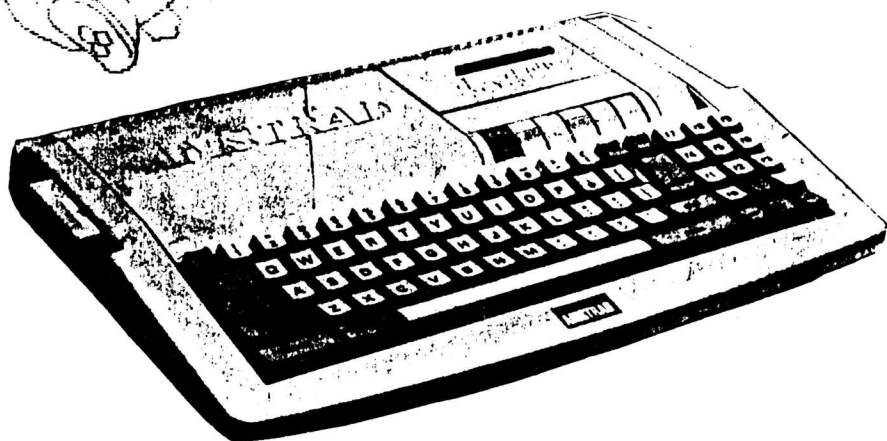


CPC POWER

ISSUE 2

MARCH/APRIL 1993



Welcome to this, the second (March/April) issue of CPC Power. Thank you for purchasing it, I hope that you find it worth the money!!

Now for the first review for this issue, Zap t' balls!! Admittedly this is a bit late, but it didn't quite make the first issue!!

ZAP T' BALLS

PUBLIC DOMAIN

Available from Power P.D on Games 2, and Tape Games 2, GD PD on Games 14, + many more libraries.

All right then, let's get going. This is basically a game involving bubble bursting (!), and you control a cute character at the bottom, firing things upwards. The thing you fire seems to be some sort of rope, although it stays standing up on the screen, until a set amount of time (different for each level, as is the length of the thing you fire) has gone by, at which point it disappears, allowing you to fire again.

When a ball collides with you, you lose a life, but thankfully you begin the game with six. The 2 player option is also very good, with you both charging along the bottom of the screen firing, but it can be a bit infuriating if you are playing with someone not as good as you, and they lose a life just as you are about to complete the level, forcing you to begin again.

When you hit a ball with the 'Rope', it splits up into 2 smaller balls, and then each of these do the same, and each of the next ones do the same, and finally these ones can actually be killed, at which point they disappear. On the first level the ball simply gets smaller each time you hit it, and finally it disappears, and this allows you to get

accustomed to the game without dying to much!!

The code system allows you to continue on any level you have the code for, and this adds greatly to the fun, so that you do not have to go through the tedious first and second levels, each time you wish to play! Unfortunately there are only codes for the odd numbered levels.

Speaking of levels, there are 30 in all, each of varying difficulty. I found level 29 incredibly hard on my first attempt, but about 10 goes later I managed to crack it! Let me describe it for you. You are standing on a short platform slightly raised from the normal level, and there are about 30 of the smallest balls on the screen, which do not split up. I won't tell you how to complete it, but for those of you who are having problems take this bit of advice: Fire a shot to your right and then run back to your starting position, where you should hold down fire. There should then be about 15 balls on the screen, but I'll leave you to deal with them!!

Although the game may sound a bit simple, the ladders to run up and down, and blocks that disappear when you hit them add to the game to make this a real PD classic!! Croco Magneto eat your heart out!!

The graphics are stunning to, with smooth sprite movement over superb backgrounds, + a superb sound track. The title screen just has to be seen to be believed, although the main menu changes to quickly with the logo for you to be able to read what buttons to press!

The controls are simple, a joystick for a one player game, with fire as fire, left and right as left and right, and up and down as go up and down ladders. For a two player game, player one uses

joystick, as described above, and player two uses the cursor keys with small enter as fire. If you haven't got a joystick, then now is the time to splash out; it's worth it just to play this incredible game!

All in all, this an absolute PD classic, and just goes to show that PD games can be just as good, if not better than commercial releases!!

LOOKS /10	9
SOUNDS /10	9
PLAYABILITY /10	10
LASTABILITY /10	9

OVERALL 94%

By the way, if you want a free copy of Zap t' balls, then send a blank disc or tape to me, along with a note saying what you want and the score that I gave Zap T' Balls in this issue (94%), before May the first, and I'll send it back to you as soon as pos', with the game on it.

For those of you who aren't to good at this superb game, here are the codes for all the levels that have them:

LEVEL:	CODE:
3	EGS
5	GCS
7	DJH
9	BSC
11	BMC
13	GPA
15	OAS
17	CBS

19	GOS
21	MTI
23	AST
25	TMP
27	WAR
29	END

WELL, THOSE SHOULD KEEP YOU HAPPY!!

CSEA

PUBLIC DOMAIN

Although no where near the standard of Zap t' balls (Reviewed above), this is a pretty good little game. You a a ship, and your job is to move left and right across the top of the screen, depth charging the submarines below. You can fire both to the front and rear, depending on the direction you where last travelling in.

Needless to say, the submarines fire back at you, and depending on where on the ship they hit you, you can lose certain things such as front or rear depth charges, and the engines. Sometimes this damage is temporarily repaired, but often you are just left immobile, or unable to fire!!

Quite an interesting little game, but it gets boring quickly. Good idea though, and a lot of thought has gone into it, particularly the way in which you fire, and the fact that one hit doesn't just lose you a life.

LOOKS /10	4
SOUNDS /10	5
PLAYABILITY /10	7
LASTABILITY /10	4

OVERALL 52%

8 BIT'S GOING DOWN?

With increased software prices for games on consoles, noticeably the SNES, at around £50 a game, the programmers for the Amstrad are going away to seek the bigger money made from console games.

Thus children are fed up with not enough games for their Amstrad, and so persuade their parents to sell it, to enable them to purchase a console, such as a Megadrive, Snes or similair.

