

AMSTRAD FUN

IT'S SUPER!

ELMSOFT'S DONE IT AGAIN WITH YET ANOTHER AMAZING GAME, SUPER CAULDRON. WE'VE GOT THE FIRST REVIEW OF THIS AND THE FIRST NEWS OF HIS NEXT GAME, PREHISTORIK II !! PREPARE TO BE STUNNED AGAIN



ILLUS. NEWS, FEATURES, ADVENTURE, CHEATS, MR. SUGO, LETTERS AND MORE

AMSTRAD FUN
IT'S SUPER!



THE WORLD'S MOST POPULAR AMSTRAD MAGAZINE

Amstrad Fun
Spring 1993
no. 4

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THE ESSENTIAL SET UP!

Produced entirely on Amstrad 6128s using Stop Press, Protezt, Advanced Art Studio and a multiface. Printed on a Star 9 pin printer and photocopied on our school's photocopiers.

INSIDE STORY

How we fit all this into just 32 pages we'll never know!

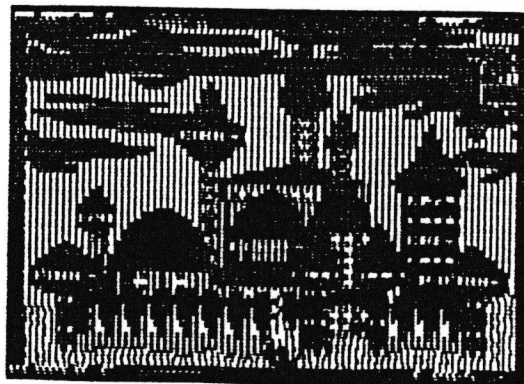
SEX LIES AND CPCs! - CENTRE SPREAD



This isn't one for your mother boys and girls! We break all the conservative boundaries by not only mentioning that little three-letter word that high-street mags like AA are scared to use, but doing a whole centre spread feature on it! Of course, we're not going to talk about all of it, just what's on the CPC. So no taboos in this fanzine then!

THE DRAGON'S LAIR - P. 22

This issue AF's new pet adventurer, Grimwold, ventures into the lair and returns with a PD round-up, an article on adventuring using 3" drives and an introduction to adventures for those still to discover them!



THE GAME ZONE - PAGE 25

This issue we review Super Cauldron, a Titus game that Titus U.K. don't even have yet as well as ZapTBalls the Advanced Edition, Nigel Mansell's WC GP, Crazy Cars III and five re-releases. Who's that that said the CPC's dead?

HIGHLANDER PAGE 18

This issue the high one interviews the leader of Europe's most powerful CPC group - BENG! He also brings us the latest rumblings on the CPC scene across Europe in his usual inimitable style. Can you take the excitement? There's only one way to find out... turn to page 18 and see!

THE EDITORIAL

It's that time of the month again so we're in a bit of a cranky mood !!!!!

MAKE LOVE NOT WAR !! WELL, PERHAPS NOT QUITE LIKE THAT

As supporters of the beliefs of former art assistant Maryanne at Amstrad Action we believe that there should be no wars between freaks, no violence, no abuse but love and friendliness. Actually, this is all complete bullshit. We love violence and thrive on it but when it comes to war between freaks we are totally against it.

Take a look at last years Euromeeting, a joyous occasion that was the highlight on the CPC calender with all freaks

friendly. Unfortunately, due to these said 'wars' there's a possibility that there won't even be a third Euromeeting. As one freak put it to us - 'In some freaks eyes you're a lamer if you go, and in other freaks eyes, you're a lamer if you don't'. Due to this persons strange desire to stay alive, we won't print any names.

The question is, why this great division?? Could it be anything to do with a certain CRTIC? Bet your ass! This lamer

thinks he's organising the next Euromeeting in Britain, but he's pissed off so many freaks with his record breaking slowness at replies that many freaks (those he's claimed to be in contact with) won't be turning up! And of course, those he's pissed off will try and convince their friends not to go either. That is the source of the division. However we think all freaks should be as friendly as last year and make the CPC scene stronger than ever before.

THERE'S A NEW SCENE ON THE SCENE ! (?)

But you'd like to know wot that there headline means. Well, seeing as we're such all round nice guys, we'll tell you. It simply means that on the scene there's a new scene. (Well, sort of). You see, for too long freaks on the continent have thought of every Irish freak as part of the British scene. Last year, that may have been true, but

now, that is no longer the case, uh! uh!, not not, absolute crap. There now exists an Irish scene completely different from the British one. There is a fanzine, a disczine (with another on the way) two PD libraries (again with another on the way) and with many, many mailtraders. Anyone who's been in contact with Irish freaks will know

that they do things in a very different way to British freaks. We've nothing against British freaks in general but Ireland does have its own scene and should be recognised as such. It's growing all the time and we'll probably even see some Irish demos soon. With this rise in the number of Irish freaks, we hope to form a user-group!

THE CREDITS

CO-EDITORS : Keith Woods
John O'Beirne

ARTWORK : B. Smyth

EURO-NEWS : Highlander

ADVENTURE : GRINWOLD

WAFFLE : Mr. Spock

More contributors are always wanted. If you're interested in writing for AF, write with a sample article for details.

THE ADDRESS

The official AF address is :

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

We would just like to point out that this address is for contact by mail ONLY. Please do NOT call round to say hello, we're too busy for unexpected visitors. Don't try phone either. Sorry !!!

THE COPYRIGHT MESSAGE

This rather fine fanzine is copyright of the two co-editors named just a few inches to the left. It cannot be reproduced in ANY form without the explicit written permission of the co-editors. We cannot be liable for any mistakes/misprints. Contributors withhold personal copyright on all their work. We cannot be liable for anything contributors write in this fanzine.
Amstrad Fun, March 1990.

THE WORD

We've plenty of hot news for you this issue readers. Remember, you read it here first!

MAL MIT WHO?

I got a lot of flak, particularly from Euro gamers over a small part of last issue's news. I am of course referring to the bit about a "new PD art program" hailing from Germany. Well, please stop telling us we were wrong. We know! That piece was written early in December 1992, when information was still a bit sketchy and we still hadn't got solid information on this German art program. That's why it was in the "On the grapevine" column. Anything appearing under this heading or otherwise indicated to be rumour should only be regarded as such. We don't mind people pointing out mistakes, in fact we'd like to encourage it, but frankly we were amazed at the amount of people that picked up on this one. We only billed it as rumour and not fact and thus it was only really a small thing. Besides, we went some way to updating this in Rear End. Nobody's perfect. Anyway, enough of that. We have now got all the facts. The art program is not PD. It is being programmed by the radio clan (Weed and Thriller) and we have it on reliable information that it will have overscan facilities. Last we heard, it was about half finished, so we should have to wait for a good while for its release.

TITUS CONSIDERING HALT TO CPC PRODUCTIONS

Elmssoft, coder of latest Titus release Super Cauldron (review page 24) and forthcoming Titus release Prehistorik II has been telling us that Titus are considering dropping the CPC in the very near future.

Titus originally intended to stop producing CPC games after Super Cauldron, but fortunately for the CPC (and Elmssoft's bank account in particular) Elmssoft managed to convince them that the reason for bad CPC sales was the poor quality of their last games, Crazy Cars III and Moktar. Elmssoft read in the German magazine ASM, that Titus were in the process of programming Prehistorik II on various other formats, so he offered to do the Amstrad conversion for them. Happily they accepted, and Prehistorik II should be out soon. See the next page for more details.

However, the future of Titus releases on the CPC would seem to be in doubt.

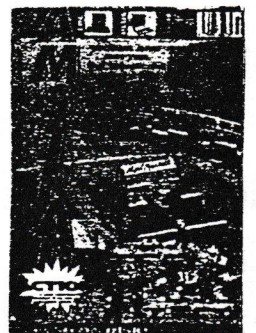
Elmssoft has informed us that Titus want to wait and see how Super Cauldron and Prehistorik II sell to see if it's still worth their while to continue producing CPC games. This is clearly where YOU come in. Elmssoft has done more than his bit to try to ensure the future of CPC releases from Titus, but there is surely nothing more he can do. It now depends on the ordinary CPC freak to buy these games if Titus are to remain on the CPC. So if you've the money to buy games at all these are the ones to get. You've no excuse not to, there are no better games available. You'll also be doing your bit to help the CPC.

By the way, for those cynics among you, Elmssoft did not put us up to this in the interests of his bank account. If it was just money he was interested in, he could do very well coding for other formats. Let's hope Titus stay.



AMSTRAD ACTION NOW THE ONLY MAG IN EUROPE!

Somehow it seems to have escaped the notice of just about everybody in Ireland and Britain, but Amstrad Action is the only remaining high street CPC magazine and has been so for quite some time. Oh well, better late than never, that's what we say. Apparently the French Amstrad Cent Pour Cent and the German Amstrad CPC International both died off some time last year. Not to worry, at least there's plenty of new fanzines to read!



THE FUN INCREASES !

Probably the best news to grace these pages this issue is that our beloved fanzine is now growing quicker than ever before! Nearly every day someone new joins the privileged ranks of the AF readership. Amstrad Fun is now also going to more countries than ever before, thus becoming a truly European fanzine.

This trend looks set to continue, if not accelerate, with the imminent review of Amstrad Fun in Amstrad Action. We are, of course, confident that Tim will give us a good review, so we look forward to a large upsurge in readership! Judging by the



Issue 3 of Amstrad Fun sold more than twice as many copies as issue 2! Let's hope we see as big an increase with this issue. (The publicity in AF should help)

response of the loyal band of early readers, the redesign has gone down well. You will notice that more changes have been made this issue, namely better headings and a smaller font. You should also see an improvement in print quality. However, we don't anticipate any further design changes unless we are able to get the fanzine professionally printed. It'll take a few more readers before we're able to afford that though. The biggest change in this issue is in the content. As you can see, there aren't nearly as many reviews and there are more news, features, letters and contributors.

So what do YOU think of the changes then? We want to hear everybody's opinion!

PREHISTORIK II, THE RETURN TO HUNGERLAND

As mentioned on the page on the left, Elmssoft has coded Prehistorik II for Titus. As it's an Elmssoft game I think we can be pretty sure that it'll be a hell of a lot better than the original.

If you like Super Cauldron (reviewed this issue) then I'd guess you'll love Prehistorik II as it's based on the "heavily improved" Super Cauldron scroll and sprite driver. At a rough guess I'd say that's about everybody! Anyway, I suppose you're wondering how Elmssoft has managed to improve the already stunning Super Cauldron routines. Well, we haven't seen Prehistorik II ourselves yet, but we are in contact with Elmssoft himself, who was kind enough to supply us with the following mouthwatering technical information.

Firstly, since Prehistorik II uses a similar background organisation as Super Cauldron Elmssoft was able to reuse the Super Cauldron scroll routines, so we can look forward to the same super smooth scrolling in Prehistorik II. Elmssoft tells us that it was impossible to precalculate the Super Cauldron sprites in memory (everything filled with graphics, don't you know) so they are put directly onto the screen. Unfortunately, this creates a small problem. If many sprites are overlapping, they have got to be erased and reprinted together, and if it takes more than one frame to do so, it looks a little unclean. Only a very little bit though, and it doesn't happen too often! Anyway, I'm telling you all of this so that you'll know what I mean when I tell you that Elmssoft has reserved enough memory to precalculate the sprites in Prehistorik II, so

even the huge end-of-level guardians (there's something that wasn't in Super Cauldron) are flicker-free!

They aren't all the improvements though! Prehistorik II will get the most out of your CPC, whatever model you own! Although it will run on all CPCs, including unexpanded 484s, there will be extra features for those lucky enough to own a better set-up. For a start, there's a 128k version with raster scrolls and in-game music composed by Sound-Trakker publisher, Thorsten Mitschele. However, what really got me excited is the news that there'll be an incredible plus version. But Elmssoft's games are incredible enough already I hear you cry, how can the plus make them any better when Elmssoft's shown with ZapT'Balls that he can create even better sprites than the plus' extra hardware. Well according to Elmssoft Prehistorik II uses all of the extra plus capabilities to produce 3-way parallax scrolling which looks exactly like that seen on 16-bits! There's also a wonderful title tune by Weeet with samples and plus DMA support! Wow! I don't think I'll ever understand how Elmssoft has managed to cram all this into one game. And all of the extra 128k and plus features are on the one game-disc, there are no separate versions for different CPCs. Not surprisingly, this does mean that a lot of disc space is used up, so there are 16 levels in Prehistorik II as compared to the 21 in Super Cauldron. But who's going to complain about that?

I don't know the release date of Prehistorik II, but it should be soon. I can't wait!!!

INTELLIGENT ACTION

More insider info for this issue readers. Word has reached us that Tim Blackbond, editor of the popular PD fanzine Artificial Intelligence, is on three week apprenticeship at AA towers in Bath, starting on Monday March 8th. A possible future staff writer perhaps? Well, good luck Tim in whatever you're at, but don't forget to give us a few extra insights along the way!!!

CAMPURSOFT'S LATEST

Campursoft are becoming something of a saviour on the CPC hardware front, by producing hardware no longer available from those that originally did in the CPC's "heydays". But when Campursoft do things, they generally do it better than has been



Campursoft

before. A good example is their recently released replacement modulator, the VideoMaster, which was a major improvement on the old Amstrad MP range. The good news is that Campursoft will be releasing a scanner, a scilock, a memory expansion and a hard-disc (something never produced in Britain before). Maybe the CPC's true heydays are only beginning....

WHO THE HELL DOES CRTC THINK HE IS ?

As everybody now knows, ZapTBalls is not PD (see below), but not everybody knows that CRTC was the one that caused it to be regarded as such, in full knowledge that it isn't.

