



PAR UZITECNYCH ADRES



-SYSTEMOVE PROMENNE-

- 23609, 54 -delka varovneho bzuceni pri chybe
- 23610, 255 -o 1 mensi nez kod chybove zpravy systemu
- 23613, 0 -NEW
- 23617, 0 -specifikuje kurzor 1=E 2=G 236=?
- 23618, 10 -radek na kterem se ma skoncit
- 23619, 0
- 23624, 56 -nastaveni stalych barev v dolni editacni zone
- 23636, 92 -pri POKE 23636,150 nelze BREAK ani LIST
- 23643 -adresa kurzoru na obrazovce v bodech
- 23644
- 23658, 0 -nastaveni kurzoru 8=C 0=L
- 23659, 2 -pocet radku editacni zony
- 23672 -citac casu v 50/sec - po 20 ms
- 23673 -LET CAS=(55536\*PEEK 23674+255\*PEEK 23673+PEEK 23672)/50
- 23674
- 23677 -X souradnice posledniho nakresleneho bodu
- 23678 -Y souradnice posledniho nakresleneho bodu
- 23679, 30 -pocet tistenych pozic na obrazovce
- 23682, 30 -pocet sloupcu v tiskove oblasti obrazu
- 23683, 23 -pocet radku v tiskove oblasti obrazu
- 23684, 0 -adresa zobrazovaciho pole pozice PRINT
- 23685, 54 -#2 = horni cast obrazu
- 23686, 224 -adresa pole zobrazeni pro dolni cast obrazu
- 23687, 30
- 23692, 22 -pocita pocet tisknutych radku pro SCROLL, lze nastavit az na 255
- 23693, 56 -nastaveni stalych barev obrazu
- 23694, 0 -uzito pro transparentni barvy
- 23726, 167 -zabrani pri SAVE cekani na stisk tlacitka
- 23743, 83 -povoli psani na obrazovku
- 23743, 181 -zakaz psani na obrazovku
- 23749, 244 -adresa USR rutiny pro tisk LLIST, LPRINT
- 23750, 9
- 23755, 0 -nastaveni prvniho radku programu na 0
- 23756, 0

-ADRESY V ROM-

8818	-dotaz SCROLL
8880	-SCROLL 1 radka
8485	-USR rutina
8488	-CLS editacni zony
8582	-SCROLL 1 radka
8589	-SCROLL
8652	-CLS SCREENs
8756	-CLS
4585	-NEW
4757	-PRINT "SINCLAIR 1982" bez NEW
6188	-LLIST
6187	-LIST
7406	-STOP

-TISKY NA OBRAZOVKU-

PRINT #0	
PRINT #1 "TEXT"	-tisk do editacni zony
PRINT #2 "TEXT"	-tisk do horni casti obrazu
PRINT #3 "TEXT"	-tisk na tiskarnu
INPUT "TEXT";A;#2;(A)	-provede opis vstupni hodnoty do horni oblasti obrazovky
OUT 254,x	-1-zadne barvy 0-7-barvy border 16-28-barvy + zvuk

-RUZNE POSTREHY-

15816-16383	-adresy znaku ASCII v ROM
POKE 23606,N-256-256*INT((N-256)/256)	-adresa pocatku noveho souboru znaku
POKE 23607,INT((N-256)/256)	

-PRIME CTENI KLAVESNICE-

adresa	pulrada
65278	CAPS - V
65022	A - G
64510	Q - T
63486	1 - 5
61488	0 - 6
57342	P - Y
49150	ENTER - H
32766	SPACE - B

V dane pulrade je postup od vnejsiho k vnitrnimu tlacitku.

