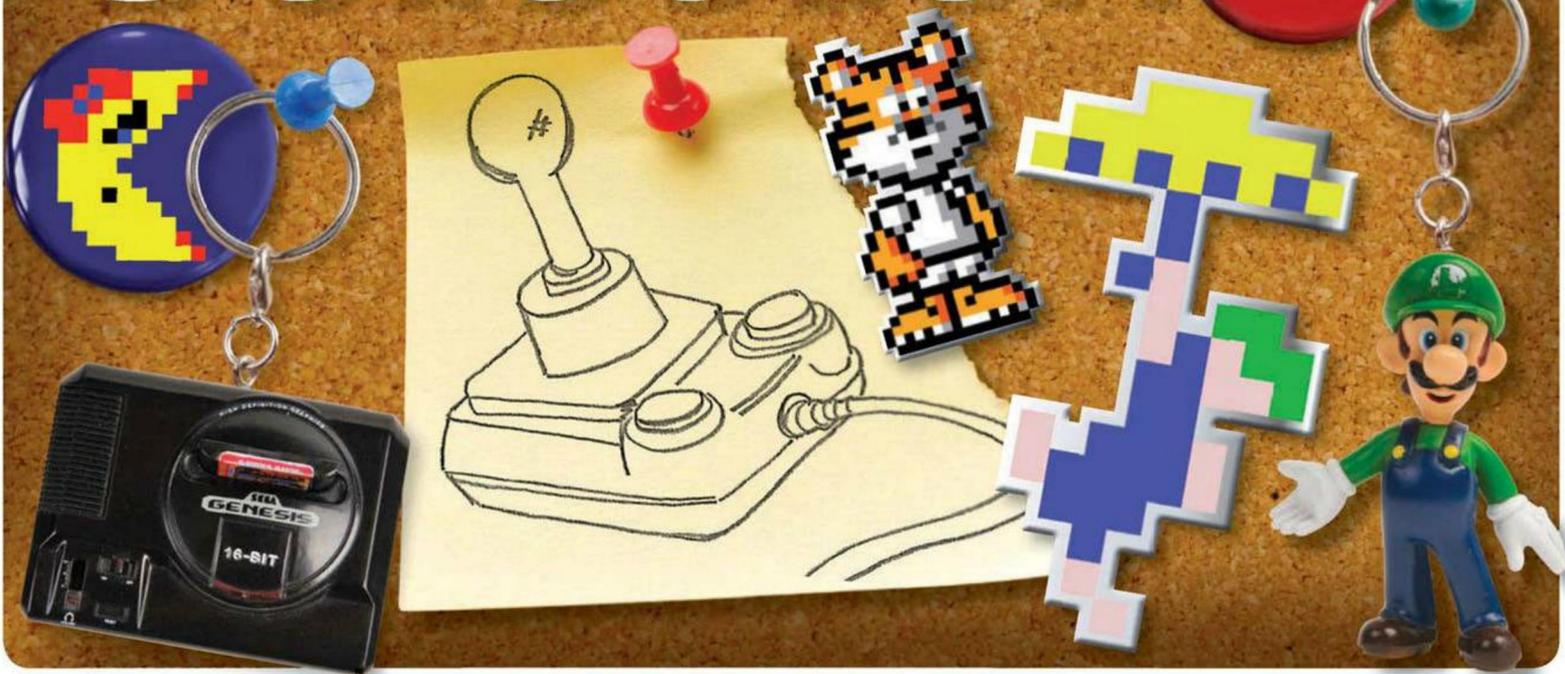




My first Spectrum!

retro GAMER Collection

Volume 6



retro* GAMER Collection

CONTENTS

The ultimate guide to classic gaming

RETRO REVIVAL

- 8 Jetpac
- 46 Die Hard
- 78 PC Genjin
- 114 3D Deathchase
- 156 Bank Panic
- 222 Super Mario 64

THE HISTORY OF

- 48 Lemmings
- 116 Road Rash
- 172 Secret Of Mana

CLASSIC GAME

- 22 Stunt Car Racer
- 70 Fiendish Freddy's Big Top 'O Fun
- 138 Contra III: The Alien Wars
- 164 Total Eclipse
- 188 Psycho Fox

COLLECTOR'S GUIDE

- 58 N64
- 126 Amstrad CPC

OBSCURA MACHINA

- 38 C64GS The Game System
- 98 Fujitsu FM Towns Marty
- 214 Tatung Einstein

MINORITY REPORT

- 56 Nemesis '90 Kai
- 124 Zorgon's Revenge
- 180 Gauntlet: The Third Encounter

THE MAKING OF

- 32 Ms Pac-Man
- 72 Starglider
- 100 Missile Command
- 140 Starquake
- 166 The Lotus Trilogy
- 216 Jet Set Willy 2

THE UNCONVERTED

- 30 R-Type Leo
- 86 Lucky & Wild
- 206 64th Street: A Detective Story

THE BIG FEATURE

- 10 Sonic Boom: The Success Story Of Sonic The Hedgehog
- 24 The Bluffer's Guide To Mac Gaming
- 88 Lord Of Chaos
- 158 Don't Copy That Floppy
- 190 The Bluffer's Guide To Isometric Games
- 200 Attack Of The Clones

FROM THE ARCHIVES

- 40 Parker Bros
- 80 Virgin Software Part 1
- 106 Virgin Software Part 2
- 182 Broderbund

IN THE CHAIR

- 148 Allan Alcorn
- 208 Sid Meier

FUTURE CLASSIC

- 104 Shadow Of The Colossus
- 146 Astro Boy
- 198 Eternal Darkness

Retro Gamer explains why Lord Alan Sugar's range of 8-bit computers had a certain je ne sais quoi



