CPC

UNDERCOVER

INSIDE

Part Two Of
The Basic
Tutorial

Andy Ounsted
Interviewed

Three pages of
PD reviews

We help you
get the most
from your CPC

And loads more...

Don't be
scared of
adventure
games -
read our guide
inside

If it's out, it's in

"A lively and
interesting read"
-WACCI

Pacific
Publications

Coverdisc

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Circulation 0264

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Important

The copydate for articles and
advertisements is 5th April

Advertising Rates

Next Issue

The Editorial

Here we go yet again for the fourth time. You know, I never really thought I'd get this far. In fact when I started the whole thing off I didn't think that I would even reach issue 2 but here we are ready to go again.

But I have some bad news. There will probably be delays in replying to letters and in sending back contributions and other little things for the next two months. I will get out all the magazines within the week but anything else may have to wait a while longer. Why? Well I have got some exams coming up and I have also got quite a bit of coursework to do as well. Because of all this, I wont be offering the Office Disc or The Entertainment Disc for sale until May. I am sorry for any inconvenience all this will cause but rest assured that everything will be back to normal as soon as possible.

But there are further repercutions and that is the fact that as I will be concentrating on college work, I wont have as much time for the fanzine in the intervening time so I would welcome any submissions. I would also appreciate it if you would send them as Powerpage files set out in the usual way as this will cut down the time I have to spend on them.

Anyway, thanks to all those who have written for CPCU up to now and thanks to everybody for buying this mag. I hope you enjoy the read.   David

Bits and Pieces

Sleepwalker PD's Joe Moulding and Martin Elliot are currently working on a beginners disc called, "The Beginners Guide".

The PD disc will contain information to aim newcomers to the Amstrad in the right direction and tell them what the best PD programs and fanzines to be found are (lets hope CPCU is mentioned).

The disc will also come complete with a game called Cool World which, according to Joe Moulding, is based on Loopz.

The release date is as yet unknown.

Covertape

Sleepwalker PD are offering CPC Undercover for sale complete with a covertape for only £2.

They will also be doing a similar deal with coverdiscs which means CPCU has a proper covertape or coverdisc. Contact Sleepwalker.

Loadsa games

The PD scene is seeing an influx of new games written on the Continent.

The Dynablasters clone, Megablasters, written by Odiesoft of HJT is reported to be due for completion in April.

Billed by TIC of BENG as being "the best on CPC ever", the game will be distributed by New Age Software.

The game will sport super graphics drawn by Rex of Beng and special PLUS only effects.

An Arkanoid clone is at present being coded by Hydris. Hydris is also writing Zaxon II, a follow up to Zaxxon. More news as and when

we receive it.

Amstrad owners mourning the decision by US Gold to not release the Super NES hit game, Streetfighter II can be consolled by a forthcoming release from Olympus.

Called The Legend, the game is modelled on the beat-em-up genre assciated with Streetfighter type games in which the player will be able to fight a series of opponants.

Get Contacted

We have been asked to mention Amstrad Contact, a new user group for CPC users.

As with WACCI and CPC User, Amstrad Contact offers a regular newsletter and CPC support. Contact them on 0403 753348.

Mel Mik Mir Scrapped

It has come to our attention that the continental overscan art package will now not be released.

The Cadjo Clan, makers of the program have decided to scrap any plans they had for the package and it will not even be released as a preview.

It was said that the software would have been much better than the Advanced Art Studio.

Mourning

We have heard of the sad death of David Carter, the man behind Penguin Software. We at CPCU send our condolances to David's family and friends during this sad period of time.

Useful Info

In our ever trying attemps to bring you, the reader, the best possible magazine, we are printing a complete list of all the addresses you are ever likely to need. However if we have missed someone out, write in and tell us.

PD Libraries

Sheepsoft
39 Woodlands Road
Barry
South Wales
CF6 6EF

Demon PD
47 Hilton Avenue
Birmingham
B28 OPE

GDPD
49 Woodville
Barnstaple
North Devon
EX31 2HL

Sleepwalker PD
Joe Moulding
9 Meeting House Lane
Balsall Common
Nr Coventry
CV7 7FX

Hardware

Dartsma
47 Kidd Place
Charlton
London
SE7 8HF
(081 317 1170)

SD Microsystems
PO Box 24
Holbeach
Lincolnshire

Campersoft
10 Macintosh Court
Wellpark
Glasgow
G31 2HW
(041 554 4735)

