CPC POWER

ISSUE

The best issue yet!

ALL AT A GOOD FAIR PRICE!

Hello and welcome to the third issue of CPC Power. I hope you enjoy it, and find it worth the money. If you have anyhting to say about the Amstrad scene in general, then please send it in.

If you run a PD library, or a fanzine, then please send me the details and I'll plug you in the News section.

If your catalogue is printed on A5 size paper, then I may well put in the actual fanzine, as long as it's not too many pages.

Subscribing to the fanzine, remember, is a cheaper, quicker way of getting your copy, costing only £5 for 1 year (6 issues), and £10 for 2 years. The latter option also entitles you to free software from the library whenever you wnat. But you must still enclose an SAE. See later in this issue for an order form.

If you have written any programs, and you want to make them Public Domain, then please send me a copy, and I'll review them in these very pages, as well as putting them in my library.

Each bi-month from now on, there will be 2 free selections from the library up for grabs. Just send me the form at the foot of this page, along with an SAE and a disc, and I'll return your disc with the 2 chosen selections on. This months the 2 selections are - Games 3, and the Power PD exclusive, Demo's 5. See the catalogue for a discription of these selections. Offer runs until next issue arrives. (1/8/93).

Next month I'm looking towards getting Logon system's 'THE DEMO' as the 2 free selections. (It takes up 2 sides of a disc).

If anyone out there can program in machine code, then please note that I'm looking for someone to write a machine code tutorial section for the Fanzine each bi-month. If you want too, then please get in touch with me at the usual address. Alternatively, send me a sample tutorial as either a Word-pro, Brunword Elite, or Tasword 464 file, and I'll get in touch with you. A free subscription to the fanzine awaits...

ORDER FORM.

I enclose a disc, and an SAE. Please send me Games 3, and Demo's 5, this bi-months free selections.

NAME...

ADDRESS..

.... POST CODE..........

FAZNINE REVIEW

ALIVE AND KICKING

£1.20 bi-monthly - Editor: Lee Rounae.

3 Causeway house, Kelstedge, Ashover, Chesterfield, S45 0DW. Tel. (0246) 590 636, between 10.00 am and 9.00 pm.

I've at last recieved issue 3 of A&K. I was hoping to put this article in issue 2, but it had not come then.

First impressions were good; The envelope had a printed label, with a note saying where to retrun it too if it was undelivered.

As I opened the envelope and pulled out the 34 A4 paged magazine, I saw that it had a back and front cover printed on green paper.

The layout is excellent, looking very professional, if a little overpowering, and entices you into reading the text.

The content is good, there is a pokes section, a soloution bit, and some waffle from Lee, but the main subject is games.

The games reviews are good, well written, informative, and are complemented by lots of (slightly fuzzy) screen shots.

Everything has a slightly humorous edge, which instead of being stupid jokes, is well placed puns. Lee seems to have the knack of making you want to read the rest of the magazine, which can only encourage you to buy the next issue.

The issue I have contains no less than 24 games reviews, some AA covertape loaders, 2 competions, a crystal kingdom dizzy soloution, a review of Artificial Intelligence, an On the spot feature (Interview with S.Beedham from Gremlin Graphics), Pokes from Alex cochrane, and Hackers haunt. Not a bad read for only £1.20 methinks!!!

Lets start of with the sad losses that have faced us in these troubled times (You what?). In fact there is only one, by the name of Presto news. RIP Presto, we loved thee dearly. Amen. (Oh dear, I think he's finally gone- Reader).

Now onto some brighter news. A new PD library has been started, named Thunder'n'Lightning PD. It charges only 20p per disc side, and is run by Yan Holland, who can be found at 1 Queens club gardens, Trowbridge, Wilts. Tel:0225 768475.

Mention disc-zines, and what do you automatically think of? Britain? Get real. Until now that is. A new disc-zine has been started, called CEF & Fanzam, and it's pretty damn groovy. The first issue costs only 75p +disc, which is a small price to pay for such a superb piece of editorial excellency. AA gave it a stonking 93%, I say it's brilliant, so go out and get it! You can contact Cef & Fanzam at The bungalow, Pershore road, Pershore, Worcestershire, WR10 3EW.

Just in case I forget to mention it elsewhere in the 'zine, I'd like to point out that subscribing for 2 years (£10) gives you free software whnever you want it for 3 years. See form at the bottom of the page.

* *

Please send me selctions..........................

My subscription number is......................

Alternatively- Please find enclosed cheque/cash to the value of £10, as I wish to subscribe for 2 years.

Name..................... Address...........

....

REVIEWS!

Hello, and welcome to the main reviews section of the magazine. There will of course be other reviews dotted about the mag. Last bi-month, the emphasis was mainly on Public Domain programs, but this month it is on commercial games/utilities that we focus. Even so, there will be a few PD programs, to make up the numbers.

AMERICAN TAG-TEAM WRESTLING

Zeppelin - £3.99 Cassette.

So, lets start with the basics. This is, above all talk of `Tagging to make use of a particular wrestlers skill' or `Choosing different teams for their strengths and weakness' definitely, without doubt a fully fledged beat-em up. No arguements.

The graphics in the game are done in mode 0, with superb sprite animation, making the whole thing look really realistic. More realistic than the actual thing realy.

There are plenty of official moves you can do, including punch, chop, rope to rope run, flying kick, corner rope climb, elbow drop and shoulder press. There are also some non-official moves like kick, and throw, for which the controls have to be discovered by yourself.

Sound is ok, no in game tune, just usual beat-em-up fare, including such farcical sounds as FFHHRTTTTT!! and THHHU!

The gameplay is good, if a little annoying: When someone hits you once or twice, you fall to the floor, and your opponent can get in 2 or 3 elbow drops before you have chance to get up. Once you do get up, there is a high chance that your opponent will put you back on the floor as

you flee.

Your wrestler has an energy bar, and when this goes to 0, you will start to flash, allowing the other player to do a shoulder press on you. If he/she manages this, and holds you for 3 seconds, then you have lost the bout.