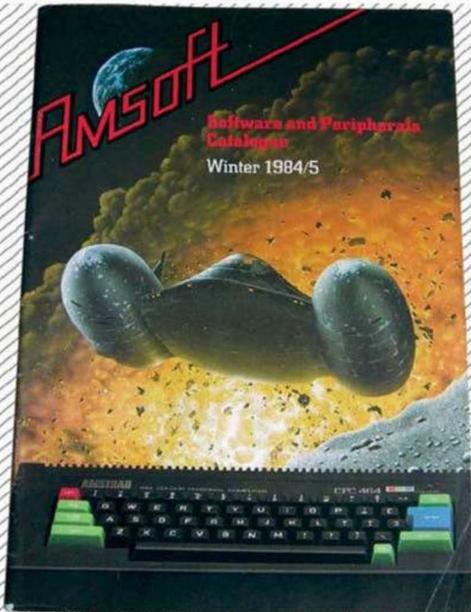
AMSTRAD



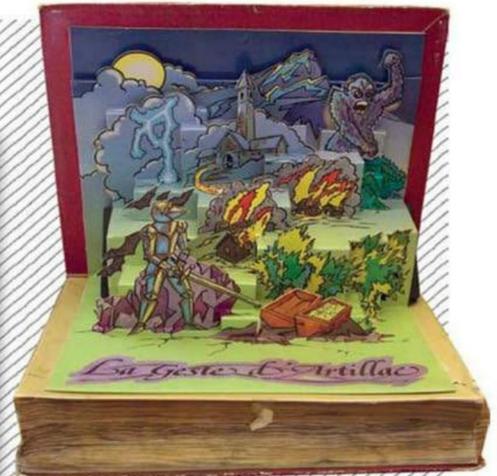
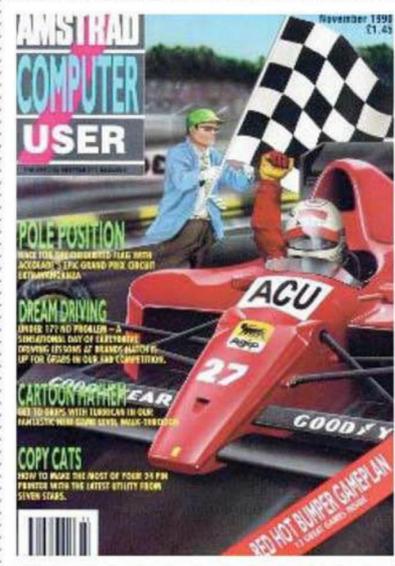
» Manufacturer: Amstrad » Models: Amstrad CPC/Amstrad Plus » Launched: 1984/1990 » Country of Origin: UK

DCPC





Amstrad's own software division, Amsoft, published a host of games.



The Amstrad CPC used 3-inch disks, which were more expensive than 3.5-inch and 5.25-inch ones.



WHY IT'S COLLECTABLE

Often shot down as “that other 8-bit computer”, the range of Amstrad CPC machines has just as much, if not more, to enthral any videogame enthusiast. While there is no doubt that its contribution to gaming is starkly overshadowed by the Commodore 64 and ZX Spectrum, the CPC has more than a few surprises beneath its gun-gre exterior.

Many games started life on the Amstrad CPC, and some of those were exclusive to the machine for a short spell, until their popularity ensured that developers ported them to other computers. Titles such as *Get Dexter!*, *B.A.T.*, *Purple Saturn Day* and *Super Cauldron* fall under this banner. The Freespace system, which can be seen in titles ranging from *Driller* and *Dark Side to Castle Master* was developed on a CPC. The Oliver twins produced the *Dizzy* games on an Amstrad too. But, despite these contributions, still vitriol is aimed at the machine. A thread on the

Retro Gamer forum in 2007 entitled ‘Things you never knew about the CPC’ suggested, “If you drop them from a great height, they don’t bounce,” and that “they make great paperweights”. Perhaps they do. Yet dismiss this UK computer – Amstrad’s first foray into personal computing – at your peril.

In France, gamers took the machine to their hearts. By the time the original CPC range of computers was coming to the end of its manufacturing life in 1990, it had sold more than 650,000 units and had taken more than 50 per cent of the market; games for the CPC sold as many copies as all the other formats put together. Although the CPC 464 with its cassette drive was popular in Britain, the French preferred the disk-based CPC 6128 and, to a far lesser degree, the short-lived 664, and more than 80 per cent of games sold were on 3-inch floppy.

With such a large foothold, French developers naturally made the Amstrad their primary platform. Ubisoft’s graphical adventure *Fer Et Flamme* (*Iron And Flame*) was exclusive to the CPC, and it was the

French company’s first major hit. Developers in France produced some of the Amstrad’s most popular and critically acclaimed games, among them Titus’s *Crazy Cars* and Loriciels’ *Skweek*, the latter having not been released on any other 8-bit machine.

The French CPC releases leaned very heavily towards adventure and arcade titles, including *Captain Blood*, *Defender Of The Crown*, *Iron Lord* and *B.A.T.*, which makes it an attractive proposition for fans of these genres. And since French developers were producing primarily for the CPC, they pushed the technology in ways that many of their British counterparts did not, and so techniques such as overscan and a devotion to the production of superlative graphics were high on the agenda.

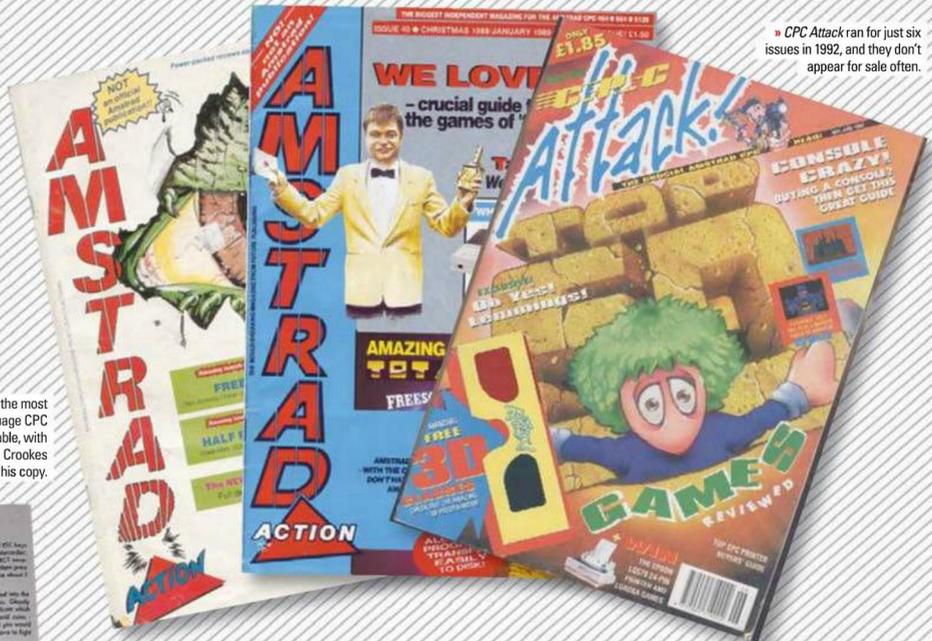
Why does this make the CPC ripe for collectors? Simply because there is a treasure trove of import releases to collect. The French philosophy was to produce outstanding-looking games with a unique Gallic edge to them. In truth, it was less a philosophy and more to do with market forces, given that the

DID YOU KNOW?

