CPC Power

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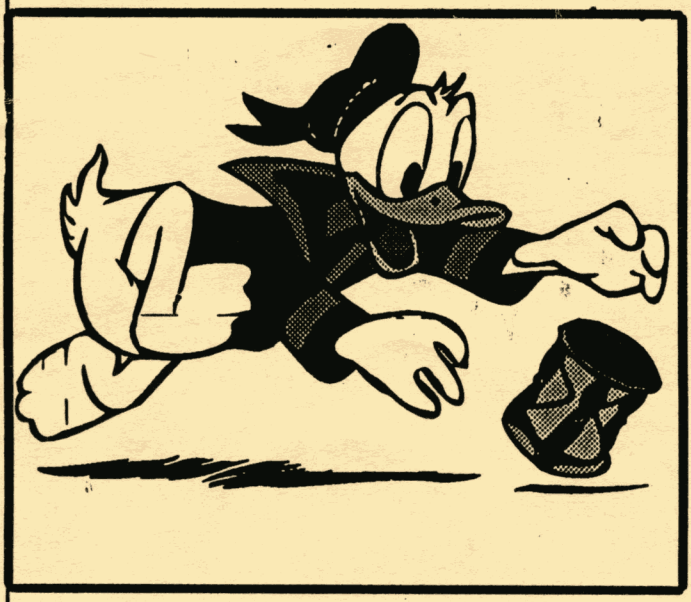

ISSUE 7
PRICE - £1

You thought your best mate was big-headed, but after he's read this, his mind will be so expanded that he won't be able to fit through doors! Beware!!

ELLO! Will you write for CPC Power? I pay with software, and free subsriptions. Write now!! The next issue will be out around the 7th April. See you there!!

CONTENTS

Arrrgggggghhh!! Sorry about how late this issue of CPC Power is! I had lots of major problems, but at least its out now! So, what have we got in this issue? Read on! (Next issue (8, March/April) will be out 7th April)

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ANOTHER SELECTION OF PUBLIC DOMAIN GAMES, ALL OF WHICH ARE AVAILABLE FROM POWER PD, AND OTHERS. THANKS TO THE VAULT FOR MANY OF THE GAMES.

MINE SWEEPER

Converted from the PC, this classic puzzle game involves thinking power, skill, and a touch of luck.

Having played the game before on the PC, I new how good the gameplay was, and how incredibly simple. The graphics of the PC version are reproduced very accurately, down to the finest detail.

The game allows you to choose which grid to play on, and then set to work. You must work out where mines lie, and mark them using copy.

You control a small white square moving around a board made up of squares. Pressing space reveals what is in that square - if it is a mine, then you lose. If the square you choose is next to any mines, then the computer puts a number in that square, corresponding to the number of mines it is near to. If the square is neither next to a mine, then the computer blanks that square, and any next to it that are the same. When you have selected all the squares than you think have no mine in them, and had them blanked or numbered, then the CPC reveals the mines.

The gameplay is excellent, with lots of that 'just one more go' factor, to keep you playing it. It'll last you quite a while, as you can choose from around 9 mine field sizes, or you can define your own. A pretty good game to be fair, but you have like this sort of thing.

GAME TYPE - PD
POWER PD - GAMES 13

GRAPHICS - 7/10
SOUNDS - 0
GAMEPLAY - 8/10
LASTING - 7/10

OVERALL 75%

JUMPMANIA

Another classic puzzler here, this time by the unstoppable FRAGGLE of MOPS. Its a single screen level thingie, with 30 levels. The game is shareware, requiring 30 DM, £5, 30 F, or 8$, to be sent to Fraggle if you play the game. Although some people would argue that this isn't in the spirit of PD, this game could easily not of been programmed, or released onto the commercial market, so this is OK. Some shareware fees allow you to access parts of the game you couldn't before, this fee, only gives you a personalied copy. Oh well, its up to the author whether or not to make it shareware, and I suppose that if you don't pay the fees, it could encourage the author to leave the CPC in favour of something else.

Anyway, back to the game. Each level sees you, Jumpy, trying to get rid of all the square blocks, by walking over them. You can also use jumps to access different parts, and you are given a different number of jumps for each level.

There are all kinds of blocks to make the game harder, including Ice blocks, which you can't stop on, red blocks which you need to go over twice, bomb blocks that blow up when you walk over them, and chess board blocks, that have to be the last Jumpy walks on.

(cont...→→→)

The controls are really responsive - Something missing in puzzle games, which is needed desperately (almost as much as you need CPC Power, in fact!), in any game where presicion is needed.

The game doesn't seem to like ROM's - The game kept crashing, so I kept on transfering the files of the disc I got them on, thinking tht was the problem : I never even bothered to check the files I was copying, which, if I had done, would of resulted in me finding out that they didn't load either! I took out the Rom to plug in my mouse interface, when it suddenly struck me! (The idea, not the mouse interface!)

The main problem with the game is the hit and run approach that is often needed - finding the solution to a level is often more a case of oops, I pressed the wrong direction than working it out.

Puzzle games are becoming increasingly popular these days in the PD world - especially from the MOPS stable. Jump mania, Logistic, and RC Quest (See later for the last 2, a review might just of made it in time for this issue) are all from these guys. What is it about this type of game? Is it that no attention needs to be paid to scrolling or animation, making coding and designing a lot easier? This would explain the good gameplay of these types of titles - If a programmer has to spend less time messing about with scrolling, etc, then they're much more likely to spend time refingin the glitches, or enhancing the gameplay.

Anyway, this is a good little venture, with some good graphix, sounds, playing, and lasting.

GAME TYPE - PD
POWER PD - GAMES 13

GRAPHICS - 8.5/10
SOUNDS - 9/10
GAMEPLAY - 7/10
LASTING - 7/10

OVERALL 89%

Les Minles

GOD! Another F**King puzzler!! Never mind, at least this is up to the normal standard.

This is basically a very good lemmings type clone, with the general idea of getting through levels, using the various attributes you can attribute to your lemming.

These range from Dig down, to Climb, and from Blow up, to Mine right.

Unlike lemmings, you only control one lemming at a time, trying to make a path for the king of lemmings to get through the level on.

When you think you've made a safe route through, you click on the king, and the lemming you were controlling blows up, and the kind appears. If he makes it to the exit, you've completed the level.

All the attributes are at the bottom of the screen, and you choose them by moving your square along them with the joystick. You don't need to click on

your lemming (or should that be 'Les Ming'??) to give it its power, as there is only ever one on screen, so it knows what you want. You can build bridges, climb walls, dig, mine, or be a stopper.

Although the graphics are quite good, the pictures at the bottom, which represent the attributes are sometimes a little unclear, and a bit of trial and error is needed.

You have a set number of Les Mings to use each level to create a passage for the King, and using all of them, or not completing the level within the time limit ends the go, and loses you a life.

All in all, another good puzzler.

GAME TYPE - PD
POWER PD - GAMES 14

GRAPHICS - 7.5/10
SOUNDS - 7/10
GAMEPLAY - 8/10
LATING - 7/10

OVERALL 76%

DIGITAL WOMEN

This is one of the first slideshows that I've had in my posession, both for review, and Power PD. Although the title sounds ominous, all the picture are clean.

The picture you see to the right, is one of 15 images of women from which the show is made. All of the pictures are in High resolution Mode 2, creating a finer image, although restricting the pictures to only 2 colours. All the pictures are very clear, and responded well to being shrunk (I don't think you would of been pleased to have your valuable page space taken up by a massive picture!

ONE OF THE PICTURES FROM THE 'DIGITAL WOMEN' SLIDE-SHOW.

One or 2 of the pictures show naked women, but there is nothing showing, as the pictures are either too dark or the lady in question is covering herself with her arms. All in all, the pictures are good, but some of them aren't of a very high standard. They each take up around 4-7k, and fill about 80% of the screen. Well worth taking a look at!

CPC FOREVER

"Europe's favourite fanzine!" - The new name for Amstrad Fun! - FREEWARE!

WATCH OUT!

CPC FOREVER IS ON THE WAY !

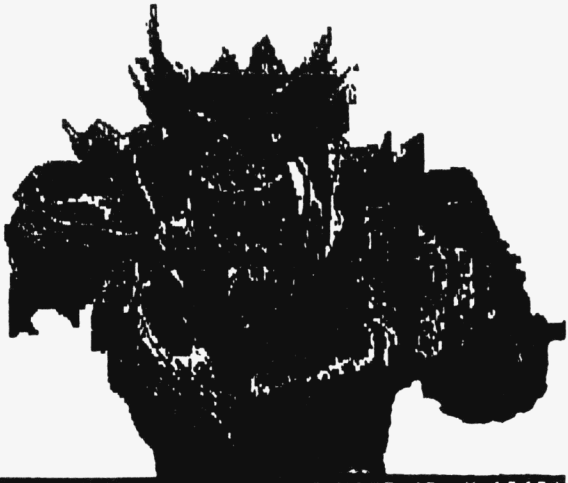
Work is well underway on the sixth issue of the CPC's coolest fanzine. Had you thought it would never be released? Had you thought this because you heard I was working for Amstrad Action? Well you were wrong. What I promise I (eventually) deliver, and nothing'll stop that. I hope to release CPC Forever in the new year, so if you've got anything to contribute, get it to me before Christmas. Whatever it is, I'll include it. If you wanna write me an article, send some cheats, a letter or just want me to give you or your productions a little mention, then write immediately to :

KEITH WOODS, 8 SPRINGFIELD DRIVE, TEMPLEOGUE, DUBLIN 6W, IRELAND.