There are 2 wrestlers on each team, and about 8 teams to choose from. Each wrestler has a certain amount of energy which it always starts of with. You can tag-out at any time, by simply pressing fire when next to the side on which your partner is. When a wrestler is outside the ring, then he regains energy, allowing wounds to be recovered from. This means that if your wrestler is getting totally pounded, then a good tactic is too tag-out, and then run around the ring whilst the injured wrestler regains his strength.

There are 2 modes, a 1 player, and a 2 player. In the 1 player you can choose to have a practice, or go for the tournament, in which you have to fight all the teams.

All in all, it's a good game, but can get too frustrating at times. Better against a friend.

GRAPHICS /10   8
SOUNDS /10   5
PLAYABILITY /10   8
LASTABILITY /10   8

OVERALL 83%

3D POOL

Kixx - £3.99 - Cassette

This game is basically a 3D Pool game (Gosh is it! I'd never of guessed, especially with that cunning title!- *Sarcy reader*).

There is quite a lot of depth to this game, you can practice, play a tournament, play a friend, a trick shot section, and even a trick shot designing section. In the actual tournament itself, you can put back, top, left, and right spin on the ball, and adjust the power.

Sounds a pretty average pool game right? (well, except for the trick shots) Wrong. This game has a novel twist. Instead of moving a little cursor around the talbe to decide where the white ball goes, you move the board around, and always hit the white ball straight forward. You can even move further away from the table, so that you can see the lay-out of the table better.

This system means that it's not always possible to get as lined up as you would like for a shot, but this minor niggle should not mar your enjoyment of the game.

The computer is usually really good, controlling 7 players, and all are pretty difficult to beat, so it provides you with good competition if your friends don't.

The main bad points of the game are the fact that the ball seems to be nowhere near the pocket, and yet goes in, and the fact that it's too easy to take the shot by accident; You simply have to press enter twice in a row, and you use enter to change the power/spin of the shot.

However it's easy to get over these minor niggles, and it makes for a good, if frustrating game. As long as you like pool!

GRAPHICS /10   8
SOUNDS /10   4
PLAYABILITY /10   8
LASTABILITY /10   8.5

OVERALL 85%

SUPERSTAR SEYMOUR

Compilation - Codemasters - £12.99 Cassette

This compilation consists of 5 games all starring Seymour the lardball. Or is that snowball? Mmmmmm.....

Seymour goes to hollywood

Also available on cassette - £3.99

The game that started all this Seymour malarkey. If your going to start a series of games all staring the same character, such as the dizzy games, then make the first game good. Well the codies have managed that.

The main aim of the game is too make Seymour's film. The director, Dirk Findelmyer II, has gone on holiday, and left everywhere in chaos! Seymour's job is too get the film back n the rails. (How can a lard-ball make a film?)

This is a standard codemaster's walk around collecting items to use elsewhere type game, but with an all round cuter sprite than dizzy.

The graphics are good, with well defined and animated sprites. Seymour is so cute that you want to choke him, especialy after the winks, smiles and yawns that he does all the time. It's all standard mode 1 spectrum ported landscape, but with a few minor tweaks.

The puzzles are logical, and there are plenty, making the game hard. No sorry, the game isn't hard at all. Not one bit. No it's completely, totally, utterly....IMPOSSIBLE!!! Aaarrgghhh!! Oh well, at least its not to easy!

The is more interaction than with dizzy games; Press fire next to a character, and he/she/it speaks to you, someytimes giving you clues. Another thing that has been changed is the way you can go through doors, into tree huts and the like. One particular section, the maze of studios, makes particular use of it, with loads of studios all with locked doors, to get completely lost in!

There is more variey than with the dizzy games, the puzzles are more logical, and it'll last you yonks before you complete it.

The sounds quite good, with a sound track playing all the way through. It's quite irritating, but jolly enough.

The play area opens up to a vast area as you collect the right objects.

GRAPHICS /10	8
SOUNDS /10	8
PLAYABILITY /10	9
LASTABILITY /10	9

OVERALL 91%

What can follow up that superb game then? Enter stage left...

Wild West Seymour

So, it's the next Stunning seymour blockbuster, a film just waiting to clock up record box office sales. Or maybe not!

Naughty nasty El bandetto has sabotaged the film. He's taken the script and all the equipment, so the film can't be made. Never fear, Seymour's here to save the day! Oh. There goes that film then....

No, wait, Seymour can help! (Thuds all around as astonished readers faint in disbelief) He wanders around a mode 1 landscape, picking up objects and using them in the correct places. Gosh what an original game format!

The puzzles aren't as logical as Hollywood seymour, but are still fairly good, and there are lots of them.

There are 4 levels, and each one has a code. You can then give the code to the genie at the start of the game, and go to that level. This saves you having to go over the levels that you have already done, but also seriously reduces the time required to complete the game. Still, can't complain too much.

The first level is really difficult, but the rest will only offer slight resistance.

The sound is a great improvement on the irratating theme track of the last game, with a smart country theme that'll have you humming in seconds.

A worthy sequel, if a little easy.

GRAPHICS /10	8
SOUNDS /10	9.5
PLAYABILITY /10	8
LASTABILITY /10	6

OVERALL 81%

Super Seymour saves the planet

Here comes a change in gaming style. No longer is Seymour walking around picking up objects, this time we have 1 screen levels with Seymour rushing round, bouncing on Baddies heads, and collecting radiactive containers, to save the world from pollution.

Okay, forget that, we all know that this is an obvious rip-off of that old budget game Bombjack. You have too jump around, by pressing space, and touch the containers to make it disappear. Unlike bombjack, you have to clear the screen of Mutoids before you can progress to the next level.

You can collect various power-ups, such as Super spit, which enables you too spit at the baddies to kill them, Super jump, Super sprint, Super blow, and Super snare, which is a snare which entagles mutoids so you can bounce on their heads.

The graphics are in mode 1, with back grounds that repeat every 8 levels or so. Seymour moves quite well, and the gameplay is addictive.

The game doesn't move too slowly, and it's even better if you collect the Super sprint power up. The only gripe I have against this game is the sprite collision detection.

The theme tune on the title screen is good, but it stops when you start to play, but the spot FX is really good, and adds atmosphere to the game.

