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: £@0: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 swich 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.

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
recieve 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)