Another thing nearly nobody knows, is that CRTC has done exactly the same thing with Power Tetris. Yes, that's right, CRTC has pulled exactly the same stunt with Power Tetris that he did with ZapTBalls. As with ZapTBalls, Power Tetris was written for the coverdisc of the German magazine Amstrad CPC International and is NOT PD. I wonder how long it'll be before Tim Blackbond prints the sort of message about Power Tetris that he finally printed about ZapTBalls in this month's Amstrad Action. When one thinks of how much ZapTBalls, and more recently Power Tetris have been hyped in this magazine, to print such a message again may be a little embarrassing.

More interesting is what all this says about CRTC's attitude. Sceners will know that CRTC is becoming increasingly unpopular all over Europe. The problem seems to be that he regards himself to be some sort of little god on the CPC scene. He seems to think that he can take seven months to reply to contact's letters and the contact should just accept

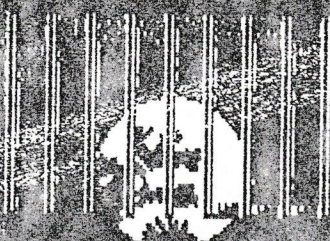
that. He also seems to think whatever he says goes. Well, while Amstrad Action have never doubted him, most ordinary freax are beginning to realise that you really can't take everything he says for granted. Maybe someone should tell that to all the PD libraries that followed like sheep in distributing ZapTBalls. If it had been anyone else that had said it was PD, they'd all have been asking why it has Amstrad CPC International all over it then. Are people really all that stupid?

Freax on the continent, in particular Germany, aren't prepared to take any shit and so CRTC has become highly unpopular. It's easy to see how detached CRTC has become from the scene by reading the article he wrote for AA last month. His info was far from accurate in many cases, if not wrong altogether.

How long will it be before British freax also realise that CRTC's not all he's cracked up to be? They eventually did so with Alan Scully, and now it seems that Scully's great rival, CRTC, has gone down the same arrogant road. Robot PD has closed down "temporarily" for re-organisation. However, since CRTC seems to be making a habit of distributing non-PD stuff as PD, maybe it'd be better if Robot didn't re-open.

ZAPTBALLS, THE TRUE STORY

As we're tired of telling people that don't seem to want to listen, ZapTBalls is NOT PD. A fact finally acknowledged by Tim Blackbond in Amstrad Action. To be fair, it wasn't completely Tim's fault that he reviewed ZapTBalls as PD, he was led astray by CRTC, who knew well that



ZapTBalls isn't PD from the moment he got it, but chose to say otherwise for his own benefit. ZapTBalls was, in fact, written for the "coverdisc" of German magazine Amstrad International for £250, and so was never PD. Only the 5 level demo ever was, and that's all that's been in AFPD.

WHICH P.D. LIBRARIES ARE YOUR DISCS SAFE WITH?

That may seem like a very harsh statement, but we have been receiving a lot of info, mostly complaints but also compliments, about the PD libraries currently operating, so I think it's about time we did a little round up.

Firstly, there's Presto PD. You would not believe the amount of bad things we've been hearing about this library. They mostly involve Matt Gullam changing his abode more times than a New Age hippy, but also some warnings that orders have not been returned even when people do catch up with him. This really is very disappointing to hear, as Presto used to be one of the best libraries around. One person suggested to me that he's keeping the discs he's been sent, but if Matt's as nice a guy as he seemed to be I'd have to say that such suggestions are way out, and perhaps just a little bitter. We've tried to contact him, but without any luck, so if you're reading this Matt, please get in touch with us and let us know what's happening.

Not far behind on the complaints list is Robot PD. Robot has temporarily ceased operations to allow for a reorganisation which will allegedly create a faster service. Forgive me for being cynical, but I can't see how the slowest library in the west can suddenly become the "fastest library in the west". Take my advice Richard, don't re-open. The PD world does not revolve around Robot PD. Originally Robot was something quite new to the British PD network because it imported much of its software from the continent. But now nearly every PD library is at it (ourselves included) so Robot is no longer needed. We have heard that in

responding to criticism CRTC has said that he doesn't have enough time for everything. Fair enough, I can understand that. But surely if he hasn't enough time for everything he's doing, it makes sense to give up some of it? CRTC has clearly bitten off more than he can chew, and until he admits this and does something about it, I don't think I can say anything complimentary. So if Robot PD does re-open, you'd probably be best avoiding it if you want your discs back within a reasonable time scale (they will come back eventually though).

Some more libraries in brief. Dartsma : Well, Adam Shade seems to be pretty busy with STS at the moment so don't expect speedy replies. We have it on reliable information that he hasn't changed address as announced in Amstrad Action. Signal : I haven't heard much about this one, but I think it's OK. Don't send large orders until you're sure it's OK. The same comments apply to GDPD. I don't know anything about Hex Heroes or Tuck PD. Demon seems to be OK, as does Domain PD. Again, I don't know enough to be able to recommend them fully. I've been told that ordering from PD Fun is a certain "death wish", but I can't confirm this. Hard Core PD's "you choose the programs" sounds interesting, but I can't see it working.

So who can we recommend. Well Amsof PD seems to be nothing short of a miracle. Loads of new stuff imported from the continent and the fastest service around. Get the latest free disc catalogue (don't forget an SSAE) from: Amsof PD, Lissanly, Cloyne, Midleton, Co. Cork, Ireland. Continued over the page ➔

AMSTRADS WANTED

I was amazed to discover recently just how difficult it has become to buy an Amstrad, either CPC or Plus. It was only just over a year ago when I got a 6128+ with a colour monitor for £250 without any problems. There seemed to be an infinite supply of them then. So when a friend phoned me from the continent looking for a 6128+ I thought I'd have no problems. Not so. I only managed to find one shop that had any and even they had very few. Problem solved? Not quite. I was looking for one without a monitor. OK, I know that's a little bit of a tall order, but it's something I tried and succeeded at twice before. Not this time though. There are so few pluses about now that



shops are even more reluctant to break them up. Anyway, the reason I'm relating this tale is that we're quite sure that other readers are experiencing the same difficulties and would like to know where they can buy Amstrads at a reasonable cost. So if you know of any supplier anywhere on this globe write to us with their address and the price they're asking. Hopefully we'll be able to compile a list of some sort. One final point. Have you noticed how few second-hand CPCs are being sold? Those that have them look like they've no intentions of selling them, which means that there must be thousands of dedicated users out there!

P.D. LIBRARIES (cont.)

You didn't think I was going to leave it with only one library plugged did you? Of course not. Also worthy of our full recommendation is Adventure PD. This library has always provided a great service for adventure freaks, but now Grimwold informs us that Debby is considering branching expanding the library to include non-adventure titles. Why not see what's happening by writing for the latest catalogue (including an SSAE as always), especially if you're an adventuring fan to Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD.

One final thing. I forgot to mention Sheepsoft. Now while I haven't heard anything good about this library, I haven't heard anything bad about it either, which would seem to suggest that all is OK. One thing I do know is that Sheepsoft have one of the largest catalogues at the cheapest price (20p a side!). I'll tell you a little more about this library when I get more info (and I discover how it got its name!).

THE CRUNCH CONTINUES

I've just got a nice disc from Crown, second leader of BENG! with the latest version (1.0) of his acclaimed cruncher. The method of crunching remains the same, but a few little bugs have been ironed out. Totally new is the Turbo Imploder. It doesn't crunch files as small as Cruncher, but it has one important advantage - it does it quickly. It can crunch a file from A000 in less than 15 seconds. Using these tools you can crunch machine code auto-executable files, machine code data files and basic files. Best results can be

obtained if you first Crunch a file and then Implode it. It goes without saying that these tools are excellent. In fact, it's hard to imagine a better cruncher. As these are brand new Spring '93 releases, they won't be available from most PD libraries yet. However, they're so good that they're bound to spread fast, so keep an eye on your favourite PD libraries catalogue and watch out for an article by Crown in issue five (out in very early June) of Amstrad Fun.

SUMMER MEETINGS

The two big meetings this summer will be the HJT and BENG! parties in Germany. The HJT party is already being billed "Eurometing 3" as not only HJT members are invited. CRTC's British Eurometing has fallen flat on its face, as none of the German freax will be there. It's too expensive for them to travel to a lame meeting in Britain when they've so many good ones at home. Next on the list is the CeBit Party at the end of this month. It's not strictly speaking a party. In fact, it's the "world's greatest computer market", freax make it a party.

LATEST FROM THE SCENE

The good news for Irish readers is that regular AF contributor looks set to become a member of Europe's most powerful group, BENG! The group is currently voting on whether to accept him or not, but we've had contact with a few BENG! members and he looks to be in.

Alien and Prodatron's Voyage Demo, due to be released at the CeBit Party at the end of this month will feature a guest-part from Face Hugger. It will, of course, be a vector part, which Face Hugger informs us will be his best yet.

On the games front Nerlyn is coding a vertical shoot-em-up called Crossfire. However, there is some doubt that it'll be completed. Odiesoft is busy coding his Dynablasters conversion. A playable demo should be available any day now.

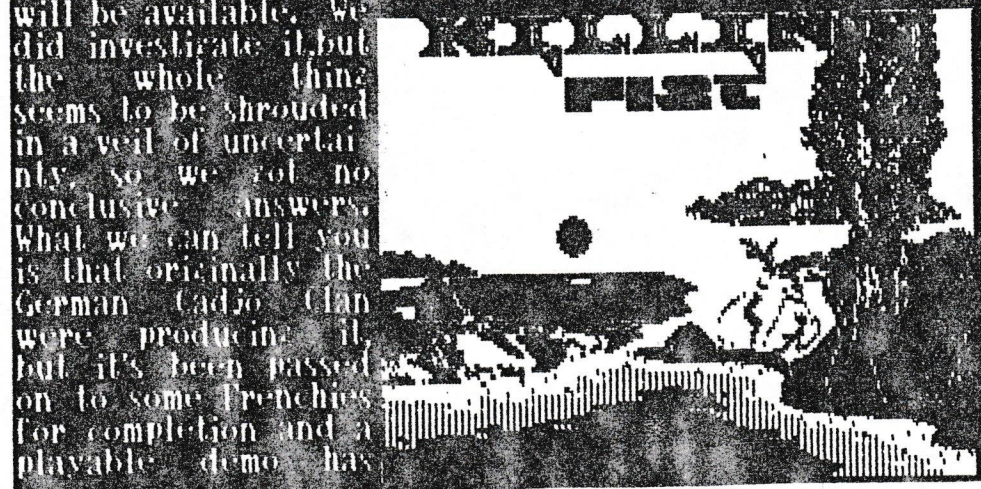
On the gossip front, it's rumoured that Logon have broken up. Hardly surprising considering the lack of productions from them for the last while.

And finally, Highlander is now on the CrackN'Rom "team".

HAS THE FIST BEEN KILLED ?

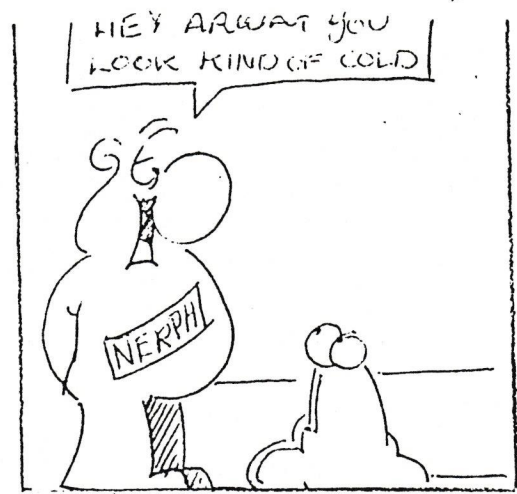
A number of readers have asked us when the beat em up, Killing Fist, will be available. We did investigate it, but the whole thing seems to be shrouded in a veil of uncertainty, so we got no conclusive answers. What we can tell you is that originally the German Cadjo Clan were producing it, but it's been passed on to some Frenchies for completion and a playable demo has

appeared. However, no one knows for sure if it'll ever be completed.

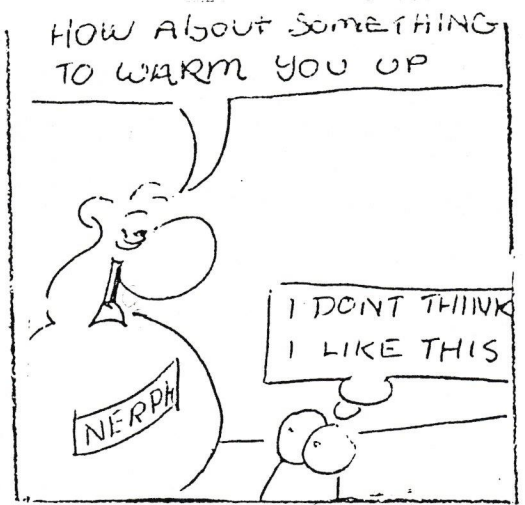


THE LAND OF

POLYMER T M E R



THE MEETING



THE SUGGESTION



THE ACTION



THE RESULT



THE OPINION



THE RETORT

OH! THE LAND OF POLYMER T M E R IS UNDER STRICT COPYRIGHT B. RIGHT OF THE ARTIST (EXCEPT FOR THE LITTLE CAPTIONS THAT JOHN PUT IN UNDER EVERY BOX - KEITH). GOT THE (STUPID) IDEA FROM THOSE COFFEE ADS.

THE ARTIST: A PSYCHO HUMANOID ON THE OTHER SIDE OF THE UNIVERSE WAITING FOR THE 49A BUS.

ROTTEN CHEATS

You'll send us your subs, you'll send us a letter, but when it comes to cheats, you can only get better!! This bit of poetry is to say that again you've sent no cheats.

