This is the latest "SPEEDLOCK" meddle - more comprehensive in method and scope than any other program designed to deal solely with SPEEDLOCKS. TRANSFERS SHOULD BE MADE TO THE SAME DISC AS THE BLITZ files, as BLI and BLI2 may be wanted during transfer. They can then be shifted to another disc with BONZCOPY [filched from BONZO DOO DAH !] - You may first wish to know how to find out whether a program is a "SPEEDLOCK" or not – simply enter the |TAPE command followed by CAT with tape in question fully rewound. The cataloguing will first show a file with an appropriate filename - the very next file displayed is the one we are concerned with; if the name is shown as "!   !" then it IS DEFINITELY a SPEEDLOCK. Another known "SPEEDLOCK" first appeared on FREDDY HARDEST and is identified by a COMPLETE FLASHING SCREEN, lasting a couple of seconds, that appears just after the first block has loaded when running from tape. A variation to this is one where the COMPLETE FLASHING SCREEN is omitted.
BONZO BLITZ comprises several files, each aimed at a different "breed" of SPEEDLOCK – many users will be able to identify the types by consulting the short summary given below. However, the file "DETECT" will in a great deal of cases choose the correct BLITZ file for you, and offer to run it. *Simply RUN"DETECT" and follow the prompts.* If the suggested option fails don't give up - it could well be another type handled by another option. Similarly if "DETECT" offers no advice it is because it was unable to relate the data to anything known to it. In either case you should then attempt a "guess" at what is needed based essentially on the age of the program in question.
It is clear that SOME extremely long SPEEDLOCKS will not leave enough room in memory for an "intercept" - and these cannot be done by an automatic program. Amongst these are MERCENARY, and the MULTI-LOADER type of game. There are exceptions, and YIE AR KUNG FU II, ROAD RUNNER and WORLD CLASS LEADERBOARD can be done with attention to the extra files on the BLITZ disc. You will need to use BONZO SUPER MEDDLER, or similar to transfer the "standard" files.

If you decide to manually select your option, these brief instructions will enable you to get going without wasting time. Once a game has transferred, it will be complete, no loaders to write or colours to change. SPEEDLOCKS are a relatively complex type of loader, and my, own feeling is that the resultant tape has an UNRELIABLE loader ! Before giving up on a program make sure that it will load and run straight from tape ! Hare's the "HOW TO BLITZ" - VERY SIMPLE,

A] Speedlock tape in player - fully, rewound. Run BLITZ [OR other option] from disc.
B] Press any key, the standard tape prompt.
C] Allow the game to run. The first short file will be transferred after the first block, three files will be transferred at the end of loading if transfer is effected. They will be named according to information gained from the first file. After the transfer is made the game may or may not run - the computer may or may not reset ! Example of filenames of an actual transfer:

        XEVIOUS - XEVIOUS0 - XEVIOUS1 - XEVIOUS2 Running Xevious from disc - does it

NOTES: BLITZ in intended for the "newer" type SPEEDLOCKS, tested and OK with:
GOONIES, XEVIOUS, GT.ESCAPE, CRYSTAL CASTLES, MIKIE, TOP GUN, LEADERBOARD, LEADERBOARD TOURNAMENT, COBRA STALLONE, SARACEN, BMX SIX, ARMY MOVES, DONKEY KONG, ARKANOID, HIGHLANDER, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN'S ROAD, YIE AR KUNG FU II [SEE LATER NOTES], EXPRESS RAIDER, VAMPIRE, and several "compilation versions" noted.

BLITZXL is for some that are slightly longer than normal - works on STREET HAWK and HEADOVER HEELS, SILENT SERVICE as example.

BLITZOLD is for the older type of SPEEDLOCK - anything normally OPTION 3 on BSM - not forgetting GRAND PRIX SIMULATOR, but should not be overlooked as a possible on any newer SPEEDLOCKS. The "OLD" list is very large and one should not forget that re-issues may be in a more recent version of SPEEDLOCK! Amongst the "oldies":
BRUCE LEE, BARRY MC. BOXING, DALEY'S DECATHLON, HACKER, IMPOSSIBLE MISSION, BOUNTY BOB, DAMBUSTERS, HUNCHBACKII, EYESPY, JUGGERNAUT, CLUEDO, SCRABBLE, JET SET WILLY, DESERT FOX, GUNFRIGHT, ZORRO, MATCHDAY, MATCHPOINT, MONOPOLY, RAMBO, ZOIDS, etc.

