTILITY FROM PRIDE*

# **TRANSMAT INFORMATION EXCHANGE**

Judging from the amount of praising letters, we are sure that you have found TRANSMAT to be a very useful and versatile program and it has probably saved you pounds in converting the majority of your existing cassette software to run on disc. However some programs can be very awkward and refuse to run properly for various reasons and some will not transfer at all. The aim of TIE is to give some help to you with these programs. Software which incorporate their own loader programs cannot be transferred without converting them to normal format. No tape to disc program or cassette backup copiers can successfully handle these so beware of those that say they can. The general rule is get the program onto tape recorded in the normal format then use TRANSMAT.

When Transferred, a program can refuse to run properly for various reasons. Some programs make incorrect assumptions on the state of the memory map or have checks to see if it was loaded from tape. Some have bogus headers or may simply be too big to run with the disc drive connected. You know you are going to have problems if the software will not run correctly when loaded from tape with the disc drive connected.

This is an up-to-date list of problem programs and their solutions. We must stress again that you must not give copies of software to other people, doing so will cause the price of software to increase and limit your choice in software. So please keep it to yourself.

The solutions in this booklet are not exhaustive, new versions of the enclosed titles may be released and therefore will not necessarily transfer using the appropriate 'tie' instructions. For this reason we cannot guarantee that you will always successfully transfer your software using 'tie'.

We would like to thank those who have contributed information to TIE for the benefit of others.

**PRIDE UTILITIES LTD  
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Chalton, Luton, Beds. LU4 9UF**

# TRANSMAT INFORMATION EXCHANGE

In the following, use TRANS 0. 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).

Programs we know will not run on the CPC 664/6128 are marked with a \*.

## FRUITY FRANK

DEFAULT all programs (2), RELOCATE second. Make the following changes to FRUITYF.BAS

```
180 LOAD "FRUITYF.BIN":CALL &1B6F:CALL &8200
```

## MANIC MINER \*

DEFAULT all programs (2), RELOCATE second. Make the following changes to MANICMIN.BAS

```
100 MEMORY &4500:LOAD"DATAMK1V":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&A588
```

## ROLAND ON THE ROPES

DEFAULT all programs (4), RELOCATE the fourth. Make the following changes to ROLAND2

```
37 CALL &766E
```

Using the REN command 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 and type in the following:

```
10 MEMORY &8000:FOR X=1 TO 5:LOAD"!":NEXT:SAVE"A1",B,&B3C9,&2742
```

Run this and save onto a spare tape then reconnect 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 AMSCALCL

```
570 RUN"EASIAMSC"
```

Make the following changes to EASIAMSC

```
DELETE 1-3
```

### 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 ITAPE.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,
&4880,&50,&50,&55,&4B,J3,&5050,&4B55
```

Save the following loader program

```
10 SYMBOL AFTER 129
20 SYMBOL 129,255,255,255,255,255,255,255,255
30 OPENOUT"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"

### SORCERY \*

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:ITAPE:SPEED WRITE 1:RUN
```

Play the rest of the tape and when finished, insert a blank cassette and type SAVE "SORCERY",b,&5DC,&A524,&5DC. Use TRANSMAT to relocate this code and ERA SORCERY.BAS.

### 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 &8140: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 MASTER \*

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"EASIAMSW
```

Make the following change to EASIAMSW

```
DELETE 1-4
```

### ROLAND IN TIME

CLEAR the first program and DEFAULT second. Type in the following loader program

```
10 MEMORY 4999
20 LOAD "ROINTIME.BIN",5000
30 CALL 5000
```

If endless lives are required then add:

```
25 POKE 5851,187
```

Save this program with SAVE "ROINTIME"

### 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
```

### KARLS TREASURE HUNT

DEFAULT on all programs (4), RELOCATE the second. Make the following change to KARLSTRE

```
585 CALL &8C6E
```

### GHOULS

CLEAR the first program 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 program with SAVE "GHOULS"

### TRIPODS

DEFAULT all programs, RELOCATE MCODE. Make the following changes to TRIPODS

```
515 MEMORY &70F4
Remove the MERGE from line 740
```

Make the following changes to TRIPODS2

```
DELETE 30-70
30 LOAD "MCODE":CALL &70F5
```

### PYJAMARAMA

For HYPERLOAD version only. Remove disc drive and type in the following program which will load PYJAMARAMA and then save it onto 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: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 \*

CLEAR the first program, RELOCATE the second and DEFAULT the third program. Make the following changes to SO.BAS:

Add MODE 1 to the start of line 3