TINY SKWEEKS

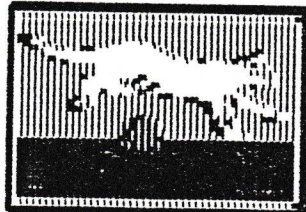
Here's a game that's only been released on the continent and it has 100 levels. We only have space here for the first 50, but if people are still stuck then maybe we'll print the next 50 in issue 5. Anyway, most of our continental readers will have this game and that's why the codes are here!!!



01:ADJUACES
1:GASTANOT
2:GROIDEKN
3:NEBACRUC
4:RESTUSHA
5:ENTRLACO
6:BOTCREPA
7:OCTOANUA
8:COADSUPP
9:RAVRSKIT
10:TANGULI
11:IDENAJON
12:VAHBTHEA
13:UNPASUBO
14:LANDFAPY

15:PREPPAND
16:NIFESAIL
17:BROCIINDI
18:BUSKPULLI
19:LOGIHARA
20:OCTOGLAS
21:TRISEHIS
22:BONUJEHO
23:RENDCLIN
24:NEGAPOLY
25:PETRACLE
26:SPONENCH
27:LAZYNOEL
28:HENDOVTK
29:PAPYEPPI

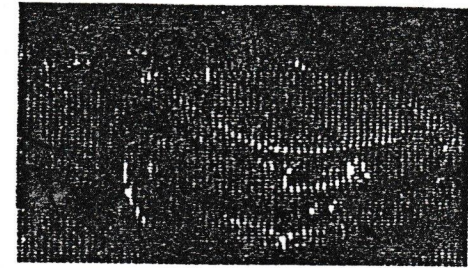
30:COCKSTUN
31:ETHIGANG
32:INLADONC
33:INTEASSA



34:MASTWOOD
35:ABROINST
36:BACKBANA
37:ECLOWHIP

38:GROITMPO
39:CUBACUBA
40:DECLDROL
41:SIMPUDE
42:UNHUSCHO
43:LEGATUR A
44:ANIMATE
45:LAUGHAGA
46:PALSDYSS
47:BROCREVE
48:PORRUNDE
49:UTGUAPER
50:NONHRISC

YOU DRIVE ME CRAZY!!!



Not Not! Don't worry, I'm not going to start talking about the rave band Felix, cos I hate rave - it's shit. There I've said it!!! (I think you'd better get ready for the attacks on your life now John - Keith). Ah well, that's the way it goes. OK, here's a whole load of car cheats for you, you rotten cheats!!

CONTINENTAL CIRCUS

One of the best driving games ever!! To get loads of credits, redefine the keys as C.H.E.A.T, SPACE. Start the game and keep pressing C.

CHASE H.Q.

Another totally excellent driving game, and here's yet another totally excellent keypress. Redefine the keys as S.H.O.C.K.E.D and "TEST" will appear in the bottom right hand corner. Then, press 1,2,3 or 4 for some nice surprises.

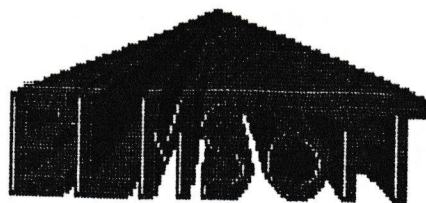
CISCO HEAT

Not as a good a game (by a good bit) as the two above but here's a nice little keypress for all those who bought the game and feel neglected. To skip a level, at the same time hold down both slash keys and the asterix.

AAAAH, I FEEL SO DIZZY



Well, we got no cheats (again) but we did get a request (hurray!) from a Jason Murray who lives in Wales. It went a bit like this - "Please can you tell me how to get into the grave in Dizzy 2 as I've done everything but this". Ok, for the first time in print (I think), the answer to your question. Drop the axe on the wooden bridge (have the snorkel) to end your problem!



ZAP T' BALLS - THE ADVANCED EDITION

Three cheers for Elmssoft for producing such a totally amazing game, flicker free sprites and superb graphics. But why tell you here, why don't you just turn to the review page!

Well, as usual, we're the first to print these codes (i.e. we printed the

codes to ZapT'Balls for the first time last issue! So, what can I say? Knowing, it will probably be the wrong thing but you can always forgive my mistakes (Just covering myself). Anyway, here is every single code to Advanced ZapT'Balls, even the codes for the very last world!!!

THE CUDDLY TESTWORLD

2-GEH
4-NEP
6-LPT
8-RTT
10-TEL
12-FLG
14-LGA

THE FREEZING WORLD OF ICE

2-UNB
4-ELI
6-EVA
8-BLE
10-BUT
12-THI
14-SLO
16-OKS
18-LIK
20-EAC
22-LAV
24-SEY

THE BURNING WORLD OF FIRE

2-YEH
4-ITS
6-IHT
8-SDR
10-AWK
12-CAB
14-TID
16-AER
18-OTE
20-VAH
22-UDY
24-YEH

THE LONELY DREAMWORLD

5-WAK
10-EUP

HAMMERFIST

Yes, I know this is an old game but what am I meant to do if you won't send me any cheats. Pause the game, then hold down the keys - B,U,O,Y, L,N,C and V (Should be fun to watch someone doing this). Now, unpause the game. After doing this you can skip past levels by pressing L.

THE LIGHT CORRIDOR

Here's a tip for those of you who just never seem to have enough balls (Right, that is it! I'm fed up with those dirty jokes running through your minds. Stop right now!). Anyway, here's the cheat. Pause the game and type- LOS ANDROLLOS COMEN POLLO.

SPIKE IN TRANSYLVANIA

Have a tip or two for this game, why I'm giving them I'll never know, it's not like its that hard a game.

1: To get past the innkeeper, you have to wear the tie.
2: To get past the dog at the rebels hideout, drop the bone from the middle dungeons in front of it.

TOTAL RECALL

AAAAAAGHH !!! It's this game again. It's hard, it's tough and you always lose your energy (Really, how careless). But fear not, once again AF comes to the rescue we . . . (Yeah! Yeah! Get on with it - Keith). Fine, type INACTIVE MINDS, as a highscore.

SIM CITY

Doesn't everyone out there who runs a massive city want some more money. Well, here's two ways to get a bit extra. 1: Press CAP LOCKS and type in FUNDS for an extra \$10,000. 2: In January, put the taxes at 0% then near the end of December, put them up to the full 20%.

F-16 COMBAT PILOT

Right, anyone out there totally fed up of playing the crap missions, then just enter a new callsign - JIROTS TRESSED (Anyone get it??) to be able to fly Operation Conquest. For anyone who didn't get it, it's Desert Storm spelt backwards, anyone remember that!

EXTERMINATOR

Exterminator, not to be mixed up with the Terminator. There are a few subtle differences e.g. the exterminator doesn't sport a very large gun or fight robots from the future. He does in fact, squash bugs for a living. Not as cool as the terminator some might say, but definitely braver because he uses his bare hands. Anyway, to get a blue row and move on to the next room, simply, pause the game, and hold down - W, S, C, and D.

OUTRUN EUROPA

Don't you just hate it when the clock is running out and that in your heart of hearts you know that if you had two more turbos you'd make it. Well how would you like a tip that would work on all driving games and give you loads of turbos. Hmmm! So would I! But if you own Outrun Europa do this on the motorbike stage. Stop totally for about seven seconds and then shield your eyes as turbo tokens just appear out of nowhere all over the road. Yippee!

SKATIN U.S.A.

Yeah! Most excellent! Rad! Bodacious! Double backspin overhead triple jackknife! My wheels cost me £85! And other such skateboarding things!

Who would like infinite lives and infinite shots in Skatin U.S.A. Yep, all three of you do. Here's a pretty obvious thing to say to get infinite in a game like this. Quite simply, on the Urban Park title screen, type PARTY ON DUDES (You thought I was going to say Wayne, didn't ya) and a message LET THE GOOD TIMES ROLL will appear and you will gain complete and utter infinity. What joy!

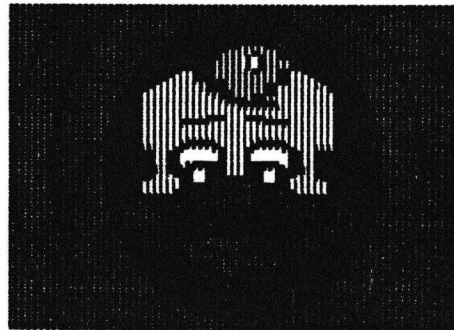
PUZZNIC

Right, anyone who wants a cheat for Puzznic, raise your hands now. Hincey, that's a staggering total of none! Ah well, I'll give it to you anyway. Enter the retry menu and then type the following for infinite retrys (That's quite a lot really) - HELPME. And if this still isn't enough for you, after doing the above you can always try pressing N to skip levels. And if that still isn't enough for you, then you must be one crap gamerplayer!

STORMLORD

It's a great test this one, but you've got to work you have to type in the following very quickly and without on any spaces on the title screen- BRINGONTHEGIRLS. If your able to manage that, then in the top left hand corner a magic number will appear except it's not really magic, and that number is 12. Now, select the level you want i.e. levels one to four and you'll be able to play that level with approximately infinite lives. Lovely!

EDD THE DUCK

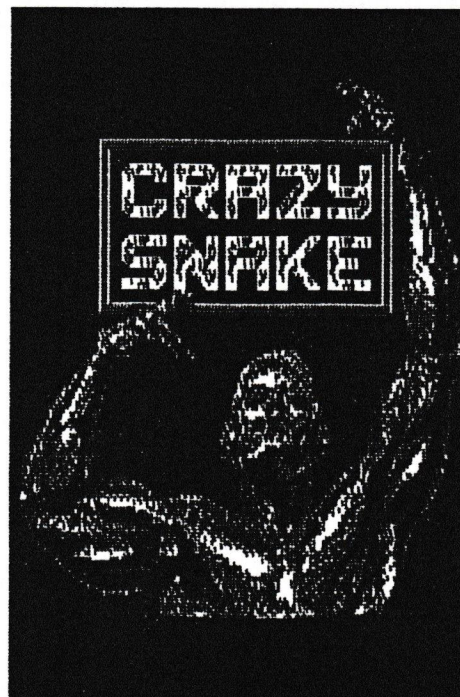


Here's a nice little cheat for Edd the Duck. Whenever you feel like it, hold down the keys Z, I and F and lo and behold your invulnerable.

GOLDEN AXE

So what if it involves mindless killing and no plot to speak of. So what if it was blocky and pixely and to many colours etc etc. It's fun and that's what counts. If however, you felt that there just weren't enough lives for you to keep on killing and progress further then here is the cheat for you!!!

Play one player only, tell your little bro to sod off or this won't work. Keep playing and as you're about to die press space. Good eh!



Crazy Snake by Fraggle and Duck is one of the better games doing the PD rounds at the moment (available AFPD disc 39, along with another Fraggle game, Puzznic. See AFPD News (page 13)). Anyway, plugging aside, Crazy Snake was first imported by Amsof P.D. (Doh! Beaten to it again!) and it is Amsof PD's Derek Hyland that has provided us with this cheat (order this man's catalogue disc NOW! See page 7). Oh, you want the cheat do you? Allright then, press enter on the indtructions file to reveal a hidden message which'll give you the cheat.

AFPD NEWS

As usual Keith's going to use these pages as an excuse to get on his usual PD soapbox. If you're lucky he'll leave enough space to tell you something about AFPD too!

Tim Blackbond is probably the most influential person on the British PD scene. While I agree with most of what he says, Tim seems to have a favourite soap-box which he repeats regularly and which I feel I have to comment on.

Tim is of the view that there are too many PD libraries. His view is clearly that of the majority, but I'm picking on him because he's the really the only one in a position to express it regularly to the vast majority of the CPC community (sorry Tim!). My view is that there aren't too many PD

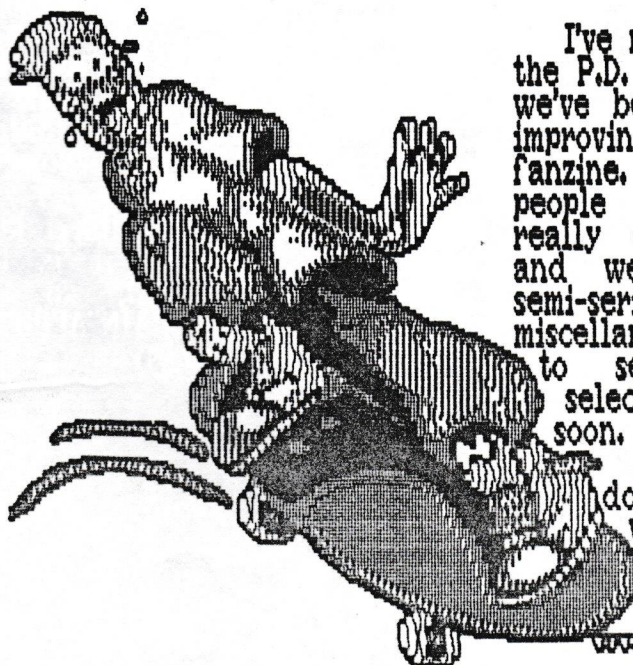
libraries, if anything there are too few! Now, don't get me wrong, I'd give anything to discourage the few libraries that occasionally appear offering half-full selections at a pound a piece. However, I don't see anything wrong with small libraries with catalogues entirely full of stuff obtained from other bigger libraries. That's providing that they have full selections, quick replies and reasonable prices. Why is this? What's the point of libraries that don't have anything new to offer?

Though these libraries

might not have any new software to offer, they provide a service that takes the heat off the bigger libraries. I know for a fact that larger libraries get so many orders that it can take them months to process them. I also know from personal experience that people don't just order the new stuff, we still get loads of orders for Logon Systems "The Demo".

So that's why it irritates me to see Tim Blackbond actively discouraging people to start new libraries. Given a chance, they'd probably start mailtrading in a while anyway.

