

GAME BOY • SNES • COMMODORE 64 • MEGA DRIVE • AMIGA • PS ONE



retro
GAMER

ULTIMATE RETRO HARDWARE GUIDE

REDISCOVER THE GREATEST
VIDEO GAME MACHINES EVER MADE



Digital
Edition



SECOND
EDITION

CONSOLES • COMPUTERS • HANDHELDS

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You'll never witness a game peripheral that's as crazy as this one



Amstrad CPC 464

» MANUFACTURER: Amstrad » YEAR: June 1984 » COST: £239 (GREEN-SCREEN MONITOR) £349 (COLOUR MONITOR)

Arriving late to a hardware generation is never a smart move unless you've got a pretty impressive trick up your sleeve. But with the CPC464, Amstrad did just that. While the machine's development was, by all accounts, a somewhat bumpy road, launching with an all-in-one package made up for its late arrival to market – a built-in tape deck and bundled monitor (in both affordable green-screen and luxury colour variants) offered a level of value and convenience that its peers couldn't match, and Amstrad's debut gained traction staggeringly fast as a result. Sticking to European territories proved a smart move, too. More powerful hardware meant the CPC had a clear edge over Spectrum machines in terms of visuals (although this wasn't always utilised), while its focused marketing managed to offer a foothold against Commodore's somewhat diluted global advances.

While it was billed as an all-purpose computer, the CPC was clearly a games machine first and foremost, especially in the case of the 464. And while it couldn't offer all that much in the way of true exclusives – the early Amsoft range was, aside from a couple of titles, little to write home about – it did have a huge number of games available at launch and the quicker processor allowed for some superb arcade ports that often put their peers to shame. And while later Amstrad machines may have seen the company fail to repeat its original success, that will not change the fact that it managed to prove that being late to the party wasn't necessarily a bad thing. *

EDITOR'S CHOICE Get Dexter



Isometric games were all the rage in the 8-bit era, but few could offer the level of detail or character that ERE Informatique managed to squeeze into this superb adventure. Just compare this to the other isometric classics – *Knightlore*, *Batman*, *Head Over Heels* – and try to tell us that this isn't impressive. The use of colour and level of detail is leagues ahead of its peers and even though the game might have suffered from a lot of the problems as its stablemates, it's nonetheless a showcase for the sheer power of the CPC.

AMSTRAD CPC 464

Hardware Fact

■ The CPC 464 was the first of six models released by Amstrad over a seven-year period. It was succeeded by the CPC 664, CPC 6128, 464 plus, 6128 plus and the GX4000, Amstrad's only console.



RAM: 64KB

PROCESSOR:
ZILOG Z80A (4MHZ)

OPERATING SYSTEM:
LOCOMOTIVE BASIC

FORMAT: CASSETTE/FLOPPY
DISK (3")

TOTAL SOLD:
3 MILLION