A pretty good arcade game, better than any of the ones staring dizzy. It's got good gameplay that'll last for ages. A worthy buy.

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

OVERALL 82%

Stuntman Seymour

Oh dear. Oh deary, deary me. What has happened to our mate Seymour? He's gone and turned into a marble. No longer is he the cute and cuddly lard ball we used to know(How can a lard ball be cute and cuddly anyway?).

Anyway, enough moaning at the graphics artist, lets look at the game. One thing that you can be sure of with the Codie's platform shoot 'em ups, is that they all have good srolling, fast

gameplay, and Ok graphics. They've just lost that 100% record....

This game is truly dire. The scrolling moves at 20 pixels a time, and Seymour moves even slower. The Animation is nearly non-exsistent, and the backgrounds are awful. The spot FX is terrible, and the gameplay is, well, there just isn't any gameplay there!

I just can't think of any thing good to say about this game, so I'm not going to waste any more space reviewing it.

GRAPHICS /10   1
SOUNDS /10   1
PLAYABILITY /10   0.5
LASTABILITY /10   2

OVERALL   7%

Sergeant Seymour Robotcop

Sergeant seymour robotcop? What sort of a name is that? Never mind, here comes the review...

Now this is more like it. Seymour must go round arresting nasties using his bionic arm and handcuffs.

For this jaunt, instead of the normal Seymour coders, we get the programmer of that ace maze game, insector hecti at the interchange, and the change in programming styles shows immediately.

Colourful Mode 0 graphics, so it's easy to see what's happening, gameplay so smooth that even Angel Delight would have problems beating it, and spot FX that beats even the great Nirvana!

There are about 50 levels, and each one is a single screen maze, in which you have to kill/arest all the baddies. You are armed with only 3 lives, but various power-ups appear when you kill baddies, which can help you in your quest.

The levels get progressively harder, and I'm having trouble getting past level 5! Well, at least it'll last for quite a while!

The maze for each level is different, and they are designed especially to make things difficult for you.

I still think the names stupid though.

GRAPHICS /10   9
SOUNDS /10   9
PLAYABILITY /10   8
LASTABILITY /10   9

OVERALL   95%

OVERALL

Overall, this compilation has more variety than either of the Dizzy one's, and only has one turkey in it.

The 2 adventure games are of better overall quality than any of Dizzies, and the 2 good arcade games would put most full-pricers to shame. It's just sad that the codemasters decided to put Stuntman Seymour on instead of something else. Ah well, no compliations perfect.

If your looking for value, then I can't think of anywhere better to put your £12.99 than this.

* 93% *

CLASSIFIED

AD'S

OK then, onto the classified ad's. Or at least it would be if anyone had bothered to send in any advertisements, but no.

The only thing is the full page ad you see just to your right there, from PD Fun.

From now on, full page and half page ad's are totally free of charge, as are normal wordage ad's that would normally appear on this page.

As I haven't got anything to put here, I think I'll use this one from PD fun's catalogue. A bit of an extra bonus for Potential difference fanzine, hey!

Well thats the clssified's over for another month, I just hope I get more response before the next issue.

To advertise, just send me your advertisement on either A5 paper, or half A5, to be put straight in, or write it down and send it to me, and I'll put it in. If you run a PD Library, then send me a copy of your catalogue on A5 paper, and I'll print in the fanzine, If poss'.

DEMOS....DEMOS....DEMOS....DEMOS....DEMOS....DEMOS

After last bi-months review of Face huggers ultimate mega demo, we've made some changes to the marking scheme for demos. They will be marked on Graphics, Sound, Presentation (Nothing goes wrong, well placed text that's readable, etc), and finally laength. (Please note that a demo that goes on for ages may not get a high mark for this if the long parts aren't very good)

We'll start this bi-month of with....

YAO Demo

So, let's go. The demo begins with the words YAO DEMO written on the screen with blue squares over a background of Orangey/black squares. The music playing is the one on the Kellogs corn pops advert, with drums and base. It's quite catchy, and sets the seen for the demo quite well.

When you press space, the music stops, and you get a digitised 'YIPPPIIIIIYYYYY', followed by some digitised text in french. The 'YAO DEMO' squares turn black, the screen starts moving from left to right, and a raster appears behind the squares, which you can now see through (as the background is black too.) The music changes, into more of a heavy beat, with a better tune.

You then press space again to load the next part: There is some scrolly text along the bottom of the screen, in French, and then a bit later, when the text says, the music comes in. The a picture comes down after some more scrolling text, with someone looking like Adam Peters apparently

screaming. The words Mega sound are written in front of him.

The scrolly goes on to explain that mega sound is a music program, and what it does (I think-My french is awful!), saying things about synthesising and digitising. (Incidentally, if anyone could supply me with a full translation of all the scrolling messages from French to English, that are in the demo, then a full years subscription to the fanzine awaits...(like, yippee man!!!)

If you wait long enough, then a few more pictures come down, one of them of Stephane, his girlfriend (I think!). Pressing space takes you on to a 'cute' (Bleuurrgghh!) picture of to otters rubbing noses, and some upwards scrolling lines of text.

The next part is one of the best-A picture scrolling down the screen, looking like a pin ball score table. It changes colour at certain points, and shifts to left twice. It's done in mode 1, with lots more colours than should be possible. Scrolling text along the bottom, and brilliant music. A very good part of the demo.

The penultimate part of the demo is the Malibu section, with some of the best music I've heard on the Amstrad in ages. There is a Malibu picture in the middle, some bars representing the music at the bottom, and an ace scroller. However, as the part progresses, the scroller turns into the Madsinus scroller, which moves up and down in a wave like manner, and is one of the best scrollers I've seen.

The last part of the demo is quite good, with a gigantic scroller across the top, superb music, and 3 'Fists' in the centre of the screen, thumping forward in time with the music. Later in the part, the fists start to swing round, getting faster and slower. This is over a chessboard pattern, which looks as though you are moving over it. The scroller bounces up and down, with a sort of wave in the middle, and has loads of colours in.

So what's it like overall? Well, this demo certainly is very good, with EXCELLENT music, and good presentation. The main graphics are good, especially the scrolling pinball table scoreboard and the pictures, and it lasts quite a while, particulary if you watch every part to the end. In fact, the only gripe I have with the game is that the scrollers are all in French!!