SO WHAT WONDERFUL NEW SOFTWARE HAVE WE GOT THIS TIME THEN ???



I've not had much time for the P.D. library this month, as we've been busying ourselves improving and publicising the fanzine. However, some nice people did send us some really excellent new stuff, and we've created a new semi-serious section, the miscellaneous section. Expect to see Text and DTP selections appearing there soon.

Anyway, let's get down to what new stuff we have got for you this time. For a start, there's the brilliant new German slid-

eshow, The Rebel Slideshow (AFPD 40). This is now easily my favourite slideshow. All but two of its many pictures are overscan, and they're all really colourful and cartoony mode 0 pics. The skateboarder on the left is taken from this brilliant slideshow, which makes a nice change from the usual digitised mode 1 shows. However, it's plus-incompatible. Not to worry, I've come up with a solution. Just follow these few simple steps:

- 1 - Type POKE &A701,24:CAT
- 2 - Choose a pic. (eg. CPC)
- 3 - Type LOAD chosen pic
- 4 - Type BORDER 0:CALL &A000

AND NOW, A QUICK LOOK AT THE NEW DEMOS IN AFPD

The demo causing most talk all over Europe at the moment is Gozeur's new Plasma Demo (AFPD 45). It's only a one part demo, but it's the most original thing to hit the CPC since Face Hugger's renowned Megademo, "Plasma" is what Gozeur calls the wavy coloured rasters that dominate this demo. The plasma looks like colourful lava flowing smoothly down a mountain. On its own its excellent, but it takes on a totally new dimension when you get to control it yourself using a floating arrow in the centre of the screen. By



changing the speed and direction of the Plasma a vast number of different movements can be created. It's one of the best demos to hit the scene recently, why not get it and see for yourself.

Not quite so original, but just as good is Prodatron's excellent Megademo (AFPD 36/37). As good as The Paradise Demo. Also worth mentioning are the AST demos (AFPD 38). They're pretty good if you can get them to work! By the way, the horny head isn't John on a good day (Oll - John) but is from the Nephilim Demo

THE CATALOGUE

I plan to totally reprogram AFPD's no.1 selection over the next few weeks. I'm not going to say anything about the change in presentation yet (I'll keep you in suspense) but one change that will take immediate effect is a new, better, sample slideshow. Gone are the Digital Women, and in their place will be a new Face Hugger slideshow, with nice colourful Turrigan pics ported from his Amiga. It also features yet another soundtraker melody of Turrigan tunes. The Catalogue disc (AFPD 00) is FREE and takes up 1 side of a disc.

SHEEPSOFT UPDATE

I said on the news pages that I'd tell you more about Sheepsoft when I discovered how it got its name. Well I have. It's because "Barney" has got the brains of a sheep. Or so it would seem from the awful things I've just heard about him. I can confirm that he's the most arrogant, rude, insulting..... i.e. he's a class A lamer! So I'd avoid Sheepsoft.

HOW TO ORDER

How do you get all this lovely software then? Just send us your order enclosing 50p per selection, a stamped self addressed envelope (or a self-addressed envelope and a sufficient amount of international reply coupons for readers outside Ireland) and the correct amount of blank, formatted, Amsoft, Maxell or Magtron 3" discs. I would appeal to British readers not to send SAEs with British stamps on them, only Irish stamps will do. I'd also like to point out that if you send insufficient stamps/IRPs we can't afford to make up the balance and you'll end up paying double the price of the balance to the postman anyway. Oh, and if you're wondering where the 50p goes it helps pay the cost of mailtrading for new software (i.e. stamps and discs). If any of you have some DECENT PD software that we DON'T have, we'll send you 2 FREE selections for every side of software that you send us. And if there are any mailtraders reading, please contact us for swapping.

THE AFPD CHARTS

Unfortunately, the show that used supply us with our commercial charts has been taken over, so with the loss of these charts from the new pages, the AFPD charts have quite appropriately moved to AFPD News. A monthly chart also appear on the new catalogue disc.

1. The Catalogue (00)
2. Games 09 (35)
3. Games 08 (18)
4. F. Hugger's Ult. HDemo (20)
5. Amiga Graphics II (31/32)
6. Demos 14 (Twinblast) (34)
7. "The Demo" by Logon (9/10)
8. Alien Megademo (19)
9. Digital Dream (27/28)
10. Games 02 (02)
11. The Castle Demo (21)
12. Adventure 02 (05)
13. The Terrific Demo (22/23)
14. Eve of Shadows (16)
15. The Paradise Demo (11/12)
16. M. Vieth's 1st show (29/30)
17. Adventure 01 (04)
18. Games 06 (08)
19. The YAO Demo (13)
20. Games 06 (08)

LOADER PROBLEMS

I got quite a shock recently when I heard that my AFPD loader is not 100% compatible. Apparantly there's a 6128 only command and I'd been so careful to avoid them or use calls in their place. AAARRRRGGGGHHHH I've yet to find someone that'll lend me a 46 manual, but I think I know which command it is that isn't in Basic 1.0, so try loading with CHAIN"AFPD",20

AFPD

GAMES

AFPD	GAMES	BRIEF DESCRIPTION
01	01	Italian Campaign, Tanz, Balldozer II, Hac II, Firefox II, Dogfight and more. A nice mix.
02	02	Drehdriss, Balldozer, 3D Construction Kit Demo, Snake, Driller and 9 more varied games.
03	03	Croco Magneto (now with level designer), Blockup, Fruitrun, Warzone, Picpairs and more.
06	04	CP/M games - The Base, Island (2 adventures), Quatris, Star Trek and Rogue (RPG).
07	05	Space Froggy, Wipeout, Priz, Cluedo, Isotopes, Centipod, Minesfields and more.
08	06	Fordefield, Cargo King, Campaign, Frogger, Draughts, Timebomb and a further six more.
17	07	Give us a Break and Give us a Music Break. Two quizzes complete with question editor.
18	08	Zap™ Balls (original version) 5-level playable preview, Dripzone and a few more.
35	09	Face Hurrer's brilliant Crystal Mission and Space Duel + a playable demo of Atland.
39	10	The brilliant Puzznik clone Puzznix, Crazy Snake (the best snake clone ever!) and more.

DEMOS

AFPD	DEMOS	BRIEF DESCRIPTION
9/10	01/02	"The Demo" by Logon Systems. An excellent 2-SIDED demo from the famous Frenchies.
11/12	03/04	The Paradise Demo from the now-dead French Paradox group. Also a 2-SIDED demo.
13	05	The Yao Demo. Another decent French demo, which unfortunately is plus-incompatabe.
19	06	The Alien Merademo. A good 5-part demo from the prominent BENG! coder.
20	07	Face Hurrer's Ultimate Merademo. A stunning vector graphic demo. Unique on the CPC.
21	08	The Castle Demo. A fun demo coded during the HUT Castle Party in July of 1992.
22/23	09/10	The Terrific Demo by the Cadjo Clan. Good, but plus-incompatabe 2-SIDED demo.
24	11	Prodatron of BENG!'s Alpha Demo, Merlin's third demo and a few more good demos.
25	12	New Age, Black Mission III and more short but sweet German demos.
26	13	Mc Paddy Demo, Synergy, Surf and the Cracker's Fight. Some plus-incompatabe demos.
34	14	The brilliant Twinblast demo, a co-production from Elmsoft and Asterix and more.
36/37	15/16	Prodatron's acclaimed Merademo. A brilliant new demo from the excellent BENG! coder
38	17	AST Syatem's No Inspiration and Majestic Demo II (All Souls Day) and a few more.
45	18	The spectacular Plasma Demo, Nephilium, Loron's Beyond Demo II and a few more.

SLIDESHOWS

AFPD	SHOWS	BRIEF DESCRIPTION
14/15	01/02	David Carter's first Amira Graphics slideshow features 49 detailed pictures on 2 SIDES.
27/28	03/04	Digital Dream by New Sky. A mix of good standard and overscan with music on 2 SIDES
29/30	05/06	Harco Vieth's first overscan slideshow features detailed, clean, mode 2 pics on 2 SIDES
31/32	07/08	Amira Graphics II. Another 45 excellent pictures from David Carter. Again 2-SIDED.
33	09	Harco Vieth's third overscan slideshow. We've cut out the more risque pictures.
40	10	The brilliant Rebel slideshow. Features loads of colourful and cartoony overscan pics.

ADVENTURES

AFPD	ADVS	BRIEF DESCRIPTION
04	01	A collection of some of Simon Avery's excellent humorous PD advs. Ideal for beginners.
05	02	More of Simon's popular PD adventures including the three-part Doomlords. As above.
16	03	Rob Buckley's Eye of Shadows. See "The Dragon's Lair" on page 27 for full review.

MISCELLANEOUS

AFPD	MISC	BRIEF DESCRIPTION
41	01	MUSIC - The complete music disc with assemblers, digitisers, sample sounds and tunes.
42	02	ART - Everything a CPC artist requires: GPaint, some popular fonts and pics and more.
43	03	BUSINESS - The ultimate business selection includes top databases, spreadsheets etc.
44	04	DISC MANAGEMENT - Crime, Cruncher 1.3, Turbo Imploder, Disc'O'Magic 3.0 and more.

SEX, LIES,

A short note to the easily offended among you. We're doing this feature because, like it or not, pornography is readily available on the CPC and no-one else has ever reported on its upsurge before. We have no censorship laws to put up with, if we wanted to we could easily remove those censored pictures so count yourself lucky. Dirty minded people can count themselves unlucky, hah! hah! hah!



Picture it! Somewhere in the world in 1990, a little boy, with his even littler brother sit, hunched over their CPC, waiting as their new PD disc hums in the drive. A noise from the hall outside startles them. Then, a picture flashes up on the

screen. "Laaauuuzzzhhh" groan both of them in a dirty sort of way. Yes this dear readers, is what happens when pornography hits your CPC.

For the last few years the 16-bit computer users have had this sort of stuff thrown at them from their screens - poor chaps (and chappesses no less). In recent years such material has begun to surface on the CPC public domain network. Last year a certain magazine called Amstrad Action said that this stuff was non-existent on the CPC, or what there was of it (what could that mean then?) was of the tame variety. The words "wrong again" popped briefly into my mind as I looked through some of the red hot hard-core stuff we'd received for this feature. If anyone could call this stuff tame, I'd hate to see what they would call hard-core!!!

No matter what anyone else says, there are in fact many, many porno discs available for the CPC. Some are "soft" while others are "hard". The question is, should libraries be allowed to distribute this stuff, because it's very easy for innocent (or maybe not quite so innocent) young children to get their hands on it, unlike say a high street dirty man. Many PD

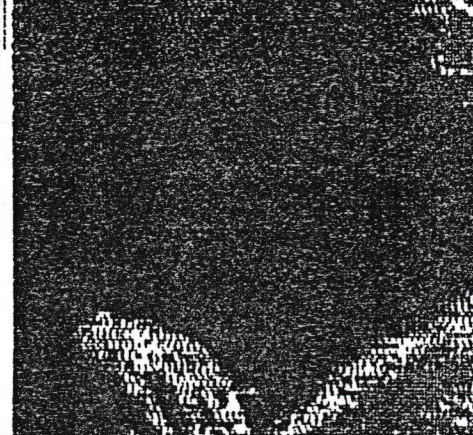
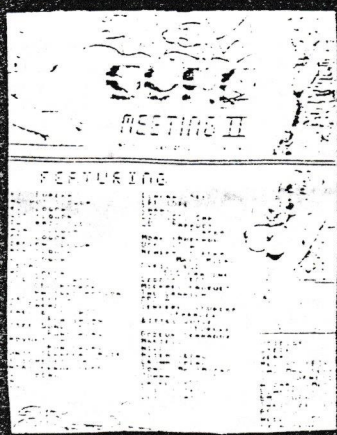
librarians require proof of age before sending out such discs, but is this a foolproof method? Besides, many other PD libraries don't

The problem (or the massive advantage if you're a fan of this) is that the only real laws for public domain are copyright laws, so it's up to the discretion of the librarian if he/she wants to stock dirty discs or not. We at AFPD don't stock pornography for a couple of reasons, which I won't bother going into. But we a man who does (actually, we know lots who do, and women who do as well, so no sexism there then!). We at AFPD believe in quality rather than quantity (remember size doesn't matter) and that's why we don't stock any. Hmmm, a bit of a contradiction there methinks.

Kind you, sex sells. We let it be known that we'd be doing this feature and we got lots of letters asking for a copy of Amstrad Fun, the one with the porno feature. We slapped one such letter into Backchat to give you all a good laugh! Perhaps that's why so many libraries stock this stuff. Anyway, what's so bad about it, surely the Amstrad isn't powerful enough to produce really good images. Wrong, with the use of a

FUNNY FRENCH FANZINES

French fanzine, La Carnard Duchaine, is infamous for featuring more naughty stuff than CPC stuff. It's not the only one though! Another popular fanzine, Eureka, features the funniest clip-art we've ever seen, and it's edited by a woman! But then that's the French for you. There are probably many more such fanzines that we've never seen.