DON'T YOU MISS IT !

CPC Forever, the hottest paper production in Europe, will printed in January. You won't want to be missing it as it ll be full of informative articles, useful cheats, reviews, and teresting interviews. Most especially though, it'll be packed ll of the latest news including - The full story behind the rotracker (just in case you don't already know it!), reaction the British lasers that are continuing their futile mpaign against me, the growing unpopularity of the MJI, the K4000's in America, Doug's little problem, AA, and lots more!

So how do you get it then? Well, as CPC Forever is totally REE, you should be able to get a copy from one of your ntacts in the scene, just as you got this preview page. wever, if you really can't get hold of it through the scene, en send me 2 or 3 pounds in your own currency (in notes, no ins please) or in international reply coupons to cover inting and postage. For Irish and British freax, £1.50 will enough, and coins are ok. I'm still looking for foreign istributors, so if you have access to a photocopier, and would willing to sell CPCF in your country, please write very soon.



SPREAD THIS PAGE! INCLUDE IT IN YOUR FANZINE AND I'LL PRINT YOUR AD IN CPCF!

Powerful Public

P.D News, Views, But erm, no reviews.
They're somewhere else you see. Yes. Erhm...

NEW STUFF!!

New just in at Power PD are Power Tetris, and Crystal Mission. The latter is reviewed this issue (I hope). I have recieved news that the librarian at Disk PD has released a Disc system operator, PowerDOS, named after Power PD. He says that only him and I have the copyright to this! It isn't anything special - just your average 'Erase, rename, catalogue, change user area, etc', but does allow you to format discs.

Sleepwalker PDS, and Power PD are working together on 2 selections - The Tetris collection, and the Snake collection. These are of course collections of snake games, and tetris games (although not necessarily in that order), each taking up 1 disc side. The afore mentioned libraries will, I think, have the copyright. (I'm not sure though).

Althoygh not actually New stuff, this is still of interest. Sleepwalker PDS are now helping me to distribute CPC Power. The librarian, Joe Moulding, will be charging £1+SAE.

THE VAULT HAS OPENED! AND INSIDE IS..

...A Questionnaire!

A new PD library recently opened is THE VAULT. This is a PD library with a few tricks up their sleeve - starting off with a questionnaire

type-thingie to be filled in by people who order catalogues and stuff. This should help them 'Provide the ultimate PD service' Ho hum. Hope it isn't TOO ultimate, or nobody will order from me! (Sniff sniff).

FREEBIES! AMAZING FREEBIES! CURES EVERYTHING!

As is usual here in CPC Power, we're giving away 2 free selections. On DISC this time its GAMES 11, with superb stuff like GUNSLINGER, 3D Demo, and ELIZA:The famous computer psychiatrist, plus SERIOUS 7, full of clip art, with a clip art viewer thrown in too boot! On TAPE there's DEMOS 1 with BMC Demo 3, MCS Demo 7, and the Cocktail demo. Also there's DEMOS 3: side 1 of Amiga Graphics 2.

To get your hands on these goodies, simply send a disc or tape, an SAE, and the coupon below to the normal address : Freebies, POWER PD, Richard Wild, 33 East Lane, Sandiway, Northwich, Cheshire, CW8 2QQ.

I enclose a DISC / TAPE *
Please send me GAMES 11/SERIOUS 7 / DEMOS 1&3 *

NAME.....

ADDRESS.....

.....

POSTCODE.....

* Please delete where applicable.

P.D Update

NEWS FROM THE P.D WORLD

GAMES - MOPS (the Mail Order Protection Service)are continuing to churn out superb puzzle games at a remarkably fast rate.

As I think I mentioned in a games review elsewhere in the 'zine, there are a number of possible reasons for the speed at which they are released, plus the quality of them:

The programmers of puzzle games do not need to bother about scrolling and animation, so the gameplay and presentation is usually better.

Because only sprites do not have to be animated, there are far less of them, when compared to a platformer. This means that there is more memory that can be used for flashy intros, and extra levels.

So, will the standard of MOPS puzzlers continue to attain the high standards they have set for themselves? I for one certainly hope so.

Just take a look at games like RC Quest (reviewed this issue I hope), Jumpmania, and Spots. All came from these coders, and all are excellent puzzle games.

VAULTING OVER THE REST...

Hooray! I've finally got a catlogue from the Vault, a new PD library set up recently.

Normally you expect new libraries on the scene to be low on software, but The Vault have obviously got their software together before opening. So what have they got??

Well, here go's... 18 Games selections, 4 Adventure, 6 CP/M, 27 Slideshows, 16 serious, 28 disczines, 8 over 16's, 5 programming, and 14 music!! That adds up too 106 selections! As well, the vault have got over 200 demos, all on offer as seperate files.

WHAT! You run the best P.D library in UK? Well how come your address wasn't printed in CPC Power? You didn't send it in? Oh dear, that really is just a crying shame! You know what you're going to have to do- Send Wild a S.List!

ADDRESSES

IF YOU WANT TO ACHIEVE EVRLASTING FAME, AND TELL OVER ONE MILLION PEOPLE WHAT YOU'VE GOT TO OFFER THEM, THEN TRY ADS ON TV, COS YOU AINT GONNA GET ANY OF THAT HERE!!

THE VAULT: The Vault,
43 Windfield gardens
Clybaun road
Galway
Ireland

DISK PD: DISK PD
Lower Dexheer
Dexheer
Holsworthy
Devon
EX22 7LA

PD FUN: 41 Mithchel gate
Kirby Lonsdale
Via Carnforth
Lancs
LA6 2BE

CPC Forever :Keith Woods
8 Springfield drive
Templeogue
Dublin 6W
Ireland

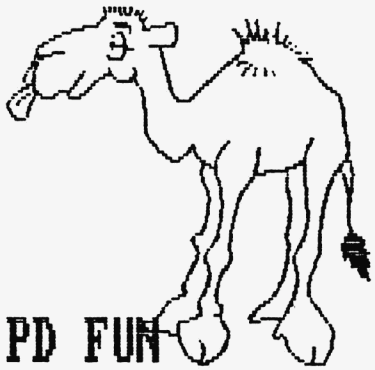
TREK PD :17 Cromer road
London
SW.19 9JN

GD PD :49 Woodville
Barnstaple
North Devon
EX31 2HL

P.D FUN

PD Fun is a public domain library, that lives up to its name. Yup, thats right, PD Fun is 100% fun. No utilities, or serious stuff, only Demos, slideshows, Adventures, and games pass the test.

Send of for a free catalogue now - with over 75 selections, theres sure to be lots that'll appeal to everybody.



PD FUN

Simon Walker
41 Mitchel Gate
Kirkby lonsdale
Via Carnforth
LANCS, LA6 2BE

MPD

MPD Software

23 Nobes Avenue
Bridgemary
Gosport
Hampshire
PO13 0HS

MPD - Worldwide Public Domain

With a large extensive catalogue, MPD offers all types of PD. From Demos to Clip art, and from Adventures to utilities, MPD offers the lot.

The catalogue is more of a news letter than just a catalogue, with reviews, news and a full list of software. It's produced on Powerpage, and is very well presented and written.

So send of that SAE for a catalogue today, with no delay!!

BASIC TUTOR

PART 5 BY DAVID LIGGINS

No!! Don't turn the page gamers, this could be the page that you've been looking for - Learning Basic is the first step to Machine code, and once you've learnt that, you can write your own games!! Wow!! David Liggins explains how, in the fifth part of his series. Its about a calculator proggy!

Hello again folks. Time for part number four of Basic Tutor...

ARTICLE 4

Last time, the last thing I asked you was the question, "What's wrong with the division program?" I said there were two answers. Here they are:

1) If you try to divide anything by 0, you have a problem, because it's mathematically impossible. If you divide by 0 in the program, it will "crash" (stop because of an error). This is awful! How can we stop this happening? Maybe we could get the program to spot that the user's input 0 as the number to divide by. We do this by using something called a conditional statement. Don't hide behind the sofa-- it's easy, honestly. Read on and I'll prove it.

2) Who in the world want a program that just divides numbers? Nobody! The least they would want is a calculator program: addition, subtraction, multiplication and division. You could easily write variations on the division program for the other ways of comibining numbers-- but we want one big program. Subroutines are what's needed or that sort of programming problem. More of that below.

So I'd better tell you about Conditionals and Subroutines.

Conditional Statements

Does your mother nag you all the time? She might say, "Do your homework!" But if that doesn't work, she could say this: "If you've done your homework, then you can kill your little brother." She's used a conditional statement (in English). BASIC conditionals are very similar:

IF condition THEN do_something

In your mum's case, the condition was "you've done your homework". This could be true or false.