This drop in the number of Amstrad owners is of course reflected in the sales of games, and so games producers produce less games, arguing that not enough people are purchasing them. This is totally stupid. If Amstrad owners held on to their machine, and increased software purchasing, the number of games would possibly grow.

But would this be enough? Would more games continue to be sold and made, or would both simply go down again?

Of course, experts have been proclaiming the death of the Amstrad for years now, and finally it is beginning to happen. WHSmiths pulled out of Amstrad software sales months ago, as did many Woolworth's. Nowadays, it is becoming hard to find Amstrad Action around where I live, but those shops that do sell it order large numbers of copies, because all the readers that used to buy it from WHSmiths (which has now stopped selling it where I live), are going to the newsagents, increasing demand for the magazine.

On a trip to WHSmiths about 4 months ago, in a

different town (Manchester I think) from where I live (Northwich), I was pleased to see a copy of AA, and purchased it. But as I was leaving, I noticed, in the computer section, which was absolutely full of Sega and Nintendo games, one single solitary Amstrad cartridge game!! It was Robocop 3, and was priced at £29.99. I asked the lady at the till if they were expecting any more in, but she said no, that the one there was the last of a large stock which had been sold within days of reaching the store!!

Another important issue, is the one of lack of availability of Amstrad disc games. This is, in some ways connected to the low software support, as when 6128, or 664 owners cannot get hold of discs for their machine, it most often those machines that are sold. This results in less disc users, which means less disc games sold, which in turn means more 6128/664 owners sell their machines!!

On the subject of disc availability, I always purchase disc games from Software City (see advertisement in AA), which delivers them in less than 3 days, and charges quite cheap prices.

So, how did the programmers of today start of? It wasn't by enrolling in a "Learn to write Sega and Nintendo games in 3 days" course, oh no, it was by playing around with their old 8 bits, Amstrad, Spectrums or C64's. With these computers becoming more and more scarce, the question has to be raised, where will the next generation of games writers come from??

With demo writers all over the world pushing back the boundaries of the Amstrad, it is becoming better and better. This is also evident in many games. Take a look at Titus the Fox on

the Amstrad, and then take a look at it on the Amiga. See the difference? No?? Could that be because the 2 versions look and feel the same!!

When you see a SNES in action, the graphics may look incredible, and this could account for the sales it clocks up. But now take a look at the Game Gear. It can (I'm told, by an owner), display only 24 colours on the screen at one time, from a palette of only 36. Why then is this machine so popular??

Another thing that falls into this "Why is it so popular group" is the Megadrive. Okay, so it may have good graphics, ace sound, and loads of games, but then again so has the GX4000, (well except for the loads of games bit) and look what happened to that. The number of games for the Megadrive is the only thing that makes it better than the GX4000, (and indeed, the 464+ and 6128+) but this number would soon increase if more people started buying the machine, and so therefore more people would buy the games, and so increase the number of games companies produce.

If you have any more points to make on the so called "demise" of the Amstrad (or any other 8 bit for that matter), then please write to me, and I promise to print any letters I receive. I would also like to hear from those Amstrad owners who own consoles as well as their Amstrad, and would like to argue for or against any of the points made.

For all those of you that own GX4000's, 6128+'s, or 464+'s, here are a few shops that stock Amstrad cartridge games. Please write in if you know of any more.

HUMBERSTON COMPUTER CENTRE COMPUTER CAVERN

99 FIELD HOUSE ROAD
HUMBERSTON
(0472 210601)

21 HARRIS ARCADE
off FRIAR STREET
READING
BERKSHIRE
(0734 583062)

COMPUTER CAVERN
9 DEAN STREET
MARLOW
BUCKS
(0628 891022)

COMPUTER CAVERN
1 LONDON STREET
BASINGSTOKE
HAMPSHIRE
(0256 472231)

COMPUTER CAVERN
22 MORELY STREET
SWINDON
WILTSHIRE
(0793 485608)

COMPUTER CAVERN
24 HIGH STREET
WALLINGFORD
OXON
(0491 34366)

SPRITES AND BYTES
UPPER UNIT 21 THE FORUM
MERCAT CENTRE
KIRKCALDY,
FIFE
SCOTLAND

I hope that those addresses will be useful to you, please also note that Sprites & Bytes, and the Humberston computer centre both have large stocks of games on disc for the Amstrad too.

If you know of any more suppliers of cartridges/disc games, then please contact me. A free software prize (from my PD library) awaits you if you enclose a disc and an SAE!! I promise to return all discs with at least one selection from my library on. If you have any preference to which selections you would like, then please mention it. (see catalogue).

BLOKKER

PUBLIC DOMAIN

AVAILABLE FROM: POWER P.D-GAMES 1
AND MANY OTHER ACE LIBRARIES.

This game involves directing a line around the screen, trying to to make the computer controlled lines hit either you, the walls, or themselves. The idea is to try to stay alive longer than they do, thus progressing to the next level.

Each level the number of computer controlled lines increases, until there are about eight on the screen at once, and then the speed they all move at increases.

You control your line using a joystick or keys, with up being up, down being down, etc. You can go faster by holding down the fire button or the shift key.

There are many games similar to this in the public domain, but this stands out because firstly the lines are not just one pixel thick, but about one character high, and secondly, the controls are really responsive, with the line moving as soon as you press the direction.

This could possibly be attributed to the machine code loaded from the disc, who knows? (or dares to dream????!!)

The tune at the start of the game is reasonably good, but it gets infuriating having to listen to that before you can begin playing, particularly as when you first start your goes are so short.

You are armed with 3 lives, and you carry on on

the same level when you lose one.

One thing that this games is missing is a 2 player option- 2 players against the computer would of been much more fun, but the game is still good without it.

LOOKS /10	7
SOUNDS /10	8
PLAYABILITY /10	8
LASTABILITY /10	7

OVERALL 70%

RALLEY

PUBLIC DOMAIN

AVAILABLE FROM: POWER PD-GAMES 3
GD PD-GAMES 11
ROBOT PD-?
MANY OTHER PD LIBRARIES.