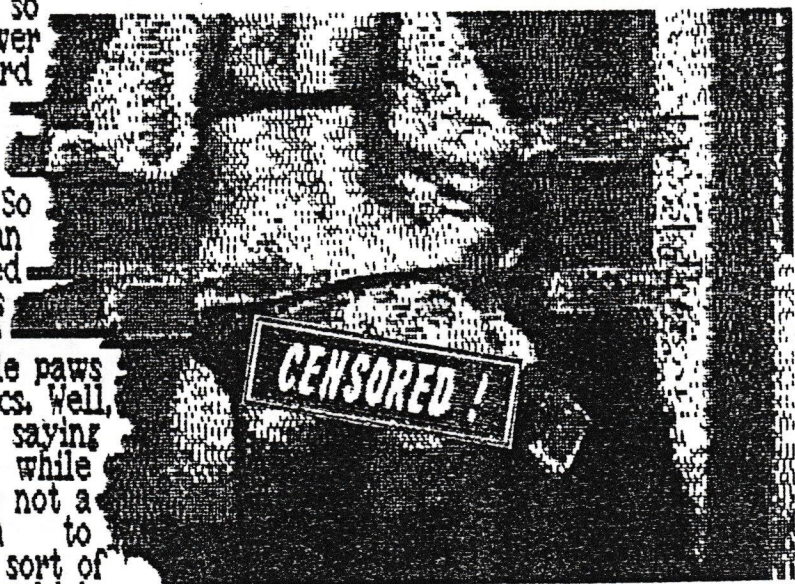


AND CPDS

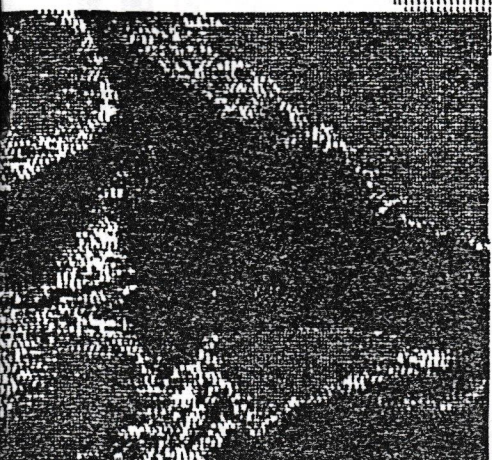
digitiser, any photo can be reproduced on your CPC. Most of these slideshows are made up of digitised pictures showing men and women in various positions (I'll leave it to your imagination) and doing various things (My goodness, your imagination must be running riot by now). Examples of these discs would include "Dirty Raincoat Demos", "Sam Fox Strip" and "Nudnik's Hardcore show". One of the worst we've seen was produced by La Canard Douchaine (see fanzine section), takes up both sides of a disc with two-frame animation on side two. Most of the pictures on this disc are so bad (or good if you own a dirty brown raincoat and enjoy standing in dark lanes) that if we were to use any, any but two of its pictures on this page we'd have to put so many censored stickers on that there would be no picture left. Mind you, don't get the impression that you can watch the others with the family gathered round. For some inexplicable reason I don't think the KNS sex show is your mother's cup of tea. Then, of course, there's the dirty raincoat demos. Unless your father goes out wearing one at 2 o'clock in the morning, I'd leave this at the

bottom of the pile as well. You'll no doubt have seen the pictures of naked women (wearing their new stylish censored stickers) languishing on the pages of this feature. These are taken off some dirty discs and are very, very mild in comparison to many of the discs that are out there. So what libraries stock these discs then? Well we don't stock such discs in AFPD because in our (joint) opinion to do so would lower the standard of the library (or something like that). So where can dirty minded gits/gitesses get their grubby little paws on such discs. Well, we're not saying because while we feel it's not a bad idea to expose this sort of stuff, it would be a bad idea to encourage it, not least because of the amount of complaints we'd probably get. A lot of rather conservative people read this fanzine you know. Besides, do we really want to see this sort of stuff on the CPC? The

discs that we've seen really are totally pathetic. Discs such as the ones being produced by the French La Canard Douchaine (does anyone know what that is in English by the way?) can only be liked by complete pervs. Is this how Amstrad freax are to be seen. Thankfully, that's not the case yet. As far as we know those libraries that do distribute this sort of stuff don't shift very many copies.



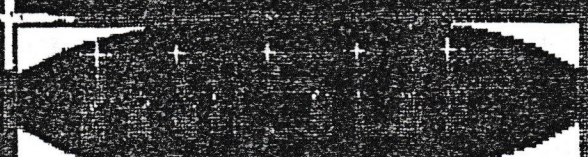
Still, it's obviously worth their while to stock them... Well, that seems to be it. If you've any particular opinion on this issue why not write to Backchat and tell us about it. We may well stir up a decent debate on this one!



SO WHY DISTRIBUTE IT THEN ?

We picked on Amsof PD's Derek Hyland to answer this rather awkward question. So you stock dirty discs then Derek? "Ah sure it's only a bit of fun, especia

lly on the Amstrad." Hmmm. And this guy distributes some of the La Canard Douchaine stuff. To be fair, proof of age is required by Amsof so don't complain.



HIGHLANDER

~ THE REVOLUTION HAS BEGUN - THE IRISH ZENE IS ALIVE !!! ~

Now, to start an intro. Hmmm, I'm 16, a freak (CPC Freak that is :-)), a swapper and I write for lots of fanzines and disczines OK :-). Now if any freak is interested in swappen an traden anything (Not just computer stuff :-)), then YOU can contact me at the following address :

HIGHLANDER,
CHURCH STREET,
CLOYNE,
CO. CORK,
(And for all foreign readers)
IRELAND.

DEMO-SCENE NEWS

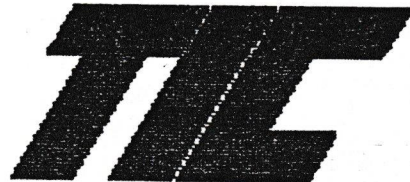
It's been fairly quiet on the demo scene with not many new demos outside the usual paddy demos. The paddy demos released were : CHRISTMAS PARTY DEMO, SHINING PARTY DEMO, GOS PARTY DEMO IV and also THE MEGAPARTY DEMO '92.

Also, newly released by WARLOCK of UNIX was the Budbrain demo. It is meant to be part of the eagerly awaited CUDDLY DEMO, but Warlock has decided to release it anyway, boos he thinks that "The Cuddly Demo will never be released." Also, new news, just in, some demos, intros from France, England, Germany. I have actually seen RATZ's demo (Have you read AA ???), even though it is a bit old, its release is kind of new ??? Also, intros from OCT in Germany and also intros from Overload of HJT, as well as Crittersoap's FIRST demo :-).

Some more hard facts for you. Alien and Prodatron of BENG are working on the Voyage Demo. It will be a megademo, probably take up one side of a disc and is said to be AWESOME :-). Release date, sometime in March. In fact, it might even be out now as I'm writing this in the middle of February :-). Now to France. 'THE NEPHILIM' are working on their second production, their megademo :-). It will be called 'CLOSTRIDIUM' and the release date is not yet known :-).

DEMO-SCENE RUMOURS . . .

Now, On the Grapevine - the rumours part :-). Word from Germany is that the TERRIFIC DEMO - Parts 2 and 3 will be coming out some time in '93. Also, the latest rumour from Germany is that BENG will be beginning work on a NEW mega demo, more on this next issue. Now to France, rumours of 'The Demo II' are said to be unfounded by CRIC (Richard



Fairhurst) of AA, Discovery, but the news from France is that Logon HAVE coded some parts for 'A DEMO'. More again on this next issue :-). Now to Switzerland and the group UNIX. Unix are expected to bring out the 'Unique Demo' in '93 and also Asterix, TNP and Warlock are said to be thinking of meeting to code the HC-PADDY Demo IV - something to look forward to :-).

GAMES-SCENE NEWS !

Yes, you read it correctly, the GAMES scene :-). Well, Odiesoft is in the final stages of coding his Dyna-Blasters conversion. Release date some time in April :-). Also, Claau of Merlyn is working on a shoot-em-up, but little is known about this project or its release date. Also, not much more news, but NEW AGE software, distributors of the Soundtraker in Germany, have now got the rights to distribute ZapT'Balls :-). Also, it is said that the above mentioned games will be marketed by NEW AGE.

Now, the full-pricers from sceners (Well, OK, Elmsoft). Super Cauldron has just been released by TITUS. Look out for the review further on, WE have it before Amstrad Action! Also, rumour has it that EGS has finished work on Prehistoric II, and is set to commence work on ZapT'Balls II any day now :-).

GAMES-SCENE RUMOURS . .

On the Grapevine again, many new games are said to be in the process of being written. ALIEN of BENG is said to be coding a jump n' run type game, FACE HUGGER is said to have started coding his shoot-em-up and many more freax are said to be taking the future of the Amstrad into their own hands. BENG are said to be working on at least four more games :-). Host will be PD, some not (Watch the Amsof catalogue, Hi Derek :-).

Well, that's all the news I can think of, so next an X-CLUSIVE to AF (Not even AA will have this !!!!), an interview with the 'LEADER' of BENG (the Bad European News Gang) - Da Silva Computing !!!!

How old are you ?
I am 20 !

What is your occupation ?
Student.

What are your hobbies ?
My biggest hobby is my girlfriend. She really takes alot of my time. Followed by music (Especially EBH and Depeche Mode), then the CPC.

What are your fave. foods and drinks ?

Whoa ! I like to eat gyros and pasta. Some pizzas taste great too, but my fave food is steak ! Boring, am I right ??

My favourite drink is beer (I also collect beer bottles #), but you cannot drink beer ALL the time - so I drink coke and water too !

Is there a girl of your dreams ?

Yes, of course. Audrea is her name.

Do you have any other computers or consoles ?

Bad news # I just have a Sega GAME GEAR. But I hope to get a PC in '93, it is necessary #

What are your favourite pieces of software ?

GAHES : ZapT Balls, Crazy Snake, Power Tetris.
DEHOS : Face Hugger's Ultimate Herademo, PDT's Herademo, Logon System's 'The Demo'.

UTILITIES : Sound-Trakker, Crime, Cruncher, OCP Art Studio.

What are your fave fanzines ?

Oh ! CFL - Paper - Version, Rundschiag(Overkill), Roolstrad,

RAZORHAID (My fanz.).
Hoehoehoe . . .

What are your fave disczines ?

CFL #4-6, Bad Hag, Easy Hag, Crack'N'Rom (Look out for a review of No.8 next issue - HD and Croco Passion.

How did you get your pseudo ?

Da Silva was a pirate, as I WAS, so I chose this name !

How long have you been a swapper ?

Since 1987,5 years. Now I stop ILLEGAL swapping. I still

BENG

have over 1000 demos and about 100 fanz (disc) and about 100 alone on paper !

About how many people are you in contact with ?

I do not know exactly, perhaps 30-40 (Most of them not regulary).

How did you form BENG ?

Hmmm, how did I form BENG ! I was in a lame group before and one of my friends was also in a lame group. We both were the leaders, and so, we decided to build a new, stronger group. He quit, I reformed BENG ! Now it is one of the strongest groups in Europe !

How many members are in BENG at present, and who are they ?

There are about 15 or so, and they are : ALIEN, BAD ERROR, BAUD, CPC-MIKE, CROWN, DSC, rSL, HYDRIS, JOKER, K-OS,

KANGAROO MUSIQUE, LEATHER REBEL, PRODATRON, RED STORM (And maybe me soon # - HD.

What is it like to be leader of BENG ?

It means alot of work, especially to co-ordinate. But you feel very good ! At the moment I am co-ordinating the TAKE-OFF MEGADEMO, which will include BENG and non-BENG parts !

Is there any new software being written in BENG at the moment ?

I would say about 30 or so programs, it is too hard to count them up !

About how many disczines and fanzines do you write for ?

Let me see, Crack'N'Rom, Razormaid, Rundschiag and sometimes CD, CFL.

How is the scene in Germany at the moment ?

Most of the guys are working on demos/games etc. except for the odd war (Lots of BENG members are at war with OAS #).

Finally, how strict are the police on the copyright laws in Germany ?

They were strict (no less, no more), but with the new European copyright laws it will be much harder to swap illegal stuff ! DO NOT PIRATE - IT'S FOR YOUR SAFETY #

Well that seems to be about it. There'll be another interview with a famous CPC freak next time. Until then, nanu, nanu, Highlander signing off. Remember - The Revolution HAS begun #

BACKCHAT

Crikey, we actually had a choice of letters this month. You lot have finally found out how to write. This time I get to answer as Keith did it last time. I'm so lucky!!

DIRTY BUGGER

Dear Keith/John,

Can you please send me copy of issue 4 of Amstrad Fun (The one with the pornography feature in it). Please find money enclosed.

Brian Keen, Cork.

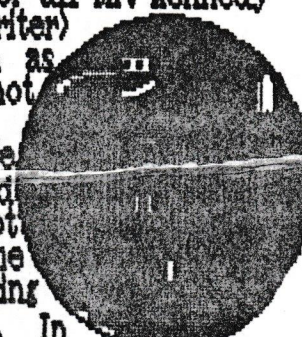
JOHN: This is just one of many letters we got asking for the pornography feature. Well Brian, turn your eyes to the centre spread and feast your eyes on the censored stickers we put on. Ho! Ho! Ho!

A DICKHEAD WRITES

I have a complaint to make (Oh goody-J) that will I'm sure make parents look closer at the sort of games their children are playing. After reading the review of ZapT Balls in AA, I bought it for my children. Whilst hacking (By this, Mr. Kennedy means he pressed the red button on the multiface, what a shit hot coder-J) I came across a message that roughly called me a ~~bastard~~ and told me to fuck off. Surely, something can be done about this, how do software companies get away with it????

Mr Kennedy, London.

JOHN: First of all Mr. Kennedy EGS (the writer) put that in as a warning not to hack the game. He even asked hackers not to hack the game during the loader. In



fact Mr. Kennedy, you speak more bullocks than what Roger Helle has hanging out of his fly in that picture down there!!!

THANK AF!

Hi guys!

I'd just like to thank you for giving out those codes to ZapT Balls. When will the codes for the advanced edition be printed. I'm stuck already!! Keep up the good work.

Robert Hyland, Dublin.

JOHN: Well, seeing as you were so nice.....OK, turn to the cheats pages.

DIRTY DISCS, NEVER!

Dear Sir,

I am writing to complain about the types of discs freely available from your library. One of my young sons ordered a disc of Simon Avery adventures, one of which, Boredom, contains quite offensive material. How can you distribute this sort of thing to young children. I simply can't believe it.