■ In Germany, the CPC was distributed by Schneider, without the coloured keys. The company put its name on the 464, 664 and 6128, and while almost all of the keys on each machine were grey, light brown keys replaced the colourful ones of the original. That wasn't the only difference: Schneider placed its logo on the computers, and the start screen also displayed Schneider. It was only later, when Amstrad distributed the machines itself, that they were branded with the original logo. The 6128 in Germany had ribbon cable connectors rather than printed circuit board edge connectors.

» *Amstrad Action* was the most popular English-language CPC magazine. Issue 1 is valuable, with **Retro Gamer's** David Crookes spending £50 on his copy.

» *CPC Attack* ran for just six issues in 1992, and they don't appear for sale often.



French market was a demanding one. But this means there are games out there that many will not have played and that, with the help of online translation services such as Google Translate, can be thoroughly enjoyed by monoglots.

Spain was the next-largest market in mainland Europe, where it was distributed by Indescorp as the CPC 472, the extra 8K of RAM being unusable but a good wheeze by Amstrad to get around a Spanish tax on computers with 64K or less RAM that lacked Spanish-language keyboards.

Tapes were more common in these countries, which, as in the UK, ensured that there were thriving budget scenes. The downside to the French taste for disks meant cheap thrills were far less common, not that it appeared to damage the machine's sales. Collectors who decide to go for a disk-based machine, however, can rest assured that it is possible to hook up a cassette recorder using an inexpensive lead and, fiddly volume controls aside, play tape-based games without a problem.

Collectors will also enjoy checking out the games that took advantage of the 128K of memory of the 6128 and could be accessed by inserted a 64K RAM pack into the back of a 464. Games included *Gremlin's Nigel Mansell's World Championship*, *Space Crusade*, *Supercars*, *Hero Quest* and *Switchblade*. Level 9 produced *Gnome Ranger*, *Ingrid's Back!*, *Knight Orc*, *Lancelot* and *Scapghost*, all with pictures on the 128K versions. *The Famous Five*, *The Pawn*, *The Guild Of Thieves*, *Jinxter* and *Corruption* were only playable if 128K was available. Tape titles such as *Spellbound Dizzy* provided extra graphical effects on a 6128, such as animated *Yolkfolk*. *Gryzor*, *Renegade*, *Operation Thunderbolt* and *Bad Dudes vs Dragon Ninja* allowed levels to load in one go. For gamers, an extra 64K was a major bonus.

In all territories, the new Amstrad 8-bit computers, which replaced the CPC in 1990, flopped terribly, despite their 4,096 colours and cartridge facilities. They consisted of the GX4000 console, 464 Plus and 6128 Plus, and while Amstrad said it wasn't possible

for disk and tape-based games to take advantage of the extra spec, such limitations were broken by a hack, leading to the likes of *Stryker In The Crypts Of Trogan*, *Prehistorik 2* and *Ocean's Space Gun* using the hardware, and each one is worth checking out.

The commercial failure of the GX4000 and Plus models hasn't lessened their worth to collectors. A GX4000 is a worthwhile purchase, if only to try to track down some incredibly rare offerings like *Chase HQ II*, *Copter 271* and even *Pang*, which is seen as one of the better games and so is closely held on to by collectors. You could be looking at anything in the region of £50 for a GX4000 console on eBay.

Finally, as the CPC entered its last days, many amazing games were released, including the PD title *Croco Magneto* and semi-commercial titles such as *Fluff*, *Megablasters* and *Masters Of Space*, which you may struggle to find on their original disks. More recently, French coders Julien 'Targhan' Nevo and Supersly released the amazing point-and-click adventure *Orion Prime*. The goodies keep coming...

THE PERIPHERALS

► An advertisement in *Amstrad Action* for the Multiface Two.



► The Multiface Two was essential for tape-to-disk copying and for cheating.

MULTIFACE TWO

If you are looking to play original games on an original Amstrad CPC, the key peripheral is the **Multiface Two**. It was such a versatile piece of kit that used to weigh in at £47.95. Its manufacturer, Romantic Robot, typically reduced that amount by a tenner, and it would later suggest that it was a case of "Buy now or it's bye now". The nature of the peripheral – it boasted the ability to copy games as a side effect of its advertised uses – meant it was treading around in a very grey area.

The actual device was nothing amazing to look at and neither was its build quality particularly astounding. It was a small black box with two stickers slapped on the front and a couple of buttons – one blue, one red – with a through connector on one end, allowing users to attach more peripherals and a ribbon cable leading out of the other. But it's not about what it looked like. It's about what it did, and it continues to be so useful for collectors today that you'll be hard pressed to track

one down for a low price. They tend to go for around £30 when sold today.

The Multiface Two was developed by Alexander Goldscheider, and it was great for 6128 owners who had cassette decks plugged in to their disk-based machines. It meant they could tap into the mountain of tape games without having to suffer the hassle of waiting for them to load, time and time again. Once the initial load had been performed, a press of the red button froze the CPC and an exact copy of what was in the computer's memory at that time was taken. This could then be dumped to disk, and it was useful not only for making backups but for saving games midway at a time when most games didn't have a save facility. Magazines also printed Multiface cheats, which could be tapped in for infinite lives and the like. This provided a reason to buy for those gamers who did not have disk machines.