GUL Microform
191 Watling Street
Fulwood
Preston
PR2 4AE

Siren Software
Wilton House
Bury Road
Radcliffe
Manchester
M26 9UR
(061 724 7572)

Trojan Products
Unit 7
Dafen Industrial Estate
Llanelli
Dyffedd
South Wales
SA148 LX
(0554 777993)

Software

Pipeline Software
9 Brynglas Terrace
Pyle
Bridgend
Mid Glamorgan
South Wales
CF33 6AG
(0656 740741)

Sentinel Software
41 Enmore Gardens
East Sheen
London
SW14 8RF

WACCI
12 Trafalgar Terrace
Long Eaton
Nottingham
NG10 1GP

STS Software
(Send all orders to Sheepsoft)

Trojan Products
(See hardware)

Fanzines

Artificial Intelligence
19 Lee Street
Littletown
Liversedge
West Yorkshire
WF15 6DZ

WACCI
(See above)

CPC User
65 Wallisdon Avenue
Fareham
Hants
PO16 1HS

Contact
Dave Muggeridge
(0403 753348)

Disc Formats

Sheepsoft: 3" discs and 3.5" discs formatted as DATA (or SYSTEM for CPM programs)

Demon PD: 3" discs and 3.5" discs formatted to Romdos 4.

Sleepwalker: 3" DATA format and tapes.

GDPD: 3" and 3.5" discs.

The Undercover Report

Enthusiasts are funny people really. They spend hours over something for little or no financial gain. But why? David Crookes discovers the truth.

Now that hardly any software houses are producing games,many CPC users are taking a look at the serious side of their computers.This is quite unbelievable as when Amstrad decided to market the machine solely as a computer for playing games on,the first thing CPC owners thought about was an avalance of games with the serious computerers being left to stand out in the cold.

The computer press has long been raving over 16 bits and consoles!!

This,apparently,was a false view of the situation and the whole thing turned full circle with the games players being the ones to get frost bitten.

Commercial games are sadly no more due to a general decline of 8-bits. However it still seems strange that more people are "getting serious". I think that the vast quantity of PD libraries springing up goes some way of explaining the 'miracle' and couple that with the great quality of PD around (a quick glance at the Publically Speaking column would highlight this), you can begin to get the picture.Quantity as well as quality.

If you still don't understand then I'll explain it a bit more.PD libraries contain mainly a lot of serious programs and,best of all,you can get them at vey cheap prices ranging from 20p up to anything like £3 for all inclusive options.

One man who has done a lot in the PD scene is Richard Fairhurst,he of Powerpage fame.For years he has been importing from the continent and writing top programs such as,as I've mentioned,Powerpage which is probably the best DTP for the Amstrad,to date.

Many other people have also written top programs which are,it must be said,of commercial quality.These include Rambase 3,Gpaint,the patched up Protext Demo and fabulous games,yes games,like Croco Magneto.Of course there is software which is complete and utter tosh but those that aren't ,aren't,if you see what I mean.

So why do these people insist on puting their hardwork into the Public Domain where they aren't going to make a lot of money? Maybe it's because they would like a bit of fame or maybe they want as many people as possible to see what they have written and

use it.Maybe,like Richard Fairhurst,they want to prove a point;that being wanting to show that something costing about 25p can be as good as something costing £25.But then again who's really bothered about the reasons behind the PD 'mystery'.As long as good software at cheap prices is around,nobody's complaining.

And we'll end on that note.The fact is,there are people willing to work hard for hardly any rewards,except for self-satisfaction.And don't forget that if it wasn't for the PD libraries,these enthusiasts and the extrodinary amount of fanzines springing up,the CPC would be in a far worse position today.People like these should be applauded for doing something which Alan Sugar should have done:support the owners of Amstrad CPC's.

However don't be fooled into thinking that only PD libraries are interseted in serious software because that simply is not true.

Campersoft, STS Software and Sentinel are run by enthusuasts who decided to turn commercial and the best thing of all is the software they turn out is of the highest possible standards.

Insider
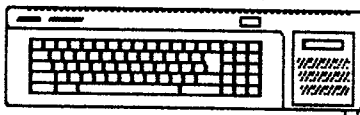
Romantic Robot
Disc only
Price:
£7.95

"Cover me. I'm going in." "In where?" "In this program, of course." "But how, Inspector?" "Well, I've had a tip-off from The Wizard who claims theres this good program called Insider."

This unique little tool from the stable of Romantic Robot, is a valuable piece of software if you are the proud owner of the Multiface II.