Here's another example. "If it's six o'clock, then you must do your paper round." Can you spot the

HERE WE ARE, A VERY BASIC STYLE OF CAR. NO FLASHY AEROFOILS OR AIRBAGS, JUST A BASIC FAMILY CAR. PERFECT FOR THE AVERAGE FAMILY. HOLD ON, WHATS THAT? I'VE GOT THE WRONG IDEA?? WHAT DO YOU MEAN?? OH YOU MEAN THE LANGUAGE BASIC!! OH NO! HAVE I GOT TIME TO REWRITE THIS CAPTION?? NO!??

condition? "It's six o clock " It may well be six o'clock. But, on the other hand, it might not be. So that could be true or false.

The BASIC sort of condition is this:

variable=number

And the do something bit is just a command. Here's an example program using conditionals.

```
10 INPUT "What screen mode to change to ?",mdnumber 20 IF mdnumber=0 THEN MODE 0 30 IF mdnumber=1 THEN MODE 1 40 IF mdnumber=2 THEN MODE 2 50 END
```

Say you input 1. Then in line 20, the program works out if "mdnumber=0" is true or false. But mdnumber=1 so this is really saying 1=0 which of course is false. The program goes on to the next line. It sees if "mdnumber=1" is true or false. mdnumber=1 so this is true. (1=1 after all.) because the condition was true, it executes the bit after the THEN, in this case MODE 1. It goes on to the next line, but mdnumber does not equal 2, does it, so the prog hops straight on to the next line and ENDs.

You see, it was easy, wasn't it? But how does this apply to the division program?

Put the tape/disc you saved it on in the drive/cassette player and type

LOAD"PROG2.BAS"

You'll remmber that this loads it into memory. LIST and you should see:

```
10 INPUT "What number?", num 20 INPUT "And what to divide it by?",div 30 ? num;"divided by";div;"=";num/div 40 ? 50 RUN
```

The lines are numbered in steps of 10, so if we want to add a line, we just give it a number between two others. Example: to space the input out a little, add

15 ?

So add

```
25 IF div=0 THEN ? "You cannot divide by 0":GOTO 20
```

Two things need explaining. The colon (:) separates two commands on the same line. The GOTO is a new command. It is always followed by a line number. It simply makes the program GO TO the line with the same number. (Put this in notebook now, before you forget.)

So take a peek at this program:

```
10 GOTO 10
```

This simply goes round and round. You must press the ESC key twice to stop it.

Now problem (1) is solved. To solve problem (2), we need to make use of...

Subroutines

If you have a section of program, instead of GOTOing it, and then having another GOTO at the end to get back to where you were, you could GOSUB the section and end it with a RETURN. This will make it clearer.

```
10 rem Calculator Program 20 rem 20 rem for CPC Power BASIC Tutor
```

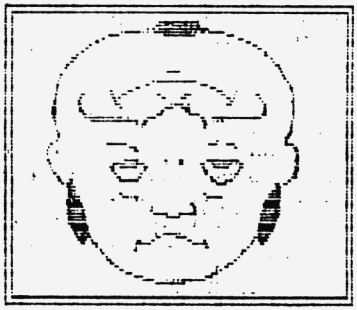
column by David Liggins

```
30 mode 1
40 ? "Calculator Program"
50 ?
60 ? "Please select:"
70 ?
80 ? "1: Add"
90 ? "2: Subtract"
100 ? "3: Multiply"
110 ? "4: Divide"
120 ?
130 input "Selection:",selec
140 if selec=1 then gosub 300
150 if selec=2 then gosub 400
160 if selec=3 then gosub 500
170 if selec=4 then gosub 600
180 goto 60
300 rem add
310 ?
320 input "What number?",num1
330 input "Add to what?",num2
340 ? num1:"plus":num2:"=":num1+num2
350 return
400 rem subtract
500 rem multiply
600 rem divide
610 input "What number?", num1
620 input "And what to divide it
    by?",num2
630 if num2=0 then ? "Cannot divide
    by 0.":return
640 ? num1;"divided
    by";num2;"=";num1/num2
650 return
```

REMEMBER : ? IS JUST A SHORT WAY TO TYPE 'PRINT'

GOTO JUMPS TO THE LINE NUMBER GIVEN

More about GOSUB and RETURN next bi-month. Until then, the assignment is to write the subtract and multiply parts (They should be lines 400 and 500 onwards) Answers next issue. See you there!



Musical madness!!!

So you've written your program in Basic, with a touch of help from David Liggins, but its still not as good as it could be. That there game could do with a tune or two! And it doesn't have to be a game - A tune can spice up that serious aplication no-end.

But how are we going to create this musical masterpiece I here you say. Simple is the reply. We'll use a musical sequencing program, that allows the tunes to be used from Basic. So which one is it too be - Equinoxe, Soundtrakker, or Boo! Tracker?? Well, that one's easy - in fact, it hardly needed deciding at all. Almost all of you will have Boo Tracker, as it was given away free on an Amstrad Action Covertape, and its also the only 1 of the three that I own, and can use!!

So, in the issues that follow, I'll be running an article on creating music on your Amstrad, using BooTracker. I'll be covering Beats/rythms, Volume and tone envelopes, tunes, and more. The article starts right here, right now!! Don't go away!!

ARTICLE 1

Once you've got your copy of BooTracker loaded up, the first thing that needs to be done is to create some instruments for you to use in your masterpiece. You will almost certainly need a snare drum (a short, quite high-pitched tapping sound, the most common drum for creating the beat), and a bass drum (Deep, loud, quite long, used to accentuate beats in the rhythm.

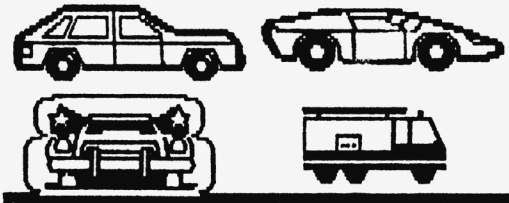
These two instruments will be used to create the rhythm for your tune. A hi-hat could also come in handy, (A drum sound, slightly longer than a snare sound, with a noise effect.) Try, if possible to create your beat (rhythm) using just one of the 3 channels available to you. This will allow the other 2 to be used for the chords, and the main tune.

To create the 3 drum sounds mentioned, choose the INSTRUMENTS option from the menu bar, and edit them. A snare will be about : 1, 10, 3, with a small noise value. This should produce a small tapping sound when you press space to test it. A bass drum has no noise effect, and looks something like : 2, 15, 4. It probably wont sound right when you first play it, but when you come to actually using it, set it too a low octave, and it will turn out just dandy.

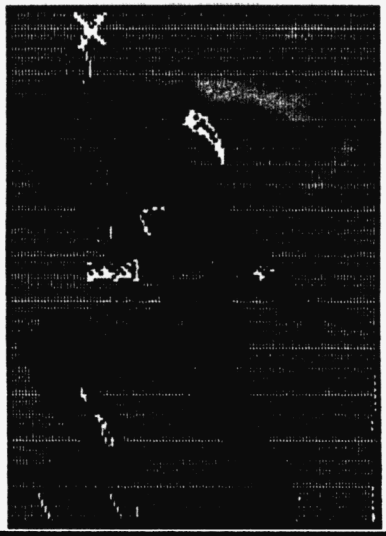
Try to work out the values for a hi-hat yourself - remember, its slightly longer than a snare, with a higher noise effect.

Once you've designed your beat, using a snare sound to tap it out, accentuating with a bass or hi-hat, and playing on the off-beat with anything, you'll have an excellent base to start your main tune (Which, lets be honest, is the most important bit!!)

Quite a few instruments will probably be needed, all of different lengths and volume. Experiment with the TONE of the note to produce superb effects for particular parts of tunes (such as ends).



Become a musician and have a flash car!



Life is the essence of Music...

After you've created your instruments, the hard part arrives. Writing a tune.

I personally find that playing about on a keyboard a bit, trying to work out what sounds good is the best way of going about it. Remember to try and make the tune fit your beat. Theres no point in having a rock hard metal beat, and a slow smoochy tune. Write down (the notes) anything good you come up with, then get back to the computer, and knock a song together.

When you put your sequences in, erm, sequence, you can use the same part over and over again. Thus the main tune only needs to be written once, say, sequence 1, and then you can have as many sequence ones as you like. The same applies to chorusses, etc.

Saving your work is simple. It can either be saved as a file for boo-tracker: i.e you wont be able to load it up from basic, but you will be able to load it back in and edit it. Or you can assemble it, and be able to use it from basic or M.Code, but not load it back into Boo Tracker and edit it. Bye!!

Fanzine FOCUS

New for this issue, this regular feature will fill you in on all thats going on in the world of fanzines. Whether they're for football or frogs, toilets or tennis, we'll be taking a look at them, and reviewing a few each month.

To start the ball rolling we take a look at 2 football fanzines - RED ISSUE, and UNITED WE STAND - both highly successful MANCHESTER UNITED fanzines.

RED ISSUE

P.O Box 16, Urmston, Manchester, M31 1LX.
£1 per issue. Editors:- VEG & ZAR (??????)

As is the case with most football 'zines, this one is always dissing a particular club, and declaring the merits of another. The clubs for this zine happen to be MANCHESTER CITY, LIVERPOOL, and LEEDS.