Of course, there was software available that attempted to copy games to disk without extra hardware, but this ate into the memory and it was

never as successful in copying nor as versatile as this device. The key argument put forward by Romantic Robot against accusations of piracy was that to play your games back on disk, you needed to have the Multiface Two plugged in. That was the theory, anyway, because there was software available in the public domain to get around that restriction and turn copies into standalone programs.

In later hardware revisions, there was a basic memory editor, which was handy for computer programmers, and it was even clever enough to avoid detection. The Multiface Two would always be turned off until the red button was pressed, getting around any games with the ability to detect the peripheral, often leading to the CPC crashing.

The Multiface Two was a revelation and an absolute must for any serious gamer, and today you can use it to make backups of your collection and to speed up loading times of any tapes you have. Oh, and finish those large and difficult games that you couldn't manage in one sitting the first time around.

...AND THE REST



01. Disk drive

■ The DD1-1 3-inch disk drive and interface for the 464 allowed gamers to play disk-based titles. An FD-1 second drive for the 464, 664 and 6128 was also available, shipping without the interface. In later years, many CPCers would hook up 3.5-inch drives to take advantage of cheaper, higher-capacity disks.

02. dk'tronics 64K Memory Expansion

■ Any 464 and 664 gamer wanting to get the best out of a selection of games including *No Exit*, *Pirates!* and *Chase HQ* needed to expand the memory. This expansion pack, styled to match the original machines, was inserted into the back of the CPC. Expect to pay £60 today.

03. GX4000

■ Although not strictly a peripheral, buying this flop console was a way to take advantage of a new wave of Amstrad games. A cartridge slot was built in to the Plus machines, and a hack enabled tape and disk games to take advantage of the 4,096 colours, hardware sprites and scrolling offered by cartridge games.

04. Joystick

■ Official Amstrad joysticks were produced and boxed under the subsidiary brand Amsoft. They were rather flimsy affairs and barely lasted a wiggle of *Daley Thompson's Decathlon*. A joystick was bundled with the machine as part of a games pack that included *Monopoly*, *Trivial Pursuit* and *Roland* games. The pack was apparently "worth £150".

05. MP-1 modulator

■ Anyone unlucky enough to have a green-screen monitor bundled with their CPC soon realised the negative impact it had when playing games. Using an MP-1 modulator on a 464, you could hook your CPC up to a colour television. An MP-2 modulator, with an additional 12V power supply, was made for the 664 and 6128.

06. RS232 serial interface

■ Useless today but very much useful back in the day, having an RS232 serial interface meant CPC users could hook up to online bulletin boards, where they could swap tips and share information. Adventure game fans appeared to enjoy them, giving access to downloadable public domain games and solutions. Today, it has novelty value.

07. Tape connector leads

■ Although 664 and 6128 users were blessed with fast disk drives, they would glance enviously at the plethora of cheaper cassette games and *Amstrad Action* cover tapes. All you needed to solve this conundrum was an inexpensive set of leads and a cassette recorder. It was not possible to connect a tape recorder to a 6128 Plus, though.

TOP FIVE GAMES TO PLAY

01. Get Dexter!

■ Often cited as one of the best CPC games of all time, the French graphic adventure *Get Dexter!* originated on the Amstrad in 1986. It looked amazing at the time, its attention to detail raising the gaming bar.

**02. Turrican**

■ Although originally released on the Commodore 64, this graphically arresting and utterly huge game was a fantastic CPC shoot-'em-up.

**03. Rick Dangerous 2**

■ As what is arguably the precursor to *Tomb Raider*, *Rick Dangerous 2*, despite its blocky yet colourful graphics, achieved a staggering 97% in *Amstrad Action*.

**04. Prince Of Persia**

■ Jordan Mechner's masterpiece showed that the CPC could hold its own against 16-bit opposition and was heralded as an example of the graphical capabilities of the Amstrad.

**05. Spindizzy**

■ Anyone who remembered *Marble Madness* took to the huge 400-screen *Spindizzy* with ease. It was an Amstrad original, but due to its quality, it didn't remain exclusive for long.



PLAY THESE NEXT

**Knight Lore**

■ The CPC version was better than that of the Spectrum, of that there was no doubt. It was the first Ultimate game to arrive on the Amstrad, with *Sabre Wulf* hot on its heels, and it certainly didn't disappoint. It boasted delicious packaging and a tape bulging with incredible, colourful 3D goodness.

**Ranarama**

■ A *Gauntlet* clone it may have been but a debut Amstrad title it was too. And a good one at that. It was a polished shoot-'em-up with spells that made it a spot of magic for any CPC gamer. Produced by Steve Turner (interviewed on page 84 of this very issue), it was a sterling and surprisingly original effort.

**The Sentinel**

■ With 10,000 levels, *The Sentinel* was one huge game. Created by Geoff Crammond for the BBC, this was no less a game for being a port. It reviewed incredibly well and has been acclaimed as one of the best titles of all time, regardless of platform. For that reason it has to be here and must be experienced.

**Prehistorik 2**

■ As a classic by *Zap!'Balls* creator Elmar Krieger and ported to numerous other machines, *Prehistorik 2* made extra use of the 6128's capacity, not least with the addition of in-game music. Although it was available for 64K machines, it surpassed itself with the 6128 Plus, using additional parallax scrolling graphics.

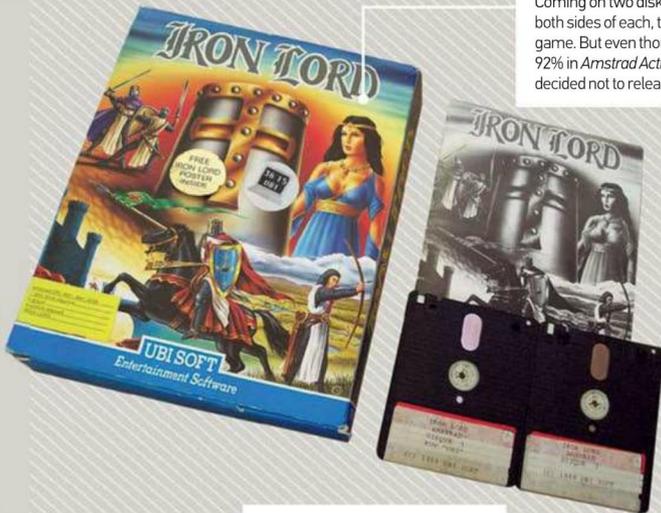
**Sorcery+**

■ When you picked up Amstrad literature around 1985, chances are you would see *Sorcery+* looking back at you. Its superlative graphics were used to show off what was being touted as the CPC's killer game, and it was no idle boast, with this disk-based version expanding the original's 40 screens to 75.

