

THE ACTION REPLAY ENHANCEMENT DISK - VERSION 4

The major part of this disk is a collection of parameters and file copy routines for transfer of non-standard multistage tape programs to disk. Except where specified, all the routines work with both MK3 and MK4 cartridges, but NOT MK 1 or 2.

Multistage programs are those which load extra parts as the program progresses. Until recently, these nearly always used the NOVALOAD system, and a system is built into Action Replay to handle the majority of such programs - see manual for details. Most newer programs use individual loading systems, each of which must be handled in its own special way. Transfer of multistage programs is a two part process:

1. ADDING THE PARAMETER.

This is done after freezing the main part of the program, before saving to disk. Unless the parameter description instructs otherwise, you should freeze the program at the main title screen. Do not rewind the tape as the extra parts usually need to be transferred from this point.

b) After freezing the program, select PARAMETERS from the menu (or press P). You will then be prompted "ENTER PARAMETER CODE".

c) Insert the enhancement disk and enter the parameter code. This is a four character code unique to each program (see later). The relevant parameter will be loaded from the disk, and will make the necessary changes to the program. If you type the code wrongly, or have the wrong disk inserted, press a key and enter the code again.

d) Insert your output disk and save in the normal way. Always save the program to a blank disk, as the extra parts will take up a lot of disk space.

2. TRANSFERRING THE EXTRA PARTS.

a) Install FASTLOAD (or DISKMATE).

b) Insert the enhancement disk and enter LOAD "FILETRANS",8 and RUN

c) Select speed option and enter the PARAMETER CODE (see later)

d) Follow the onscreen prompts. Insert your output disk and ensure that the tape is inserted at the correct point. You should also have a second formatted disk handy - some programs take up more than one disk.

e) The extra parts will now be automatically transferred to disk. If you get the message "DISK FULL" or "NO SPACE", insert a blank formatted disk and press return (or "A" on some versions). When the tape runs out, switch off. Transfer is now complete.

Program parts will load at turbo speed via FASTLOAD or DISKMATE. Where parts spread over more than one disk, and the program attempts to load a part which is on the other disk, the disk light will flash. If this happens insert the other disk and press SPACE to load.

NOTES: When extra parts are on more than one tape side, ensure that the tapes are inserted in the correct order. Sometimes files are repeated on tape to avoid excessive winding. Repeated files need not be saved to disk and will be ignored.

Unless your cartridge is the MK 4 Professional version, the freeze button is not activated after loading a multistage program via Fastload or Diskmate. If the freeze facility is required, load the program via LOADER with fastload disabled, in which case extra parts will load at standard speed.

ENHANCEMENT DISK V4 - THE PARAMETERS

This is a list of the four character parameter codes for each title. Use the same code for both stages except where a special FILE COPY CODE is specified. Special instructions are also provided for certain programs. The whole program will fit on one disk side unless specified.

GO FOR THE GOLD....."P001".
KNIGHT GAMES....."P002". Two disk sides.
HOTWHEELS....."P003".
WORLD GAMES(A)....."P005". Use this parameter if the program is recorded one one tape side. Two disk sides.
WORLD GAMES(B)....."P033". Use this parameter if the program is recorded over two tape sides. Two disk sides.
SKYFOX....."P006". FILE COPY CODE "NOVA"
TRIVIAL PURSUIT....."P007". Do not configure memory or the program will not load. Transfer files onto a separate disk side. Extra questions (young players etc) will load into the same master program.
SUMMER GAMES....."P009". Is two separate programs of 4 events. The tape stops for a very short time before loading the opening ceremony. Zero the tape counter at this point. Freeze and save at option screen. Rewind to zero and copy four files. Repeat process for second program on a separate disk.
PUB GAMES....."P008". Two disk sides.
WAY OF TIGER(A)....."P010". Use this parameter if the program is recorded on one tape. Two disk sides.
WAY OF TIGER(B)....."P024". Use this parameter if the program is recorded on two tapes. Ensure tapes are inserted in correct order. Two disk sides.
SUPERCYCLE....."P011".
MOVIE MONSTER....."P012". One file is misnamed on some versions. Rename with OPEN15,8,15,"R:NY=MY":CLOSE15. Possibly also rename "R:TI=VI". Two disk sides.
THAI BOXING....."P013". Zero tape counter when picture screen is displayed. Freeze at option screen. Rewind to zero before copying files.
POWERPLAY....."P014".
SPELUNKER....."P016". FILE COPY CODE: "NOVA"
GAUNTLET....."P017". We have found that the program does not always operate reliably when parts are fastloaded and recommend that program is loaded via LOADER with fastload disabled.
LEVIATHAN....."P018". The option "master program" is a reboot of the whole program. Switch off and reload to select this option.
SUPER HUEY 2....."P019".
ACE OF ACES....."P020". Zero tape counter at picture screen near start. Freeze at option screen. Rewind to zero before copying files. The file "ACE OF ACES" is not required and may be scratched.
BOULDERDASH C.K....."P021". FILE COPY CODE: "SLOW". Two separate programs. No parameter required for construction side. Use parameter for game side. Note that a game file must be created as per manual before you can play a game. Both programs fit on one disk side.
FLASH GORDON....."P022". Freeze at "zero tape counter"
WIZARD....."P023". Zero tape counter at main option screen. Allow the program to load and run the demo sequence. Freeze and copy at "press fire". Rewind to zero before copying files. Note that screen designer does not operate correctly.
GERMANY 1985....."P025".
CHMPSHIP WRESTLING...."P026".
VIETNAM....."P030". FILE COPY CODE: "SLOW"
MARBLE MADNESS....."P034". Two disk sides.
DRAGONS LAIR....."P031".