```
5 IF HIMEM <> 34606 THEN MEMORY THEN MEMORY &B72E:LOAD"CODE":ITAPE:
CALL &B72F:POKE &B294,&7F:POKE &B296,&FB:POKE &B297,&A7
```

### AMERICAN FOOTBALL \*

Use side 2 of cassette. CLEAR first program,DEFAULT the second and third programs. Make the following changes to AMFOOTGA.BAS:

```
8999 SYMBOL AFTER 256:MEMORY &BFFF:SYMBOL AFTER 32:zzzzz=HIMEM:ON
ERROR GOTO 9900:MODE 1:LOAD ..... etc (rest of line)
```

### MINI OFFICE

DEFAULT all programs and RELOCATE WORD2: Make the following changes:

```
WORD .BAS          DELETE 10,15,302
WORD1 .BAS         40 LOAD "WORD2":ITAPE: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 "!" to LOAD "VARB" in 435
                  DELETE 3231-3232
GRAPH .BAS        7 OPENOUT"DUM":MEMORY &5F37:CLOSEOUT
GRAPH1.BAS        Change the LOAD "!" to LOAD "VARB" in 390
```

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

### HOUSE OF USHER

Use TRANS 1 AUTO. Reset 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 \*

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:.....rest of line
```

### JET SET WILLY \*

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,
&A1,&BC,& F1,&3D,&E1,&D1,&B7,&ED
50 DATA &52,&C1,&10,&EF,&06,&06,&21,&D5,&00,&CD,&8C,&BC,&21,&DB,&00,
&11,&26,& 00,&01,&DB,&00,&3E,&02
60 DATA &CD,&98,&BC,&CD,&8F,&BC,&3E,&FF,&CD,&6B,&BC,&06,&04,&21,&FA,
&00,&CD,& 8C,&BC,&21,&00,&01
70 DATA &11,&00,&80,&01,&00,&00,&3E,&02,&CD,&98,&BC,&CD,&8F,&BC,&C3,
&00,&00,& 4A,&45,&54,&53,&45,&54,&11
80 DATA &00,&00,&21,&80,&BB,&0E,&07,&CD,&CE,&BC,&06,&04,&21,&FA,&00,
&CD,&77,& BC,&21,&00,&01
90 DATA &CD,&83,&BC,&CD,&7A,&BC,&C3,&4A,&AC,&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
```

### 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 program from tape and save it onto disc, TRANSMAT is not required. Then 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
```

### 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
```

### THE RING OF DARKNESS \*

Use TRANS 5 AUTO then type in and run the following program:

```
10 MEMORY &4000
20 LOAD"RCODE",&4B3B
30 SAVE"RCODE",b,&4B3B,&4A4B
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
"!TITLE":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
"!RCODE",&5B3B
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
"!RING2"
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"FINALQUE

### XANAGRAMS

DEFAULT first program, RENAME second X1 and RENAME third X2 and RELOCATE it

Make the following changes to XANAGRAM.BAS

```
740 RUN "X1"
```

Make the following changes to X1.BAS

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

### SULTANS MAZE

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

### GHOST BUSTERS

Transfer the third program only (OBJ) then type in and save as GHOST, the following loader program:

```
10 OPENOUT"dum"
20 MEMORY 1000
30 CLOSEOUT
40 LOAD"!OBJ"
50 CALL &7000
```

### GEMS OF STRADUS \*

DEFAULT both programs and make the following change to GEMSSTRA.BAS:

```
4010 PRINT:PRINT:PRINT:POKE &B090,&AB:RUN "GEMSPROG"
```

Save this as GEMS, then type in 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

### TANK BUSTERS

Type in the following program, run it and play the tape.

```
10 ITAPE:SPEED WRITE 1
20 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
30 LOAD"! "
40 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT
50 INPUT"PRESS ENTER ",A$
60 CALL &BB00
70 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB,
&11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB,&3E,&2A,
&CD,&49,&00,&FB,&C9
```

When the PRESS ENTER prompt appears then 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,&A23C and save onto a spare tape then use TRANSMAT to transfer it onto disc. Do not RELOCATE it.

Type in and SAVE as "TANK.BAS" the following loader program:

```
10 OPENOUT"d":MEMORY &3CF:CLOSEOUT
20 LOAD"TANK.BIN",&3D0
30 FOR x=&A6FC TO &A7FF:POKE x,170:NEXT
40 CALL &1800
```

### CLASSIC RACING

DEFAULT first program, rename the second RACING1, rename the third RACING2 and rename the fourth RACING3 and relocate it. Make the following change to RACING2:

```
10 LOAD"RACING3":ITAPE:CALL &652E:POKE &7999,&52
```



### 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"
```

### DARK STAR

Type in the following program, run it and play the tape.