It works by residing 'outside' the CPC and within the 8k extension RAM of the Multiface. All that is needed then, is to load your program as usual, then press the magic, 'RED BUTTON', then....Hey Presto!! You're in and nosing around. Please note, the Insider disc has to remain inside the drive after loading your program, because the multiface doesn't have enough memory to hold it all.

I will go through the menu in alphabetical order while describing what it does.

(B)anked ROM: Select which RAM bank (0-16) is paged in the second 16k bank area (with bank 0 being the normal RAM).

(C)-DEC: All numbers entered and displayed from now on will be in DECIMAL.

(D)ISASSEMBLE: A full Z80 disassembler using standard Zilog mnemonics. There are also a set of extra op-codes that for some reason, were left out of the official Instruction Set!?
It is worth noting that these will not work on every Z80 processor.

(F)IND: Allows you to enter your search in either Number Sequence, Ascii Characters, Set Address and Do Search.

(H)EX: All numbers entered and displayed from now on, will be in Hex.

(I)-LINE FEED: Toggle to send a line feed (Chr$10) with or without Carriage Return (Chr$13). I found this to be very handy indeed.

(L)OWER ROM: Toggle between lower ROM or RAM in the lower 16k.

(N)UMBER: View memory contents as Hex or Dec numbers.

(O)UT TO SCREEN/PRINTER:

What this option does is allow the user to simply toggle between sending the output to the screen or, if you wish, to the printer. Quite useful.

(P)OKE: Enter an address and the value to be poked in.

(R)ETURN: This returns the program being examined, back to it's original palette.

(S)ELECT UPPER: Select any UPPER (Sideways) ROM's to be paged in.

(T)EXT: View memory as Ascii characters.

(U)PPER ROM: Toggle between Upper ROM or RAM in the Highest 16k.

(Z)80: View contents of the Z80 registers in Hex or Decimal. Flags are shown by letter. Upper case signifies the flag is set. Etc.Etc.

Except for the viewing window being very small, I find this toolkit an excellent purchase and definately something to consider. Which is why I gave it a cool rating.

96%

Andy Ounsted

In our third interview, Angela Cook has a chat with Amstrad Actions ex-art editor and trys to discover what makes him tick.

Andy Ounsted art editor extroadinaire, traveller of continents, and basically a really nice guy. Yes this month, CPC Undercover brings into your home, the views of AA's own art dude.

Andy asked me whether or not this interview was going to hurt. "No," I said, brandishing a heavy knife in my hand, "it's just a few, simple, nice, friendly questions." And he believed me!

(Angela, you waste enough paper as it is, get on with it- David) Yes well, my first question was to find out if he was single, or already fallen to the mercies of a daring woman. He's single.

So, then, why did Andy take on the awful job of having to work along side of Clur and Dave, I asked curiously. Well he had no choice, he tells me, but I think he is just a plain sadist. Previously Andy has worked on Your Sinclair, poor man. Before he got the job on Your Sinclair, he went to art college for 4 years. He has worked for ad-agencies and has been involved in graphical design.

I asked Andy how he decides what sort of backgrounds AA pages should have. Aside from what the writers have ideas on and trying loads of things out, Andy just does "what looks good."

We then had a little chat about a really good picture in issue 96, where three pictures are leading into other ones, of the new people on AA. Andy did not actually do this and it was Dave's idea.

Andy does not own a computer at home although he uses a Macintosh at work. He also uses a Sharp scanner. Mind you don't cut yourself, Andy.

Right then, is Andy's desk ever clear? "At the end of the month it is, but then it just deteriorates from there."

Andy is certainly a man that has travelled. He has been to Atlanta and New Orleans in the U.S. He has also been to Athens, America. Andy has even been to Australia, visiting family and friends and if you look in issue 99 of AA you will see a rather snappy photo of Andy in Australia with a kangaroo, or is it a wallaby?

I asked Andy whether he has settled in at AA. He thinks so, and says that Action and Your Sinclair both have a similar approach.

He then asked me whether I thought that AA has got any better since Nick (Aspell) left. In all truth I have to say yes. It has got a lot brighter, more colourful, and is a lot less like reading

the "Yellow Pages" as he put it. Andy said that the idea is to draw people into buying the magazine. I think that AA's new image is great. A new editorial team helps, too, not that the old one was bad, but it does bring in new ideas doesn't it?

Andy is really nice. (Angela, how come you say that about everybody you interview?- David). All right, I could say that he is really horrible and oozing with evil. Now that would be lying and my mummy told me never to do that - don't teenagers just love going against their parents?