Napr. pro 65022

A	-	10111110	180
S	-	10111101	189
D	-	10111011	187
F	-	10110111	183
G	-	10101111	175
nic	-	10111111	191
A + S	-	10111100	188

Zapis v programu:

```
IF IN 65022 = BIN 10111110 THEN .....
```

UPRAVY NEKT. HER > P O K E <  
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1942	47 007,255	
ARKANOID	33 702,0	-nekonecne zivoty
	33 127,x	-naloze (max. 33)
AIRWOLF 2	52 471,0	-nesmrtelnost
ATV SIMULATOR	1 CLEAR 25399:POKE 23570,16:LOAD "" CODE	
	:LOAD "" SCREEN\$:LOAD "" CODE	
	2 POKE 60250,0:BORDER USR 55254	
AQUAPLANE	25 448,182	
ARCADIA	35 270,0	
AUTOMANIA	64 589,4	
	44 590,60	
ALIEN 9	45 121,x	
AMAUROTE	10 CLEAR 24999:LOAD ""CODE:RANDOMIZE USR	
	50000:POKE 23570,16:LOAD ""CODE:FOR I	
	=1 TO 4:READ A:FOR J=A TO A+2:POKE J,	
	0:NEXT J:NEXT I:RANDOMIZE USR 36924:	
	PRINT USR 26600:	
	DATA 42912,42929,42455,38551	
BAT MAN	10 CLEAR 65535	
	20 FOR F=64768 TO 64816:READ A:POKE F,A	
	30 NEXT F	
	40 RANDOMIZE USR 64768	
	50 DATA 243,49,255,255,221,33,0,64,17,47	
	,186,175,61,55,205,86,5,243,48,240,62	
	,156,50,136,146,175,50,190,143,195,	
	128,101,62,201,50	
	60 DATA 229,155,175,50,54,146,33,145,146	
	,54,62,35,54,12,195,129,101	
	39 909,20 -nereaguje na srazeni	
	potvurkou	

```

BOMB JACK      10 CLEAR 29877;LOAD "" CODE
                20 POKE 65274,71;POKE 65286,70;POKE
                65287,85
                30 FOR N=65516 TO 65520:READ A:POKE N,A:
                NEXT N
                40 DATA 62,0,50,88,191
                50 RANDOMIZE USR 65465

BUG EYES       10 LOAD "" CODE
                20 POKE 36037,201;RANDOMIZE USR 36000
                30 POKE 48293,0;RANDOMIZE USR 42200

BATTY          48 487,188;48446,188

BATTLE RACE    44 541,0

BOMHERMAN      38 249,0      -zivot
                38 251,x      -dosad pocet zivotu
                38 246,x      -stupen

BOULDER DASH III. 26 011,0      -cas
                26 012,0
                26 013,0
                31 007,0      -nesmrtelnost
                31 008,0
                31 009,0

BLADE ALLEY    58 201,201

BLUE MAX       43 215,195
                43 216,153
                43 217,157

COMMANDO       27 652,175
                27 653,254
                27 654,10
                27 654,0      -nesmrtelnost

COMBAT LYNX    42 525,0
                42 526,0
                42 527,0

OPT,KELLY      42 982,0      -energie
                47 145,0
                42 517

CHUCKIE EGG    43 508,3
                42 790,0
                42 791,24
                42 718,33

CAVELON        24 019,146
                24 020,184

CAVERN FIGHTER 31 683,0
                31 684,0

```

```
CYCLONE          39 291,50
                  63 892,160:63 893,146

COSMIC CRUISER   25 873,0

CRYSTAL CASTLES  63 732,0
                  63 733,0
                  63 734,0

CYBERUN          26 169,175

CAULDRON         10 REM ...M,1...
                  20 CLEAR VAL"24599":FOR n=23296 TO 23309
                    :READ a:POKE n,a:NEXT n
                  30 LET L=USR VAL"23296":POKE 40060,0:LET
                    L=USR VAL"24600"
                  40 DATA 221,33,24,96,17,232,159,62,255,
                    55,205,86,201

CRITICAL MASS    10 REM...M,1...
                  20 LOAD "" SCREEN#:INK 6:OVER 1:PRINT AT
                    0,0:
                  30 LOAD "" CODE:POKE 56879,52
                  40 PRINT USR VAL "42000"

DEEP STRIKE      10 CLEAR 24831:LOAD "" SCREEN#:POKE
                    23570,16:LOAD "" CODE:POKE 47720,0:
                    RANDOMIZE USR 35180

DRAGONTORC       10 FOR F=23296 TO 2337:READ A:POKE F,A:
                    NEXT F:PRINT USR 23296
                  20 DATA 49,122,96,221,33,16,189,17,73,0,
                    62,255,55,205,86,5,33,25,91,34,62,189
                    ,195,48,189,33,34,91,34,207,189,195,
                    16,189,62,200,50,197,227,195,124,96
                    -nekonecne kouzlo BANE

DYNAMITE DAN     52 679,0
                  51 558,0

DAN DARE         36 268,175
                  45 954,104

DRUID            30 039,0
                  31 818,0
                  32 200,0

DUN DARACH       24 999,255

DIGGER DAN       25 559,0
                  26 363,0

ELITE            46 842,201

ENDURO RACER     43 647,0    -cas
```