Mrs. Lynch, Mayo.

...that we need some letters. Myself and Keith will take turns at it. This time I'm filling the sheet not only for the small, but then to small as well. Anything you have a quibble about, tell us. In Keith did, we don't know why, but he did. So come on, put pen to paper and write.

JOHN: Oh god, here we go again. Your blaming us for this adventure. Not only have we put a loading screen on the game saying it contains offensive material and is for over 16's only, Simon himself, also gives a similar warning. There's no way we can check if people are the required age, so sod off and don't write so stupidly

TWO IN ONE

This letter is really two in one as I've included a poem I wrote. Your fanzine is excellent. Now, my poem (What a letter-J).

I felt bad, so I got a gun,
but I cheered up when,
I read Amstrad Fun.

B. Green, Dublin.

JOHN: Well B. Green, Your poem left me deeply moved. I sat on the toilet, this was proved.

CRAZY OR WHAT?

Alright boys!

How's it goin? Just want to tell yous that issue 3 gave me a good laugh. Issue 4 will be even better if my letter is in it. Now listen, I might be into computers but all this rave shit really pisses me off. Why can't people listen to good music like Public Enemy

and N.W.A. In fact, as far as I'm concerned, anyone who listens to rave is a sad pit. And anyone who likes Snap better turn up in Grafton St on April 1st and 10 O'Clock.

D. Yorath, Dublin.

JOHN: Right OK, yes, quite. Any raveheads up to the challenge?

I'VE GOT THIS PROBLEM

I'd prefer to
 my name is Robert and
 you got a feminist identity,
 I'd never have guessed - J).
 You see, for the last while,
 my multiface has been
 interfacing with my 464!! I
 caught them at it once
 when I loaded up a game
 and during the loader, the
 screen went very strange.
 The problem is, is that only
 with me should my beloved
 464 be interfacing and not
 with this jezabel multiface.
 Unfortunately, if I take
 away the multiface, I won't
 be able to play any games.

Please help,
 Robert Coll, Surrey, England

JOHN: Well Robert, firstly I
 think you should ring for the
 men who wear nice long white
 coats. They'll talk to you over
 this and hopefully come up
 with a solution, and, when
 they let you go home in about
 ten years time, you can try
 out their answer. Failing that,
 dump your jezabel multiface
 and your adultrous 464 and
 send them off in the post,
 never to be seen again. Try
 our address, I guarentee it,
 you'll never see them again!

RUN, IT'S A FEMINIST!

Dear Sirs, (Promotion - J)
 Having read issue three
 of AF, I was angered by the
 review of Robin Hood, in
 which, the reviewer, Mr
 O'Beirne, devoted half the
 review to insulting the
 whole point of feminism
 and equality. I myself am a
 feminist and this sort of
 statement could get you, if
 I so wished, into a lot of
 trouble. Hopefully, an
 apology will be printed.
 Ms. Bradley, Louth.

JOHN: Ok Ms Bradley, to begin

with. I'm sorry if the review
 offended you, even though I
 can't see why. All it simply
 was, was a statement that in
 the majority of cases women
 are the ones that have to be
 rescued! In fact, if you hadn't
 called me Mr, I'd have thrown
 the letter in the bin, and an
 apology would never have
 been printed. I'm so nice!!

WE CAN HELP THIS LAD

Dear Keith/John,

Having been an avid
 reader of Amstrad Action
 over the last few years, I
 was very pleased when
 they started their P.D.
 section a while ago. What
 really interested me was



the article on the Euro
 Scene. Why don't you do
 something like this??

L Dunne, Co. Dublin.

JOHN: We were contemplating
 doing something like that but
 now it's already been done.
 As most of our readers also
 read AA, they'll now know
 what the basic structure is.
 We however, will be giving
 you all the latest news from
 the Euro Scene through our
 news pages and contacts. A
 magazine like AA can only give
 so much space to the Euro
 scene. We however, base a lot
 of the magazine around it, so
 buy AF and you'll always
 know what's happening. Not a
 great slogan really!!

SCOTLAND'S FINEST??

Dear Keith/John, My wife's
 got a broken down computer.
 The computer is dead, the
 software industry has
 collapsed and no one's
 producing anything for it
 anymore. Can you not get it
 through your thick skulls
 that this is the end! I used
 to own a 6128 but I got rid
 of it and bought an Atari!!
 Brian McStay, Scotland

JOHN: Ah Brian! So young, yet
 so innocent. Look around you,
 what do you see (apart from
 a rather sad computer)? I'll
 tell you, The Amstrad scene is
 more alive now than ever
 before. How can you say that
 nothings being produced. Look
 at the utilities, games and
 demos being produced by the
 Amstrads users. The software
 industry has collapsed. Why
 have Titus gotten Elmsoft (co-
 der of the top Zap! Balls) to
 program Prehistorik 2 among
 others. Brian me old mate,
 wake up and smell that coffee
 (and pour it on the Atari).

AF INSPIRATION

Dear Keith/John,

Having read the the last
 two issues of your fanzine,
 I have been inspired to
 produce a newsletter for
 my snooker club with my
 trusty 6128. Unfortunately,
 I don't have the required
 software. Please help.

Roger Dean, Mayo.

JOHN: Anything to help Roger.
 Well, we produce Amstrad Fun
 with Stop Press which is
 easily the best DTP package
 but it costs a fair whack (a
 bloody unfair whack actually)
 and is probably a bit steep to
 just produce a newsletter
 with. Try getting Powerpage,
 which should be available
 from most PD libraries (we do
 not do utilities). Good luck!!

THE DRAGON'S LAIR

AN INTRODUCTION

Greetings humans, this is Grimwold signing on as your friendly Dwarf, to guide you, to assist you, to generally help you in the dark realms an mysterious lands of Adventuring. I'm sure that there are many of you out there who detest Adventures, who cannot find the appeal of solving puzzles and defeating the evil ones through the art of keyboard bashing, but these people are probably beyond help, so I will not mention them further. I'm sure they're better off anyway, there is only so much a person can handle before their grey matter oozes from their ears.

Right, hopefully that has gotten rid of all the arcade freaks and has left us sub normal folks to chew the fat. First off, I want you to send me your pleas, solutions, hints etc. This column can't continue without some sort of feedback from you lot out there. It often gets lonely in the minds of Chudleigh, a letter goes down well. I'll try my best to answer all your questions, answer any puzzles you may be stuck on that sort of thing.

The address is:
Grimwold, Hamlyn's Cottage,
Old Exeter Road, Chudleigh,
Exeter, EX1 0EX, England.
I'm not answering mail to
come to my house.
I'm not answering mail to
come to my house.

PUBLIC DOMAIN ADVENTURE REVIEWS...

ANY EDMUND SPICER TITLE

Avoid these like a plague, young Edmund still has to learn how to write an adventure. All his titles (notice how I'm avoiding using the word "game" - this would suggest enjoyment) are uniformly small, have hopeless parsers, and pathetic spelling. To quote one such game, called ESCAPE, he calls the prison "prision"

all through the game! Do your self a favour and get base instead which this game rips off unashamedly. I don't like knocking new writers but to keep churning out such utter drivel as this does nobody any favours, least of all the daft sod with his name on it. Most of his games use cats. Need I say more??

EVE OF SHADOWS

This game has gotten some fabulous reviews such as best 8 bit graphical adventure at the '91 Probe awards. The graphics really are superb, at least as good as those in Lord of the Rings. The game takes up an entire disc side and graphics are loaded in during play making progress very slow. Having said all this pretty pics aren't everything and the scenario and underlying adventure are not very good. Superb if you like nice graphics, but the bugs and the poor adventure limit its appeal

SEARCH FOR LARGO GRANN

Like all Edmund Spicer titles, AVOID this game, unless you want to spend the entire day typing "WAIT". This was the subject of a competition set by Adventure PD and all but one person declared it bugged! To finish it you have to wait around for about three hundred

moves until something appears. Get something. Wait around for another three hundred moves (or maybe four hundred, it's very easy to lose count) and then you finally finish the game. Not very appraising. Due to AF's refusal to stock crap, we do not have this game - John).

LOST PHIRIOUS TRILOGY

At last, a game I can be very complimentary about. This collection of three games is being commercially sold by WoW software (see left for address), but at the same time is also Public Domain. A strange situation. Still, the adventures themselves are quite good, each one being a follow on of the previous one.

You don't need a password to play the two later parts. They can just be loaded up! They follow a science fiction theme and progress quite happily, although they can be very hard in places. The spelling suffers quite badly in some areas, but if you are not too worried about this, you'll enjoy them.

Grimwold has a few words of wisdom for those of you that haven't yet given adventures a try. Maybe now's the time . .



WHAT'S ALL THIS ADVENTURING STUFF THEN??

Well, just what is an Adventure? You will probably have heard of the name in relation to computers, if only following the word "Arcade". One thing an Adventure certainly isn't is what it is described in the Amstrad user manual:

A cult with some, and a bore to others. A text-based computer game in which the user playing is invited to participate in a series of pseudo random events based on trying to find a way around a maze or labyrinth"

Not very appraising, is it? The above would suggest that an adventure is a random maze game. It's not. OK, some adventures have mazes in them but, nearly always these are small, taking up no more than 5% of the total game area. To put it more precisely, an adventure is a breed of games that are totally unique in their design and execution. Usually based on a story or scenario, the player normally has a quest or aim in the game. Such as finding a damsel in distress etc. The main theme is to solve various puzzles that may befall you on your journey through a strange and imaginative world. They can be set in medieval, modern or future times or just about any time you can think of (What about tea-time - John).

As to "text-based", well to be fair, the early games were

written entirely in text. Nowadays, many adventures have graphics which would appeal to people who are maybe not so good at imagining the world conjured through the accompanying text. It's a personal thing whether you prefer text/graphic or text only adventures. Myself, I prefer the text only sort. A good adventure can read like a book, but with yourself as the main character, struggling with the puzzles, trying to out think the writer.

"A CULT"?

"A cult"? Maybe. Although the word cult seems to suggest hordes of spotty teenagers trading "in-jokes" with other like minded spotty teenagers (We don't have any spots, do we Keith - John). I could point out to you that the average age of an adventurer is around 40 with ages going from as low as 8 to above 80! I could also point out that adventurers are quite possibly the friendliest people around. But if you're one of the many who would rather zap aliens than use brains to overthrow the powers of darkness in another realm, I don't think that whatever I say will change your mind. Still, if your happy wagging your joystick, you're probably better off. You'll certainly not be as troubled with lack of sleep as the average

adventurer. Once you're hooked, you become a changed person. It seems difficult for a non-adventurer to understand this perhaps it is a cult after all. Imagination is the key, if you can enter a world within an adventure and lose yourself for hours at a time, then you obviously have a fair amount of it.

HAVE YOU TRIED ONE?

If you tried an adventure in the past, notably one of the budget releases sold to unsuspecting people over the shop counter, and found it baffling. Do not fret, there were too many very poor quality adventures at the beginning of the Amstrads' life. Most of the new releases, written by adventurers themselves for no monetary gain, are of a much higher quality than games sold by companies such as Alternative and Incentive. There are several mail order companies that sell adventure games for the Amstrad such as WoW Software and The Guild which provide an excellent service. So why not give adventures a try. If you've a brain and you're not afraid to use it, you will probably enjoy them.

USEFUL ADDRESSES

WoW Software,
78 Radipole Lane,
Weymouth,
Dorset DT4 9RS

Adventure Workshop,
26 Grasmere Road,
Royton, Oldham,
Lancashire OL2 6AQ.

Adventure Probe !
52 Burford Road,
Liverpool,
L16 6AQ.

ADVENTURING USING A 3.5" SECOND DISC DRIVE

BY GRIMWOLD

This is just a short article for anyone using Romdos or Ramdos with a 3.5" drive on the Amstrad. These drives are very useful things using a special format program that comes included with Ramdos, you can get just below 800K on a single disc. I use a siren drive which can read either side of the disc so you don't even have to swap sides on the drive at all!

Just to elaborate slightly, Romdos is a ROM chip that sits in a Rombox hanging off the back of your Amstrad and automatically lets you use the second drive. Ramdos is a program that sits in RAM and needs to be loaded first before running any other program.

Since I mainly use my Amstrad for adventure writing or playing and also for word processing, I'll concentrate on these for the moment. Bear in mind that any program or game can be saved to the second drive, so if you have many disc games that you do not use much, it can be very useful to put them on the higher capacity drive and, if they won't work there, transfer them back to 3" discs when you want to use them. This means you will have much more space on 3" discs for the programs you use most often.

GACed games - These are adventures written with GAC. They can be most easily recognised by saving your position. GACed games give you a choice between saving to disc or tape. All the GACed games I have work perfectly on the second drive, although the saved positions are automatically saved to drive A. If you don't want to keep a separate 3" disc for game saves, then when you are asked for the filename, type in

B:FILENAME. This saves to drive B, although to load the position back in you must prefix the filename with B:

QUILL - Quilled games written on the Quill utility provide the most problems. Early adventures written with version A01 of the Quill (those that don't have the save to disc option) work OK with Ramdos but not with Romdos. Later versions (that save to tape or disc automatically) won't work with either. The problem is that Ramdos and Romdos both take up part of the memory that Quill uses itself and that makes Quill and the games written with it to crash on loading.

PAWed games - These work perfectly. Since they run under CP/M, you must put your CP/M work disc in drive A and your PAW games disc in drive B. Type CPM then RAMDOS2 (or if you're using CP/M plus, type RAMDOS+) then when that has loaded, type B: you can then DIR the disc to see what is on it and load it by just typing the filename as you would in a normal single drive setup.

INFOCOMS - No worries here! All the Infocom games that I have work perfectly on drive B. To load, follow the same routine as a PAWed game. You can get five or six Infocoms on a single 3.5" disc with room for saved positions left over.