GRAPHICS /10   8
SOUNDS /10   9
PRESENTATION /10 8
LENGTH /10   7

OVERALL /10   8

✳ ✳

Remember, I am always interested in any demo's that any of you lot may of written - And I will review them in the zine. It doesn't matter if they're any good, whether they're written in Basic, Machine code, or Logo!! (Well, you know, I do exaggerate just a bit....) Send them in to Demos for Wild, at the normal address. (33 East lane, Sandiway, Northwich, Cheshire, CW8 2QQ)

ARTICLE ONE

Why learn BASIC?

Well, BASIC is a popular computer language spoken by millions around the world. It is easy to learn and if you want to get into more advanced languages like machine code or Pascal you have to know some BASIC.

Above all, BASIC programming is easy, rewarding, and fun!

Although all BASIC dialects are alike, they are not totally compatible. I will be using the BASIC for the CPC 464, Locomotive BASIC v1.0. This will also work on the other CPC machines.

First steps

Turn on your computer and type:

```
print "Hello, everybody!"
```

then press ENTER. You will see the message you typed on the screen, then the Ready prompt.

Pressing ENTER makes the computer look at what you've typed and work out if it "understands" it. In this case, it looks up the word PRINT in its "dictionary" and prints what's in inverted commas onto the screen.

Now type:

```
10 print "Hello again!"
```

and press ENTER. Nothing happens! No, your trusty CPC is not broken. Let's analyse the line.

The 10 at the start tells the computer not to carry out this instruction straight away, but to store it in the memory. Any number will do, it is just a reference number for that particular line.

The rest of the line you know about: it's that PRINT command again. It doesn't matter that there's something diferent in the inverted commas; the computer prints it just the same. Type:

```
list
```

You will see the program listed on the screen. Note that the command PRINT is in capitals. The computer has put it in capitals to show that it understands it. If you had made a speelingg micetayke it would be in lower case (small letters.)

Now comes the exciting bit! Type:

```
run
```

Now the computer does what you told it to do and runs the program. The words 'Hello again' appear on the screen.

Second steps

Type in:

```
5 ? "*************"
```

Let's forget about ENTER. You're clever enough to remember it, I hope!

(You get the star by pressing SHIFT and :. You get the question mark by pressing SHIFT and /.)

Now type:

```
list
```

You will see the following:

```
5 PRINT "*************"
10 PRINT "Hello again!"
```

Line number 5 comes before line number 10. Logical, isn't it!

Note that the ? has been turned into a PRINT statement. The ? is just an abbreviation.
So type:

```
run
```

and see the program execute. Notice that line 5 is carried out first as well as listed first.

Before the next installment, see if you can get a moment to read your manual on the subject of editing BASIC programs.

For the 464, Chapter F2 page 8

For the 6128, Chapter 1 page 27-29.

This isn't really programming, just the nitty-gritty knowledge you need to input and adjust your programs.

Bye for now. David.

Next bi-month, David will be looking at variables. Unmissable reading!

After last month's feature on alternative, I have discovered that they are soon to stop producing games for the Amstrad. However, all of the 130 games already out will still be sold, and they will continue to do compilations.

One of the last games to be brought out will be '4 most super sports', which is, as you may of guessed, a compilation consisting of 4 sport games. They are, US Basket Master, Kentucky racing, Championship sprint, and Cricket international.

4 MOST SUPER SPORTS

Alternative – £3.99 Cassette

US Basket Master

In many football games, it is difficult to pass acurately, (except Emlyn Hughes), so you may think that this Basket ball sim suffers similarly. Not so. The game mainly overcomes this by the lack of people to pass to: It's a one on one, head to head, against either the computer or a friend!

The graphics are slick and smooth, and it's quite difficult to get round your opponent. Shooting is made easy by the fact that it goes straight towards the basket, wherever you are on the court. Slam-dunks always go in, and you do them by simply pressing fire when you are beneath the basket. You are then treated to a slow motion close-up of it!

Every thing is quite fast, and presentation is good. The control techniques, which include being able to shield the ball from your opponent, are well implemented, and easy to do. All in all, a

good start to the compilation.

GRAPHICS	83%
SOUNDS	60%
PLAYABILITY	85%
LASTABILITY	79%
OVERALL	81%

CHAMPIONSHIP SPRINT

Well, this is an overhead racing game, along the lines of badlands. You don't have any brakes, and winning a race allows you to buy power-ups, but only if you collected enough spanners (?). The power ups range form turbo acceleration, to higher top speed.

2 players can race at once, against 2 computer opponents, or 1 player against 3 computer opponents. These opponents are of the ghost type, i.e, you can drive through them, they can take corners at top speed, and they never, ever, crash. This, obviously takes a bit of the fun out of the game. However, this is soon put back in by the cars good handling, the 8 tracks, and the way you can actually overtake easily. Admittedly by driving through the other cars, not round them, but nobody's perfect!

The graphics are OK, and do the job, and the sound does to. It'll last you quite a while, 'cos it'll be ages before you can complete some of the tougher tracks.

Tunnels can be really infuriating when you get stuck in them, and crashing into the sides can be strange, as you just seem to stick there.

The lack of a brake is annoying, but not overly so, as it just menas you have to take your finger of the accelerator to slow down.

Overall, this is quite a good game, and good value for only 99.25p!

GRAPHICS /10	7
SOUNDS /10	6
PLAYABILITY /10	7
LASTABILITY /10	8

OVERALL 72%

KENTUCKY RACING

Oh dear. What has happened. Did somebody forget to put the playability into this one. No, I'll rephrase that. Did somebody forget that we're supposed to enjoy games?

Enough of that, onto the exciting part. The game begins. A strange man in a hat waffles for a while, and then you can play. The idea is too roll the ball from your hand, up this ramp into a hole, and your horse moves on a bit in the race. (With the all too common 'My legs move twice the speed of me' syndrome). You control the hand with left and right, and throw the ball with fire. Wow. Excitement. Sound is worse, and to be honest, this isn't going to last you a minute. Oh dear.