Although quite old, I feel this game is worthy of mention, as it is pretty good.

You control a car, weaving your way throught the landscape that makes it's way up towards you. You must stay on the track, and not touch the sides, as this results in death.

There are also many blobs on the track, which you cannot hit. However, crashing into the sides of these is okay, obviously your car as reinforced sides.

This reasonably simple game is complemented by the responsive control method, which is just left and right.

Your score is in kilometres travelled, which are displayed down the side of the screen, although looking at them is a bit difficult when your trying not to crash into the fast moving landscape!!

The difficulty level has been set just right, making sure that you don't get bored with the easiness of the game, and that you don't find it impossible to get even 1 kilometre!

On the subject of finding it impossible to even get 1 kilometre, I can go 89!! Beat that if you can!! (some annoying person will probably get 90km on there first time now!!!)

The graphics on this game are okay, with the car moving cleanly, and the landscape changing well. My major gripe however is the way that you can drive 1 pixel into the edge of the track, making that line disapear, although that does not detract from the flow of the games.

The sound is OK, just the sound of an engine, but then again, what do you expect for basic programs.

LOOKS /10	6
SOUNDS /10	6
PLAYABILITY /10	8
LASTABILITY /10	8

OVERALL 65%

HINTS AND TIPS!

Hello, and welcome to HINTS AND TIPS, the cheat section of the fanzine. Not a lot of help for you this month, so remember, if you've got a cheat, then send it in, the best each issue receives the next issue free!

But please also remember, maps, cheats, hints, etc, must be all your own work , or they will just get thrown in the bin.

If you are stuck in a game, then please write in, and I'll mention you in the HELP section, and hopefully, someone will take pity on you and send in some help!

HERO QUEST

First up this week is a nice way of making lots of money in that superb RPG game, HEROQUEST. There are lots of ways of doing this (go through the maze lots of times, getting 100 gold coins each time, etc), but this way I think is the quickest: Simply choose to play game, and choose THE STONE HUNTER. When you start this quest, simply go straight back down the stairs next to you, and you will be awarded with 100 gold coins!

Another cheat on HERO QUEST is to kill all your characters on the first level of the game, then when you get back to the menu, rename all the characters. Then play the game. All the characters will have 0 body points, but just lead them into booby traps one by one, and they will all get infinite body points!

SIM CITY

Next to the chopping board is that brilliant game, SIM CITY. To get lots of money, format a disc using sim format, then load "nofile" from that disc. You'll end up rolling in it!!

IK+

To skip levels on this beat 'em up, simply press K!

SEYMOUR GOES TO HOLLYWOOD

Now a multiface cheat for potato lovers everywhere! Simply poke 61C8 00 for infinite lives!

Back to some reviews now...

FACE HUGGERS ULTIMATE MEGA DEMO

Public Domain

Oh dear oh dear. What is this supposed to be? Just a stupid raster, and an amazingly slow scrolling message. Oh. Woops. I think that may of been my last attempt at a graphics demo. Let's start again...

Aha, this is more like it, a raster that doesn't look like an exercise book, (lots of lines, for the slower ones out there), and a scrolling message in large text literally zooming across the page.

Seriously now. This demo has to be one of the best I have ever seen, including Logon Systems 'the demo'. The music is good, the loading short, the parts long, the whole screen is used, and, possibly most importantly, the demo contains a BRILLIANT lemmings demo! It's almost worth getting the demo just for that!

INTRO

The demo starts off with a nice flowing raster, and a scrolling message, both of which are not jerky at all. at this point, I had the awful thought that the demo could be just a flashy start and awful Demo. I was wrong.

CALCULATED VEKTOR BALLS

Next comes possibly the best part of the demo (Sorry lemmings!), the calculated vektor balls. They form intricate shapes on the screen, and the animation would be an achievement on the Amiga,

never mind the Amstrad! The reflection at the bottom can be turned off and on, by pressing R.

The best part of the calculated vektor balls is the amazing dog, which walks as it moves around the screen! Also standing out in this section is the pulsating thing, and the blanket of balls blowing gently in the breeze (Ahhhhhh....).

LEMMINGS

Next comes the lemmings demo, using almost the whole screen, except left to right. At the very bottom of the screen is a scrolling message carried by lemmings, moving incredibly slowly, but bobbing up and down as the lemmings go over bumps. The scrolling message provides a laugh though, as you spend 10 minutes (well, nearly!) reading the start of the message, only to find that the author is telling you that this is one of the slowest scrolling messages he's ever written!

The scroller goes on to greet some people, and then finally it tells you how to flatten some lemmings! Simply pess CTRL H, and all the lemmings falling down no longer get umbrella's, and get flattened on the floor below!! (Sniff Sniff, poor little defenceless lemmings, it's not fair....)

The lemmings basically walk on from the left, fall down a cliff, get out an umbrella, and float gently down, then walk of to the left again. On the right hand side, the lemmings walk in, and so down a series of platforms, then walk off.

TANTRUM (HYPNOSIS?)

Oh dear. The perfect Demo so far, then along

comes this. What made the author do this! Even in the message at the end of the demo he admits it's the boring part, so what's it doing here? Okay, so the music is quite good (From Turrican 2), but the on screen graphics are more hypnotising then interesting. Quite what is going on I don't know, but I advise you yo close your eyes at this point, so that you can enjoy the music without being blinded!

TURRICAN PIC

Oh good, this is much more like it. A superb picture of Turrican 1 from the Amiga, filling the whole screen, with 7 colours in mode 1, using more greens than a green screen monitor!! The scrolling message is good too, bouncing around, moving up and down, but still being readable.

VEKTOR GRAPHICS

Yes, I think we can now well and truly forgive the author for the Hypnosis part. This vektor graphics section is really superb, moving even faster than the balls. The music is good, and the titles at the top look ace. There is a reflection at the bottom, like on the balls section, which can be switched off and on. A superb section!