I've done it again. I have got a knack of this. I was speaking to Dave Golder, editor of AA, not a week after interviewing Andy. And guess what? Andy is leaving for ST Format. The new art editor is coming from which magazine? Commodore Format. Now the old CF team are back together again.

Finally I promted Andy about his favourite colour. He said,"I could be really matcho and say black, couldn't I?" I agreed but he said a mix of red and black anyway. You see, I said he was evil! **Angela**

Coverdisc 4

In Association With Sleepwalker PD

CPC Undercover are proud to have teamed up with one of the CPC's top PD services. In association with Sleepwalker we present two great PD games and two utilities.

Quadrant

Firstly we are giving away this excellent little game for two to four players. The object of the game is to collect more crystals than the other player.

You start off with four lives each of which are worth six crystals and you must race around a maze faced with a strict time limit.

More comprehensive instructions are included in the program so load it up and play away.

Music Biz

Have you ever wanted to be the manager of a pop singer? Do you ever get the urge to market somebody to the top of the charts?

If so then check this out. It is a simple game in which you take controll over a singer or a band and then build him up into a big star by touring and practising. Once you have built up a bit of money, you will get offered a contract which you can refuse or except. If you except a contract then it is time to make some singles and a few albums and watch them fly up the charts.

Watch out though for some unexpected little things which may hinder your progress, though.

Sleepwalker PD

Crunch

This little utility will let you compress your machine code files so that they do not take up as much space on the disc.

It is very easy to use. Once you get past the introduction screen you are presented with a menu. Select your option then insert the right disc. That's all there is to it. I think you would be wise to only crunch files on a back up disc, though.

Multiface

If you have a 3.5" drive this will come in handy. It lets you store four sides of a 3" disc onto one 3.5". It is menu driven and so is very easy to use.

Back To BASIC's

You may remember that last month I wrote about the CPC's three different modes. Well that was just the start of a little program, the rest of which is as follows:

```
10 MODE 1:INK 0,0:INK 1,26:BORDER 0
20 PRINT"HI THERE ME OLD KIPPER! WHAT'S YOUR NAME ";
30 INPUT name$
40 IF name$=""THEN PRINT"Well, type s o m e t h i n g then":PRINT:GOTO 20
50 PRINT: PRINT"HELLO "name$
```

Once the program is ready type RUN and press RETURN to run the program.

I detailed line 10 last issue but line 20 uses the simple PRINT command. This is quite a common keyword that BASIC offers and can be typed as a question mark so that line 20 could be typed as:

```
20 ?"HI THERE ME OLD KIPPER! WHAT'S YOUR NAME ";
```

The ? will be converted to PRINT when listed by typing LIST. PRINT does exactly what it says; what ever is in the inverted commas is printed onto the screen. You cannot print inverted commas using this method because a SYNTAX ERROR will occur.

The INPUT command introduces a "variable". A variable is what BASIC uses to hold various types of information. The variable can be almost anything you want with the exception of keywords. I have chosen "name" because it is what you are meant to type in. It is good technique to use variables that you will remember.

The dollar sign after ($) is to distinguish the type of variable. The type we are using is called a STRING variable which means it can contain letters and numbers. If the dollar sign was not typed (omitted) then BASIC would expect only a NUMBER to be typed in, and any letters would result in an error. Once the INPUT command has accepted input from the user the contents are stored into name$.

Line 40 is included in the program to demonstrate the series of statements IF and THEN. Just think of it as an English statement: IF what has been typed which is stored into name$ equals nothing ("") THEN PRINT what is in the quotation marks. The last command is a naughty one which tells BASIC to GO TO line 20. Try not to use too many GOTO's because you will soon get lost when trying to follow the program through. I have found this out from personal experience.

So the variable name$ contains something. Whether or not it is actually a name of someone is another matter, it all depends on what you typed in when the program asked you your name. Next the program has a PRINT command (as in the previous line did). This leaves a line blank which is used in the example to make the presentation look a bit better. The program now prints HELLO on the screen and followed by the
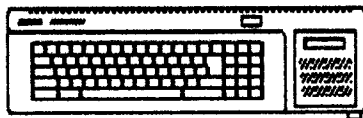
contents of name$, so it should say hello to you. The end.

Or is it? Notice the use of the semi-colon. Try using the program without the ; in both lines 20 and 50 and you will find that the semi-colon has a good use.