TOP FIVE IMPORT GAMES

01. Iron Lord

Coming on two disks and taking up both sides of each, this was one big game. But even though it received 92% in *Amstrad Action*, Ubisoft decided not to release it in the UK.



02. Prohibition

Restricted in Germany, *Prohibition* was a shoot-'em-up with Gallic flair, and it was soon released in English. Be aware that the 128K version doesn't work on Plus machines.



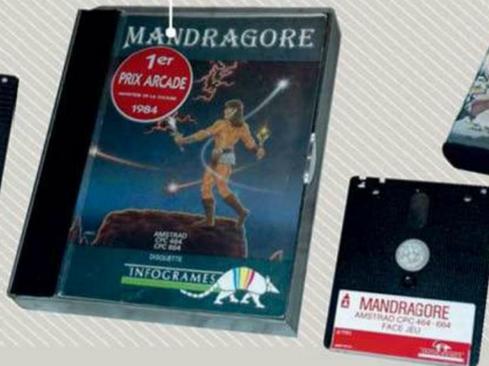
03. Orphée: Le Voyage Aux Enfers

The first French graphical adventure, *Orphée* impressed with its colourful graphics and myriad locations. It's not the easiest of games, but it is quite addictive.



04. Mandragore

This was a popular game in France and one of the first RPGs. Originally produced for the Thomson M05, it was ported to the Amstrad CPC and later given English translations, but it didn't grab the attention in the same way as across the Channel.



05. Sapiens

Never released outside France, it's well worth getting your hands on *Sapiens*. It was the CPC's debut open adventure game, set in a prehistoric land in a battle for survival. It could be viewed side-on and in 3D isometric.



IMPORT THESE NEXT



Le Maître Des Âmes

The French sure did love their role-playing games, and this fantasy adventure ticks all of the boxes and really should have been given an English-language release. With the usual wizards, dwarves and elves, there wasn't much of a departure from what you'd expect of an RPG, but its sure was fun.



Fugitif: Les Aventures De Jack Blutfield – Part 1

A technically impressive release, players used the cursor keys to get around *Fugitif's* gaming world and utilised an icon-based system to input commands. It was produced in the CPC's high-res four-colour mode, but the programmers used clever tricks to extend the palette beyond that limit.



La Malédiction

Although suffering somewhat in the gameplay department, it is worth getting hold of in order to see the typical Eighties French touch on many of the games produced at around that time. Often they had good ideas and nice graphics, yet were let down by glaring omissions for a text adventure, such as not giving decent descriptions.



Les Passagers Du Vent

Although the sequel, *Passengers On The Wind 2*, was translated into English and released in the UK, the debut game was not. It's not a particularly long game, but given that it is based on a cartoon strip, it looks amazing, with graphics that burst from the screen and with a great audio score driving you on.



Alphakhor

If you have a grasp of French, you won't want to miss this impeccably presented text adventure by Loricel. It's not an easy game to track down but it's worth the perseverance, with a mature and intriguing plot about a deadly virus threatening mankind in 2006 that mirrors an outbreak from 1463.

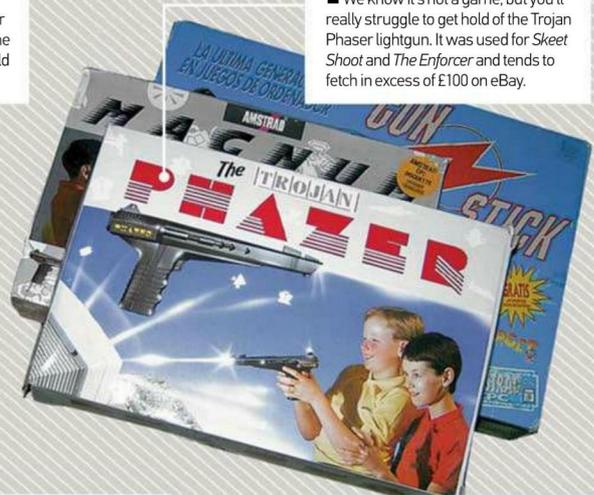
TOP FIVE RAREST PAL GAMES

01. Pang (cartridge)

■ There is no doubt that *Pang* was one of the best cartridge releases, and it sold more than most other games for the Plus and GX4000. But because it is one of the more desirable games, most people keep hold of it, making it relatively hard to track down.

**02. Trojan Phaser**

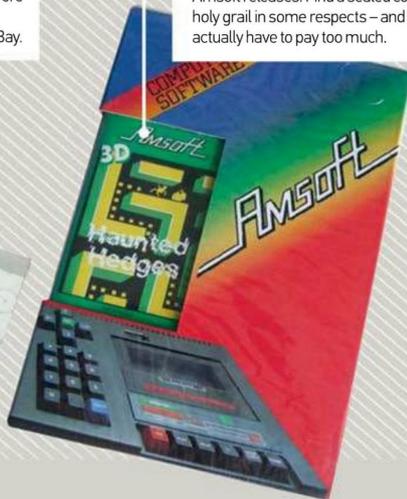
■ We know it's not a game, but you'll really struggle to get hold of the Trojan Phaser lightgun. It was used for *Skeet Shoot* and *The Enforcer* and tends to fetch in excess of £100 on eBay.

**03. Copter 271 (cartridge)**

■ You will find that most of the rare games were launched for the ill-fated Plus and GX4000 mainly because, by this time, most people were moving on. *Copter 271* was, like *Chase HQ*, a late release and fetches a pretty penny on eBay.

**04. Haunted Hedges**

■ It's not just *Haunted Hedges* that can prove difficult to get hold of but most of the big box Amsoft releases. Find a sealed copy – the holy grail in some respects – and you won't actually have to pay too much.