RUNNING MAN

A nice section, with some sampled speech, 4 pictures of numbers, and a bit of video. The video is of a man running along, and is quite impressive, although the man is square at the edges.

MULTI-BALL

A nice background, and a lot of balls bouncing around, followed by twice as many smaller ones,

followed by 2 shapes made of balls. The balls move well, the background is good, in short, a brilliant section!!

END

A lot of pages of text, explaining about the demo and it's author. I was particularly surprised at the length of time between learning basic, and the learning assembler, a space of only a few years!! A lot of interesting stuff, and sometimes quite funny. A sort of space background is behind the writing, and the music is ace.

PICTURE

A pretty good end to the Demo, looking as though it has too many colours for the mode, but who knows...

FINAL MESSAGE

Er excuse me, hasn't this demo already ended? Never mind, this is basically a page of mode 2 text, which does something brilliant when you press space. (It looks like you've just turned the monitor off)

All in all, a brilliant demo, but I was disappointed to see in the end section that he says he will never write another Demo again. (Altogether now, We want another, We want another...)

The normal scores aren't really applicable, but on the whole the demo scores 9/10 on the demo scale. Only the tantrum part lets it down.

#BASIC PROGRAMMING!#

Hello, and welcome to the basic programming section of the Fanzine. I hope you find it useful, and that you learn from it. May I first point out a mistake in last month's column. I missed out the '&X' in front of each of the numbers when defining symbols in binary. I hope this didn't cause any problems for those of you who bought the first issue and tried it out. Sorry!

So, lets get going with this bi-month's column then. This time it's on...

GRAPHICS!

Last bi-month we dealt with defining characters, perhaps to use in your own games or programs. This all very well, but what happens if you want to draw a line, or something? What then? That's where the plot, move, and draw commands come in.

Lets start with PLOT. This command basically plots a point anywhere on the screen.

To use this command, simply type in plot, followed by the x and y co-ordinates, seperated by a comma.

So the command to plot a point at 600 pixels across and 200 up would be:

```
PLOT 600,200
```

Next up is the move command. This command moves the graphics cursor to a certain place on the screen. You do it in the same way as you do the PLOT command; The command, Move, followed by the x and y co-ordinates seperated by a comma. I

```
i.e: MOVE 600,200
```

Last up is the Draw command. This draws a line to the x/y co-ordinate specified from the position of the Graphics Cursor, which is moved using the MOVE command

So to draw a line from 500,200 to 600,200, you would type:

```
MOVE 500,200  
DRAW 600,200
```

The Graphics cursor is now in the position where the line finished, i.e 600,200 in the last example.

To change the colour of the points plotted using PLOT, or the lines drawn using DRAW, you must use the GRAPHICS PEN command. This is used in the same way as the Text pen command, PEN.

Simply define the colour of the pen by using the INK command:

```
INK 2,12
```

In the above example, the pen is 2, and the colour is 12 (Yellow). Next select this pen using the GRAPHICS PEN command:

```
GRAPHICS PEN 2
```

Now then, after you've used those for a while, plot points, drawing all different colour lines, etc, you may be wondering how to fill an area in colour. Well, first draw the area you wish to fill, using DRAW commands, and then enter:

```
FILL 2
```

The 2 part is the pen colour (Which can be changed using the above mentioned method) which can be any of the pens you wish. The area around the graphics cursor will be filled in your chosen pen.

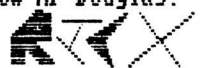
Remember to move the graphics cursor into your shape using the MOVE command, before you fill.

Now all this is very well if you own a 6128, but if you have a 464, then the FILL command will not work! Sorry!

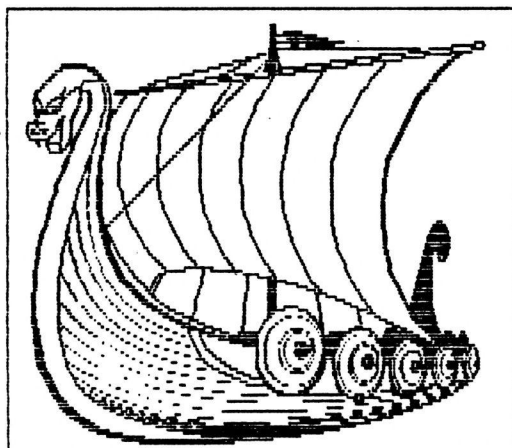
MORE HINTS AND TIPS!

All the following tips are from ace Tipster, Mr I Douglas, from Kirkcudbright in Scotland! Take a bow Mr Douglas!

Multiface pokes:



Atom ant(I) - 18dc 00 } Infinite Lives
 1918 00
Chuckie Egg(I) 9b6b 00 Infinite lives
C.Egg 2(I) 67C2 FF 255 Lives
G&Ghosts(D) 3182 A7 Inf lives
Rambo (I) 8E9C 00 Inf lives
Rambo 3(I) 1BA6 00 inf continues
Zub (I) 4319 00 Droids harmless
Vigilante (D) 9C2B A7 Infinite lives
Spitfire (I) 1B2A 00 inf Spitfires



Key presses:

Q10 Tankbusters - Type name as SALAMAN, and then press 1 to go on to the next level, 2 to gain 9 lives, and 3 for increased fire-power.

SUBSCRIPTIONS

So here it is, the part of the mag where I beg you, plead you, to subscribe to CPC Power. Subscription costs only £5 per year, which is 6 issues, and so you save £1. At the moment we have a special offer running; Subscribe for two years for the paltry sum of £10, and you get free PD software from the library, for 3 years. Simply send in your £10 and a note explaining what you want, and I will send you back a Code Number. Place this on your order form instead of the price, and pay nothing. However you must still enclose and SAE and the correct number of disc's for the number of selections ordered.

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Telephone..... Thanks very much!!!

BRUNWORD ELITE

ROM MODULE

Brunning software - 6128 only - £125 - Rom.

As soon as you load up the program, you can tell that it was worth the money. £125 may be a lot to shell out when there are loads of PD alternatives, but the whole program speaks quality.

