MEGATRANSFER DISK — VERSION 4.0

INTRODUCTION: Megatransfer disk is a collection of routines which will transfer the major turbo load tape loading systems to disk. The software method used has a number of advantages, including economy of disk space, preservation of loading screens, and the facility to handle many multistage loaders which cannot be transferred by any other method. Programs may be fastloaded using the supplied disk turboloader (see later). Before using Megatransfer disk, switch the computer off then on, after removing any fitted cartridge. If you are using a CBM 128 and 1570 drive, enter 64 mode and type SYS 64738 before use. Always check that the program to be transferred loads correctly from tape, and make a note of the tape counter reading after the load if it is part of a compilation tape.

IDENTIFYING THE LOADER TYPE: The supplied program, "IDENTIFIER", will distinguish between Pav, Burner, and Visiload loader types. Other types will return the message "unidentified". Novaloaders are easily recognised by the grey title screen. Refer to the descriptions below for guidance on other types.

The transfer routines are contained within four programs, MENU 1, 2, 3 and 4. Before loading any of the menus, you should have your OUTPUT disk ready. This is the disk onto which the transfer will be made. The disk must be formatted if it has not been used before. There should be ample free space on the disk. Certain multistagers require a complete disk, or two disk sides. Summer Games 2 requires three disk sides. There now follows a description of the transfer routines available:

PAVLOADERS: Use SUPERPAV for programs identified as PAV1 or PAV2 (Alligata, Level 9, English software, early Ocean/Melbourne house). Literally hundreds of titles. Use MELB.PAV for the new Melbourne House loader (Exploding fist, Rock and wrestle, Gyroscope, Terrormolinos, Fighting Warrior, Lord of the Rings, also Souls of Darkon, World Cup Manager). If the border turns WHITE and the tape stops during transfer, rewind slightly and press play.

NOVALOADERS: Use NOVALOAD for single sections Novas e.g. Mercenary, Encounter, Zaxxon etc. Use SUPERNOVA for Novas which are followed by subsequent stripeloads e.g. Thing on a Spring, Commando, Raid over Moscow, Airwolf etc. Use ACTIV.NOVA for Activisions e.g. Eidolon, Scarabeus, Ballblazer, Pet Person, also Scalextric. Use AUTONOVA for the new type of Novaload e.g. Monty on the Run, Superman, Blackwyche and other Ultimates. To identify an autonova, type LOAD (return). If the program automatically displays the Nova title screen and loads, it is an Autonova.

BURNERS. Try BURNER for programs identified as such. In case of failure, try GP BURNER or MONOLITH. The burner system is used on Megahits 1, Select 1, early Beyond and Mastertronic titles. Note that some programs start as Burners but then use a different system, and will not transfer.

VISILOADERS: Use VISILOAD for programs identified as such. Examples are Elite and other early Firebirds, current Mastertronics, Faldos Golf, Rocketball, Combat Lynx etc. etc.

FLASHLOADERS: These have a distinctive two colour bar pattern. Use FLASH1 for Virgin titles such as Sorcery, Strangeloop, Ghettoblaster. Use FLASH2 for flash version of View to a Kill (except Finale which transfers with FLASH1) and William Wobbler. Use ACTIV.FLASH for Activision titles e.g. Ghostbusters, Baseball, Football, Hacker, Gt. Am Roadrace, Master of the Lamps.

EPYX LOADER: This is a blank screen loader which requires you to press the space bar as each section is found. Use GP EPYX for multiparters e.g. Impossible Mission, otherwise use SINGLE EPYX. Note that certain titles such as Pitstop II and Imp. Mission now use the Novaload system — use Supernova. Also certain titles require the individually named routines e.g. Bungeling Bay, Choplifter, Pitshop II.

OTHER ROUTINES. RBS/FASTBACK and SCHNELL are for programs recorded using RBS or FASTBACK, also Monopoly, Blockbusters, Mutant Monty. Try SCHNELL first. In case of failure use RBS/FASTBACK. Fastback programs have a plain red screen when loading. HYPERSAVE 64 is for programs recorded using this popular utility. ANIROG BT is for programs identified as such. Note that Anirog Flashing loaders will not transfer. MICRODEAL is for the Cuthbert series. The EDGE is for Brian Bloodaxe, Almazz, Firequest. See individual title for Wizardry. D/TAPE TO DISK is for most programs recorded using our DISK TO TAPE PLUS and MEGATAPE utilities.

MULTISTAGE LOADERS: The following titles are provided for: Summer Games II, Winter Games, Beachhead II, Fight Night, Racing Dest. Set, Skyfox, Brunos Boxing, Dr. Creep, Karateka, Realm of Impossibility, Tour De France, Monster Trivia, Alice in Videoland, Jumpman and Breakdance (Epyx issue). Have two blank disks or disk sides ready, formatted with different ID numbers. S. Games II requires 3 disk sides. Ensure that you start on the correct side of the tape. When the tape runs out, turn it over and press play. You will be prompted to insert a fresh disk as and when necessary. IMPORTANT: some files are repeated on this type of program to avoid excessive tape winding. These will not be transferred to disk as they have the same filename. The disk light will flash and the tape will restart. This is correct so don't abort if this occurs.

Note: "save" and "datatape" options are not available on Racing D.S. Summer Games II, files are 0(menu), 1(opening), 2(closing), 4(triple), 5(rowing), 6(javelin), 7(equestrian), 8(high jump), 9(fencing), A(cycling), B(kayak).