A mix of zany articles, provocative pictures and cartoons, all interspersed with the of offensive language, make this a read for the football fan with a decent sense of humour. As usual with football fanzines, the letters page takes up about half the zine, and provides the best laughs, this issues offering in Red Issue included a photo sent in by a reader of a pair of breasts - thankfully without their owners face, with an accompanying letter, and I quote -

"I think your letters pages needed brightening up a bit. How about cheering up the readers by printing this lovely pair of tits I've sent in. Many thanks."

Some people make find this funny, and maybe actually laugh, but female readers may feel just a tad un-funny. I wonder if the female who owned the pair actually new somebody had taken the photograph. Hmmm...

The cartoons in the zine are all of the usual 'I'm a United supporter, lets diss everybody else', idea, but are actually, unusually for a fanzine, funny!! Classic strips include - JIMMY REEVES he supports LEEDS, BERTIE MAGOO the bitter blue, STICKY FINGERS as the Theiving Scouse B*****D, and NEIGHBOURS.

In the latest issue I've got, Volume 6 issue 5, The Xmas one, there are some really good articles, including Pool of loonies, a supposed dialogue from the Liverpool dressing room at half time. Although completely ficticious, the 3 page article gave me one of the best laughs I've had on the terraces in years.

Free with this issue was a complimentary UNofficial MUFC catalogue. Another bundle of laughs was to be found in this 4 page special, dissing the MUFC souvenier shop, for their prices and merchandise.... An advert on the back for the official MU magazine was also made-up, with jokes a-plenty.

The whole of the zine continues in the fun, with the ocaassional bit of seriousness thrown in for the fun of it. Its all very well set out and produced, looking very classy, in full colour.

OVERALL - 9/10

A DARN FUNNY READ, BUT YOU DO NEED A GOOD SENSE OF HUMOUR. BAD LANGUAGE.

UNITED WE STAND

50p per issue normally, some are doubles, which cost £1.

Editor:- Andy. United We Stand, PO Box 45, Manchester, M31 1GQ.

In direct contrast to RED ISSUE, (reviewed last page), this 'zine is more about the serious side of United. This can sometimes make it a bit boring, as there are hardly any jokes, cartoons, or funny articles, but it does actually make quite interesting reading.

The issue I've got here (you see, I buy them all when I go to see United play - I'm a fan you see - sorry if anything is biased!!) is a double, so it has 52 pages of United based stuff, all laid out quite well in black and white, but has a colour cover.

Although most of the fanzine is on a serious note, there is the odd bit of jolity to brighten things up. Such articles include the Bread an Butter, a comic look at how the other teams in the division are shaping up, They BLEED Red, white, and Black, concentrating on a person each week, this time its one of their sellers, and the Man United Charta, a United in and out for the year.

As with Red Issue, the letters page is the best of the lot, with over 9 pages devoted to the fans views on soccer.

Other good articles were - That was the day that was, a quite funny story of where somebody was on the day United won the championship, and Love, Hate, and Man United.

The whole zine is quite well set out, although there is the odd botch-up, where things are printed wrong or something. A free A4 colour poster was given away with this issue, depicting the season for the Reds. This is now taking pride of place in my wall, next to my Clock, Dolphin poster, and Cantona A1 poster.

All in all, a good 'zine, concentrating more seriously on United than United Review. It seems to be doing quite well for itself, as the copy i have is the 31st issue - I hope CPC Power makes it that far - well done United We Stand!

OVERALL - 9/10

A good read, more serious than RED Issue, but does get a bit boring. Still excellent - Buy it now!!

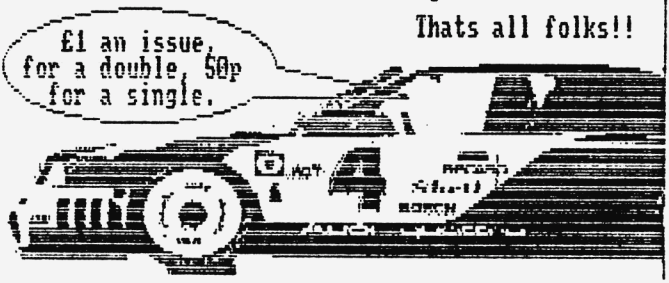
So what did you think of this new feature? Not Amstrad orrientated enough? Write in and tell me what you think.

Also, if you run a fanzine, then how a bout sending me a copy - I'll send you the next issue of CPC Power in return, as well as reviewing your 'zine in Fanzine Focus.

Next issue we'll be looking at one or two Amstrad Fanzines, maybe another football 'zine, and hopefully a startrek zine, if I can get a copy.

By the way, what football teams does everybody support? Write in and tell me, and I'll gather together a list to see who's tops!

Thats all folks!!



SERIOUS STUFF

Hello!! Fancy a bit of serious stuff?? You got it!

FILE COPIERS

So, you run a PD library? No? Well, how about having some important data on discs, and you need lots of back-up copies. No? Well, who cares, I guess you'll just have to think up some other reason to want to read this. Because this little spot of reviews is about file copiers.

When you first bought your CPC, the only means you had of transfering Machine code files from disc to disc, tape to use PIP, (Peripheral Interchange Program), a standard file copier supplied with the machine. It ran under CP/M, and came on the master discs.

This little proggie was fine if a number of things fitted: 1. You could be bothered loading up CP/M every time you wanted to copy a file. 2. You could remember the file copy code line -: PIP to d r i v e : = f r o m drive:filename.

Another annoying feature was that if you wanted to catalogue a disc, you would have to leave PIP, dir, and load again.

If you wanted to back-up a complete disc, then your only hope was DiscKit3, another CP/M program, that came on the Master Discs.

However, the speed of copying was just to slow, taking 4 disc swaps with each disc, a total of 8 in all. Not very good to be honest.

So, what are the contenders for File-copiers, and disc copiers?? Well, there's JL-D128, JL-COPY, and Crime V1.3.

JL-D128

First up is JL-D128. This is a 128k, only disc copier. Its fast, flexible, and has its own built in Format routine, formatting only if necessary.

To copy a disc, you need to make only 4 swaps, so thats : Source in, Destination in, Sourcer in, destination in.

The copying is pretty fast, but I have experienced a few problems with the format routine. Nevermind.

The proggy allows A-A, A-B, B-B, and B-A. A pretty comprehensive set to be honest.

SPEED - 8/10
FLEXIBILTIY - 7/10
OVERALL MARK - 80%

JL-Copy

Next up is JL-COPY, by the same feller is JL-D128, Joen Lorentzo.

It is a file-copier,that will work with all CPC's. It can handle Tape to disc, disc to disc, tape to tape, and disc to tape.

It has 2 speedwrites for cassettes, and a protection option. Quicksave is also a useful option.

Its all done really neatly, with excellent user-friendliness, but is does only allow 1 file to be copied at a time.

Neatly done, and pretty fast too!

SPPED 8.5/10
FLEXIBILTY - 8.5/10
OPTIONS - 9/10
OVERALL MARK - 83%

Crime (GREAT NAME OF THE MONTH)

Carrying on with the copiers theme, next of the bunch is Crime, by ace coder Crown, who is a member of Beng. (the Bad European News Gang)

This is really well coded, and incredibly quick. It can do both types of copying : File and Disc.

When you first run it, you are presented with a message screen. Remember, almost all of these foriegn coders are writers of ace demos, so they still put messages in serious stuff! In this screen he greets some friends, and tells you a bit about Crime.

Yes, erm very nice. What exactly is this piece of clip-art doing here?? Oh, I see, it's an attempt to be like other fanzines, and put clip-art any old place, with no relation at all to what the article is on!

The version I have is 1.3, supposedly the final version. The menu screen is well presented, in an extra wide screen. This screen lets you change many things: Speed. There are 2 speeds, Lazy and Wild. Tracks: The program allows you to use 40, 41, or 42 tracks on your disc. Copy: You can copy files or a complete disc. Format : You can choose between Format always, of only when needed. You can also change the colour of the screen. (Like, um, wow!)

If you choose to copy files, then when you choose your destination and source drives, (A-A, A-B, B-A, and B-B), you are presented with a new screen. Instead of just being able to copy 1 file at a time, like in Jl-Copy, you can copy lots. You are given a list of files on this disc down the left, and you can hihlight any of them by pressing <COPY>.

There is a copy buffer of 117k, meaning that files totalling 117k of disc space can be copied in one disc swap. Anything above that amount of memory, and you need 2 passes. The program gives you quite a bit of information on this screen: k of selected files, Number of files to copy, The amount of space left on the disc, and what type of format it is. When you press return, it copies all of the files selected at once, and its really quick.

Disc copying takes 2 swaps (Like JL-D128), and is fast as well. No menus appear, it just starts to read the disc straight away. In all, a lot better than Jl-Copy and Jl-D128, but unlike Jl-Copy, it doesn't handle tapes.

SPEED (Files) - 9/10
(Disc) - 8/10
FLEXIBILITY - 8/10
OPTIONS - 9/10
OVERALL MARK - 91%

Public Domain Selections

Time now to review some of the PD selections that libraries have sent to me...