Graphics are easy to print out, just type a special command into the text, and when it comes to print it out, the computer will load the file you specified, and print it.

The "As you type spell checker" is one of the best features though. As you type (gosh, thats a surprise!), the computer checks the words you write against it's 33,000 word dictionary, and bleeps at you if it doesn't find it. Now some people could be put off by this, thinking that this will slow the program down to an almost unusable rate, but this is simply not so. If you turn the sound down, then you don't even notice the feature.

The module can be entered at any time from basic, simply type 'BW and your there in the blink of an eyelid.

This rom isn't just a Word Processor, oh no, it's much more than that. You can print boxes and lines easily, and headline text is no problem either. Just enter a in-code, similar to the graphics one, followed by a few numbers, for the height, size and justification required, then enter the text you wish to use as a headline. There are 10 headline fonts stored on the ROM, all different.

There are many things you can do to the text, including: **ENLARGED**

CONDENSED

UNDERLINED

EMPHASISED
SUPERSCRIFT

SUBSCRIPT
DOUBLE STRIKE
ITALICS

DOUBLE HEIGHT

These are all accessed by using shift and a function number to begin, and control and the same function number to end.

Also included on the Rom is Infoscrypt, a powerful relational database. This allows you to mail merge with ease.

It is even possible to protect your work from prying eyes. Simply enter a code word, and save the document, then before you load it again you must type in the same word.

With brunword, it is possible to print up to 128 characters across the page, for which a special small font is used on the screen. There is also a text box, so that you can read the small font easier. The only problem is that it takes an age to go down a line.

A disc is included in the price, and this has examples on it, which are quite helpful to new users.

There are many features that I haven't mentioned on the rom, and suffice to say it would take up a whole copy of the fanzine to go through them all.

All in all, a superb product, and the best Word Processor ever on the Amstrad.

EASE OF USE /10	9
SPEED /10	9
PRESENTATION /10	8.5
RELIABILITY /10	9
FEATURES /10	10

OVERALL 96%

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 Amstrad 464 head alignment tapes.....£9.95
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Prices include VAT, postage and packing

All orders by return: Cheque/Visa/Access

Trade-In-Post, Victoria Road,

Shifnal, Shropshire TF11 8AF

Tel/Fax (0952) 462135



Although Powerpage is easily the best DTP package available for the Amstrad, an even better version has just been released, titled Powerpage 128!

It is 128k only, so a few extra features have been thrown in, the ones that aren't possible in just 64k.

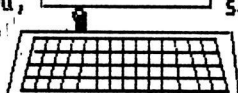
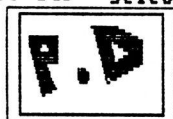
One of the most noticeable additions is that of pop-up menu's, instead of the irritating control system formerly in operation, i.e. the menu's across the bottom of the screen, which disappeared when you chose one, only to be replaced with another with more options on.

Compatibility with ROMDOS has also been added. The cursor has been enlarged, the speed and user-friendliness have been increased, plus, a patterned fill routine has been added, along with a zoom mode.

Almost all of the functions you may choose from within Powerpage are split up into 5 sub-menu's, which are as follows:

Text.
Block.
Page.
File.
Settings.
The features are as follows:
Text-
Includes set margins,

This option may only be selected, when a rectangle is defined on the page. The block can then be saved, flipped, cleared, and reversed.



Page.
This option is simply used to clear the page, to print it or to move to certain part of it, such as the top or bottom.

File-
This consists of load an save page, load font, erase file, catalogue, and quite a few others.
Settings-
The settings are simply things like autoflow, flowstyle, print quality, etc.

So there you have it. Almost.

Powerpage 128 is easily the best DTP package around, P.D or not, and outclasses all others by a long-way.

The sheer user-friendliness, and speed of it is phenomenal, as is the number of options.

If Richard Fairhurst chose to market this at full price, he'd be a millionaire by next month

Definitely a must buy.

U-FRIENDLINESS-99%
CAPABILITIES- 98%

TOTAL- 98%

NEW LIBRARY-CD PD

A new library has opened, by the name of CD PD.

It is run by Dave and Ged Lawson, who are charging only 35p per disc side you want copied.

They are also looking into software swapping overseas.

The address to write to is:

49 Woodville
Barnstaple
North Devon
EX31 2AY

AND ANOTHER!!

Also opened quite recently, is sleepwalker P.D.

It is run by Joe Moulding, who claims to of written a lot of the PD himself.

One of the best features of the library is that they do software on disc AND TAPE!

They also charge only 50p per two sides.

That all important address is...

9 Meeting House lane
Balsall Common
West Midlands
CV7 7FX



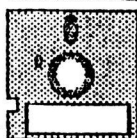
NEWS!

Hello and welcome to the news section of the fanzine. If you've started a club, published a fanzine, or anything like that, then this is the place where I will plug you, if of course you send me the info'

HEX HEROES

Right then, first up is Hex Heroes PD library. Already mentioned in the PD library list at the back of the fanzine, this library has been around for some time, but I have failed to order from it.

They charge only 50p per disc side, and have (at the time of writing), 74 selections in the library. A disc catalogue is available on request, just send a SAE, disc and a note saying what you want.



AMSTRAD

EXPRESS

Yet another disc-zine for the Amstrad, but is it any good? I haven't actually got a copy yet, but AA gave it 25% Not a good sign really. Still, at only 50p and a disc, it can't be that bad! The review AA gave it made it sound as though it was mostly adverts for Wave and the like. Never mind, the first issue is never the best is it!

If you want to get hold of a copy, then send 50p, a disc and an SAE to: Salman A Sanhu, 17 Cromer road, London, SW17 9JN.

PC CITY

Those nice people at PC City have come up with a bit of a bargain.

You can get hold of a mono 6i28 Plus for only £140, and a NC100 notebook (You know, those natty little things that have protext installed) for the paltry sum of £160. Contact PC city on - (0703) 265344.

CREATIVE

Creative are offering the 464 Plus with mono monitor for just £120, a few modulators at £19, and 1 socket rom Boxes with either Maxam or Protext in, for around £10. Phone James on 0353 663030. That's also the number for that Fanzine CPC Power if your interested...