DRAGONS LAIR....."P032". This is a special parameter which adds a "level jump" mode. When you die the next level will load.
DRAGONS LAIR 2....."P028".
DRAGONS LAIR 2....."P029". Level jump as per Dragons Lair.
INDOOR SPORTS....."NOVA". Parameter is built into Action Replay so nothing will load from disk. One extra parts is exceptionally long and wont transfer with built in Nova Transfer. Use FILE COPY CODE: "NOVA"
STARSHIP ANDROMEDA...."P101". FILE COPY CODE - "NOVA". Two disk sides.
BLOCKBUSTERS....."P102". FILE COPY CODE: "NOVA". Just one extra file to copy. If you have difficulty obtaining a working copy, press RUN/RESTORE before freezing.
KILLED UNTIL DEAD....."P105". Two disk sides.
DECEPTOR....."P104". Freeze at musical title screen near the start of load. REWIND THE TAPE before copying the files. Note: Press F1 when you die, NOT fire.
LAST NINJA....."P108". Use this parameter if you have the MK 3, 4.0 or 4.1 cartridges. Two disk sides. Several freeze attempts may be necessary before you get a working copy.
LAST NINJA....."P128". FILE COPY CODE "P108". Use this if you have the V4.2 Professional cartridge.
ROAD RUNNER....."P107". This parameter is updated from an earlier version which was faulty. Apologies for any frustration caused.
THREE MUSKETEERS....."P111". Two disk sides. Note that an early release of this tape has a bug (crash on level 3).
PIRATES....."NOVA". FILE COPY CODE: "P112". Works with MK4 cartridge ONLY.
BLOOD'N'GUTS....."P115". Two disk sides. Includes play any level.
HOWARD THE DUCK....."P116". FILE COPY CODE: "NOVA".
PACOS PETE....."P117".
IMPLOSION....."P118". Freeze at "rewind tape" prompt.
KARATE CHAMP....."P119".
TAIPAN....."P122". Includes save game to disk.
INDIANA JONES....."P123".
MASK....."P124". Freeze at "rewind to side 2" prompt.
CALIFORNIA GAMES....."P125". THREE disk sides. Freeze at "Epyx Presents" screen. After transfer you can squeeze the program onto 2 disk sides by scratching file "0" from side 1 (@S:0), then use the filecopier to transfer file "6" from side 3 to side 1. IMPORTANT. You MUST have Fastload installed to load the extra parts from disk, as they are very long. Turn over and press space if the disk light flashes when you try to load an event.
LDRBOARD WLD.CLASS...."P109". Treat this as four separate programs. Freeze main part and copy files for each tape side. Press FAST FORWARD on tape BEFORE loading from disk. Keep it down during play.
LDRBOARD EXECUTIVE...."P110". Dont configure memory or the program will not load. Keep FAST FORWARD down on tape during play. To switch courses, press SHIFT/RUN or SHIFT/RETURN on select player screen. During play you can return to select player screen by pressing "/".
ST.STAR BASEBALL....."P126".

REMEMBER: When files are spread over more than one disk side, insert the other disk or disk side and press SPACE if a file fails to load and the drive light flashes.

SOME USEFUL POKES. To enter these pokes select POKES from freeze menu. Note that multipart programs cannot be frozen if loaded by Fastload/Diskmate, unless you have the Professional cartridge. Load via LOADER with fastload disabled, if you want to enter pokes.

DRAGONS LAIR. Infinite lives ON: POKE 4069,165. OFF: POKE 4069,198.

DRAGONS LAIR 2. Infinite lives ON: POKE 4112,165. OFF: POKE 4112,198

ROAD RUNNER. Infinite lives - POKE 43241,36.

LAST NINJA. Infinite lives - POKE 30855,165. Move to next level - POKE 687,1. Move to any level - POKE 687,1 then POKE 2052, 66,67,68,69, or 70 for levels 1,2,3,4,5 respectively.

THE MULTICOLOUR SLIDESHOW

Cartridge based backup utilities usually destroy the multicolour pictures often displayed while loading commercial games programs. Action Replay has the facility to save these screens. This program enables you to display screens in an easy and convenient "slideshow" form.