MPD Martin Elliot
1 Side. (50p)

Run by Martin Elliot, MPD has a reasonably large collection of P.D (about 136 selections), and cl[illegible]per disc (3" or 3.5 (norm/MS800 - 4 sides of software on 1 3.5" with MS800) side.

GAMES 3

With: Axys
Les Mings
Creepy Crawley
Treasure

AXYS THE LAST BATTLE

Gosh! Some nasty evil bad-doers have gone and attacked us!! Well, I know, instead of sending out a 20,000 ship fleet, and ablasting them to bets with heavy artillery in a easy battle, we'll send out one ship with a ridiculously crap gun, and drop Power-ups all over the place, instead of just giving them to him to start of with! Yes! Those baddies have got no chance!

Afraid so, it's another shoot 'em up, with a very believeable plot, I don't think.

Don't go right yet though, cos this ones a bit of a stonker! What puts this one a touch above the rest is the fact that this vertically scrolling shooter is in overscan, and the graphics are great.

The scrolling is quite near perfect, though still not brilliant, but the presentation is spot on. The title screen is done in overscan, and is really neat. The main menu is also extra high.

The end of level baddies are quite difficult, and mostly require a special weapon to despatch them without losing al of your lives!

OVERALL MARK - 89%

LES MINGS

This is reviewed elsewhere in the 'zine (Page 4 to be precise)

CREEPY CRAWLEY

This is basically a vertically scrolling dodging game that puts you in the control of a snake. It can't move very well, its all written in Basic, and collision detection is non too good. Ok for a laugh, but not really worthy of review.

OVERALL MARK 30%

TREASURE

The main intro screen of Axys - Not bad

TREASURE

Now this is a weird one. You play an (I assume) adventurer, in a 3D dungeon type setting. Joystick only control allows you too wander around, pick things up, etc. I didn't really get very far into the game (My joy-stick is broken right now, so I only had 1 or 2 goes, before it bit the dust!), but it looks pretty good.

Its a flick screen affair - each room is a separate screen, and has up too 4 doors in it, some of them locked.

The graphics looked good, with flames flickering on the wall, and Ok animation as our hero wanders around.

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The switches, which can be daisy-chained, plug onto the 6128 or 664 drive port and the drive(s) plug onto the switches. The 3rd DRIVE SWITCH allows 2 external drives to be connected and selected at will. B to B copying is OK. The ABBA switch logically swaps the internal and external drives around so that A becomes B and vice versa. The SIDE SWITCH gives the Dual-Mode feature to a double headed drive. DRIVE ADAPTERS allow CPC drives to be used on other machines, e.g. PC, PCW, ST, Amiga.

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MS800 is the number one high capacity formatter, allowing up to 800k storage per 3.5" disc. It is the ONLY one that doesn't need to be present for its discs to be used, the ONLY one that is compatible with all software including CPM, the ONLY one that uses no memory whatsoever, the ONLY one that can use its discs in drive A (ABBA switch users, please note), the ONLY one that works with the Plus machines. It is supplied with its own copying utility and a menu program that allows many tape to disc transferred games to run from drive B. Check these features against any alternative and you'll see why MS800 is simply the best.

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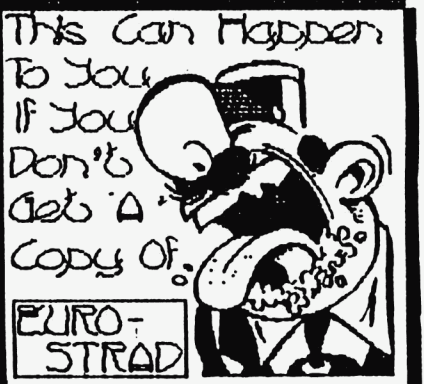
If any other editors of the fanzine scene read this advert then send me a copy of your fanzine and I'll review it for the next issue of EUROSTRAD and at the same time there's a a free copy of the current issue of EUROSTRAD on offer !!!



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The Smiley Affair

No.	Code	Name
1	EARILL	Simple Stuff
2	ASPFRI	Time to swap
3	RIQUWR	The mining race
4	QOBWPB	Pick 'n mix
5	PRZIPR	Confusion
6	SPRIEM	Bonus Level I
7	TYPBSW	Very strange
8	AEZNRR	Please don't go
9	PTBBAI	Swappers losers
10	RPEFSS	Run!!!!!
11	JIMDIM	Amazing maze
12	PINLRI	Easy really
13	PRNPTP	Getting harder
14	PIIINP	Harder still
15	GBRUGJ	Hardest to come
16	APPLEO	Ha! Fooled you!
17	GHDGDG	Bonus impossible
18	QQIIOP	Beat the blocks
19	AZERIY	The big race
20	PRUSPP	Magnet mania
21	POULKR	Firing range
22	NPEMMM	Time to swap ?
23	FIIINP	Diagonals
24	QPWIGE	The way forward
25	MMPERX	Help!!
26	PUSSYY	Scruffy D.I.P
27	MPEIIB	Think logic
28	RIFVFV	Torture chamber
29	NPEIRP	Caverns
30	MPOROI	Megagulp!!
31	MPEGOR	Board shuttle
32	MPECPP	Space station
33	NPEONU	Atom bonus
34	REGHHB	Back to shuttle
35	PAIULZ	Locked door
36	PIIIBP	Pretty tricky
37	MILANO	Arrogance
38	PXXBPE	Gem devastating
39	AWDRGY	
40	BPRINP	Keep cool

No.	Code	Name
41	TIPWIZ	The maze
42	VINPWI	Lost treasure
43	CZNPWI	Duck!
44	FARTER	Very possible
45	YINPRI	Bonus blocks
46	PINZPE	Hang magnets
47	HICCUP	Aaaarrgh!!
48	DPIROE	I feel the need
49	WPIRXP	Black Hole
50	QAWSED	Darkness
51	ACECFC	Extension
52	PCOXLE	Passageways
53	EPWOIG	More routes
54	FBIEIC	Great escape
55	FPWIPC	Snapshot
56	EPWICI	Another classic
57	NPLEIN	A quick rest
58	QAINIE	Back to work
59	CHISII	No way
60	BULLEI	Listen well
61	HAHAHA	Right now!!
62	MANUID	Reality spot
63	HPEINY	Not so obvious
64	WNIEPR	Major headache
65	PFAINB	Enter the mine
66	XRPIIV	Quick thinking
67	CXPRIX	Act quickly
68	WPXORI	Work experience
69	WALLHI	Little pest
70	DWPIIE	Daylight
71	WIZARD	Bonusless
72	WPOIMB	Hardus maximus
73	FRIIOG	Alcatraz island
74	BIIOCE	Think-a-thon
75	SCORES	Point it out
76	APIINE	Thinking cap
77	AQPXII	A bit of fun
78	SPAINT	No connection
79	ODDWAY	The conman
80	AFWIIU	Hard as usual

No.	Code	Name
81	LEFIRN	Quick 'n tough
82	TRICKY	Brick wall
83	NOMORE	Rest for last

PHEW! QUITE A FEW LEVELS ALTOGETHER!

THERE ARE SOME OTHER THINGS YOU SHOULD KNOW ABOUT THE GAME - IF YOU FIRE A MAGNET AT A BULLET, THEN EVERYTHING WILL BE CLEARED HORIZONTALLY AND VERTICALLY OF WHERE THEY HIT! THE FOLLOWING LEVELS CONTAIN TELEPORTS THAT WILL MOVE YOU ON 5 LEVELS - 20, 30, AND 60. THESE AREN'T THE TELEPORTS YOU HAVE TO FIND TO COMPLETE THE GAME, I COULD ONLY FIND ONE OF THEM, ON LEVEL 53. PLEASE WRITE IN IF YOU FIND THE OTHER 3 NEEDED, AS IT'S DRIVING ME MAD LOOKING!

ALSO WRITE IN IF YOU HAVE ANY CHEATS, PASSWORDS, MAPS, ETC. AS LONG AS YOU FOUND THEM, I CAN USE THEM. "STEALING" CHEATS OUT OF OTHER MAGS GETS ME A BAD NAME!!
SEE YOU FOR NOW!

TIPS

GREEN BERET

Next up in this months selection of things to make your life easier are a few tips for that excellent platforming beat 'em up, GREEN BERET, out on the budget lable hit squad.

On the first level, the best plan of attack is too run to the right on the bottom of the screen, jumping over any enemies you come across. As you jump hit the fire button to knife any enemies you mis-time the jump over.

When a commander comes onto the screen (the blue figure that gives you weapons when you kill him), remember that he almost always comes down a ladder onto your level, and then runs in the opposite direction. Stand by the ladder he comes down, and knife him as he descends, giving him no time to escape. With a gun in tow, you can now simply run along, firing at the optimum moments, to kill as many as possible with a single shot. Try shooting just as you near the right hand side of the screen, killing any enemies there, and scrolling onto the next screen with you, killing everyone who appears there as well!

EMLYN HUGHES INTERNATIONAL SOCCER

When you've got the ball in this superb footie game, try this little plan to score.