EQUINOX najdi v prvem sektoru kartu PETE, vrat se na mesto startu a v levem hornim rohu stiskni soucasne klavesy R,N,C  
-nesmrtelnost

EXOLON vyberes si definovani klaves a napises:  
Z,O,R,B,A -ozve se zvuk a po dalsi definici klaves budes nesmrtelny  
40 221,0 -nesmrtelnost

FIRE LORD 39 974,0  
39 975,195

FALL GUY 44 204,0  
43 529,0 -po skoku jde do dalsiho pole

FANTASTIC VOYAGE 1 CLEAR 30719  
2 LOAD "" CODE  
3 POKE 54 492,0  
4 POKE 54 227,0  
5 BORDER 0  
6 PRINT USR 53284  
nebo  
10 CLEAR 30719  
20 LOAD "" SCREEN#:LOAD "" CODE  
30 POKE 54 227,0:POKE 54 492,0  
40 BORDER 0:RANDOMIZE USR 53248

FINDERS KEEPERS 34 252,0  
30 394,x -dosad pocet zivotu  
33 969,0

FRANK 'N' STEIN 28 287,255 -255 zivotu

GHOSTBUSTERS name:PETER konto: 10 343 404 =42000\$  
nebo  
Name:Peter Kontonr.:10 343 404,42000.-DM  
nebo  
NAME:Peter  
Kontour:1034304,42000,-DM

GOTCHA 36 965,0 -nesmrtelnost



DALSI FINTA  
=====

```
10 FOR n=64 TO 71 STEP 1
20 POKE 23 681,n:LPRINT TAB 8;"S P E C T R U M"
30 NEXT n
```

Uvedeny efekt je mozno pouzit pri vytvareni titulnich stranek programu nebo souboru.  
Zajimave je menit ruzny krok i od 0,1 do 8.Chceme-li tisknout na jinou pozici staci zmenit n na 72 TO 79 (stred obrazovky) nebo n=80 TO 87 (spodni tretina obrazovky).Vyssi hodnoty n jak 91 mohou vest ke zhrouceni systemu.

opsano ze Zpravodaje c.11

UPRAVY NEKTERYCH HER  
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Uprava nekterych her,kde se pri nahravani objevi napis: "M 1 LOADING", "Jack Olantern presents", "BILL GILBERT PRESENTS" Tak oznacena hra se sklada ze ctyr casti:ridici,hlavni,obrazku a startovaci.Loader je ve strojaku a neni lehke se do neho dostat

Moznost dostani se do programu napr.u hry PAPER BOY:  
nahrati prvni cast MERGE ""  
pak napsat POKE 23 838,201:RUN  
(v pripade BILL GILBERT -POKE 23 985,201)  
pustit dale magnetofon  
po nahrani celeho programu se objevi napis O.K.Ty vlozila pozadovany POKE,u teto hry 48 023,201 pak das RANDOMIZE USR 24233 A HRAS!