BASIC adventures - There shouldn't be any problem running any basic game, adventure or otherwise. The only hassle you may have is the saved positions. The only way to get around this is to list the program and look for the SAVE routine and change

a IA command. This is unlikely though, most Basic games work will work okay.

OTHER adventures - These are too numerous to mention, they all use different ways to read the disc or memory. The best way is to try it and see.

WORD PROCESSORS - Protext, whether on disc or Rom works fine. It is much more convenient to save all your letters etc without filling up the disc every five minutes. Tasword will work to a fashion, you can access the B drive from within it, but some poking is needed to make it work entirely from the second drive. I've managed to get Tasword 464 and Tasword 6128 to run happily from a second drive, if anyone needs any help.

The best way to transfer files to a second disc is to NSWAP which is available from many Public Domain Libraries. It's also available from me along with a few other Public Domain CP/M files for a small copying charge of 50p if you send a disc and SSAE. If anyone has any problems transferring or running adventures on a second drive, drop me a line and I'll see what I can do. Please include an SSAE though. The address (again) is -
GRIMWOLD
HARLYN'S COTTAGE,
OLD EXETER ROAD,
CHUDLEIGH,
S. DEVON,
TQ13 0DX,
ENGLAND.



THE GAME ZONE

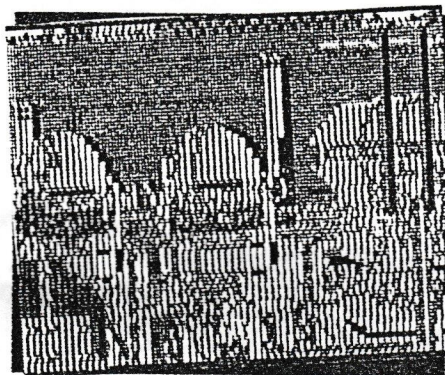
Elmsoft's games dominate this time, and we think you'll find that's no bad thing !!!



SUPER CAULDRON - PAGE 26

Once again we're first with the top reviews - don't mind Amstrad Action not having this yet Titus UK don't even have it yet! However, this does mean that it'll be a while before you're able to get it. Unless, of course, you live

in France, or like we do have someone that can get you a copy from France where it is already on full-price tape and disc. When you can get it though, you'll probably appreciate knowing that it works on all CPCs and Pluses.

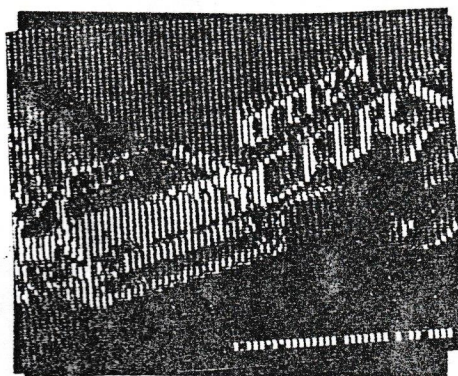


ZAPT'BALLS, THE ADVANCED EDITION - PAGE 27

ZapT'Balls is one brilliant game. You can get it from Sentinel for just £16.99stg at this address:
SENTINEL
41 ENHORE GARDENS,
EAST SHEEN,
LONDON SW14 8RF,
ENGLAND.

You can also get it from New Age Software for just DM49.95!
NEW AGE SOFTWARE,
AM DOENBERG 11,
5600 WUPERTAL 1,
GERMANY.

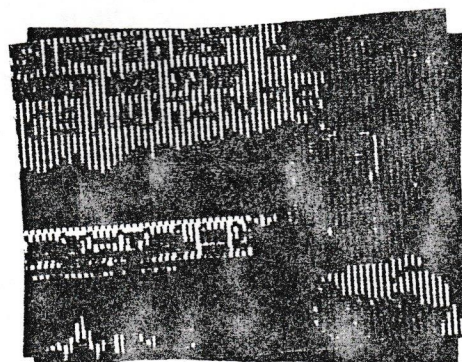
ZapT'Balls is 128k disc only. 2 players can't play on pluses.



CRAZY CARS III AND NIGEL MANSELL'S GP - PAGE 28

One good and one distinctly average game. Both are full price and compatible with all Amstrads. However, while Crazy Cars III is available on both tape and disc, Nigel Mansell's Grand Prix is only available on disc. You should be able to get them wherever

you usually buy your games, however, if you're having difficulties, you could give one of the better mail-order suppliers a try (we recommend HJC Supplies and Software City as fast and reliable. You can contact HJC on Eng. 0462 481166 and S.C. Eng. 0902 25304



RE-RELEASES - PAGE 29

This issue we review five re-release, namely Shadow Dancer, Final Fight, The Simpsons, Rodland and Rick Dangerous II. We also rate a further eight games that we didn't have space to review. All the games are available on

tape only and cost £3.99stg in Britain and IR£4.99 in Ireland. The only one with compatibility problems is Final Fight, which is 128k only. John's favourite seems to be Rick Dangerous II. Hmmm. I think Pipemania's the best.



Elmssoft has done it again with yet another amazing game. How does he do it?

Just when you think Elmssoft has reached the uncharted limits of the CPC's capacity, just when you think that you'll never again be job-smacked, just when you think it can get no better he hits you with this. Yes, that's right readers, another Elmssoft game that'll leave you wondering where the extra 3 bits came from!

But first the plot. Well, unfortunately the plot isn't quite as brilliant as the game itself, it's the usual old rubbish about evil sorcerers, demon's curses and downtrodden kingdoms, so I'll just skip on to the gameplay.

You take on the role of a good witch in a platform game that sees you travel through a magical world in search of some magic books. The first level sees you in a creepy forest, inhabited by some of the most dangerous wildlife you're ever likely to come across. Shoot any of your enemies and in true witchlike form they turn to frogs. Progress depends on finding certain spells, which when used at the right places will allow you to progress further. This, of course, means that there's a healthy dosage of exploration involved, as most of the spells are pretty well hidden. An occasional fly around on a broomstick and close examination of some

tree stumps will help in finding some of these potions. The puzzles are for the most part entirely logical (You've been talking to Spock again haven't you Keith? - John). I mean logical as its true meaning, not Spock's stupid interpretation! (Oi I heard that - Spock) Anyway, an example of this would be that to cross a gap too far to jump you need a potion that shoots a little ball and transports you to wherever the ball lands. You then find another useful potion on the other side. To finish the level you must first find a key which opens a door that leads to a duel with the sorcerer himself and consequently to the next level.

The next three levels follow much the same format, but with changes in scenery, puzzles and enemies. Level two sees you on a plain with the purple mountains in the background and some rather grim enemies (there's a pun there, but you'll need to play the game to see it!). Level three sees a total change of scenery. Set in a village, you can enter the houses, jump about the snow-covered rooftops and fight with knights. The final level, set in a great cathedral, is much shorter than the other levels. It is a supreme test of platforming skill that'll have

you tearing your hair out. Trust me, you'll be bald within minutes!

This game has the best graphics we've ever seen! The detail of the sprites and backgrounds is unbelievable, as is the fantastic lifelike animation that accompanies them. Super Cauldron has the smoothest (50 frames) 4 directional hardware scrolling and is the first CPC game which even prints sprites half way out of the scrolling screen. And this fits into 64k!

As for the sound, I'm sorry but I didn't like Weee's Soundtraker tune on the (overscan) title screen. But I loved the in game effects. There are some really nice touches such as the whoosh of your broomstick which add to the already gripping atmosphere.

That's what's best about this game - the atmosphere. The combined brilliance of the graphics and sound will really make you believe you're in a medieval village, and the great gameplay will ensure that you enjoy your stay. This is one game that you won't finish in a hurry, but then you'll never want to!

GAMEPLAY - 92%

GRAPHICS - 99%

SOUND - 88%

VERDICT - 94%

ZAP'T'BALLS

~ THE ADVANCED EDITION ~

You thought the original version was brilliant? Well get a load of this

What kind of words can be used to describe AZTB's, if you use words like crap, samey and bland, then quite obviously you.....shit, I'm after forgetting the punch line! But anyway, these are not words that can be used. This game is one of the best ever on any format. Why though? What makes it so good? Could it be the great graphics, the magic music (good alliteration, eh) or is it just the great game-play??? Who knows, who cares, all you have to know and care is that it's the most addictive game you've probably ever played. Pick up this and you just won't be able to put it down (probably something to do with the sticky label, ho! ho! ho! just my little pun there), but seriously, it's so addictive you'll be totally addicted (not a great review this really, tell



man has to use his harpoon to burst many, many balloons of many, many sizes. Unfortunately as the old proverb tells us - "Burst a balloon and it will break into two" (Of course, not many people have heard this proverb because it was a, er, secret one) And holy god, does the proverb come true here of what! Never, in real life will you burst a balloon again.

When we reviewed the original version of Zap't'Balls last issue we were stunned with its brilliance. We thought Elmsoft must surely have pushed the CPC to its limits. Not so. This issue we've been stunned again with Elmsoft's new games. Will this ever stop? Let's hope not.

AZTB's has four worlds, so there's plenty of variety. World 1 has 15 levels, 2 and 3 have 30 levels and the final world (Dream world) has 15 levels. So as you can see there's a fair old number of them. Like its predecessor, AZTB's uses the same password system, passwords every two levels but on Dreamworld it's every five. This does make the game easier to complete but it also makes it far more playable.

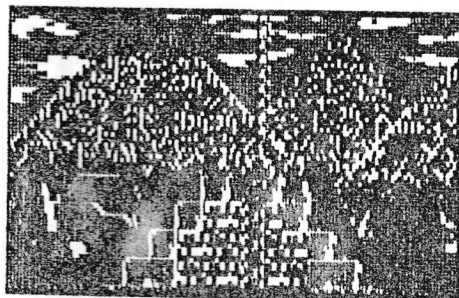
AZTB's uses a superb sprite system that allows for flicker free sprites. The graphics, even in mode 0, are incredibly detailed. With different backgrounds to each world, and no two levels looking the same, OUTSTANDING is the only word capable of describing

the games graphics. Then, we get to the sound. You've got a choice of sound effects only, or music (hold the sound effects) or for the ultimate sonic experience you can get both together (sounds like a burger king add). Each world has different music and each time the tune is absolutely brilliant.

Now we come to the real test of a games character, the playability!! So many games fall at this hurdle. Not so AZTB's. This is one of the most playable games ever and if you do not buy this game, then you are, probably were, and always will be an extremely large dickhead. I'd like to thank TIC for the lend of the game as we didn't buy it (Wait a minute, that makes us.....- Keith).

One thing that cannot be let go without a mention is the menu. It is easily the best menu ever. If you want to see it in action, buy this game. It's nearly worth the cash just to watch it. So where can some one get their hands on this then. For us up here in the North of Europe, it can be gotten from Senitel. Hopefully the address is somewhere in this magazine.

A word of warning though AZTB's is incompatible with some computers, if yours is one of these (it's a very small amount), I'd like to help you, but I'd probably just laugh!



you what, I'll try telling what the game actually involves). It's a balloon 'em up (Need I say more) (I think it might help slightly - Keith). AZTB's involves a little man (two men in two-player mode) who has a big harpoon. Now, this little

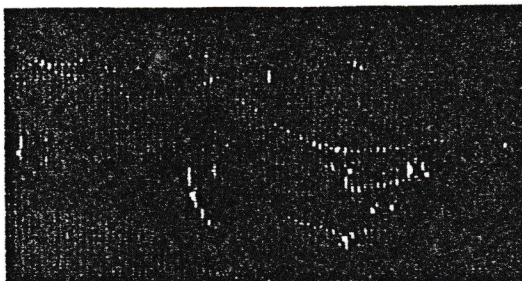
GAMEPLAY - 97%
GRAPHICS - 97%
SONICS - 96%
OVERALL - 95%

CRAZY CARS

Well, it's crazy, there's cars and it's the third version. That explains the name then!!

Well, is this game shit hot or what! (What's the what option - Keith). Unfortunately, what, says it all. First of all, I'd like to repudiate two things said by Simon Forrester. 1: There are different backgrounds on different courses. 2: You do not have to bet all your cash.

That's what this game is all about, wheelin' and dealin'. Dealin' when your betting on your skill to win and wheelin' when your er, driving with your skill to win. All the menu screens are totally excellent. You get some very pretty pictures on them (like that screenshot) and they make CC3 very easy to get into. The whole point of the game is to make loads'a'dosh



and to finish on top of the table. Actually that's two points, pooh!!

Unfortunately, two things let CC3 down. The first is that it is miles to easy and the other is that the actual racing is very sad. Collision detection is, in a word, bad (to say the least). You're actually meant to be driving at 283mph. Well it's a hell of a trick. You're actually tricked into believing

that you're doing 0.283mph. Good eh! Titus leaving out that decimal point. Come on Titus, we know your coders can do better than this!!

To sum up, Crazy Cars 3 will have you totally addicted for about twenty or so minutes, and then, you'll just lose all interest because the actual driving is totally crap, and believe it or not, this doesn't really help!! If you want it for the pretty piccies (not on 64k versions) buy it. If you don't, don't!!!

GAMEPLAY - 52%
GRAPHICS - 74%
SOUND - 35%

OVERALL - 55%

NIGEL MANSELL'S WORLD CHAMPIONSHIP GP

Mr Personality has put his name to this. Has it got more character than he has???

Please, please, please don't anyone think we've got against that amazingly personable chap Nigel. I think he's a lovely man, very funny. (Keith, who are these people with those funny white coats dragging me towards their van? - J).

OK, I'm back. Let's review this game. Like Crazy Cars above N.M.W.C has loads of really excellent menus. Things like choosing where to race will never be the same again! You get this huge spinning globe and a list of countries where you can race. Then, there's the menu for repairing and changing your car. This bit has some fairly excellent animation sequences!