Run down the pitch, holding down fire. When an opponent gets to near, flick backwards on the joystick, and release the fire button. You'll let rip a powerful chip that should sail towards you're opponents goals. Depending on how far up the pitch you were, the ball will either stop in front of one of the defenders, he'll pick it up, and one of you're attackers will run in and nab it off him, allowing an easy run at goal, or it will go to the goal keeper. He shouldn't catch it, allowing you're attackers to poach a simple goal.

When you're in a one-on-one situation with the goal keeper, then run straight at him, with you're finger on fire. Just as you reach him, either flick it to one side, using down or up, or pull back, and chip him. Which ever you choose, you can be sure of scoring a goal!

YIE AR KUNG-FU

On this beat up of yesteryear, try luring your opponents into a corner. Jump straight up, then when you land, they should be trapped in the corner, allowing you to defeat them! Also, f8 and fire (flying kick) is one of the best moves, along with f3 and fire. If you're getting hacked to pieces, jump over your opponent, and hit him/her, then jump back. Repeat this to allow a simple win!

Get it TAPED

In recent weeks, Power PD library has been swamped with orders, after an advert in AA. "So what?" I here you say, "how interesting". Well in this time of software on CD's and silicon discs for PC's and games consoles, you would of thought the disc would be the prefered medium onto which I would be copying. Not so. In the past 3 weeks, every order I have recieved has been for TAPE copying. And not just the odd order. I was sent over 25 orders recently.

So why the boom? Well, the majority of PD libraries deal only in discs, thanks to there easier accessibility, and speed of copying. However, a library such as mine, that offers PD software on tape for only 15p a side is a rarity to be honest. A note to be pondered over by the prospective PD library runner...

There are a growing number of PD libraries that DO deal in tapes, but nowhere near as many as deal in discs. A while back, Adventure PD was finally closed, after many years of satisfied customers. Everybody was pleased to find out that the service had been taken over by someone else. But what happened to the tape part. It disappeared. Not good news for 464 owning adventurers across the country.

However, enough of this moaning, lets get down to the good stuff. The libraries that deal in tapes!

First up, I think that Richard Latham deserves a mention. Although he doesn't run a P.D library, he swaps PD software on tape. And very fast too, it has to be said.

Richard Latham
31 Oriel House
Blackcat close
Chelmsley wood
B37 5DG

Next up is the tape part of GD P.D. I haven't used it myself, but the disc side of things has a top quality selection of PD software.

Mr Roach
18 Sutton Close
Elmfield
Ryde
Isle of wight
PO33 1DA

And along comes another, this time COLROB P.D, a new tape only library.

Colrob PD
9 Avienore lane
Hemlington
Middlesborough

Power House P.D, yet another cassette only library. Send that SAE off today!

Power House PD
5 Pentand road
Slough
SL2 1TL

Another library that has come to my attention is Knights PD. I don't know if it has started trading yet, but heres the address for when it does.

Tommy MacDonald
7 Country cottages
Piperhill
Nairn
IV12 5SC

UAUG is an Amstrad uses club, charging £8 a year for membership. And guess what. Yup, they've got a large selection of PD on Tape, only availble for members.

Membership secretary
Gordon Woolliscroft
2 Wrenbreck drive
Otley
West yorkshire
LS21 2BR

Egerton PD is next on my list, another Tape only library. 50p per tape.

Egerton PD
7 Linden Close
Stafford
Staffs
ST17 9TH

And of course there's Sleepwalker PDS, who also deal in discs. They charge just 25p per tape selection. However, at the present time all the Tapes have been removed from the library, for a reshuffle. At one time it looked as though someone else was going to take over the Tape side, but at the last minute the plans were scrapped.

Joe Moulding
9 Meeting house lane
Balsall Common
Nr Coventry
CV7 7FX

Now for some slightly newer libraries - Soft PD charge only 20p per side (Ha ha, you're not the cheapest in Britain! My library is!), and can be found at the following address:

Soft PD
8 Chalfont road
St Johns estate
Colchester
Essex
CO4 4NT

Now for a library with an incredibly amazing name... TAPE PD!! Wow! How did they ever think of that! Well, if you want to contact the library in the hope that the software they have got is better than the name, then you'll be needing this:

Tape PD
39 Woodville
Bickington
Barnstaple
North Devon
EX31 2HL

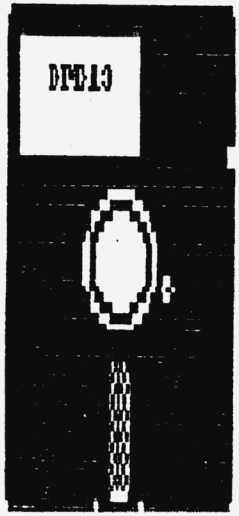
Well, that rounds of our list of libraries that copy onto Tapes, but if I've mised out your library, then write to me, and tell me!

Tapes for all...

A lot of people buy a 6128+ to upgrade from the old model. However, many buyers are shocked to find that the new model has no DIN socket, for connecting a tape recorder to it! Arrgghhh! Well, don't worry. Avatar (0274 682180) will fit a Din socket for just £30, or supply the set so that you can do it yourself for just £18. Remember, this price includes full detailed instructions, + diagrams. Both options allow the use of the REM socket on your tape recorder - The REMote is used by the Amstrad to stop and start the tape in the right places. Very useful indeed!

Whoops! Noticed one library that I've missed out already! Just seen an advert in the AA Small Ads column - For MOONSHINE PD. They say that they are starting a new library, dealing in adventures and mention that they want software for it. That all important address is - Moonshine PD, 19A Kenyon Avenue, Wrexham, Clwyd, LL11 2SP. The ad says that they will give help to anyone trying to write an adventure game.

If you've got any Tape Public Domain programs, then please could you send them too me? I'll return any tapes I recieve by Return of post, with some of my PD software on. Any PD will do, Games, Utilities, Demos, Slideshows, or Adventures. Doesn't matter who wrote it.



DISK P.D.

WRITE TO:
DISK P.D.,
LOWER DEXBEER,
DEXBEER,
HOLSWORTHY,
DEVON.
EX22 7LA.

POWER PUBLIC DOMAIN STOCK LIST - TAPE + DISC

Send any orders, correspondence, and software, to : Richard Wild, 33 East Lane, Sandiway, Northwich, Cheshire, CW8 2QQ.

Disc Selections:

GAMES 1 : Croco Magneto, Drehdriss, plus many small games, including Tracker, Forex and more.

GAMES 2 : With Space Froggy (ACE), Roulette, and many small games, plus some games imported from Australia by GD PD.

GAMES 3 : Includes Solitaire, Karl's treasure hunt, Logic problems, Driller, and many others, including more imported from Australia by GD PD.

GAMES 4 : Picture pairs, Robotank, Wipeout, Tetris, Pontoon, Tanks, plus the text Adventure quest. Also more superb games.

GAMES 5 : Warzone and virus, both 2 player games, + Firefox 2, Tetris, Drehdriss, and more. Also, Black mission graphics demo; Revenge of the colours.

GAMES 6 : One of the best PD games available is on this disc, namely Crazy Snake. Others include Mac 1, Mac 2+Level creator, Blitz, Catch, and Dj.

GAMES 7 : This selection contains many good games, including Space Taxi, Cross fire, and Intergalactic stuntparrot.

GAMES 8 : With Puzznix a superb block moving game by the Fraggle, Jumper, Zaxon, and Pac Girl.

GAMES 9 : Loads of great games in this selection, including, Megamix, Battle ships, Turnover, Colony 9, and Evasive action (snake game).

GAMES 10 : Includes Forcefield, Robotron, Interceptor, Pinball, Bruce Lee Jnr, plus more.

GAMES 11 : Great games on this selection include Eliza, Amsnake, 3D Demo, Gunslinger, and more.

GAMES 12 : Includes - Crystal Mission, War, Power Tetris, and Worm Slickers.

GAMES 13 : With AXYS THE LAST BATTLE and, The Smiley Affair.

SERIOUS 1 : GPaint, ESD, Gradisk, Disccontent, plus many useful utilities.

SERIOUS 2 : Desk program. (Wimp interface). With Format, Oops! and many more.

SERIOUS 3 : RSX-LIB:A utility for making and usind RSX's

SERIOUS 4 : Interactive speller v6. This is a very fast updated version. Requires BANKMAN.BIN.

SERIOUS 5 : The other side of Serious 4.

SERIOUS 6 : Includes the video tilter Run VT, and more.

SERIOUS 7 : Clip art collection 1. Various.

SERIOUS 8 : Clip art collection 2. Various.

SERIOUS 9 : Clip art collection 3. Begin 'S'

DEMOS 1 : The ULTIMATE MEGADEMO by FACE HUGGER. (6128 ONLY)

DEMOS 2 : The excellent YAO demo, There are scrollies all the way through.

DEMOS 3 : Paradox party Demo. A good demo, with lots of scrollies.

DEMOS 4 : Inspiration Demo (6128 ONLY), by Crtc. Only 4 parts.

DEMOS 5 : A full side of various good animations by TIM from Denmark. Power PD exclusive.

DEMOS 6 : Includes Pc 1512 demo, Spy hunter demo, Kill Jl demo, + more.

DEMOS 7 : With the Vorspann demo creator, and ghost writer, plus more. All are quite good.

