

ACTION REPLAY MK III - HINTS AND POKES FOR DIFFICULT PROGRAMS

WIZBALL.

Freeze on title screen. POKE 31866,41 : POKE 37511,96 : POKE 35588,96. For infinite lives POKE 27434,221

DELTA.

Freeze on title screen. POKE 108,32 : POKE 289,1 : POKE 290,16 : POKE 291,112 : POKE 292,23. Several attempts may be necessary before the program will successfully freeze.

ZONE RANGER.

Freeze IMMEDIATELY the hires loading screen appears. Dont touch the tape. POKE 377,120 : POKE 378,1 : POKE 104,7. Restart the program and load will continue. When the tape stops, freeze again (ignore corrupted screen). POKE 209,36. Press STOP then M to display the monitor line. Alter the line to read: A C5F2 (press return). Press STOP and save as normal.

EAGLES.

Freeze on title screen. POKE 60392,96. Press STOP and save as normal.

SPORT OF KINGS.

Requires Diskmate. Freeze at title screen. Press M for monitor line. Change to read A 0A00. Press STOP and save as normal. Reset and Load program via Diskmate without running it. From Basic POKE 2175,48 : POKE 2176,35. Save with pound sign command: £00:PROGNAME

ADDITIONAL PARAMETERS (on enhancement disk, supplied separately)

DECEPTOR. Parameter code "P104". One disk side. Freeze on title screen near start. Load parameter and save. REWIND TAPE TO ZERO, and copy files. If you die, press F1 key, not fire, to restart.

LAST NINJA. Parameter code "P108". Two disk sides. Freeze at title screen. Several attempts may be necessary before program will freeze successfully.

ROAD RUNNER. Parameter code "P107". One disk side. All the extra parts are on side two of the tape.

WORLD CLASS LEADERBOARD. Parameter code "P109". Courses A-D. Transfer as four separate programs. Two programs fit on one disk side. Freeze on select player screen. Enter parameter and save. Copy files. NOTE: Fast forward or play on tape MUST be pressed down before the program has loaded from disk. Keep it down during play.

EXECUTIVE LEADERBOARD. Parameter code "P110". Two extra files on side two of the tape. NOTE: Do NOT configure memory before loading or the program will not work. Freeze on select player screen. To switch courses press SHIFT/RUN on select player screen. During play you can return to select player screen by pressing the "/" key. Fast forward or play on tape MUST be kept down at all times.

SUPPLIED ON THE DISK. "WARP 25", 8

ACTION REPLAY MK III - BONUS PROGRAMS

The enclosed tape contains two programs which you will find useful to use in conjunction with ACTION REPLAY MK III.

1. PRO-SPRITE library/editor.

2. WARP*25 SUPERBOOT MAKER for disk users.

If you have a disk drive, the two programs may easily be transferred. Insert a blank formatted disk into your drive, load each program in turn from tape, and save to disk with the command SAVE "PROGNAME",8 PRO-SPRITE

This is a full feature sprite editor which allows you to modify any sprite which has been saved by Action Replay. Operating instructions for Pro-Sprite are on a separate sheet. See your Action Replay manual for how to save sprites. Any sprite in the editor can be replaced by freezing Pro-sprite with Action Replay, and loading a sprite into the required position. It can then be edited, and saved out by Action Replay for reloading into another program.

Pro-Sprite works equally well with either tape or disk. The next program, WARP*25, works only with disk. Tape users have optional TURBO and SUPERTURBO load built into the cartridge. SUPERTURBO speed is about as fast as is possible with tape. For maximum data security, TURBO speed is recommended.

WARP*25

This program converts any Action Replayed program into a special format which allows the program to be loaded at a much faster rate. Once converted, most programs will reload in under 10 seconds entirely independently of the cartridge. LOAD and RUN the program, and you will see the following options:

1. DIRECTORY - displays the contents of the disk directory
2. WRITE BOOTLOADER - see later
3. TRANSFER A FILE
4. EXIT

To convert a program to WARP*25 format, select option 3 and enter the exact filename of the program to be transferred. The program will be loaded. Insert your output disk when prompted. Long programs will be transferred in two passes. A bootloader is written to the disk if not already present. If the file is too long to fit on the disk, you will receive the message "FILE TOO LARGE" and no data will be transferred. With certain drives, the bootloader may not be written correctly and the program will hang. If this happens press RUN/RESTORE, switch the drive off and on and select option 2 to rewrite the bootloader. Warp files have a special filetype designation and the filename is prefixed by two characters, "?*".

POINTS TO NOTE.

WARP*25 files are slightly longer than normal programs, therefore a whole disk may not always be convertible to WARP format. However with a little juggling you can still have an average of three Action Replay programs on one disk in Warp format. WARP files cannot be scratched or renamed, nor should you validate a WARP disk. Warp files can of course be reconverted to normal format by Action Replay, if required.

HOW TO LOAD WARP FILES.

- A) With Fastload or Diskmate. Display the directory, move the cursor up to the desired program name and press the F1 key
- B) Independently. LOAD "?*PROGNAME",8,1. Program will load and run automatically. Dont forget the "secondary address" after the device number (,8,1)