BLOLDXL - is the " longer file" version for older types - and deals with BRAINACHE and MISSION JUPITER. The "older" long ones included *RAID!, TERROMOLINOS, GREEN BERET, and BATMAN.*

BLITZODD is simply "odd" - worth a try ! It does handle both parts of DALEY'S SUPERTEST, ELEKTRA GLIDE, WARLOCK, SABREWOLF, and the "odd" version of BEACH-HEAD I, plus the main file of NEVER ENDING STORY. Essentially it is for very long files.

BLITZNU is for the more recent [Vsn. 5.2] SPEEDLOCKS, and has to work in a very different way - although the results are similar. Use this, or BLITZNUL for longer files.

BLITZNU transfers confirmed are:

MARIO BROTHERS, SLAPFIGHT, GAMEOVER (1 & 2), MAG MAX, METRO-CROSS, ARMAGEDDON MAN.

BLITZ4 This is the 1988 "SPEEDLOCK" the one without a "!   !" second file. Known transfers are,

FREDDY HARDEST, PHANTOM CLUB, MADBALL, MATCHDAYII, SUPER HANG-ON, HOW TO BE A COMPLETE THINGIE, and the main -files of GRYZOR, OUT RUN, GALACTIC GAMES and COMBAT SCHOOL.

BLITZ5 covers the most recent [early 1989] version of SPEEDLOCKS, and is used extensively on re-issues and compilations plus more recent games:

ATV SIMULATOR, SALAMANDER, SLAINE, WEC LE MANS, and a number of "multi-load" [main files] - OPERATION WOLF, TARGET RENEGADE etc.

SCREEN: The "screen" is the screen at "loading" - this may appear as garbage and may or may not be important to the files. The easy way to save 16K if you don't want the screen and the program doesn't need it is to write a "dummy" file to disc to replace the 17K file. Use the same name and SAVE"FILENAME",B,&C000,1 will plant a 1K - saving 16K ! Note that in the case of BLITZ files that deal with LONGER games the screen is used as a buffer. This will result in a "funny" screen, but the game will be OK !

ERROR DETECTION: A "load" error will result in a "reset" without warning. A FAILURE in transfer can do the same! Note that most speedlocks can detect a "BLACK BOX" device, they should be "off" or removed to do the transfer. The files as run from disc will not be affected.

BONZCOPY

This file gives the facility for transferring files between discs, and has been "borrowed" from BONZO'S DOO DAH. Files to be transferred are selected by moving an indicator around a standard mode 2 catalogue display, and using "T" to tag for copy. A minimum of 10 may be tagged at any one time. "B" (OR tagging the tenth) will jump to a confirm routine which names the tagged files and allows for deselection in case of error. Copying will then begin, with appropriate prompts, and A/B copying will be allowed if you have two drives. In the event that a previous read fail places the "catalogue list" beyond the range of the cursor, "Q" will re-issue a CAT command to restart. "X" will exit to basic. If used for "normal" purposes you should note the maximum file length handled is 42683 bytes. IE. The maximum under standard AMSDOS.

BBPATCH

This file on the BLITZ disc is for users of BONZO DOO DAH. It will enable "Blitzed" games to run under BIGBONZO FORMAT - thus getting three full 61K games to a side. List BBPATCH, change the A$ FILENAME to the first file of the game, save it to the BIGBONZO format with a suitable name, and use it to run the game.

ANCIENT

For those of you with really old "Speedlocks", you may like to try this original BSM routine. It will not be given as a "suggestion" by DETECT. The result from this is a single 42K file named "FLASH" - you can rename it to suit.

YIE AR KUNG FU II AND BONZO BLITZ

The main file of YIE AR II transfers quite readily with BONZO BLITZ. There are two long files on the tape following the main file - OPCON 1 & 2. These can be collected to disc by using OPTION ONE from BSM. To enable the disc main file to read these and thus run the game properly the BLITZ files need modifying. This is achieved quite simply by running MODYIE [the file is on your BLITZ disc] with the YIE-AR files on the disc, write protect off. A new "YIESARL" file will be written to disc - the .BAK file can be erased. When running YIE AR II from disc the tape prompts will display, but loading will be from disc.

GENERAL

If you can't get it to run direct from tape, don't waste time trying to get it on disc. Compilation and re-issues may have very different loaders. SPEEDLOCKS are notoriously unreliable tape loaders - 6128/664 users MUST get their levels correct. Don't take DETECT as gospel ! HEADOVER HEELS will be "no idea", but does go via BLITZXL. RUN"DATABASE" for latest list, and consult any READ-ME or INFO files for other news.

IT IS A CONDITION OF SALE THAT THIS PROGRAM IS NOT USED FOR ILLEGAL PURPOSES...