**05. Chase HQ II (cartridge)**

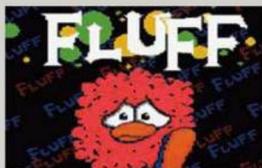
■ For a long time, collectors were not sure if *Chase HQ II* even existed on cartridge, but then one was unearthed by James Bridges. It would have been released at the end of the GX4000's life.



GET THESE NEXT

**Qin**

■ The last time we saw a copy of *Qin* on eBay, it fetched in excess of £100. It's as hard to find information about it as it is to track down the game itself, but sources in France tell us it's very high on the 'most wanted' list of titles for CPC fans to play, and this desirability must have contributed to its rarity.

**Fluff**

■ *Fluff* was one of the last commercial releases for the Amstrad CPC, produced by one-man team Radical Software. Although the initial games were sold in white cases, artistic boxes were used later, taking the image of the Fluff character that adorned the cover of *Amstrad Action*. The game barely sold, so finding these will be hard.

**Megablasters**

■ Published by Radical Software in the UK, *Bombberman* clone *Megablasters* also came in a box and was one of the final commercial games for the CPC. Like *Fluff*, it sold little despite being an amazing game and topping some people's must-play lists. It's worth scouring round on the off-chance you can find it.

**The Great Giana Sisters**

■ This game was on sale for just a couple of weeks before Nintendo felt it was far too similar to *Super Mario Bros* and so took out a successful lawsuit against Rainbow Arts. So few would have had the chance to snap up the game, and yet it's worth playing. Ironically, in 2009 it finally found a release... on Nintendo's own DS.

**Street Fighter II**

■ Okay, a red herring. This game was promoted month after month in *Amstrad Action*. It was promised that the game was at an advanced stage and would be due soon. But it never actually appeared on the shelves. Or did it? Anyone who manages to track down the source code would be a hero to the CPC community.

THE JEWEL IN THE CROWN

It's one of the best CPC games of all time, but what marks it out is the packaging – a complex title complete with playguide, keyguide and a novella...



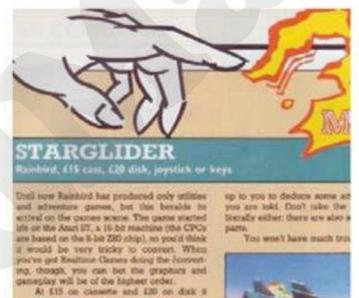
The Game

■ This was Rainbird's first arcade-style game, and it had its work cut out from the start. It was ported from the Atari ST and suffered little in the process. Firebird actually bundled this with *The Sentinel*, *Elite*, *Ace 2* and *Tetris* further down the line.



The Packaging

■ As if to justify the expense, the game came bundled with some useful paper. The playguide was accompanied by a novella written by popular UK author and screenwriter James Follett as well as a guide to the keys. Very much in the *Elite* mould.



The Cost

■ *Starglider* was not cheap. It came in at £15 on tape and £20 on disk and subsequently didn't go on to sell a great deal, relatively speaking. But for a game that earned an *Amstrad Action* Mastergame award with 91%, many felt it was worth every penny.

✓ THE AMSTRAD CPC GAMES YOU NEED TO OWN

3D Construction Kit	<input type="checkbox"/>
Abadia Del Crimen, La	<input type="checkbox"/>
Academy	<input type="checkbox"/>
Addams Family, The	<input type="checkbox"/>
Afterburner	<input type="checkbox"/>
Alien8	<input type="checkbox"/>
Alphakor	<input type="checkbox"/>
Arkanoid	<input type="checkbox"/>
Arkanoid II: Revenge Of Doh	<input type="checkbox"/>
ATV Simulator	<input type="checkbox"/>
Auf Wiedersehen Monty	<input type="checkbox"/>
Autocrash	<input type="checkbox"/>
Badlands	<input type="checkbox"/>
Ball Bearing	<input type="checkbox"/>
Barbarian	<input type="checkbox"/>
Bard's Tale, The	<input type="checkbox"/>
B.A.T.	<input type="checkbox"/>
Batman	<input type="checkbox"/>
Batman: The Movie	<input type="checkbox"/>
Beach Head	<input type="checkbox"/>
Bloodwych	<input type="checkbox"/>
Blues Brothers, The	<input type="checkbox"/>
Bomb Jack	<input type="checkbox"/>
Bomb Room, The	<input type="checkbox"/>
Boulder Dash	<input type="checkbox"/>
Bubble Bobble	<input type="checkbox"/>
Bumpy's Arcade Fantasy	<input type="checkbox"/>
Burnin' Rubber	<input type="checkbox"/>
California Games	<input type="checkbox"/>
Captain Blood	<input type="checkbox"/>
Castle Master	<input type="checkbox"/>
Castle Master II: The Crypt	<input type="checkbox"/>
Cauldron	<input type="checkbox"/>
Chase HQ	<input type="checkbox"/>
Chase HQ II (cart)	<input type="checkbox"/>
Chevy Chase	<input type="checkbox"/>
Chip's Challenge	<input type="checkbox"/>
Chuckie Egg	<input type="checkbox"/>
Colossal Adventure	<input type="checkbox"/>
Combat School	<input type="checkbox"/>
Continental Circus	<input type="checkbox"/>
Copter 271 (cart)	<input type="checkbox"/>
Crazy Cars II	<input type="checkbox"/>
Crystal Kingdom Dizzy	<input type="checkbox"/>
Cybernoid	<input type="checkbox"/>
Cybernoid II	<input type="checkbox"/>
Cyrus II Chess	<input type="checkbox"/>