DEMOS 8 : The Magic demo, by the Bitmap vandal. OK music and good graphics.

DEMOS 9 : This selection has 2 demos on it, a small one-parter from THX, and the Thriller demo 4

DEMOS 10 : With the GOS Copyparty demo, Weee demos 2 & 3, plus more.

DEMOS 11- : Lots of good demos, including, GRAFTER, first demos from Krakin' Karen, and LDC 21. Also HOB & GOB.

DEMOS 12 : Wizards ultra demo - Quite good graphics and sound. Also 30 soundtrakker tunes, hacked from games.

SLIDESHOWS 1: Digital Women -15 digitised Mode 2 screens of woman. Also cartoons - 5 images in mode 2 of cartoons.

ADVENTURE 1 : Rob Buckleys superb adventure, Eve of Shadows. Text and graphics. **HIGHLY RECOMMENDED**

ADVENTURE 2 : The lost Phirious Trilogy, a previously commercial adventure.

ADVENTURE 3 : The massive 2 part GENO adventure, set in the depths of space.

ADVERTISING COSTS

Half Page - 50p
Full Page - 80p

Send adverts in Powerpage format or printed out.

Tape Selections

TAPE GAMES 1: Croco magneto, Drehdriss, Pakman, Ships, Snake, Stardodge, Dihunt, Tennis, Tracker, Puzzle, Forex, Boulders, Light cycles, Exit, Missile.

TAPE GAMES 2: Hangman, Roulette, Thing on a Spring, Time bomb, Csea, Anaconda, +3 more.

TAPE GAMES 3: Music Biz, Fort Inv, Maggot, Future racer, and other great games. THIS SELECTION COMPILED AND TRANSFERED TO TAPE BY JOE MOULDING : SLEEPWALKER PDS. (Games 8 in his library)

TAPE GAMES 4: Quadrant, Starline, Tomb, Attack, Trucker, and the very good Space Duel, plus more. THIS SELECTION COMPILED AND TRANSFERED TO TAPE BY JOE MOULDING : SLEEPWALKER PDS. (Games 9 in his library)

TAPE GAMES 5: Includes lots of good games, 3 of which are 6128 only. Also includes Ripples, fort invincible, Asterblast, and more.

TAPE GAMES 6: Balldoze, Power Tetris, Galaxians, Blockup, puzznix, and more. All great games.

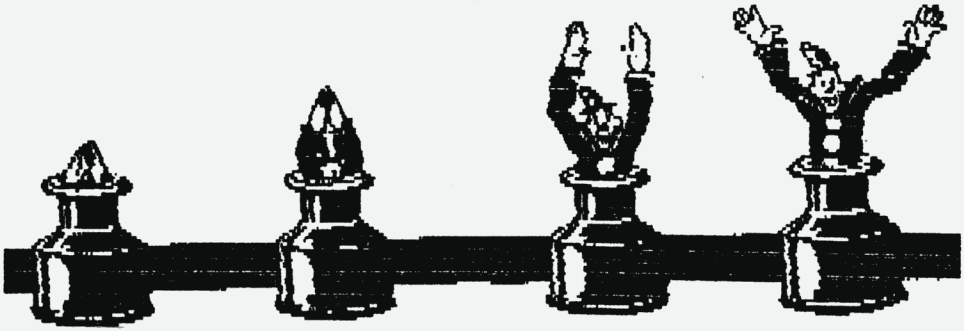
TAPE GAMES 7: Mines, Jumpmania, Les Mings (excellent lemmings clone), War games, The smiley affair (superb puzzler), Worm slickers, and more. All good games.

TAPE ADVEN 1: The lost Phirious Trilogy by Vidipix. (An originally commercial set of three adventures, now P.D!

TAPE SER 1 : Smart 2 (With 16 colours), Word Pro (Word processor), Esd (Sprite designer), Powerbase 2 (A superb Database), GPaint (German Art prog), and Planner (A monthly planner).

TAPE DEMOS 1: Lots of small demos, they are Spy hunter demo, Kill Jl demo, MCS demo 7, BMC demo 3, Overflow 2 demo, Pc 1512, Cocktail demo, Donald duck demo, and THE Music demo.

TAPE DEMOS 2: Amiga Graphics 2. Lots of digitized screens from the Amiga. Not as good as 1, but still good high resolution mode 2 pictures.



TAPE DEMOS 3: The second side of tape demos 2. These can be ordered seperately, as they are not linked. More piccies from the Amiga.

TAPE DEMOS 4: Lots of good small demos, including Violin Demo, Spok and Kirk demo, The wizard ultra demo, The hunter demo, and battle of the crackers. TAD PD DEMOS 1

TAPE DEMOS 5: Cocktail demo, Overflo 2, The alien 3 demo, and revenge of the colours. TAD PD DEMOS 2

TAPE DEMOS 6: The paradox Party demo - 142k of excellent music and graphix. Plus 30 animations by Tim of Denmark - Created on Robot PD's Animator program. (Animations Power PD exclusive)

ORDERING

All selections are only 15p!! All orders must include an SAE or 30p extra. Cheques payable to Richard Wild

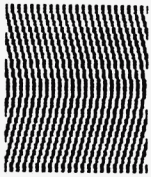
Please send all o
rders to:

Richard Wild,
Power PD,
33 East Lane,
Sandiway,
Northwich,
Cheshire, CW8 2QQ.

For a complete list of clip art, including file sizes, sne me an SAE.

Special offer!! Only open to readers of CPC Power. (send this advert to qualify).

6 selections, on tape/disc, for only 50p!!! A saving of 40p! Works out at less than 9p per selection!!



FANZINE REVIEW

CPC EXPRESS

Issue 1. March/April 1994. £1.50

Well, it's sort of the first issue of CE, as the last time it was brought out, under the name of Amstrad Express, it only made it too issue 1! So it's the same editor, and the same contributors, but its the new name, and instead of the old Cover TAPE, they've got a Cover DISC!

So, about this coverdisc. Well, on one side, there's the Trek PD disc catalogue, but on the other, there's a selection of software. This issue it's all PD games, but apparently Salman is trying to get Ghostbusters and DIZZY 3 (FANTASY WORLD), on the disc!! To be honest, I'm only going to believe that when I see it, as I think he'll have to pay too much for them.

Although the price of £1.50 does include the software on the Coverdisc, it does seem a bit steep. Issue 1 contains 5 pages from the old Amstrad Express issue 2, which never saw the light of day, and including these, the cover, and the 7 pages of adverts, there are still only 28 A5 pages, mostly produced on Power Page.
There are all the normal sort of articles
There are all the normal sort of articles that you find in Fanzines nowadays : PD games reviews, a few techy pages, Letters, a news page, but there are also some interesting stuff - A tape disc article, and more.

Everythings quite well laid out and presented, and the grammar/spelling is alright to. Photocopying is one of the best parts though, as its really clear and good quality.

All in all a pretty good fanzine, and remarkably so considering that it's the first issue. Especially good because it mentions CPC Power/PD twice!

That all important part....

£1.50 per issue
Editor - Salman A Sandhu
Regularity - Bi-monthly
Notes - Send 3" disc for cover disc.

JUDGEMENT!

Layout = 8/10
Copying = 9/10
Content = 7/10
Size = 6/10
%Text / %Graphics = 75%/25%

OVERALL 76%

A pretty good first issue, the only thing that let it down was the size and that should improve.

17 Cromer Road
London
SW.12 9JN

Into Games? Want to know what's hot and what's not (Much used cliches copyright CPC power!), whats new and what's old? Then read on, 'cos it's...

GAMING POWER

Street-less

We said it was never going to happen, then last issue we reported that Streetfighter 2, the much hyped bash 'em up on the consoles, was actually going to come out. However, the people who were producing it (US Gold), have now decided that there's not enough demand for it! I think not!! Ring them on 021 356 3388, and scream at them, telling them how stupid they are! Altogether now, WE WANT STREETFIGHTER 2, WE WANT STREETFIGHTER 2....

TRACK TRAKERS

For those of you who want a copy of Trakers, a past Amstrad Action mastergme, and pretty darned funky too, some good news has fallen.

Trakers will now set you back just £5, if you send along a disc to Gary and Scott Kennedy, the authors. They can be found at:

32 Lostock Road
Seedley
Salford
Greater Manchester
M5 2HL

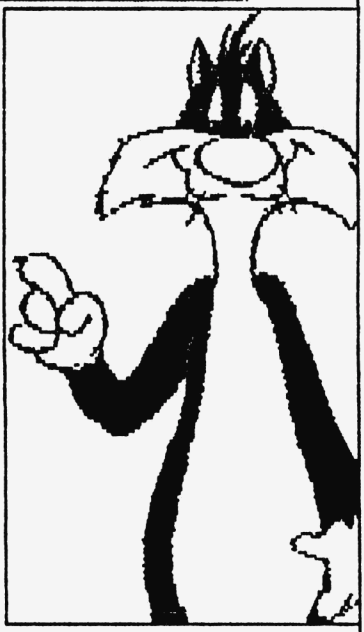
Black Magic

Casting their magic over Mail ordering are Wizard games. There was a time when ordering through the post was risky, expensive, and generally took a long time. No longer.