```
10 ITAPE.IN
20 OPENOUT"DUM":MEMORY &2FF:CLOSEOUT
30 LOAD"! "
40 FOR X=&BB00 TO &BB24:READ A:POKE X,A:NEXT
50 INPUT"PRESS ENTER ",A$
60 CALL &BB00
70 DATA &F3,&21,&69,&03,&11,&49,&00,&01,&00,&03,&ED,&B0,&21,&25,&AB,
&11,&04,&00,&3E,&42,&CD,&49,&00,&21,&00,&03,&ED,&5B,&27,&AB,&3E,&2A,
&CD,&49,&00,&FB,&C9
```

When the PRESS ENTER prompt appears then 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,&8530 to save it directly on disc. Type in and SAVE as "STAR.BAS" the following loader program:

```
10 OPENOUT"d":MEMORY &3CF:CLOSEOUT
20 LOAD"STAR.BIN",&3D0
30 CALL &1800
```

### FRUIT MACHINE

DEFAULT all three programs. Do not relocate the third. Make the following change to the second program:

```
8020 LOAD"DATA",HIMEM+769
```

### BRIDGE IT

DEFAULT all three programs, RELOCATE the third. Make the following change to the first program:

```
887 LOAD"T":LOAD"PIC":CALL &666F:M1=1
```

### 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"
```

### ANIMATED STRIP POKER \*

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,&DB: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=&8000 TO &800A
20 READ A:POKE X,A:NEXT
30 CALL &8000
40 SAVE"DESIGNER",B,&BB8,&51BD,&FA9
50 DATA &3E,&A6,&21,&B8,&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.

### ALIEN 8

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

```
10 MEMORY &1FFF
20 LOAD"ALIEN.BIN"
30 POKE &1131,1:POKE &1000,48:POKE &113E,&C3
40 CALL &1104:CLOSEIN:CALL &1141
```

### 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

### PYJAMARAMA

Non HYPERLOAD version. CLEAR first two programs. RENAME third PYJAMA and RELOCATE it. Type in and save as PYJAMA.BAS the following loader program:

```
10 MEMORY &1FFF:LOAD "PYJAMA.BIN"  
20 CALL &1E79:CALL &2000
```

### DUNGEON ADVENTURE

DEFAULT first program and DEFAULT and RELOCATE the second. Make the following changes to the first:

```
110 SYMBOL AFTER 256:MEMORY &2AEE  
120 LOAD "ADVENTUR"  
125 :TAPE  
126 CALL &2AEF  
130 CALL &3000
```

### DETECTIVE

DEFAULT all four programs then type in and run the following program:

```
10 MEMORY &8EB5:LOAD "DETCODE",&8EB6  
20 POKE &8EB7,&CE:POKE &8EB8,&8E  
30 POKE &8EBA,&FC:POKE &8EBB,&9F  
40 POKE &8EC3,&A6:POKE &8EC4,&91  
50 POKE &8EC6,&FC:POKE &8EC7,&9F  
60 POKE &948A,&94:POKE &948F,&94:POKE &9492,&94  
70 SAVE "DETCODE",B,&8EB6,&64A
```

Make the following changes to DETECTIVE.BAS

```
Line 1080   Change MEMORY statement to &8EB5  
"         "   Change LOAD   statement to "DETCODE"  
"         "   Change RUN    statement to "DETGAME"  
"         "   Change CALL   statement to &8EB6  
Line 1090   Change the &A400 to &9EFC
```

Make the following changes to DETGAME.BAS

```
Line 20050  Change POKE &BD2D,&A4 to POKE &BD2D,&94  
20060 BA! =&9EFC:NORM=&8EB6:PROP=&8EC2:CALL NORM
```

### BLAGGER

CLEAR first program, RENAME second BLAGGER and DEFAULT third. Run game with RUN"BLAGGER"

### STAR COMMANDO

DEFAULT both programs and make the following change to the first:

```
10 MEMORY 16383  
20 LOAD "STARCODE"
```