I don't really see much point in writing any more, except to say that the graphics are awful.

GRAPHICS /10	5
SOUNDS /10	5
PLAYABILITY /10	3
LASTABILITY /10	2
OVERALL	26%

CRICKET INTERNATIONAL

Aha. This looks a tad better. Good set up routine, choosing your teams, and adjusting the skills of your players to be better, and the computers to worse.

Lots of options on the type of game you wish to play, and good choice of who to bowl with. So then, after all that, let's start. I'm bowling. Oh no.

There's a little man standing there, and he can move left and right to position his run up. You press fire to start his run up. Or maybe run-up isn't quite the word I was looking for. In fact, I can't actually think of any words to describe the run to the bowling line.

You then position the bowl, and swing it, spin it, etc. Computerised batter then belts the ball, at the speed of a snail, and the view changes to overhead. Aaarrgghhh!! UDG men as fielders!! Press copy to make them jump. Press control and c to select anothere fielder. By the time you've selected a. fielder, the ball has rolled to the boundary. And so it goes on. Then comes your turn to bat. You angle the bat swing, and get caught out. And so it goes on.

The graphics are terrible, the sound is awful; it's totally unplayable, and it's far to boring a repetitive. And repetitive. And repetitive... etc, etc, etc...

GRAPHICS /10   5
SOUNDS /10   3
PLAYABILITY /10   4
LASTABILITY /10   2

OVERALL 31%

COMPILATION OVERALL = 60%

RundSchlag

Fanzine review.

cost - DM 5.

Available from...BIOS
                  Postfach 27
                  W-7959 SCHWENDI
                  GERMANY

This is, as it happens, a German fanzine, with some articles in English. Most of it is simple pages of text, and very good it is too.

The latest issue I have got, issue 10, is 48 A4 sides long, focussing mainly on coding groups, (as it is run by HJT) with little games content.

It is written by a lot of different people, all with various different views. Nobody seemed to like CRTC, saying that he was a lamer, and took ages to answer letters. A bit unfair really, especially after all he has done for the British scene.

One particular person, with the pseudonym Lovebite, mentioned that Power Tetris and Drehdriss weren't PD!

Some of the pages contain 2 A5 sized pages of really small text in English, about 10 in all, which is mostly quite good.

Certainly quite a good fanzine, with a good layout, and superb connection with the scene in Germany an Britain.

On the whole, however, it could do with more articles in English. A commendable read.

WELCOME..

To the new **Power Public Domain** catalogue. Contained in this catalogue is hopefully all the information you need to be able to order from the library.

Charges are   each selection, which take up one side of a disc each. The two collections, Disc 1 and Disc 2 are 40p each, and both fill a full disc.

Please always remember to enclose an SAE with your order

Software costs 25p for approximately 20 minutes of time on tape, and you must still enclose an SAE.

If you wish to donate any software to the library, then please send it to me, and if it is suitable for the library then I will return your disc (But only if you have enclosed an SAE), with any selection of your choice on.

Please also send me any Public Domain programs you have written for reviewing in my Fanzine, CPC Power. The best I recieve each month gets a copy of the fanzine free (But only if you inlude a stamp).

I will accept cheques, postal orders, and cash, but only sterling.

Please make your cheques payable to Richard Wild, not Power P.D.

If you have any questions about the library, or queries about how to use a certain program then please write to me, or phone me on (0606) 882343 but only at reasonable times: Between 4pm and 10pm on weekdays, and 1pm and 7pm at weekends.

If you are starting a P.D library, then please don't write to me asking if you can order programs to go in your library, because I will always say yes, as I don't mind you doing so.

If you have any solutions, Hints, Cheats, Pokes, Multiface pokes, or Maps for ANY games, whether they are Commercial, Homegrown or public domain then please send them in. These will then be printed in my Bi-monthly fanzine CPC Power (£1 if your interested...).

Each person who sends some help, etc in can have 1 selection free. Please enclose the disc you want it on, and on the order form put the name of the selection and in the price column put FREE.

Disc Selections:

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

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

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

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

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

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

SERIOUS 1 : GPaint, ESD (sprite designer), Gradisk, Disccontent utility, Smart 2 (with 16 colours), plus many useful utilities.

SERIOUS 2 : David Wild's excellent Desk rogram. (Wimp style interface). Includes Format program, Oops! (For unerasing programs), and many more.

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

SERIOUS 4 : Interactive speller v6. This is a very fast updated version of one of the best PD spell checkers around. Works from basic, and recquires BANKMAN.BIN.

SERIOUS 5 : This is the other side of Serious 4. It MUST be ordered with it.

DEMOS 1 : The ULTIMATE MEGADEMO by FACE HUGGER (6128 ONLY): A superb graphics demo, with fast moving 3D graphics, a Superb Lemmings Demo, and much more. **Highly Recommended**

DEMOS 2 : The excellent YAO demo, There are scrollies all the way through, but all the text is in French. Apart from that, it's really good.

DEMOS 3 : Paradox party Demo. A good demo, with lots of scrollies, good graphicx, and superb music. One of the best Demo's in the library.

DEMOS 4 : Inspiration Demo (6128 ONLY), by Crtc. One of the best demo's to come from Britain. Only 4 parts.

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

Power PD exclusive.

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

ADVENTURE 2 : The lost Phirious Trilogy, a previously commercial adventure, now made Public Domain, with a good sense of humour!

Disc Collections

DISC 1 : Lots of small games and utilities, plus some demo's (Basic demo's only).

DISC 2 : Croco magneto, Drehdriss, Gpaint, plus many games and utilities.

Tape Selections

TAPE GAMES 1: Croco magneto, Drehdriss, Pakman, Ships, Snake, Stardodge, Dihunt, Tennis, Tracker, Puzzle, Forex, Boulders, Light cycles, Exit, Missile, + Word processor and text file.

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

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

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

CPC NOW

James Hockney can be contacted on 0353 663030.

3 St Ethelwolds close
Ely
Cambridgeshire
CB6 3AX

95p monthly - Cheques payable to CPC Now!

Cpc Now is a newish fanzine, Edited by James Hockney, and is now in its 3rd issue. But what's it like? R.Wild attacks that envelope...

