

BLITZ4 TRANSFERS

Please note that the type of SPEEDLOCK loaders handled by BLITZ 4 are different to others in that they do not have a 2nd file of '!'.

When run direct from tape they give a short burst of multi-coloured flicker that covers the entire screen.

EXAMPLES are HOW TO BE A COMPLETE #3%#3, and FREDDY HARDEST. These are DETECTED in the usual way.

NOTE the BLITZ4L transfer of DAN DARE II should NOT be moved to another disc with BONZCOPY - too long at 43K. Use FILECOPY or NEWSWEEP or PIP !

BLITNUXL TRANSFERS

This file as far as we know is only good for ~~BLITZ4L~~ and the Main File of ~~BLITZ4L~~ ~~MANSELL GR/23111~~

It will not be 'detected' as outwardly it appears the same as the games covered by BLITZNU & BLITZNUL.

BLITZ45 TRANSFERS

On the KONAMI ARCADE COLLECTION are 3 games that when first issued were simple transfers. They are NEEDLES - MAKKA and MAKKA

These have the appearance of BLITZ4 type loaders without the full flashing screen and using a loader that varies from 700 to 3700 bytes long, located high up. These cannot always be readily detected.

This is either the prototype of BLITZ4 type loaders, OR more likely a brand new one [JUNE 88]. The BLITZ45 file will sort these three out in the usual way.

RUN BLITZ45 DIRECT, note that it also uses BL.

If you find any more of this type then do please let us know - someone's sanity may depend on it !

■GPU SIMULATOR■ latest for BLITZ5.

A few games will need the screen set to the same size as a SPECTRUM. Load the file SPECSCR and modify to suit !