The most important part of that program was line 40 which has the IF THEN system used. This system should work on all BASIC's not just the CPC's. It certainly works on all four previous computers of mine. There is also a command used in conjunction with IF and THEN. It is ELSE. Again think of it as you are speaking in the English language to the BASIC language but BASIC only understands one method of saying things to it.

Variables

We have used variables a bit with name$. Remember that they can be anything you want as long as they are not keywords and aren't too long and have the right suffix...

As all of these on the left are "legal" variables, legal meaning that the computer will except them, but each is used for different a% circumstances. The dollar sign denotes a string variabler, nothing and the ! means normal numbers NOT letters etc and % means an integer number. An integer number is a whole number such as 50 or 463 NOT 4.734 or 23.1.

You can do mathematical operations with all variables except the string variable such as adding q to r and storing the result in s. There again the string variable can contain a mixture of numbers and letters and funny symbols which can be manipulated in their own way.

You can easily assign a value to a variable without actually using a programming keyword which destroys my theory that all line numbers are followed by keywords. For instance, if you wish to give the variable "ant" the value of 34.5 and hi$ the string "Has anyone seen my potato waffle?" then use:

ant=34.5
hi$="Has anyone seen my potato waffle?"

However in earlier versions of BASIC a keyword was needed, LET.

LET ant=34.5
LET hi$="Has anyone seen my potato waffle?"

This could be used but as BASIC developed it got dropped. The LET command is provided with Amstrad BASIC for compatibility with early BASIC's for learning purposes.

And now to the use of variables in programs:

10 CLS:REM this clears the screen
20 a$=INKEY$
30 if a$="" then 20 ELSE PRINT a$;:GOTO 20

The purpose of this program is to show INKEY$. Now if you were thinking that INKEY$ is a variable then that is a perfectly sensible mistake to make. Variables CAN be in upper or lower case as can keywords but INKEY$ is not a variable, but a keyword. Not such a self explanatory one here but type in the above, RUN it and then type away at your keyword and you will see your text on screen. Press ESC twice to abort. The INKEY$ command accepts a single character from the user. The a$=INKEY$ tells BASIC that the variable a$ is from now on, unless otherwise said later on in thw program, the same as INKEY$.

The end is nigh so I'll write about the rest next issue. Paul

Publically Speaking

Once again this is the place to look if you want to find some new software at cheapo prices. Chris Carpenter pointed out that reviewind PD is a waste of time since it doesn't cost much to buy. Ah, but if we didn't review it how would you know what is available and if we didn't review it people would lose motivation and stop writing it. Anyway here we go.

BANKER

BANKER is a 20K basic programme to be found in most PD Libraries and quite honestly I think it's one of the best bank statement programmes around! It is very easy to use and covers a full 12 month period starting with whichever month you want (for those of you who like to go from April - March instead of January - December). 60 entries per month are allowed but the great thing about the programme is that it supports standing orders. You can set up as many as you want (up to 20) for whatever frequency you require whether it be a debit or credit and this is added into the appropriate months automatically. You can print out a separate month by month list of the standing orders if you wish. Another brilliant feature is

that you can set up around eighteen different categories of expenditure eg (petrol or electricity) and the programme will keep a running total through the year of these separate amounts so you can see how much you spend on eg bus fares! Again there is a print option so you can have a hard copy. Of course you don't have to use all these options but it could be useful in a page of incomings and outgoings to be able to keep tabs of one type of expenditure through the year (you'd be surprised how much you spend on your computer in a year!) The programme does, of course, display any month's statement (printer option again) and the following month will carry on from the balance of the previous month. However, if you've forgotten to put in an item in one month you can still put it in

and the following months will recalculate automatically. One last thing is that if you have a bank account you can reconcile the statement with the one from the bank so you can tell if you've any cheques outstanding and these uncleared items can be displayed or printed separately. Instructions are included in the programme so you can't really go wrong!

All in all it's a little gem of a programme whether you just keep track of your pocket money or have masses of standing orders going out of a complex account!   **Jo Wood**

Anti-Multiface?

What this little program does is save a binary file onto your disc containing a Multiface copied game and allows you to run it without the Multiface being present. You can then pass it around willy nilly. Mass piracy? For what it is supposed to do, it does well and will come in handy when your Multiface breaks.

Crime v1.8

The best just got better.

Crime, written by Crown of BENG, was one of the best disc copiers around even if it tended to corrupt files every now and then. But now it has been updated and boasts some excellent features.