Great! Smashing! Super! I do

believe I hear you say (This is actually quite difficult as I'm writing this before you'll read it) but what's the game itself like, is it stalling round the track like CC3 or does it make CC3 eat its dust! Yes! (CC3 eats dust).

If you're not a budding NH then no worries, you can always have a couple of practice runs on the driving course. The controls are very easy to use and in no time at all you'll be whizzing around like you know what you're at! Don't forget your seatbelt now. The graphics are very good. Like a lot of Gremlins' games, it's in Mode 1 (i.e. only 4 colours) but the speed you go at (and the definition of

of the graphics) as usual make up for lack of colour. Once again, my only gripe with this game is that it is a bit easy, but hey, it's so playable that you'll just keep on racing!!

Unfortunately, tape owners will once again suffer. No, do not worry, it's not the dreaded words "128k only". The problem is this. N.M.W.C is sooo big that it's a massive multi-loader and with the amount you have to do with a tape, it just ain't worth it. Buy a disc drive though, and it is.

GAMEPLAY - 89%
GRAPHICS - 90%
SOUND - 74%

OVERALL - 81%

RE-RELEASES

Keith, why do these games look very, very familiar. I just can't place them!!

SHADOW DANCER

A blood curdling scream shatters the stillness of the night and two men watch a figure dressed in white leap upon them. Then they see no more. Half a mile away, an old man says - "Oh buggerr, it's that bloody ninja again...."

Yep, another ninja up, but this one has two differences. One, you own a cute doggy + Two, it's actually quite good.

Your ninja has a large range of moves and animation is good. Your pet dog can be used on the baddies and you've got ninja magic. It's mode O but not too blocky. On budget, a very good bargain.

GAMEPLAY - 86%
GRAPHICS - 83%
SOUND - 60%
OVERALL - 85%

RODLAND

Aaaaw! Look at the cute little graphics, dere luvly. Yep! Rodland is another cute 'em up, just like Rainbow Islands and other such things. It plays like a sort of Bubble Bobble/New Zealand Story type of game where you walk climb, hitch rides on balloons (well every now and then anyway). You have to kill the cute inhabitants with your rod (No dirty jokes please) and you climb up ladders with your Rainbow shoes (?). If it wasn't for the fact that this game is merrrr slow, it would be excellent. Not bad!

GAMEPLAY - 70%
GRAPHICS - 76%
SOUND - 83%
OVERALL - 72%

FINAL FIGHT



Here's another fight game, but it ain't as good as Shadow Dancer. Again in mode O, but graphics are blocky and it's far too slow and far too easy. If it wasn't for the speed, the animation and the fact that it's so easy, this would be an excellent game. It's better than a lot of beat-em-ups but still not great.

GAMEPLAY - 58%
GRAPHICS - 50%
SOUND - 52%
OVERALL - 55%

RICK DANGEROUS 2

Yeah, this looks like quite a good game. It's won a couple of awards and it's the sequel to Rick Dangerous (no!). All this makes it sound quite good. But is it? In a word - yes. The gameplay, once you get into the game is totally addictive. Taking control of Rick you journey through five very varied worlds. Each one brings a change to the gameplay so you won't get bored by the graphics, which are, by the way, very good. Sound is good also, different tune per level, excellent animation and a very hard challenge. Buy.

GAMEPLAY - 91%
GRAPHICS - 87%
SOUND - 85%
OVERALL - 90%

THE SIMPSONS

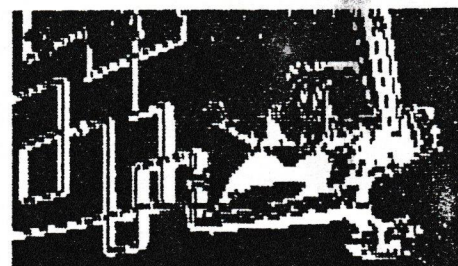
AAAAAAAAAAAAAGH !! When the words - "Lets take a famous name, make a crap game of it and get loads of money from the gullable people that buy it" were first uttered, it is my belief that they were a prophecy of the Simpsons.

This game is so absolutely crap, you just won't be able to believe it. The graphics are absolutely pathetic, they look like first cousins of those old Amsoft games that you got for free with your computer.

The animation is er, not good at all. Young Bart bears the look of bad design and sound and gameplay are shitt!

GAMEPLAY - 34%
GRAPHICS - 37%
SOUND - 29%
OVERALL - 35%

ALSO RE-RELEASED



PIPERANIA, ONE OF THE MANY RE-RELEASED.

There were a load of games re-released that we didn't have space to review, so here are another few with an overall percentage rating.

W.W.F.	57%
SERGEANT SEYMOUR R.C.	80%
MERCS	63%
DARKMAN	45%
TERMINATOR 2	50%
ROB BASEBALL	51%
SUPER SPACE INVADERS	33%
PIPERANIA	87%

SPOCK'S SPOT



It's that vulcan beaming down with more logical talk !!!!!

SPOCK'S GUIDE TO THE ENTERPRISE

This time it's Captain Kirk-man or closet vulcan? Our eye (Spock) high in the sky reveals all.

For many years now you humans believed Captain Kirk to be the perfect man, brave and daring. But now, Spock can exclusively reveal (Keith, is this a magazine or a tabloid? John) that Kirk is in fact a closet vulcan. (With stuff like this, probably tabloid Keith) At the tender age of 13, Kirk underwent a face change under pressure from his parents. Today, in private, Kirk likes nothing better than to strap on a pair of large rubber ears.

Welcome to the spot of the Spock once again (fans??). What a horrible three months. Many anonymous letters (death threats) were sent to me, I tell a lie, some were signed, the real Spock! If you've any letters etc for me, send them to AF (The post office doesn't deliver to space ships). This month I'll be talking about the most logical world of Word Processing.

Defined simply, a WP simply turns your computer into a typewriter and makes things bashing out letters, articles for AF etc much simpler! Of course, you need a printer, and if you don't have one, it is like being up shit creek without a boat let alone a paddle! Things are simpler because if you make a mistake you don't have to perform surgery with a bottle of tipeg you just press Delete. Also, things can be saved on a 3 inch floppy (O! none of that - John) and therefore, you

have piles (This is not a cure for that painful problem-John) of paper lying around the house.

So, what are the best three word processors. Well, there's Amword by Amsoft (Scuse us, Spock's got a screw loose - John). Put in a couple of biffs and bangs here please. Sorry, don't know what I was saying there. The three best commercial WP's are Protext, Brunword and Tasword (last two need 128k). Because protext doesn't use up all the memory you probably think it's the worst. WRONG! Protext is the best. In fact, when Tina Turner (not that I like her or anything Vulcanic eruptions no) she meant Protext and wrote the song on it (That's the rumour anyway).

Tasword can be eliminated straight away because it's so sloooowww! Between Brunword and Protext though, it's a close run thing. As they come into the final straight, Protext edges into the lead because I like it but Brunword catches up and they're only two yards away from the finish line but I like Protext better so it edges over the line for victory. In the end it all comes down to preference. If you can't afford these, there's always P.D. That's it. Energising.....

SPOCK'S MAIL BOX - THE ENTERPRISE, BOX 12

O!, listen up "Spock". Who the hell do you think you are impersonating one of the greatest heroes of our time? You really think you're so cool, well why not energise up here to Donegal and have it out. Us Trekkies are really fed up of people taking the piss. Come on "Spock", get up here and lets see what you're made of - human shit or pure vulcan.

Annoyed Trekkie, Donegal.

SPOCK : Listen you Donegal dick. I AM the real Spock. I AM NOT an imposter. I AM 100% real Vulcan. none of that humanoid shit in me! So beam out one of my most logical life and stop taking the piss or I'll get my pal Biffa here to come round and biff you up. So there! Remember, never mess with a Vulcan!

*Live long and prosper,
Mr Spock*

SUBSCRIBE

It's that time of the three months again (Didn't we use this joke somewhere else?)
So, mortgage the house and get that money to buy A.F.

SUBSCRIPTIONS

Isn't it a trial having to remember to send off for your copy of AF every three months. Well, let it be a trial no longer, for once again, Amstrad Fun is here to help. We've decided it's subscription time. Simply send off the tiny amount of money we're asking for (to cover costs) and you'll get the next four issues free !!! (Not if you think about that last sentence though).

PER YEAR

IR66 - IRISH READERS

STG67 - BRITISH READERS

PER ISSUE

IR61.60 - IRISH READERS

STG61.80 - BRITISH READERS

Remember, Irish readers (only Irish) can send an SSAL and £1. Readers in any other country must send the value of IR61 and int. reply coupons for postage.

OUT SOON ON A DOORMAT NEAR YOU!

Right, issue 5 will be out in the month of June. So here is a little preview of what to expect in this wondrous issue that many who are not as lucky as yourselves will never see. If you are not a subscriber, mid April would be the best time to send for one. In hot demand is Amstrad Fun.

Ooooooh! I just can't wait for issue five of Amstrad Fun! DROLL, DROLL...



ISSUE 5 WILL INCLUDE THE FOLLOWING

- * Absolutely brilliantly written articles by the (modest) editors
- * Crown, second leader of BENGI, has promised an article.
- * Highlander will bring you all the latest from the Euro scene.
- * Grimwold, our intrepid adventurer will have news and clues.
- * Spock will waffle, and we hope to have more contributors too.
- * We hope to have the most interesting cracking feature ever.
- * Reviews of Street Fighter 2 and Prehistorik 2 (hopefully).
- * An exclusive news story that we can't say anything about yet!

Hopefully that's made ya mouth water. All the above and all our usuals will be in issue 5. Bet you just can't wait !!!

MISSED A COPY OF A.F. EH! NEVER MIND, BUY IT NOW!



Many people were horrified after the shock announcement that the first two issues of Amstrad Fun are now out of print. They have now become collectors' items and if you haven't got one already, you never will. There are however, some copies of issue 3 still available. If you are the sort of person that wants a copy then it's £1.80 for British readers and £1.60 for Irish readers. Both include postage + packing.

ISSUE 3 - DECEMBER '92
A massive 32 A4 page issue. Contains a review of Zap T Balls among the 25 games reviewed. Also, the top 50 car games, Dragons Lair, TIC, Spock and much, much more.



CROWD SHOCKED AFTER ANNOUNCEMENT THAT ISSUES 1+2 ARE OUT OF PRINT

REAR-END

Ah! Once again the end is nigh! Once again we're about a week late! Once again the orders are late so it doesn't matter!

Hurrah! It's all over. Issue four will be sent to the printers (school photocopier) any second now. I'd better hurry up and finish this page then - Ha Ha Ha Ha Ha Ha (John, I think it's time you took a lie down - Keith).

Before going any further I'd like to thank everyone who contributed to this issue. Hopefully you'll keep contributing. However, we need more people to write for us. You know the address, send us a letter.

What a three months though eh! I'd tell you something about these months but I can't think of anything significant. There is one thing though - we got a review in Amstrad Action. Don't worry if you missed that issue, all the good parts made it into the famous quotes box.

More thanx to the contributors especially to Highlander who sent us lots of nice things, also to Grimwold and

Spock and everyone else who helped but didn't get into print.

Perhaps I shouldn't say this but anyway - Linda Barkers gone, Hurrah! Under her command issue 90 was one of the worst Amstrad Actions ever but Issue 91 is back to former high standards. To whom it concerns, make Tim Norris the editor. There, that should do the trick for Tim!

This page is being written very badly. My apologies but I've got an excuse! I was coming home from school when all of a sudden (Oh! Stop wasting space - Keith). OK, I'll get on with it then.

Is there anyone out there who hasn't played Zap'T'Balls the Advanced Edition yet. If you haven't you must be fairly sad because it's one of the best games ever written. What saddens me though is a rumour that there's a cracked version of it already. Despite

Elmsofts plea for people not to crack it on the the title screen, its been done. It was OK to crack things from Ocean because they were wan(edit)s anyway but for the CPC to stay alive, its users have to stick together! (Touching, wasn't it).

So what other disasters have there been. Away from the CPC, more people have been turning to rave music. This is very sad and I beg people to boycott it. If you're going to listen to music, listen to real music like the Chillies or U2 or Faith No More. Long live Rock'n'Roll, that's what I say.

As you know from watching television, everyone says goodbye in their own way. Mork, for example, says Nanu Nanu. This is my new slogan (?) (Knicked right out of Red Dwarf, best prog ever) Remember it. - Smoke me a kipper, I'll be back for breakfast!!!

ADVERTISING RATES

For anyone wishing to advertise in AF the new rates are as follows:

FULL PAGE - £10
1/2 PAGE - £5
1/4 PAGE - £3

If you wish your ad to be in the back or in the front covers then the price of full and 1/2 pages goes up by 20%. Ads to go on the back cover incur a rise of 50% in all cases. Reader small ads will be inserted FREE provided we can find the space.

LATEST NEWS, JUST IN!

Do you want the good or the bad news first? Ok then, I'll start with the good news. Highlander (T.I.C.) is now a member of BENG! Well, maybe that's not so amazing for most of you, but it can only be good for us and other Irish sceners! Well done Highlander, maybe we'll see you at the BENG meeting in July!

And the bad news, I've just been on the phone to Elmsoft again and it looks as if Prehistorik II (out 12th April in France) may be his last CPC game. It seems he's too busy making money on the game-box

FAMOUS QUOTES ON AF

Tim Blackbond: But what of the quality? Each page has just the right mix of text and graphics, helped along by good use of screenshots.

Tim Blackbond: The reviews are short but well written with some very witty bits and pieces scattered throughout.

Tim Blackbond: Amstrad Fun is an A4 centre-stapled magazine dealing with every aspect of the CPC (games, serious, public domain - the lot), all compressed into thirty-two pages.