This magazine has no real subject, (except for the good ol' Cpc), and so covers most peoples taste.

2 pages are dedicated to adventuring, but mainly cover addresses, and news, with no reviews or the like. However the news is quite interesting, with a good feature on the Adventure Workshop.

The mag has lots of little pictures scattered through it, which help to brighten up the appearance of the pages. Cpc Now has just this issue changed from straight pages of text to pages with 2 columns of text. This style looks quite good, as you can see if you compare this page (2 columns), too most of the other pages in this mag.

The titles for columns and pages are usually of a much better quality than the rest of the text, which is done on a star Lc10 printer (9 pin). I would guess the titles are done with a better printer, maybe a laser printer.
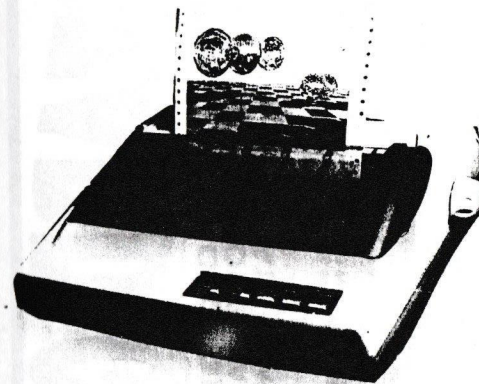
There are quite a few good reviews in the mag, and a hefty tips guide + map, for Smash TV.

There is also a good 1 page article by Angela cook on the subject of teachers using computers, which I found quite interesting.

Also in the mag are the Power PD charts! Quite a good advertisement for the PD library I reckon! Ta James!

The magazine is quite well presented, although a better printer wouldn't go amiss.

Quite a few letters have been sent in to CPC Now, but none to me! Why! Please send me your letters, the best I print each bi-month recieves a copy of the Fanzine, so come on, please write!

Anyway, on with the review! One of the best parts of the fanzine is the Super Store section at the back of the Mag, where you can pick up a good barg or 2!

All in all the mag is quite good, and well worth the asking price. well done James, and all those that have contributed to the 'zine.
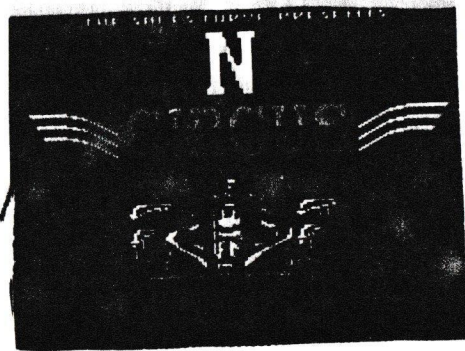
PUBLIC DOMAIN LIBRARIES

3D PD LIBRARY

44 ECHLINE GROVE
SOUTH QUEENSFERRY
WEST LOTHIAN
EH30 9RU

ADVENTURE PD

10 OVERTON ROAD
ABBEY WOOD
LONDON
SE2 9SD

DARTSMA PD LIBRARY

47 KIDD PLACE
CHARLTON
LONDON
SE7 8HF

DOMAIN PD

44 ECHLINE GROVE
SOUTH QUEENSFERRY
WESTY LOTHIAN
EH30 9RU

DEMON PD

47 HILTON AVENUE
HALL GREEN
BIRMINGHAM
B28 OPE

DRAGON PD

THE FLAT
45 WHITEHALL ROAD
BRISTOL
AVON
BS5 7BP

EGERTON PD

7 LINDEN CLOSE
STTAFORD
STAFF'S   ST17 9TH

MPD SOFTWARE

23 NOBES AVENUE
BRIDGEMARY
GOSPORT
HAMPSHIRE
PO13 OHS

POWER HOUSE PD

5 PENTLAND ROAD
SLOUGH
BERKS
SL2 1TL

PRESTO PD

36 WHITTINGTON STREET
NEATH
WEST GLAMORGAN
SA11 1AW

MORE PD LIBRARIES TO ADD TO YOUR LIST:

ROBOT PD

2 TRENT ROAD
OAKHAM
RUTLAND
LE15 6HF

SCROLL PD

14 LINACRE CRESCENT
CIRENCESTER
GLOSTERSHIRE
GL7 1WB

SOUNDS LIKE PD

6 KEYBERRY PARK
DECOY
NEWTON ABBOT
SOUTH DEVON
TQ12 1BZ

(THIS LIBRARY STOCKS
MUSIC/SOUND SOFTWARE
ONLY-SOUNDS GOOD!)

YORKIE PD

11 BEECHWOOD AVENUE
ST ALBANS
HERTS
AL1 4XP
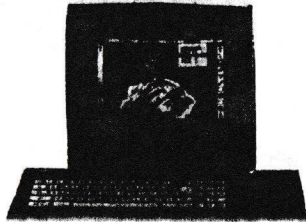
SCROLL PD

14 LINACRE CRES'
CIRENCESTER
GLOS
GL7 1WB

SIGNAL SOFTWARE

83 LONGLEAT
GREAT BARR
BIRMINGHAM
B43 6PY
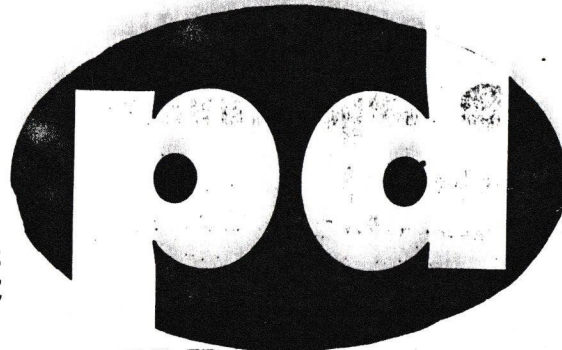
GNASHER PD

36 SWEETMANS ROAD
SHAFTESBURY
DORSET
SP7 8EH

HEX HEROES PD

RICHARD MARRA
24 WOODEND LANE
STALYBRIDGE
CHESHIRE

POWER HOUSE PD

5 PENTLAND ROAD
SLOUGH
BERKS
SL2 1TL

AMSTER'S CAGE DATA PD

LIGHTCLIFFE
STATION HILL
WIGTON
CUMBRIA
CA7 9BW

HAWK PD

23 SYWELL AVE'
LOUGHBOROUGH
LEICS
LE11 0BU

MERLIN PD

79 OTTTER STREET
DERBY
DE1 3FD

POWER PD

33 EAST LANE
SANDIWAY
NORTHWICH
CHESHIRE
CW8 2QQ

AMSTRAD FUN PD

20 GLENDOWN LAWN
TEMPLEOGUE
DUBLIN 6W
IRELAND

HEX HEROES PD

24 WOODEND LANE
STALYBRIDGE
CHESHIRE
SK15 2SR

PD FUN!