MORE PAGES

Next months CPC Power will have even more pages than this month's 44. Miss it at your peril!

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Disk Box (Holds 40)	£7.95
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THE BEST AMSTRAD GAME OF ALL TIME!!

Want to win a free subscription to the fanzine? Yes? Then simply write in and tell me your favourite Amstrad game of all time! The top 5 will appear in these very pages as soon as I've got enough entrants.

One lucky person will have their entry pulled out of the bag, and will win a years subscription to the fanzine, yes thats 6 whole issues absouloutely free of charge! What an ace idea!

On top of that, if you send a blank disc or 5 with your vote, then you'll recieve some free software! No prize draws or nothing, just free software. YOU MUST ENCLOSE AN SAE, OR YOUR DISCS WILL NOT BE RETURNED. YOU HAVE BEEN WARNED!!

So do you want to be a part of this? Then send that voting slip to me today!

NAME.....

ADDRESS.....

.....

.....

GAME (INCLUDE PUBLISHER IF POSS').....

NUMBER OF DISCS ENCLOSED.....

NIGEL MANSELL'S WORLD CHAMPIONSHIP

COMMERCIAL

GREMLIN / 0742 753423 / £15.99 DISC ONLY.

Oh hurrah, Gremlin actually managed to make Nige's World championship at last! No, wait a minute don't just turn the page all you racing game haters, you may just want to take a look at this review, it could change all your unfair opinions...

When someone says the word gremlin to you, what do you instantly think of? (And don't anyone say Gizmo, Don't let them touch water, or, worst of all, I don't know, I haven't seen the film). Could it be good games, such as Supercars, Space Crusade, Lotus turbo esprit and Toyota celica, or could it be the excellent gameplay in the games?

Well, all of these factors appeared on my imaginairy questionnaire, but on the top was the amazing, superb, ace graphics that appear in almost all of their games. This one is no exception.

It's all done in mode 1, with different shades of blue/white, and it looks ace. (Quick compo, what do you think ACE could stand for? Absoloutely crucially excellent? The best wins a copy of the fanzine.)

Although Facehuggers ultimate mega demo has excellent graphics, this beats it to a pulp. It actually looks as though you are moving in the game, but as usual the stripey track is there

just in case you can't already tell that you were hurtling along at 180 Mph until you crashed into that stupidly placed car.

But good graphics does not a good game make I here you all say. (Take a look at Baby Jo by Loricel, and you'll see what I mean: Superbly cute and cuddly, but too slow to be a platform game) So lets take a look at the actual game.

You play Nigel (GOSH!), and must race around tracks all over the world trying to become world champion. Weather conditions are usually against you, as are the rest of the opponents. When you wish to modify your car, you get a lovely side-on animated view of anything you change.

There are plenty of skill levels, and if you still can't win a race, there's always the practice track, which allows you to charge around the tracks at your leisure with no cars in the way.

When you start a race, you must first race to find out where you start on the grid for the race proper. The aim is to start in pole position (you don't say!), which should give you a commanding lead over your opponents.

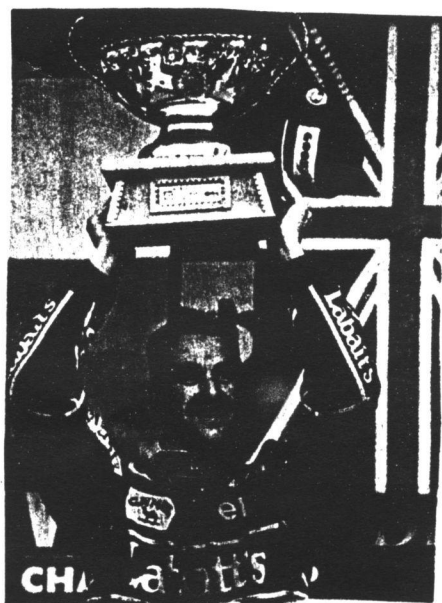
The one possible problem I had with the game, was that there seemed no particular order as to what side of the disc different parts of the game are on. What do you mean what side of the disc? Well, the game is so absolutely massive that it had to be put on a full disc, both sides. The multiload feature of the game is the main reason why there isn't a tape version. However, if enough of you write in letters demanding a tape version, then I will pass these on to Amstrad Action, who will hopefully pass them on to

Gremlin.

Overtaking in this game is surprisingly difficult, but then again it is in the real thing. However, once you have overtaken everyone, you only have to stay in the lead, instead of cars appearing Cisco heat style. All in all, this is easily the best racing game around. Buy this game!!

LOOKS /10	9.5
SOUNDS /10	8
PLAYABILITY /10	9
LASTABILITY /10	8.5

OVERALL 91%



SOFTWARE HOUSE REVIEW

ALTERNATIVE

One of the least well known software houses is Alternative. On the next few pages we review and rate some of their recent software. Let's get the ball rolling with...

COUNT DUCKULA 2

£3.99 Cassette.

Or rather lets get the to stop with count duckula 2, as this platform game couldn't move a ping pong ball.

So why is the game bad? What bad points does it have? More like what bad points doesn't it have!

When you first start to the game, you think the graphics are awful. Then you start to play. Count duckula has a special suit which allows him to disappear from one place, and reappear in another. The moving platforms also have a suit, but this time it's one that also allows them to become invisible when ducky-poo's walks or jumps on them. That's if you can get him too. No the graphics are not awful. They're amazingly disgustingly terribly totally awful.

Now if the game itself was a good old romp, then at least some of the marks lost for graphics could be put back on. They can't.

The only slightly good point I could find was

the sound, with a reasonable title tune, let down by bad in-game noises.

I could say more about the game, but quite frankly it's not worth bothering. Not one of the best starts to a software house review.

LOOKSE /10	0.5
SOUNDS /10	3
PLAYABILITY /10	0.5
LASTABILITY /10	0.5

OVERALL 4%

(It got that for loading, although that could be counted as a bad point I suppose...)