Wizard games have pushed back the bariers to provide a brilliant service. Its fast (3-5 days from posting in all my orders), they answer every request, and the prices are excellent.

Take a few of these offers for starters. Crystal Kingdom Dizzy, Tape=£2.99. A saving of £7 on the normal price. Reckless Rufus, Power boat simulator and other budgets, for just £1.99 each, Tape. Space Crusade and Heroquest, are £5.99 and £4.99 respectively, on Disc. The list just goes on and on. A big round of applause go to Wizard games.

Phone them on 0723 376586, or write to them at 1 North Marine road, Scarborough, N.Yorkshire, YO12 7EY.



LETHAL FLUFFS

At last! Radical software's supposedly brilliant new platformer has actually hit the CPC world! However, a superb, informative, interesting review in CPC Power is not possible, due to the annoying lack of the Plus needed to play it on! Aaarrgghh!!

But there is a brighter side to this bit. Lethal moves, a Streetfighter 2 style clone will be reviewed soon! Look forward to that in an issue near you, soon!

The Great QUESTIONAIRE

CPC Power and Power PD

So you want a better service from Power PD, and a better Publication from CPC power? Well you're going to have to fill this in to get it...

The senders of the first completed form win a subscription.

1. Which model CPC do you own?

   - ☐ 6128
   - ☐ 664
   - ☐ 464

   plus ☐

2. What add ons do you have?

   - ☐ Printer
   - ☐ Disc Drive
   - ☐ Cassetter player
   - ☐ ROM Box
   - ☐ Multiface 2
   - ☐ Mouse
   - ☐ Joy-stick
   - ☐ Silicon drive
   - ☐ Others (Please specify)

   .....

   .....

3. Do you own any other computers or consoles?

   - ☐ Amiga
   - ☐ Atari
   - ☐ PC
   - ☐ Sega Megadrive
   - ☐ Sega Master system
   - ☐ Sega Gamegear
   - ☐ Nintendo Gameboy
   - ☐ Nintendo SNES
   - ☐ Nintendo NES
   - ☐ Other (Specify)

   .....

   .....

   .....

4. Which other CPC Magazines or fanzines do you read? How would you rate them?

Magazine	Rating
Amstrad Action	/10
Potential Difference	/10
Rundstrad	/10
Eurostrad	/10
CPC Now	/10
CPC Forever	/10
Impact	/10
Amstrad User	/10
Amszine	/10
Others:	
.....	/10
.....	/10

5. How would you rate CPC Power?

For	Rating
Content	/10
Cover	/10
Reviews	/10
Tutorials	/10
Cheats	/10
Layout	/10
OVERALL	/10

6. Which PD libraries do you use, and how would you rate them?

Library	Rating
Sheepsoft	/10
PD Fun	/10

Library	Rating
Amsof PD	/10
Robot PD	/10
Dartsma	/10
Demon	/10
Sleepwalker	/10
Presto	/10
Image PD	/10
GD PD	/10
The Vault	/10
Trek PD	/10
Disk PD	/10

7. How would you rate Power PD? What are its best and worst points?

Rating : /10

Best:

Worst

8. What sort of Public Domain software do you prefer? Top ten - Put your placing beside each type. No number twice!

_ - DEMOS
_ - ADVENTURES
_ - UTILITIES
_ - FONTS
_ - CLIP-ART
_ - GAMES
_ - DISC-ZINES
_ - SLIDESHOWS
_ - CP/M
_ - MUSIC

9. What would you like to see more of in CPC Power?

- ☐ PD Reviews
- ☐ Commercial Reviews
- ☐ Serious reviews
- ☐ Tutorials
- ☐ Competitions
- ☐ Cheats
- ☐ Fanzine Reviews
- ☐ Adventuring

10. How many Amstrad Games do you think you own (circle) on:

DISC
None
0-10
11-20
21-50
51-100
101-150
151-200
201-300

TAPE
- ☐ None
- ☐ 0-10
- ☐ 11-20
- ☐ 21-50
- ☐ 51-100
- ☐ 101-150
- ☐ 151-200
- ☐ 201-300

11. What software on ROM do you own?

- ☐ MAXAM
- ☐ Utopia
- ☐ Maxam 1.5
- ☐ Vidi ROM
- ☐ Ms800
- ☐ Protext
- ☐ Prospell
- ☐ Promerge

☐ Other .....

.....

Send those filled in forms too...

When you've finished messing with the questionaire, and putting pen all over it, send it too:

Questionaire
CPC Power
33 East Lane
Sandiway
Northwich
Cheshire
CW8 2QQ

Access (0257) 421915

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ADVENTURE

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Avon (with Murdac)		£11.95
Countdown to Doom		£11.95
Return to Doom		£11.95
Last Days of Doom		£15.95
Kingdom of Hamil		£11.95
Philosophers Quest		£11.95
Hero Quest + Ret W/Lord		£14.95
War in Middle Earth	£6.99	£6.99
Famous Five on Tr. Island	£9.50	£11.95
Giant Killer Maths Adventure		£15.95

ARCADE

	Cass	Disk
Addams Family (128K)		£14.95
Captain Blood		£11.95
F16 Combat Pilot	£3.75	£7.95
G-Loc (128K)		£13.95
Gauntlet III		£13.95
I. Jones Fate Atlantis	£9.95	£13.95
Lemmings	£12.95	£15.95
Monty Python		£11.95
Outrun Europa		£13.95
Paperboy II	£9.50	£12.95
Rodland		£12.95
Sim City		£14.95
Space Crusade		£12.95
Street Fighter II	(Phone)	£14.95
Super Monaco G. Prix	£9.50	£12.95
Terminator II	£9.50	£12.95
Titus the Fox		£12.95

DISK SPECIALS

Teenage Turtles	£6.99
Shadow of the Beast	£6.99
Mystical	£6.99
New York Warriors	£6.99
Super Off-Road	£6.99
Off-Shore Warrior	£6.99
Wild Streets	£6.99
Light Corridor	£6.99
Total Recall	£6.99

COMPILATIONS

	Cass	Disk
2 HOT 2 HANDLE: Golden Axe, Sup. Off Rd, Tot. Recall, Shad. Warriors	£12.95	£15.95
FISTS OF FURY: Shinobi, Double Dragon II, Ninja Warriors, Dyn. Dux		£9.99
HOLLYWOOD COLLECTION: Bmon Movie, Robocop, G. Busters II, I. Jones L. C.	£11.95	£15.95
DREAM TEAM: Terminator II, Simpsons, WWF Wrestlemania		£15.95
MEGA SPORTS: 30+ Sporting Events		£15.95
MINDSTRETCHERS: Monopoly, Scrabble, Cluedo		£12.95
SUPERFIGHTER: Final Fight, WWF Wrestlemania, Pit-Fighter		£15.95
SOCCER STARS: Kick Off II, Gazza II, Emlyn Hughes, Microprose Soccer	£11.95	£15.95

STRATEGY/SIMULATION

	Cass	Disk
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Colossus 4.0 Chess	£3.75	£7.95
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Scrabble De Luxe 6128		£12.95
World Class Rugby		£12.95
F16 Combat Pilot	£3.75	£7.95

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Crete 1941	£10.95	£11.95
Desert Rats	£10.95	£11.95
R.T.Smith Compendium (Ancient Battles + Arnhem + Vulcan)	£12.95	£13.95

BUSINESS/UTILITIES

Advanced Art Studio 6128		£19.95
Colour Dump 3 (Col Scr Dump)		£15.95
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Discology (Disc Utility)		£12.95
Mastercalc 128 (128k)		£27.95
Masterfile III (128k)		£29.95
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Protext	£16.95	£21.95
Protype (Print Enhancer)		£23.95
Tas-Spell (For Tasword)		£20.95
Tasword 6128		£24.95

ACCESSORIES

AMX Mouse & Interface	£34.95
AMX Mouse + Adv Art + Mouse Mat	£54.95
Amstrad MP1F (464 to Scart TV)	£29.95
Amstrad MP2F(6128 to Scart TV)	£34.95
+ Above require RGB input	
Cassette Lead (with REM Conn)	£3.95
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Kboard Ext Leads 464 £7.95, 6128	£8.95
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MP3 TV Tuner for 464+/6128+	£39.95
MP3 TV Tuner for CTM644 Mono	£32.95
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Printer Cable 464+/612+ 2Mtr	£7.95

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Fun School 1 8-12		£8.95
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Fun School III or IV 5-7	£10.95	£13.95
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Fun with Words 7-	£8.50	£11.95
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Spanish Tutor 11+		£15.95
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PRINTERS

All printers listed below are suitable for use with AMSTRAD CPC, ATARI ST, COMMODORE AMIGA, IBM PC & COMPATIBLES

When ordering please state computer

CITIZEN 120D + 9 Pin Mono	£139.95
STAR LC20 9 Pin Mono	£149.95
STAR LC100 9 Pin Mono/Col	£189.95
STAR LC24-20 24 Pin Mono	£209.95
STAR LC24-100 24 Pin Mono	£219.95
STAR LC24-200 24 Pin Mono	£259.95
STAR LC24-200 24 Pin Mon/Col	£289.95

All prices include cable & delivery

PRINTER RIBBONS

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