41 MITCHELGATE
KIRKBY LONSDALE
VIA CARNFORTH
LANCS

THUNDER N' LIGHTNING PD

1 QUEENS CLUB GARDENS
TROWBRIDGE
WILTS

PD AND FANZINE NEWS

Fist some news from fanzine land. Graeme Chesser, of Domain PD has stopped the PD library due to pressures of work, and the new librarian is Barry Snell. He can be contacted at-65 Bath road, Southsea, Portsmouth, Hants PO4 0HX.

However, 'Graeme has also had to cease the production of CPC Domain, and John Farlie is handling that. Unfortunately, John too has had problems, so unless he can find someone to take over, CPC Domain is Doomed!

A new fanzine by then name of Cef & Fanzam has recently been opened, on disc. The cost is a measly 75p. plus disc (3"), Matt, the editor can be found at- The bungalow, Pershore rd, Pershore, Worcestershire, WR10 3EW.

GAMING POWER

One of the best places to buy games from at the moment seems to be Wizard Games.

A free catalogue is available on request, and is constsntly updated. They supply both discs and tapes, and have a large stock of both. They have 53 games on disc, plus some compilations. On tapes they have 165 games, and 29 compilations. This is a gigantic stock by anyones standards.

Wizard Games
1 North Marine Road
Scarborough
North Yorkshire
YO12 7EY

MERLYN

Superb coder Merlyn has almost finished a new game, a vertically scrolling shoot 'em up. More news as soon as I get it.

TITUS

One of my favourite software houses at the moment is Titus. They will soon be bringing out some new games, the biggest of which is Super Cauldron. It will come out soon priced 10.99 tape, 15.99 disc.

Super cauldron offers smooth, 50 frames, 4 way hardware scrolling, and is the first CPC game to print sprites halfway out of the scrolling screen, which is, according to Elmsoft, incredibly hard to do.

Titus are also planning Prehistorik 2, priced the same as Super cauldron. I think the game is being programmed by Elmsoft. The music is being done by WEEE! with samples and CPC+ support. The game will have around 16 levels, compared to super cauldron's 21.

TIC (TIAF), of Amsof PD, is looking for people to help start the Amstrad scene in Ireland. Apparently, there is nearly nobody

there who is involved in coding, or fanzine writing, although 6/10 computers that are owned in Ireland are CPC's.

So if anyone reading this lives in Ireland, and would be willing to write for a fanzine, code demo's, or start a PD library, then please get in touch with TIC, and he may be able to help you, as he is desperate to stop the death of the CPC in Ireland. This seems a worthwhile cause, so good luck with it!

You can contact TIC at: Amsof PD
    Lissanly,
    Cloyne,
    Middleton,
    Co. Cork,
    IRELAND.

Lovebyte, from Germany, is interested in starting something called the FBI members group. This stands for Fanzines backbone International, and it will be an organisation for fanzines in all countries. He will put together a special info sheet of information,

with a help offered/wanted section. This will be mailed to all members. It will give the members of the FBI fast access to the most important information, leaving anyone who doesn't join quite a way behind.

He thinks it will help make the CPC scene more international, and I for one think it will help the scene both in England and Ireland. If you run a Fanzine, then he would like you too get in touch with him as soon as possible, and can be found at: BIOS, Postfach 27, W-7959 Schwendi. Please mark your letters ''FOR LOVEBITE'.

If you do not wish to contact him, or send him a copy of your fanzine, then phone me, and tell me your address, and I will pass it on too him. This will be especially good if you run a PD library and a fanzine, as it would give you a chance to get some free advertising, and to get your name known!

ADVENTURING POWER
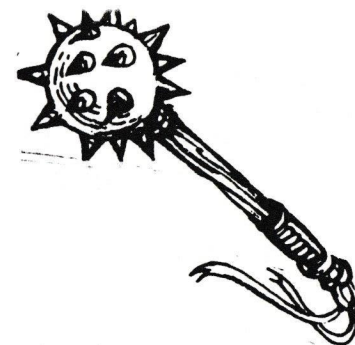
Hello, and welcome to the adventuring section of the Fanzine. I do not know that much about adventuring, and so I am looking for someone to write these pages for me. Their payment would be a subscription to the Fanzine, if they could write an informative, funny, and interesting section for adventurers, about 3 pages.

If you are interested, please write to me at- Adventuring Power, 33 East Lane, Sandiway, Northwich, Cheshire, CW8 2QQ, with either your ideas, or a sample column.

I am hoping to start an adventure game finder within this coloumn, in which people will advertise adventure games for sale, and request games they have trouble finding, together with a maximum price. This service would be free to both buyers and requesters, and should help increase the
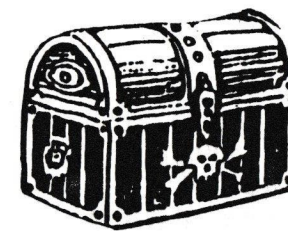

adventuring scene.

I would like to start the service, by mentioning the 2 games I have for sale- Fantasia Diamond, and The secret diary of Adrian Mole, aged 13 3/4. Fantasia diamond is on a compilation with 9 other games, but has no cover, and is going for £3, Adrian
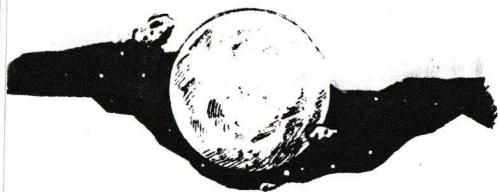
Mole has a cover and full instructions, and is going for £2. Both are originals.