HIDEOUS

£3.99 Cassette

Now then, lets see if this does any better. The storyline behind the game is simple. Drive your tank around four levels, each about 6 screens by 6, finding 9 pieces of lead shielding to put round a reactor found on each level, before you can get onto the next.

The graphics are colourful, but are slightly blocky and boring, and don't move very well. Your tank does about 100 pixels an hour on the screen (Well maybe just slightly faster!), and there's a lot of going back and too over the same ground over and over again before you can complete the level.

The game really lives up too its name; it

really is hideous. But I don't mean hideous as in awful, but hideous as in hideously difficult.

There are baddies all over the place trying to stop you, and laser beams and the like scattered in the most annoying places. There are doors too, which you have to be pushing something to get through, and conveyor belts are more common than at Gatwick airport.

The gameplay is good, but the to and fro aspect of the game mars this a bit. Being able to shoot the baddies is good though.

Tanks aren't renown for their fuel consumption, and neither is this one. Your fuel is displayed down the side of the screen, and you constantly need to find extra reserves. Each time you hit a enemy, you lose shielding for your tank, and when it's all gone you lose a life.

LOOKS /10	7
SOUNDS /10	7
PLAYABILITY /10	8
LASTABILITY /10	8

OVERALL 79%

RESCUE FROM ATLANTIS

£3.99 Cassette

So we've had a terrible game, an OK game, and now this. So what's it like? What do you have to do?

Well the game is basically a left to right scrolling underwater game. You are cooped up

inside your bowling ball, and the idea of level one is too find the enemies hideout.

The chances of you doing this however are about 1 in a million. Yes you guessed it. It's rather difficult.

The gameplay is good, with lots of exploring to do in your sardine tin, but the whole game is so incredibly frustrating that you'll start ripping your hair out as soon as it's loaded.

Speaking of loading, don't you all just get so bored waiting for your fave tape game to load. Well there's none of that with this game. While the game loads up, your treated to a game of mastermind! Yes that irritating game is on the Amstrad, only without the stupid pegs!

You can only carry a few items, and your often left wondering which to take and which not too.

LOOKS /10	7
SOUNDS /10	5
PLAYABILITY /10	8
LASTABILITY /10	6

OVERALL 65%

RECKLESS RUFUS

£3.99

Ok then, so whats this game like. Well the idea is basically to collect 5 crystals (Huh, easy or what!) off 130 levels, split over the 2 sides of the tape with passwords every 10 or so. (Stunned silence).

Each of these levels is one screen big, with on overhead view. You must collect 5 diamonds before your allowed on to the next level. There are plenty of different kinds of blocks to walk around to get the crystals, some are warp blocks, some replace gaps in the screen (Of which there are many), and others are, well, find out for yourself!

There are enemies to get in your way, but you'll probably end up dying because of the controls, which are a bit sluggish to say the least, and not the baddies.

So, is it a good game. Well, the graphics are bright and blocky, the sound is good, with a decent sound track, and Ok in game effects, it's pretty easy to get going, and you won't stop going for absolutely ages. But what sort of creature is Rufus? And why is he so Reckless? (Cue sinister, "I've got a frog in my throat" voice) These mysteries remain unsolved....

LOOKS /10	7
SOUNDS /10	7
PLAYABILITY /10	8
LASTABILITY /10	9

OVERALL 81%

BANGERS AND MASH

£3.99 Cassette

Oh look out, it's the computer game of the worse cartoon in history. You know, the one with the dreadful, boring, repetetive, theme tune, and those 2 chimps that look as though someones

permanently superglued their mouths in a smile.

So with that stupendous introduction, lets move on to the game review!

Basically, this is a 2 level platform game. You control Bangers, and must jump and walk around the 2 levels, collecting fruit.

There are various enemies to be found, but good old bangers can soon put paid to them by chucking a mud pie or 2 in their faces.

The graphics are really blocky, but colourful enough, and at least you can see what's going on! The sound however is dreadful. A few simple beeps and splats, for the in game Fx, and there isn't even any music.

Asmost platform games do, B&M draws you in straight away, and keeps you hooked for ages. Although there are only 2 levels, both are pretty difficult, and it should keep you going for a long while.

The aim is to make it right to the top of the forest, collecting all the fruit on the way. A running total is kept so you can tell how many you've got to go.

LOOKS /10	6
SOUNDS /10	3
PLAYABILITY /10	7
LASTABILITY /10	8

OVERALL 60%

COMPILATIONS

I could of reviewed all of the games in all of the following compilations, but I've decided just to put a mark for each, as I think that reviewing old games is a bit pointless. This way saves space and time.

KIDS PACK 2

£9.99 Cassette (COMPILATION)

FIREMAN SAM	74%
COUNT DUCKULA 2	4%
HUXLEY PIG	45%
POPEYE	77%
POSTMAN PAT 2	43%
BANGERS AND MASH	60%
OVERALL	79%

THE POPEYE COLLECTION

£6.99 Cassette

POPEYE	77%
POPEYE 2	55%
POPEYE 3	48%
OVERALL	60%

THE POSTMAN PAT HIT COLLECTION

£6.99 Cassette

POSTMAN PAT	86%
POSTMAN PAT 2	64%
POSTMAN PAT 3	85%
OVERALL	79%

ON CLASSIC ARCADIA COLLECTI

MUNCHER	76%
GREBIT	63%
CRAZY ER*BERT	35%
INVADERS	67%
AXIENS	65%
MISSILE	21%
OVERALL	75%

So, there we have it. A year in the life of Alternative software. Enjoyed the show? Then you know what to do don't you. Buy the games!

MISTAKE

May I just point out that there is a mistake in the Zap t' balls review.. We have just recieved the information that it is not Public Domain, and that the advanced edition can be bought from SENTINEL for £16.99. Sentinel can be found at:41 Enmore ardens, East sheen, London SW14 8RF. I'm afraid that this means I can't go around giving away free copies, as I mentioned at the base of the review. Sorry!