SAVING PICTURES. This task is performed by Action Replay. When the required picture is displayed, freeze the program. Switch the drive off and on and insert a disk. Save the picture in BLAZING PADDLES format. Up to 15 separate pictures may be saved onto one disk. Pictures from any source (games, graphic packages etc) may be saved to disk, but only if they use the computers High resolution, Multicolour Mode. The vast majority of tape loading screens use this mode.

OPERATING THE SLIDESHOW. Load "SLIDESHOW",8 and RUN. Press the F3 key to display the help screen which gives keyboard and joystick controls. Press F5 to continue. The names of all the pictures on the disk will be displayed. Picture files are detected by file length (41 blocks) rather than filename, therefore pictures may be renamed. Select the picture you require and this will be loaded and displayed. Pictures may then be loaded and displayed sequentially, forward or backward, just like a slideshow. Press fire or return to go back to the menu. The name of the current picture will be highlighted. If you have pictures on more than one disk, you may insert another disk at any time, and a new menu of titles will be displayed when the disk is next accessed.

You may sometimes notice that the background colour is not correct and detail will be obscured from the picture. To change colour, press F1 for background and F3 for border. Press "S" to replace the picture on the disk with the selected border and background colours, so that when the picture is next loaded, it will display the preferred colours.

If you find that the built in disk turbo routines are not compatible with your particular drive, these may be disabled by pressing F1 on the startup screen. Pictures saved by Action Replay may also be used with "BLAZING PADDLES", an excellent graphics package available from Datel

Layout of data in picture file. BITMAP:\$A000 - \$BFFF. SCREEN MEMORY:\$C000 - \$C3FF. COLOUR NYBBLE:\$C400 - \$C7FF. BACKGD/BORDER: \$BF7F,\$BF80

PICTURE CONVERTER

A very useful program, written by Andrew Waller, which converts multicolour pictures to work with most popular graphics packages. A displayer is also supplied which allows you to view converted pictures. Load "PICTURE CONVERT",8 or "PICTURE DISPLAY",8 . For a full description of each program, Load "PIC.INST",8 and Run.

ACTION REPLAY - NEW PARAMETERS - APRIL 1988

TEST DRIVE....."P200". Freeze at car select screen. Copy files from both sides of the tape. At end of game reboot to load another car.

STREETSTAR BASKETBALL.."P201". SPECIAL FILECOPY CODE: "P026"

SKATE OR DIE....."P203". 2 disk sides. During load, zero tape counter at the musical title screen but dont freeze until the main screen appears. Rewind tape to zero before copying files.

PREDATOR....."P204". 2 disk sides. Freeze at "press any key to start new game". All the extra parts are on side 2.
Infinite lives: POKE 5672,36 .Infinite time: POKE 7211,36

THE BIG KO....."P205". The Boxer codes are:
CANVAS, LOONY, SYSTEM, WRLFC, SKILFUL, WEIRD, ARMPIT

APOLLO 18....."P206". 2 disk sides. Freeze at blue "Accolade presents" screen. Copy remaining files on side 1 and all side 2

PLATOON....."P207". 2 sides . Copy all files on side 2 only.
Move to next level: a) Professional cartridge: enter monitor and type .G 02A7 (return). b) MK 4.0 and 4.1: enter monitor and type .A 02A7 (return). Press STOP and restart. Move to any level: POKE 979,64,65 or 66 for levels 1,2,or 3, then as above.

COMBAT SCHOOL....."P202". Copy files from side one only. When section 2 loads you will stay on that section even if you die. Reboot the program to start again from the beginning.
Professional: Stop timer: POKE 236,224 .Start timer: POKE 236,128
MK4.0 or 4.1: Stop timer: POKE 139,224 .Start timer: POKE 139,128
On some sections you need to start timer before the event will end.

BANGKOK KNIGHTS....."P208". 2 disk sides.

MORPHEUS No parameter. Follow this procedue to obtain a working copy:
Freeze IMMEDIATELY the loading picture appears. Professional - POKE 205,144. Other versions - POKE 48,144: POKE 104,5. All versions - POKE 57574,208: POKE 57575,254. Restart the program - load will continue. When screen goes black at end of load, freeze again. POKE 57574,76 : POKE 57575,16. Then backup. Note red screen indicates a load error. There is quite a long delay before the program will start due to decompaction.

DRUID II No Parameter. On title screen freeze then POKE 33842,162: POKE 33843,1: POKE 33844,234. Then backup.

DEMON STALKERS....."P210". FILECOPY CODE: "SLOW". All files to copy are on tape side 2

PHM PEGASUS....."P211". FILECOPY CODE: "P206". Freeze at "turn over tape" prompt. Copy all files on side 2

GAUNTLET II....."P212". Freeze on main title screen. Copy remaining files on side 1 and all side 2

CHUCK YEAGER....."P213". FILECOPY CODE: "P206". Copy remaining files on side 1

MINI PUTT....."P214". FILECOPY CODE "P206". 2 disk sides. Copy all files on tape side 2.

THE TRAIN....."P214". FILECOPY CODE "P206".

WORLD TOUR GOLF....."P216". FILECOPY CODE "P206".

Refer to the main instruction sheet for details of how to enter parameters.