If anyone would like to buy these, then please write to the address on the left. If anyone has any games they are looking for or wish to sell, please write to me.

A fanzine has recently come to my attention, through the pages of CPC. Now, called Goblin Gazzette, which covers adventuring on all the 8 bits, mainly C64 and CPC. Mr G.Gazzette can be contacted at- 10 Tavistock street, Newland Avenue, Hull, HU5 2LJ. Phone No.- (0482) 445 438.
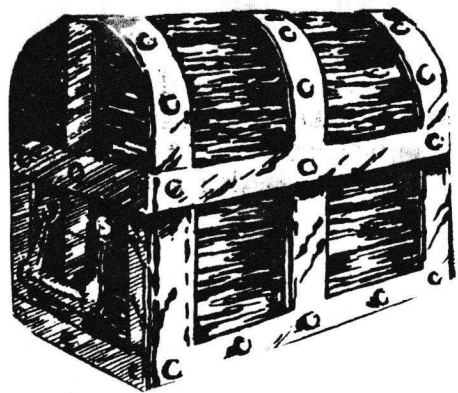
The Adventure Work shop has recently brought out some new games, including The Pendant of Logryn, written by Jamie Murphy, and Dead End, from interactive technology. The latter seems to have quite a good plot; You are Philip Marlowe, Miles Dunbar has been found dead, verdict suicide, and one of his friends thinks that it was murder. It's your job to collect enough proof to prove to the jury that it was murder.

Dead end is out now on disc for £5, and tape for £3. The pendant of Logryn requires CPM+, and is available on disc for £4.

The Adventure Workshop,
36 Grasmere Road,
Royton,
Oldham,
Lancashire,
OL2 6SR

Cheques/Postal orders payable to P.M Reynolds.

Starting a PD library is relatively easy, but starting a good one is the difficult bit. So, to help those helpful librarians, we've compiled a guide to running a PD library.

There are many factors to take into account, but these are the most important:

1) Subject
2) Cost
3) Catalogue
4) Out- goings + income
5) Service
6) Content
7) Format

Now for a quick explanation of those factors:

SUBJECT

Your subject is the specialisation of your library. A few examples of this are-Sounds like PD = Sound/Music, Adventure PD = adventures, Dragon PD = adventures, Amstrad fun PD = Games, demos, etc, only 'Fun' things.

However, most libraries stock all types of PD programs, and this is the easiest way to start, as it allows you to gather lots of stock quickly, without having to leave out programs because they don't fit in your libraries guidelines.

One area that hasn't been tapped is the fact that most people who like games don't like serious prgrams, and vice-verca, so it may be a good idea to set up a serious only PD library, because as yet I don't think that thers is one.

COST

Cost is basically the amount you will charge for each selection. This can range from 25p (Hex heroes PD, Power PD, plus more), too £1 (Adventure PD). However, a rough guide to how much to charge is what documentation you give, and what type of service you give. This is covered later.

If you charge to much for your selections, then people will not order them, and if you charge to little, then you may be making a loss (see Out goings + income.)

CATALOGUE

The catalogue factor includes the following- On what format are you going to present your catalogue (Disc / Printed), how you are going to duplicate it, and what information will it contain. The more information you put in, and the better presented it is, the more chance you have of getting customers.

Remember, when the public write to you, the first thing they see is your catalogue. First impressions are important, and can make or break your PD library.

OUT-GOINGS + INCOME

Your out-goings + income are a very important part of your library. If you are making £2 a week from orders, but spending £5 a week on photcopying and blank discs, then you are operating at a loss. Every 'buisness' has to at least 'cut even', which means that your out goings are the same as your income. Therefore you are not operating at a loss or profit.

If your income is higher than your out-goings, then you are making a profit. This is good, as it allows you to spend more on advertising and blank discs. However, if your income is too high compared to the number of orders you get a week, then you are charging too much for selections, and should lower the price.

SERVICE

Service is a very important part of a PD library- If your service is awful, then people will not order again. Things that can give you black marks include late deliveries (over 3 weeks or so), mistakes made, (such as wrong selections sent out or losing discs), and software back-up.

This last one simply means that you should give help to people if they inquire about things. And deal with complaints quickly and simply, instead of pretending you never got them!

CONTENT

The content of your library is combined with the subject, and is mainly about where you will get your libraries programs from.

There are many ways of getting programs, such as ordering them from PD libraries, writing them yourself, or incouraging the public to send you their own programs, usually by offering a cash prize to the best program sent in before such and such a date. This will supply you with quite a few hopeful winners for only around a fiver. One

part of this you have to be careful about is specifying that they have to send **an SAE** with the disc that their program is on, otherwise you could be bombarded with discs, which all have to sent back to their owners, costing you a packet.

If you run a fanzine, then it is even easier to get programs, as you can simply run a type-ins section, and ask people to send in their programs, offering a free subscription for the 4 or 5 that you print, and you'll get loads of programs, which you can put into your library. Watch out for people copying programs out of books, as putting these into your library isn't a very good idea!.

FORMAT

The last aspect that concerns you is the format which you will supply your selections on. This can be tape, and or any sizes of disc.

Very few libraries supply PD solely on Tape, (Egerton PD do) and so this could be a good area to move into. However, the simplest format to use is 3" discs. They can be used however they are formatted, and can be copied onto quickly. The only real drawback is the cost, £3 each time, which means that it will be harder to supply discs for orders like some libraries do (£3.00 say, for a disc and 2 selections).

However this problem is solved simply by using 3.5" discs, which are much cheaper. The only major prolem is the fact that everybody has different operating systems, and therefore you will not be able to copy onto other DOS's (disc operating systems) discs.

The best way to fight this is too ask people to send you un-formatted discs, and then to format them with Magic Dos. If the people have not got this Dos, then you can supply them with it, as it is PD..

So there you go then- how to run a PD library. Next month I hope to have an interview with a PD librarian as too how he started his library.

TOP 8 PD LIBRARIES

1) Power PD

2) GD PD

3) Hex Heroes PD

4) Dartsma PD

5) Robot PD

6) Demon PD

7) Presto PD

8) Scroll PD