Dizzy



Pipe Mania

D-Day	<input type="checkbox"/>
Daley Thompson's Decathlon	<input type="checkbox"/>
Dan Dare	<input type="checkbox"/>
Dark Side	<input type="checkbox"/>
Darkman	<input type="checkbox"/>
Deliverance: Stormlord II	<input type="checkbox"/>
Dizzy	<input type="checkbox"/>
Dizzy: Prince Of The Yolkfolk	<input type="checkbox"/>
Donkey Kong	<input type="checkbox"/>
Doomdark's Revenge	<input type="checkbox"/>
Doors Of Doom	<input type="checkbox"/>
Double Dragon	<input type="checkbox"/>
Dragon Breed	<input type="checkbox"/>
Dragontorc	<input type="checkbox"/>
Driller	<input type="checkbox"/>
Dun Darach	<input type="checkbox"/>
E-Motion	<input type="checkbox"/>
Eliminator	<input type="checkbox"/>
Elite	<input type="checkbox"/>
Emlyn Hughes International Soccer	<input type="checkbox"/>
Everyone's A Wally	<input type="checkbox"/>
Exolon	<input type="checkbox"/>
Exterminator	<input type="checkbox"/>
F-16 Combat Pilot	<input type="checkbox"/>
Fantasy World Dizzy	<input type="checkbox"/>
Final Fight	<input type="checkbox"/>
Flimbo's Quest	<input type="checkbox"/>
Fluff	<input type="checkbox"/>
Football Manager	<input type="checkbox"/>
Frankie Goes To Hollywood	<input type="checkbox"/>
Fruit Machine Simulator	<input type="checkbox"/>
Fugitif: Les Aventures De Jack Bludfield - Part 1	<input type="checkbox"/>
Gauntlet	<input type="checkbox"/>
Gauntlet II	<input type="checkbox"/>
Gauntlet III: The Final Quest	<input type="checkbox"/>
Gazza II	<input type="checkbox"/>
Geste D'Artillac, La	<input type="checkbox"/>
Get Dexter!	<input type="checkbox"/>
Get Dexter 2	<input type="checkbox"/>
Ghost Hunters	<input type="checkbox"/>
Ghostbusters II	<input type="checkbox"/>
Ghosts 'N Goblins	<input type="checkbox"/>
Ghouls 'N Ghosts	<input type="checkbox"/>
Grand Prix Simulator	<input type="checkbox"/>
Great Giana Sisters, The	<input type="checkbox"/>
Gremlins: The Adventure	<input type="checkbox"/>
Gryzor	<input type="checkbox"/>
Guild Of Thieves	<input type="checkbox"/>

Gunship	<input type="checkbox"/>
Hacker	<input type="checkbox"/>
Hard Drivin'	<input type="checkbox"/>
Harrier Attack	<input type="checkbox"/>
Haunted Hedges	<input type="checkbox"/>
Head Over Heels	<input type="checkbox"/>
Heartland	<input type="checkbox"/>
Heavy On The Magick	<input type="checkbox"/>
Hero Quest	<input type="checkbox"/>
Hitchhiker's Guide To The Galaxy, The	<input type="checkbox"/>
Hollywood Hijinx	<input type="checkbox"/>
Hong Kong Phooey	<input type="checkbox"/>
How To Be A Complete Bastard	<input type="checkbox"/>
Hudson Hawk	<input type="checkbox"/>
Hunchback	<input type="checkbox"/>
Ikari Warriors	<input type="checkbox"/>
Impossaball	<input type="checkbox"/>
Impossamole	<input type="checkbox"/>
Impossible Mission	<input type="checkbox"/>



Renegade

Indiana Jones And The Last Crusade	<input type="checkbox"/>
Indiana Jones And The Temple Of Doom	<input type="checkbox"/>
Infernal House	<input type="checkbox"/>
Insector Hecti At The Interchange	<input type="checkbox"/>
International 3D Tennis	<input type="checkbox"/>
International Karate	<input type="checkbox"/>
International Karate +	<input type="checkbox"/>
Iron Lord	<input type="checkbox"/>
Italy 1990	<input type="checkbox"/>
Jet Set Willy	<input type="checkbox"/>
Karateka	<input type="checkbox"/>
Klax	<input type="checkbox"/>
Knight Lore	<input type="checkbox"/>
Knight Tyme	<input type="checkbox"/>
Koronis Rift	<input type="checkbox"/>
Kwik Snax	<input type="checkbox"/>
Laser Squad	<input type="checkbox"/>
Lemmings	<input type="checkbox"/>
Little Computer People	<input type="checkbox"/>
Little Puff In Dragonland	<input type="checkbox"/>
Loopz	<input type="checkbox"/>
Lords Of Midnight	<input type="checkbox"/>
Lost Caves And The Tomb Of Doom	<input type="checkbox"/>
Lotus Esprit Turbo Challenge	<input type="checkbox"/>
Lurking Horror, The	<input type="checkbox"/>
Magicaland Dizzy	<input type="checkbox"/>
Maitre Des Âmes, Le	<input type="checkbox"/>
Malédiction, La	<input type="checkbox"/>
Mandragore	<input type="checkbox"/>

EXTREMELY RARE

Games that have less than a few dozen known copies available.

VERY RARE

Very hard to come by. Expect to see only a couple of copies per year.

RARE

You should be able to source these in a reasonable amount of time.

UNCOMMON

You won't find them straight away, but you will after a search.

COMMON

Always just a click away for the average collector.

VERY COMMON

So common you'll find them in most bundles of games you buy.

Manic Miner	<input type="checkbox"/>
Manoir De Morteville	<input type="checkbox"/>
Marsport	<input type="checkbox"/>
Match Day II	<input type="checkbox"/>
Megablasters	<input type="checkbox"/>
Mercenary	<input type="checkbox"/>
Midnight Resistance	<input type="checkbox"/>
Myth	<input type="checkbox"/>
Navy SEALs	<input type="checkbox"/>
Nebulus	<input type="checkbox"/>
Netherworld	<input type="checkbox"/>
Nigel Mansell's World Championship	<input type="checkbox"/>
Night Shift	<input type="checkbox"/>
North & South	<input type="checkbox"/>
Operation Wolf	<input type="checkbox"/>
Orphée: Voyage Aux Enfers	<input type="checkbox"/>
Pang (cart)	<input type="checkbox"/>
Paperboy	<input type="checkbox"/>
Passagers Du Vent, Les	<input type="checkbox"/>
Pawn, The	<input type="checkbox"/>
Pipe Mania	<input type="checkbox"/>
Pirates!	<input type="checkbox"/>
Piso Zero	<input type="checkbox"/>
Power Drift	<input type="checkbox"/>
Prehistorik	<input type="checkbox"/>
Prehistorik 2	<input type="checkbox"/>
Prince Of Persia	<input type="checkbox"/>
Pro Tennis Simulator	<input type="checkbox"/>
Prohibition	<input type="checkbox"/>
Purple Saturn Day	<input type="checkbox"/>
Puzznic	<input type="checkbox"/>
Pyjamarama	<input type="checkbox"/>
Qabbalah	<input type="checkbox"/>
Qin	<input type="checkbox"/>
Rainbow Islands	<input type="checkbox"/>
Ranarama	<input type="checkbox"/>
Red Moon	<input type="checkbox"/>
Renegade	<input type="checkbox"/>
Return To Eden	<input type="checkbox"/>
Revolution	<input type="checkbox"/>
Rick Dangerous	<input type="checkbox"/>
Rick Dangerous 2	<input type="checkbox"/>
RoboCop	<input type="checkbox"/>
RoboCop 2 (cart)	<input type="checkbox"/>
Rock Star Ate My Hamster	<input type="checkbox"/>
Roland In Space	<input type="checkbox"/>