Timto zpusobem lze upravit vsechny hry W/W FORMATU

UPRAVY NEKT. HER > P O K E <

```
DUN DARACH 34 999,255

GREEN BERET 40 074,0
              40 075,0
              40 076,0
              40 077,0

GUNFRIGHT 10 FOR F=0 TO 5:IF F=3 THEN PRINT USR
            24578
            20 LOAD "" CODE:NEXT F
            30 POKE 23 446,201:PRINT USR 23424
            40 POKE 23 446,33:POKE 42 355,0:POKE
              46 344,0:POKE 48 464,0
            50 POKE 42 544,0:POKE 49 754,0:POKE
              42 882,3:POKE 43 154,0:POKE 43163,255
            60 RANDOMIZE USR 23446
            -uprava da nesmrtelnost,vice penez,volbu
              bandity
```



GREAT GURIANDS            24 962,188  
                              63 601,201

GUNRUNNER                    1 BORDER 0:POKE 23 698,0:POKE 23 624,0:  
 (fy HEWSON)                    CLEAR 25317:LOAD "" CODE:POKE 64531,68  
                                       :RANDOMIZE USR 64512:POKE 65 120,12  
                              10 FOR I=23302 TO 23323:READ A:POKE I,A:  
                                       HEXT I:RANDOMIZE USR 65082  
                              20 DATA 175,50,19,192,50,132,190,50,169,  
                                       192,50,69,205,195,198,187

Tato uprava plati pouze pro original hry.V jinych verzich  
 musime vlozit:

POKE 49171,0:POKE 49772,0:POKE 49821,0:  
 POKE 52549,0:RANDOMIZE USR 48070

HEAVY MAGIC                    23 102,0  
                              23 102,0  
                              23 201,49

HEAVY ON THE MAGICK 10 CLEAR 24499:POKE 23570,16:LOAD"" CODE  
                                       :LOAD "" CODE:POKE 39130,201:POKE  
                                       39139,201:POKE 40207,24:POKE 38240,201  
                                       :RANDOMIZE USR 19434

HEAD OVER HILLS               41 841,0  
 (fy OCEAN)                    41 842,0  
 v jine nez orig.              41 842,0  
 verzi                           41 844,25  
                              41 851,32  
                              41 848,32  
                              42 185,0

HEAD OVER HEELS               40 756,0  
                              40 757,0

HUNCH BACK                    24 760,55

HYDROFOOL                    1 CLEAR 24789  
 (fy FTL)                       10 LOAD "" CODE:POKE64068,185:POKE  
                                       64069,249:POKE 64070,255:FOR I=65528  
                                       TO 65535:READ A:POKE I,A:NEXT I:  
                                       RANDOMIZE USR 68500

20 DATA 62,201,50,8,101,195,71,250

Tato uprava plati jen pro originalni verzi programu.Pri  
 jinych verzich musime napsat:

POKE 25259,201:RANDOMIZE USR 64071

ICE TEMPLE                    69 132,0

JET SET WILLY                 34 795,x-1 -x pocet zivotu (max 32)  
                              34 795,x -x cislo startovaci mistnosti  
                              58 523,0 -dez priser

JAIL BREAK                    65 364,255

JACK & THE BEANSTALK 56 115,0  
56 116,0  
56 388,62  
56 389,27  
56 390,0

JANGLER 29 849,0

KNIGHT LORE 54 562,195:54 563,109-restart pri stisku  
CAPS+ENTER  
44 947,x -dosad pocet zivotu

KOKOTONI WILF 10 CLEAR 24100:LOAD "" CODE:LOAD "" CODE  
:RANDOMIZE USR 65100:LOAD "" CODE  
30 POKE 28929,9:POKE 28934,8:POKE 28939,8  
:RANDOMIZE USR 41712

LEGEND OF THE AMAZON WOMEN 57 960,0

LUNAR JETMAN 37 999,201 -nepratele  
43 092,x-1 -stupen (x-99)  
36 965,3 -zivoty  
36961,224 -zivoty