### MANIC MINER \*

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 "MINER.BIN":CALL &6E5C
```

### ROLAND AHOY

CLEAR first program and RENAME second AHOY. Load program with RUN"AHOY

### THE ROCKY HORROR SHOW \*

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,&BB,&E,7,&CD,&CE,&BC,6,1,&21,&D2,&AC,&CD,&77  
,&BC,&21,&40,0,&CD,&83,&BC,&CD,&7A,&BC,&CD,&A7,&BC,&C3,&5A,&97,&42  
DELETE 1000-1120
```

Type in the following program which will copy the main program onto a spare tape. Use TRANSMAT to transfer onto disc but do not relocate it.

```
10 ITAPE: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,&5D,&54,&AF,&ED,&42,&38,2,  
&59,&50,&E1,&E5,&D5,&CD,&A1,&BC,&C1,&E1,9,&EB,&E1,&ED  
40 DATA &42,&4D,&44,&EB,&20,&E0,6,1,&21,&F2,&AC,&CD,&BC,&BC,&21,&40,0,  
&11,&C0,&AB,1,&5A,&97,&3E,2,&CD,&98,&BC,&CD,&8F,&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,&D4  
,&28,&A6,&77,&23,&18,&F6,&FE,&1A,&CB,6,&A,&21,&47,&A6  
40 DATA &CD,&BC,&BC,&21,0,1,&11,5,&A5,1,3,1,&3E,2,&CD,&98,&BC,&CD,&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":ITAPE: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 &90A8,&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

RENAME first program DEFENDER and DEFAULT the last two. Make the following change to DEFENDER.BAS

```
210 RUN"DEFENDOR"  
250 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 it as DUNDARAC.BAS

```
10 OPENOUT"DUM":MEMORY &9E9:CLOSEOUT  
20 LOAD"DUNDARAC.bin":POKE &148D,&C3:CALL &1459  
30 FOR x=&900 TO &90D:READ a:POKE x,a:NEXT  
40 LOAD"DUNP":!TAPE:CALL &900  
50 DATA &21,&19,&A2,&11,&D1,&AD,1,&30,&9B,&ED,&BB,&C3,&A,&5A
```

### GILLIGANS GOLD

Type in the following program which will load the game.

```
10 FOR x=&6000 TO &600A:READ a:POKE x,a:NEXT:CALL &6000  
20 DATA &11,0,&FF,&21,0,1,&3E,&47,&C3,&A1,&BC
```

Save the game to disc with SAVE"GILLIGAN",B,&100,&5F00,&5000

### VAMPIRE KILLER

DEFAULT all programs, do not RELOCATE OWIDGWAF.BIN. Make the following changes to the first program

```
280 INK 1,0:INK 3,26:INK 0,1  
290 LOAD "VAMPIREP.BIN"  
300 CLEAR:SYMBOL AFTER 124:LOAD "OWIDGWAF",41692  
310 RUN"VAMPIREK.BAS"
```

### WAY 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.

```
10 FOR X=&A000 TO &A067  
20 READ A:POKE X,A:NEXT:CALL &A000  
30 DATA &21,&00,&C0,&11,&00,&40,&3E,&16,&CD,&A1  
40 DATA &BC,&21,&00,&40,&11,&00,&40,&3E,&16,&CD  
50 DATA &A1,&BC,&21,&00,&80,&11,&50,&14,&3E,&16  
60 DATA &CD,&A1,&BC,&21,&40,&00,&11,&BF,&3F,&3E  
70 DATA &16,&CD,&A1,&BC,&06,&05,&21,&5E,&A0,&CD  
80 DATA &BC,&BC,&21,&00,&C0,&11,&00,&40,&01,&00  
90 DATA &00,&3E,&02,&CD,&9B,&BC,&CD,&8F,&BC,&06  
100 DATA &05,&21,&63,&A0,&CD,&8C,&BC,&21,&40,&00  
110 DATA &11,&0F,&94,&01,&57,&2D,&3E,&02,&CD,&9B  
120 DATA &BC,&C3,&8F,&BC,&46,&49,&53,&54,&31,&46  
130 DATA &49,&53,&54,&32
```

Now type in the following loader program and save it on disc as FIST.BAS

```
10 MODE 0:FOR x=0 TO 15:READ a:INK x,a:NEXT:BORDER 0  
20 LOAD"FIST.BIN":LOAD"FIST1"  
30 FOR x=&A55B TO &A573:READ a:POKE x,a:NEXT  
40 POKE &A580,&73:CALL &A55B  
50 DATA &02,&19,&14,&06,&1A,&00,&05,&0B,&0A,&0C,&19,&0F,&07,&11  
60 DATA &09,&03,&06,&05,&21,&6F,&A5,&CD,&77,&BC,&21,&40,&00,&CD  
70 DATA &83,&BC,&CD,&7A,&BC,&C3,&74,&A5,&46,&49,&53,&54,&32
```