Roland In The Caves	<input type="checkbox"/>
Roland In Time	<input type="checkbox"/>
Roland On The Ropes	<input type="checkbox"/>
Sabre Wolf	<input type="checkbox"/>
Sacred Armour Of Antiriad	<input type="checkbox"/>
Sapiens	<input type="checkbox"/>
Savage	<input type="checkbox"/>
Scapeghost	<input type="checkbox"/>
Sentinel, The	<input type="checkbox"/>
Seymour Goes To Hollywood	<input type="checkbox"/>
Shadow Of The Beast	<input type="checkbox"/>
Shufflepuck Cafe	<input type="checkbox"/>
SimCity	<input type="checkbox"/>
Smash TV	<input type="checkbox"/>
Solomon's Key	<input type="checkbox"/>
Sorcery	<input type="checkbox"/>
Sorcery+	<input type="checkbox"/>
Space Crusade	<input type="checkbox"/>
Spindizzy	<input type="checkbox"/>
Spy vs Spy	<input type="checkbox"/>
Starfox	<input type="checkbox"/>
Starglider	<input type="checkbox"/>
Starion	<input type="checkbox"/>
Stroper	<input type="checkbox"/>
Stunt Car Racer	<input type="checkbox"/>
Super Cauldron	<input type="checkbox"/>
Super Off Road	<input type="checkbox"/>
Super Robin Hood	<input type="checkbox"/>
Supercars	<input type="checkbox"/>
Sweevo's World	<input type="checkbox"/>
Switchblade	<input type="checkbox"/>
Target Renegade	<input type="checkbox"/>
Tau Ceti	<input type="checkbox"/>
Teenage Mutant Hero Turtles 2	<input type="checkbox"/>
Thrust	<input type="checkbox"/>
Titan	<input type="checkbox"/>
Titus The Fox	<input type="checkbox"/>
Tomahawk	<input type="checkbox"/>
Total Eclipse	<input type="checkbox"/>
Total Recall	<input type="checkbox"/>
Trailblazer	<input type="checkbox"/>
Trantor	<input type="checkbox"/>
Turbo The Tortoise	<input type="checkbox"/>
Turrican	<input type="checkbox"/>
Turrican 2	<input type="checkbox"/>
Untouchables, The	<input type="checkbox"/>
Uridium	<input type="checkbox"/>
Way Of The Exploding Fist	<input type="checkbox"/>
WEC Le Mans	<input type="checkbox"/>
Wild West Seymour	<input type="checkbox"/>
Winter Games	<input type="checkbox"/>
Wizball	<input type="checkbox"/>
World Series Baseball	<input type="checkbox"/>
Worm In Paradise, The	<input type="checkbox"/>
Xor	<input type="checkbox"/>
Xyphoes Fantasy	<input type="checkbox"/>
Yie Ar Kung-Fu	<input type="checkbox"/>
Zap't'Balls: The Advanced Edition	<input type="checkbox"/>
Zoids	<input type="checkbox"/>
Zork I: The Great Underground Empire	<input type="checkbox"/>

Collector Q&A

In addition to his insane knowledge of the system, Richard Goulstone has an impressive collection



■ What drew you to collecting for the CPC?
I bought a CPC 664 in 1986 as my first 'serious' computer, and have been hooked ever since. It was the Rowan Atkinson adverts on television that originally drew my attention to them. I have owned several over the years, mainly 6128s, up until about 1992 when I sold

the last one I had and moved on to a PC. But modern computers are so boring, so once I had the chance to get an Amstrad again in the late Nineties, I jumped at it.

■ How long have you been collecting for now?
Since the advent of auction websites in New Zealand in 1999, I saw people selling CPC stuff really cheap and got enthusiastic all over again. I started off collecting all 8-bit computers and got a reasonable collection together. Then I realised that unless I won the lottery, I had better limit myself to one system, and it had to be Amstrad.

■ What does the Amstrad offer over other 8-bits?
The Amstrad CPC was the pinnacle of 8-bit computers. It had a great all-in-one design, and it came with a real operating system – CP/M. It was easy to use and program, and the manual was very good. All in all, it was the complete all-in-one package with one plug.

■ What do your family think of your collection?
Not much! My wife wonders why on earth I am interested in 'old' computers. But as it keeps me occupied in one room of the house she doesn't mind too much...

■ What's the most expensive game you own?
Probably an Amsoft disk game, like *Roland In Space*. I've seen some of the rarer ones sell on eBay for £20-30.

■ What's the rarest game in your collection?
I think one of my fully boxed and shrinkwrapped Amsoft titles. Usually, whenever anyone bought an Amsoft game back in the Eighties, the first thing they did was throw out the outer box and plastic insert.

■ What is the cornerstone of your collection?
Definitely my *Amstrad Computer User* collection. An almost complete collection, including issue 1. I must have read each issue ten times, as it captured the essence of the Amstrad CPCs of the time. People who were really interested in the machine wrote it.

■ What advice would you give to other collectors?
Join an online community and share what you have. I am currently uploading anything I have to CPC Wiki that isn't already there. Sites like that are a great way to archive everything and keep it current. The 464 is just coming up to its 27th anniversary, and it's still going strong.