LIGHT FORCE 40 725,0

LAZY JONES 56 893,255 -255 zivotu

MEGABUCKS 38 149,0:38 150,31 -energie

MIKIE 40 842-40 847,0

MARTIANOIDS 43 436,0  
46 793,0

MOON ALERT 42 645,195 -nesmrtelnost

MAGLAXIANS 59 350,x -dosad cislo miestnosti-1

MONTY MOLE 35 301,201  
35 874,255

MANIC MINER 10 CLEAR 30000  
20 PAPER 0:INK 0:CLS:LOAD "" CODE:LOAD""  
CODE  
25 POKE 35136,0:POKE 36160,0  
30 RANDOMIZE USR 33792  
35 136,0 #36

MATCH POINT v radku 10 zmenit 23313 na 23320 a  
dopsat radku 210 DATA 175,50,142,209,50,  
153,209,195,0,99 a "skasowac" tri  
posledni hodnoty v radku 200  
-uprava da rychle pohyby hrace v 1/4 a  
semifinale

MOTOS 52 241,183

NETHER EARTH 10 FOR I=16384 TO 16411:READ A:POKE I,A:  
NEXT I:RANDOMIZE USR 16384:DATA 49,  
255,87,221,33,0,91,17,0,165,62,255,  
55,205,86,5,33,0,0,34,129,202,34,131,  
202,195,0,166

NEXOR 10 CLEAR 24999:LOAD ""CODE:POKE 36212,201  
:RANDOMIZE USR 30720

NOSFERATU THE VAMPYRE 35 792,201

NIGHT SHADE 58 056,0  
57 440,0  
53 442,0  
53 443,12  
51 105,0

NEMESIS 51 949,0 -nekonecne zivoty

NUCLEAR COUNTDOWN 20 CLEAR 24999:POKE 23797,195:RANDOMIZE  
USR 23760:POKE 41803,0:POKE 47789,0:  
RANDOMIZE USR 23800

N.O.M.A.D 40 703,0

ORION 37 319,201

PENTAGRAM 10 BORDER 0:INK 0:PAPER 0:CLS:PRINT AT  
0,0;" ";:CLEAR 24064:LOAD "" SCREEN#:  
PRINT AT 19,0;:LOAD "" CODE 24064:  
POKE 49 917,0:  
POKE 50 751,0:PRINT USR 24064

PSYTRON 26 143,55  
26 142,0

PYJAMARAMA 49 658,0

PHOENIX 10 REM ...M1 ...  
20 CLEAR VAL "24500":LOAD "" CODE 24532  
30 POKE 29 375,0:LOAD "" CODE  
40 RANDOMIZE USR VAL " 30105 "

PHEENIX 10 CLEAR 24500:LOAD "" CODE 24532  
20 LET N=1:POKE 32 232,N:LOAD "" CODE  
-po nahrani dvou bytes obdrzis N+1  
zivotu a hru zacnes od N+2 screenu

PAPER BOY 49 023,201

PSST 24 986,0

PSSST 24 984,0

```
PI-BALLED          48 457,0

QUAZATRON          58 243,0:58 244,0:58 245,0 -energie
                   58 267,0:58 268,0:58 269,0

ROBIN OF THE WOOD  10 REM>COPY 7
                   20 INK 0:PAPER 0:BORDER 0:CLS
                   25 LOAD "" CODE
                   26 POKE 48 890,0
                   30 LET a = PEEK 28685
                   40 LET b = PEEK 28686
                   50 LET c = a + 256 * b + 5
                   60 RANDOMIZE USR c

                   48 890,0 -neamrtalnost
                   55 857,0 ale nelze hru ukoncit
                   56 154,0:56 155,0:56 156,0 -neodebirani
                                     mescu
                   57 154,0:57 155,0:57 156,0:57 171,0:
                   57 172,0 -obelhani st.Euka
                   56 106,6:56 107,0:56 108,0 -oklamani
                                     carodejnice

REVOLUTION          25 652,167 -nekonecne zivoty
                   47 111,0 -cas

REBEL               49 958,182
                   51 140,182
                   52 235,182

ROAD RUNNER         40 806,0
                   40 891,0
                   42 800,0
```

Natištěno pro klub výpočetní techniky Karolinka, srpen 1988.