CONTRIBUTIONS WANTED

If you run a PD library, and want a good plugging in these very pages, simply send me a catalogue, and if possible some discs with collections from your library on. If there is any space on your discs, I will put on some programs from my PD library, Power P.d.

I will review the collections, and print your address, along with any important details that may encourage orders! However, if you want your discs returned, please enclose an SAE.

This also goes for those among you who publish a fanzine, just send me a copy, and I will review it in the mag, and will send you an issue of this fanzine absolutely free!

PD LIBRARIES

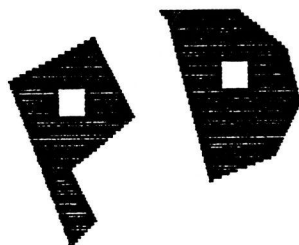
These are the lucky ones. They have been chosen to have their address printed in CPC Power!

Only new libraries are listed here, the older ones get enough orders anyway!

Hex Heroes PD library.

A superb range of software, for the CPC and the C64! They charge only 50p per disc side!

Richard Marra
24 Woodend lane
Stalybridge
Cheshire
SK15 2SR



Hard Core PD

Not much information on this one. Send us a catalogue please, whoever you are!

"Bradda" Crowborough road
Georgeham
North Devon
EX33 1JZ

AMSOF PD

Derek Hyland
Lyssanly
Cloyne
Middleton
Ireland

Signal Software PD

Over 50 selections, for the measly price of 25p!
Can't be bad!

83 Longleat
Great Barr
Birmingham
B43 6PY

PD Fun

Games, adventures, Demos, and everything exciting,
but nothing boring! Sounds like Fun! (Oh Ha Ha!).

41 Mitchelgate
Kirkby
Lonsdale via Carnforth
Lancashire
LA6 2BE

PIRATES AHOY

One of the major problems facing all computers is software pirating. You may think that the Amstrad is lucky, that there are no pirates, but you'd be wrong.

Any pirates reading this may as well put it down now, for what I'm going to say may well be offensive towards you.

Pirates, for those who don't know, are people who copy software, and sell it to other people. Many games are protected against copying, but pirates are constantly finding ways around these protection scheme.

Now, to do this, they must be pretty clever people, able to program in machine code, so why are they thick enough to pirate software?

They may think that you are making a gain from it, but if people buy software of them instead of from legal sources, then software manufacturers don't get enough money from games sales, and therefore stop making them. They be pirating games for a profit now, but soon there'll be nothing left to pirate.

If you yourself know someone who copies games and sells them, whether he's a mate or an enemy, whether he copies 1 game a month or 100, then DO NOT BUY SOFTWARE FROM HIM/HER. Tell your mates not to buy things from the pirate, and soon, if nobody is buying the pirated software, he may stop pirating it.

Another form of pirating is cracking. Cracking involves hacking into the game, and disabling the password routine for instance. A game which requires a different password each time you want to be able to play it is far less likely to be

copied.

Crackers also leave messages in the code, such as 'Cracked by FHT - 1994' for instance. If you own a game which has something like this in it, then either buy the original, wipe the disc/tape or totally disregard this article all together.

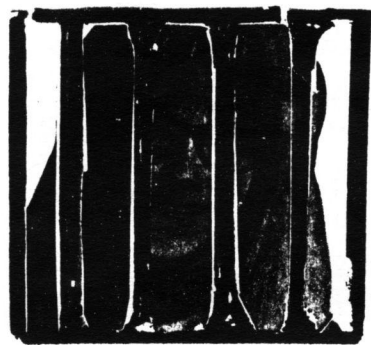
Although to be able to copy discs sometimes takes some knowledge of loaders, and disc sectors, copying tapes doesn't. Simply putting them through a decent hi-fi with a blank tape recording in the other deck, will suffice.

Other computers are more heavily hit by software piracy, such as the Amiga and PC. How many people do you know that own one of those 2, and don't have any copied software? Not many? Me neither. We don't want this fate to befall the Amstrad as well.

Somewhere else in this fanzine, there is an article on '8 Bits going down'. You may be horrified at this, that your beloved Amstrad may become extinct, but software pirates are helping it towards that point. Please help stop pirates and crackers. If you know the number for FAST then ring them, it could bring you a reward.

The Amstrad has enough problems already with the amount of software being produced, without stupid pirates coming along and making it all even worse.

So above all, don't support the pirates and crackers, but buy legal software, and support the Amstrad and it's software producers. You're the people that count, so help if you can.



BUY THE NEXT ISSUE OR
I'LL LET GARTH OUT!

NEXT MONTH—

Loads of games and utilities reviewed
More Hints and Tips (If you send them in!)
Pd discs from various libraries reviewed
Letters (I hope!)
Fanzines and PD libraries rounded-up
Lots more!

ONLY £1

LAST WORD

Thanks for buying issue 2 of CPC Power, and I hope you continue to support it and the CPC scene in general.

Please remember that this is your mag', and it needs your support. The more people that buy the mag, the bigger and better it becomes. So show a CPC owning mate a copy, and get him to buy one, or even subscribe. This will benefit all readers, and help to make this mag even better.

If you feel the mag is missing a section, or there is something you'd like to see us covering, that were not, then please write in and tell us. Remember, if you've written (or typed) an article, that has anything to do with the CPC whatsoever, then please please please send it in. I will almost certainly put it in the next issue, and you'll receive a free copy of CPC Power.

Also, can I point out that if you are starting a PD library, or a fanzine, or you've got an adventure game for sale, or anything, then write to me and tell me. I'll print your name and address in the next issue, and, if you send me a free copy of your fanzine, then I'll review it right here, and return you a shining new copy of CPC Power for your troubles!

If you like this fanzine, then please subscribe. You will then get your issue on time, and it only costs £5 for £6 issues, so you save £1.90 (£1 on the price, and 90p on the stamps you would of used sending off for your copies individually!)

When you do buy an issue of CPC Power, then enclose a disc with your order, and maybe, just maybe, I'll return it with some free software on, along with your copy of CPC Power.