### DANGER MOUSE \*

Wind the tape to the start of the second block. Type in the following program which will load the program and save it onto a spare tape. Use TRANSMAT to transfer onto disc but do not relocate it.

```
10 :TAPE:SPEED WRITE 1
20 FOR X=&A800 TO &A82C:READ A:POKE X,A:NEXT
30 CALL &A800
40 DATA &3E,&16,&21,&00,&01,&11,&00,&A7,&CD,&A1,&BC,&06,&06,&21,&27
50 DATA &AB,&CD,&8C,&BC,&21,&00,&01,&11,&00,&A7,&01,&00,&01,&3E,&02
60 DATA &CD,&98,&BC,&CD,&8F,&BC,&C3,&00,&01,&44,&4D,&4F,&55,&53,&45
```

### MOON BUGGY

Type in an 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 this to RELOCATE it.

```
10 :TAPE:MEMORY &2FFF:LOAD"!",&3000:POKE &304E,&C9
20 CALL &3000
30 SAVE "MOONBUGGY",&5000,&6000,&7800
```

### WILD BUNCH \*

DEFAULT both programs and make the following change to WILDBUNC.BAS

```
280 SYMBOL AFTER 250:POKE &B090,&AB:RUN"PROGRAM
```

### ERIK THE VIKING

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

```
195 LOAD"FIRSTBIT"
335 POKE &9210,&B7:POKE &9218,&B7:FOR x=37401 TO 37428:READ a:POKE x,a
:NEXT
580 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
```

### JET BOOT 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 &466E
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:

```
10 MEMORY &1FFF: :TAPE.IN:LOAD"":FOR x=&2C0 TO &2FD:READ a:POKE x,a:
NEXT:POKE &202F,&C0:POKE &2030,2:CALL &2000
20 DATA 6,6,&21,&F2,2,&CD,&8C,&BC,&21,0,&C0,&11,0,&40,1,0,0,&3E,&02,
&CD,&98,&BC,&CD,&8F,&BC,6,6,&21,&F8,2,&CD,&8C,&BC,&21,0,3,&11,&28,&A0,
1,0,3,&3E,2,&CD,&98,&BC,&CD,&8F,&BC,&57,&41,&4C,&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 tape after first program ( Block 1 of JUMPJET ) and type in and run the following program:

```
10 !TAPE.IN:MEMORY &2BFF:LOAD "!:LOAD!"
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 5 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"..rest of line
5 DATA 23,13,0,0,2,9,18,14,10,1,2,24,20,23,3,6
```

Save this as JUMPJET.BAS

### 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 "RED3",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,&33
```

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 &6BCF
```

### INTERDICTOR

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,&99
```

### 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:

```
10 :TAPE.IN:MEMORY &1327:LOAD "1"  
20 FOR x=&9D00 TO &9D16:READ a:POKE x,a:NEXT:CALL &9D00  
50 SAVE "ANDROID",B,&500,&97D0  
60 DATA &21,0,&40,&11,0,&40,&3E,&FE,&CD,&A1,&BC,&21,0,5,&11,&D0,&97,  
&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 then add: 15 POKE &7391,0

### FINDERS KEEPERS

Enter the following as a direct command:

```
:TAPE:LOAD"!":NEW
```

Now type in and run the following program which will transfer the program to disc:

```
10 FOR x=42000 TO 42025:READ a:POKE x,a:NEXT:CALL 42000  
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,  
188,33,0,8,205,131,188,201
```

### NONTERRAQUEOUS

Enter the following as a direct command:

```
:TAPE:LOAD"!":NEW
```

Now type in and run the following program which will transfer the programs to disc:

```
10 :TAPE:OPENOUT "D":MEMORY 2999  
20 LOAD "1",3000  
30 MODE 0:CALL 3003,&FFFE,16383  
40 :DISC:SAVE"NON2",B,&C000,&4000  
50 :TAPE:CALL 3003,40956,37000  
60 :DISC:SAVE"NON1",B,3000,40000  
70 :TAPE:MODE 0:CALL 3003,&FFFE,16383  
80 :DISC: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":LOAD"NON1"  
40 FOR x=1 TO 2000:NEXT  
50 LOAD"NON3"  
60 FOR x=1 TO 2000:NEXT  
70 CALL 4000  
80 DATA 0,13,26,12,24,9,18,10,20,1,2,11,4,8,3,6
```



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