

**BUGGER**

**COLLABORATORS**

	<i>TITLE :</i> BUGGER		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 1, 2023	

**REVISION HISTORY**

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# Chapter 1

# BUGGER

## 1.1 PSX GAME BUSTER

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THE PSX GAME BUSTER

by SKiDZ - AREA 51  
(aka Andy Gibson - AGAS Productions)

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What Is Diz Anywayz?

Requirements

Instructions

Legal Mumbo Jumbo

Distribution

Credits

Author

History

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Finally

## 1.2 Hello

So you may be thinking, "What is a PSX CHEAT BUSTER?"

It's basically a mini disk mag of PSX cheats. At present it only contains a small amount of cheats, but in time, it will contain a vast database of cheats for all to use. (If I get some sent)

I do need your help to improve on this product. Please send myself any text files of cheats you may have lying around your HD or floppies! (Maybe the Aminet has loads of these too!)

If I get enough cheats sent to myself, eventually I can think about working on a fully featured disk mag dedicated to the PSX machine.

It's something which most Amiga users have in their homes now (what with the lack of Amiga games, we had to buy something - right! And why toss out our Amiga's and spend £1500 on a PC just to play games when we could spend £120 for a PSX and have the best of both worlds!)

Please do think about supporting this FREE product by contacting myself, it's all I ask...

Contact me anytime...

When I have the next version ready, it will be a 100% Area 51 release. The version you have here is meant as a starting block to see just how many peeps will actually support this product. It is FREE and all I ask is that you send me some cheats which are not listed so far.

New version shall be released only if I get some feedback from users. Sorry, but snail mail is NOT an option for me. I'm too busy these days, so please email me if you can.

If not, you can probably snail mail one of the other A51 guys (zYX mainly) and he can email me your cheats.

Anyway, I will leave it there for the moment.

## 1.3 What Do I Need For This?

An Amiga would be a good start :-)

It has not been fully tested on different configs, but I'd take a guess and say that it should run on any machine with at least 1 meg of ram.

Should be able to run from either floppy or HD. No assigns are required, so that should make it easier. Just keep all files inside the same directory.

It may require the Mathtrans.Library, seeing as SnoopDos once reported this. But everyone should have it anyway, so it is not included in this archive.

A mouse is required also. I have NOT implemented any keyboard options yet :(

A printer for printing the cheat of your choice out to paper is obviously required.

If this program does not work for you, I need to know. Please do contact myself:

Contact me anytime...

## 1.4 What Do I Do?

I'm not gonna spend all day typing up instructions for this! It's very easy to use. Simply click on the buttons.

Eventually you will see a list of the cheats, simply move the mouse pointer over the one you wanna read more about and click your mouse button.

You will then be able to read the cheat in full and you will have an option to print it out also.

You can move through the pages by line at a time or by page at a time using the buttons also.

Look...it's easy, stop reading this and go and try it for yourself, or are you too lame?

## 1.5 How Much Is It?

This product is FREE :-)

It's PD, I don't want paid, I don't want thanx!

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All I ask is that you consider sending me some feedback. That's all. So go on....let's make this thing HUGE....

The only legal thing I should really say is the following:

Playstation is Copyright © - Sony Computer Entertainment Inc.

PSX Game Buster is Copyright © 1997/98 - AREA 51

This program is supplied 'AS IS' and therefore I take no responsibility for any loss or damage to files or equipment during the use (or abuse) of this product.

## 1.6 Distribution...

Personally I don't really care what you do with this! Spread it far and wide. The more peeps who see it, the better.

Cover disks and cover CD's should include this too. Go on...

Shove it up yer, AHEM! Eeenuufff! (Ed)

Seriously, feel free to copy this for your friends and granny too. (my gran loved it)!!!

Do I need to say anymore?

If you paid more than 50p for this, you've been had! There isn't enough bytes to fill up an entire disk, so if you bought this on a floppy from a PD library for more than 50p, DEMAND your money back!

I won't stand for it!

Stamp your feet and shout out loud until you get a full refund. This does not effect your statutory rights, only your bunions and blisters! :p

## 1.7 Credits

The whole thing was coded by SKiDZ/A51 during a few days in August 1997 and eventually updated around Nov of the same year.

During Jan 1998, I decided to update it for a proper release.

Code, Concept, Text, Design, Gfx - SKiDZ A51

Music was taken from a PD disk, sorry I don't know the author's

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name! This will be put right in the next release when one of those lazy musicians from A51 gets their fingers out and writes me a proper toon to use :-)

Some cheats were typed up from various magazines and some sent from various contacts and members of A51...I thank them all :)

SKiDZ/A51 (aka Andy Gibson)

## 1.8 Email Me Today...

Contact:

(for info and updates on my A51 stuff)  
skidz@agasinc.demon.co.uk

(for info on AGAS releases)  
andy@agasinc.demon.co.uk

(WEB SITE COMING SOON in '98 ..... <http://www.agasinc.demon.co.uk>)

This is PD, so please spread it far and wide if you can. the more feedback I get, the better.

I need more cheats for this and the more I get, the merrier. However, I do not want full solutions to games, just small tips 'n' cheats will do nicely!

Eventually I may release a 'Solutions' type disk with many full solutions to PSX games, but that's another project...

Thanx in Advance....SKiDZ/A51

## 1.9 About the versions...

HISTORY:

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V1.0b - Early Engine Code with just a couple of cheats for testing.  
Cheats held internally within main bin file!  
Not released properly, but a few copies did get around!  
(August 1997)

V1.0 - More cheats added to the list.  
Cheats now held on disk rather than internally.  
Cheat file encrypted to stop lame hackers ripping off my hard work!  
Added some new features too.  
(Nov 1997)

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V1.1 - First proper release to public. Feb/1/1998  
More cheats added.  
Bug fixes galore.  
Print feature added and tested, but need more feedback on this coz I can only test it on my own printer!  
Music held internally, but as always, it can be toggled :)  
New A51 logo which dissolves to SKiDZ added!  
New logo (quickly done) Help me Shezz!!!  
Still minor bugs (I bet!)

TO DO:

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Ahem, fix any lurking bugs :)  
Add some features for changing display font.  
More cheats obviously. (zYX, help me with these....)  
Save cheat as ascii text maybe? (lemme know aboy this)  
Multi-Task option?  
Update gfx for better presentation might be required (Shezz...)  
Small Logo may jitter during print! I'll fix this next time!  
Your ideas.....

## 1.10 Awww...The End!

Have fun and don't forget to send me some cheats.

Further versions (if there are to be any) will probably be available from the A51 FTP site and Aminet no doubt. Email myself at anytime for latest info...

Contact me anytime...

If you are looking for the latest A51 productions, please email zYX for a full news file containing all the details you need to know.

This includes the latest info on our FTP Site, BBS, IRC Channel, Web Sites and of course all member's email address' too.

Contact:

zyx@a51krew.demon.co.uk

zYX is the main man who runs the whole A51 team and therefore he is quite busy from time to time, so please have pateince when waiting for a reply...but you won't regret it.

Oh BTW! A51 is 100% legal, so don't go thinking it's a cue for you to get the latest Amiga Warez! OK!?!  

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