The remaining menu options are for the named title. Note that some titles have been reissued using different loaders, and may not transfer if this differs from the loader for which the routine was devised. Also, though the general purpose routines have provision for many variations, not all examples of a particular loader will transfer (e.g. certain Ariola Novas will fail).

Once you have selected the appropriate option, follow the on screen prompts. All transfer is automatic once underway. Stop the tape deck at the end counter reading if transferring from a compilation tape to avoid unnecessary files. Once transfer is complete, switch the computer off and on before testing the transferred program. To load a transferred program use LOAD"NAME", 8,1. You MUST use the secondary address (,1). If you are using our turbo disk loader (see later), use LOAD"↑NAME", 8,1.

DISKUS 1.2. This is for tape to disk transfer of long loading programs, those issued before the advent of turboload systems. It will handle the majority of such programs. Follow the on screen prompts. Pressing RUN/STOP will conclude transfer. Ensure that you are past the end of the program and the screen in YELLOW before pressing the stop key. One type of slowloader which Diskus will not handle is that used by Activision. For these use the option ACTIV.SLOW. Examples are Pitfall I and II, Decathlon, H.E.R.O., Beamrider, Pastfinder, Toy Bizarre, Space Shuttle, Designers Pencil, River Raid.

FORMATTER/FASTLOADER: The program entitled "SER.FORMAT V2", allows you to add our disk turboloader to each of your disks. It also has the option to format the disk at the same time. Load and run the program. Follow the on screen prompts. Once the loader is on the disk, virtually all Diskus 1 and Megatransferred (as well as your existing) programs will load at 4—5 times the normal rate. Use the following to fastload a program:

<p align="center">LOAD"↑*NAME",8,1</p>

The system will revert to slowload if memory conflict occurs, thus still giving a major load-time advantage, whereas other software fastloaders crash.

Thank you for purchasing MEGATRANSFER DISK. Details of future programs, at advantageous prices, will be mailed to you in due course. Beware of products from "Arrow Micro Services" which consist entirely of reworkings of our old material. All currently available turbo to disk software originates from Dosoft.

LIST OF MENU OPTIONS (Menu number in brackets)

ACTIV.FLASH (4)	DANGER MOUSE (1)	KARATEKA (3)	SCHNELL (1)
ACTIV.NOVA (4)	DOCTOR CREEP (3)	KNOCKOUT (2)	SHOOT THE RAPIDS (1)
ACTIV.SLOW (1)	EDDIE KIDD (2)	KOKOTONI WILF (2)	SINGLE EPYX (1)
AFRICAN SAFARI (4)	ELIDON (2)	LAZY JONES (1)	SKYFOX (3)
ALICE IN VIDEOLAND (3)	EUREKA! (1)	MACBETH (1)	SPEEDKING (2)
ALIEN (2)	FIGHT NIGHT (4)	MAMA LLAMA (1)	SPIDERMAN (2)
ANIROG BLANK TURBO (1)	FIGHTER PILOT (1)	MCGUIGS BOXING (4)	STAR TRADER (2)
AQUANAUT (1)	FLASH 1 (2)	MELBOURNE PAV (4)	STORM WARRIOR (1)
ARABIAN KNIGHTS (1)	FLASH 2 (2)	MICROSWIFT (4)	SUMMER GAMES 2 (2)
AUTOMANIA (2)	FLINTSTONES (4)	MICRODEAL (1)	SUPERNOVA (2)
AUTONOVA (4)	FRAK—64 (2)	MONOLITH (2)	SUPERPAV (1)
BATALYX (4)	GAMMERON (1)	MONSTER TRIVIA (3)	THE EDGE (2)
BEACH HEAD (1)	GLIDER PILOT (2)	MORDONS QUEST (4)	THE QUILL (1)
BEACH HEAD 2 (2)	GOOCH CRICKET (2)	NODES OF YESOD (2)	TOUR DE FRANCE (3)
BLUE THUNDER (2)	GP BURNER (1)	NOVALOAD (2)	TOWER OF DESPAIR (4)
BREAKDANCE (1)	GP EPYX (1)	PARADROID (4)	TRACK AND FIELD (1)
BRUNOS BOXING (3)	GREMLINS (1)	PITSTOP 2 (1)	TROLLIE WALLIE (1)
BUNGELING BAY (1)	GRIBBLYS DAY OUT (1)	PSI WARRIOR (1)	VALHALLA (1)
BURNER (1)	HERBERTS DUMMY RUN (2)	QUASIMODO (2)	VISILOAD (4)
CHINA MINER (1)	HERCULES (1)	QUO VADIS (1)	WALLIE IN RHYMELAND (1)
CHOPLIFTER (1)	HULK 1.1 (2)	RACING DEST. SET (4)	WALLY (MIKROGEN) (1)
CLAYMOURGE CASTLE (2)	HYPERSAVE 64 (1)	RBS/FASTBACK (1)	WHERES MY BONES (1)
CLIFFHANGER (1)	ICE PALACE (1)	REALM/IMPOSSIBILITY (3)	WINTER GAMES (4)
CRAZY COMETS (4)	JET SET WILLY (2)	REVS (4)	WIZARDRY (3)
D/TAPE TO DISK (4)	JUMPMAN (1)	ROBIN OF THE WOOD (4)	YOUNG ONES (4)