You can do all the normal copying things like from A to A, A to B, B to A, and B to B but now you can also, by pressing just one key, erase the entire disc whether it is a 3" one or a 3.5" one.

Pressing TAB allows you to format discs whilst still having options to copy discs or files on a slow or fast speed. You even have a choice of file tracks and disc tracks.

Slightly more minor features include the ability to catalogue a disc by just pressing either A or B and you can toggle the screen colours.

This program is extremely polished and therefore is well worth buying. This is the eigth version of Crime and is by far the best. You see, this offers that little bit more than other copiers do. **(DC) 89%**

Labelbase

When I was asked to review this program I wondered why there was a use for a base for lables. I delved further until I realised that it was another DATABASE. Aaarhhh!

For all those that don't know, a database stores any data, from stamp collections, record collections and as this one does, names, addresses and phone numbers.

I like this one although it has a little problem which can be something of a pain. It has a "Memory Update" highlight in the menu and if you try and update the memory after entering some records, the program goes into a WHILE WEND loop and stays there for quite some time untill you press the escape key.

Now we have the negatives out the way, we will move forward in linear fashion. I like this program as the windows display is very neat. I thought I was looking at a PC 486 for a moment!

For a PD proggy, it deserves a clap. **85% MP**

Geoff Short's Print Enhancer

In issue three we reviewed a program called Proprint. What it was (for those who didn't see issue 3) was a print enhancer. In other words it gave you a load of fonts which were better than your normal printer ones.

This is a PD version of it, run by a series of menus and not needing Protext to run since it loads independantly.

It comes in three parts.

♦Word Processor: a simple, easy to use word processor which, while not being fully featured, is as good as most other processors.

You don't have to use this to use the package as long as you have a word processor that can save as ASCII.

♦Font Editor: Even though you are supplied with some fonts you can also design your own using this. Very easy to use, indeed.

♦The actual enhancer: This is the main part which is menu driven and has a host of options (page length etc). The results are stunning.

Overall,then, a sound package. **(DC) 97%**

Cheap Thrills
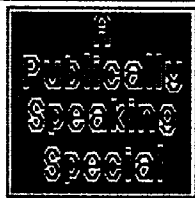
If you are looking for some cheap games to play, then look no further than this very page where David Crookes and Melvyn Phillips take a look at some.

Jumper

Look, this is silly. A game about jumpers? Wooly or cotton things you wear? Pardon? Oh, it's a ball that does the jumping? Well, why didn't you say?

It's kind of like Croco Magneto, this game. You play the unbelievable part of a ball (a bit like Madballs really). What you do is jump, bounce rather, around a series of mazes avoiding spikes and other similar nasties.

There are differences between this and Croco Magneto, though. Jumper lacks the speed of the aforementioned game but it still needs precision and skill. In other words, it's just as damn hard.

The graphics are very nicely drawn if a little dull and brown but the animation is superb and quite fluid.

Sound wise, the game should carry an eighteen certificate because it could turn to to violence. Small bouncy annoying blips.

Still fun, though. (DC) 89%

Axus

Before this I had never seen a game from Greece. Games always seemed to come from Britain, France, Spain and Germany.

Anyway, the coders of the game seem to be demo writers becuase the loading sequence has loads of demo effects such as scrolling and rotation - a pity really as it means the game takes that while longer to load. Worth the wait, though.

Graphics are very nicely laid out. The death animation seems to be ripped off from Thunderblade though and the game bears a slight resemblance in places to it.

Overall a very playable shoot-em-up which will keep you very busy. 82%

Madballs

Well first of all, for a program written entirely in BASIC, I don't think it's too bad.

You play the part of a ball which must make its way through three mazes avoiding spike and huge pits etc etc while keeping note of the strict time limit.

The program is fairly colourful to a point (pixel) and the sound is like a warthog with indigestion! The character movement is jumpy.

At first, the joystick controls are awkward but you soon get used to them.

You have three lives but as soon as you lose one, the program re-draws and you start again at the beginning. Very boring!

Some BASIC games are brilliant such as board and logic games but platforms games? Leave it to machine code - after all it's much better.

A nice 50%, I think. MP

Don't get cross with yourself, get cross with words, in this superb crossword from Undercover's very own Wizard.

Once you've worked out the answers either cut out the grid or write down the answers on a piece of paper and send it to: Enigma Undercover, 37 Trimingham Drive, Bury, Lancs. BL8 1JW. The closing date is the 5th April 1994. Winners may be published in issue 5.

So test your verbosity with our first puzzle.
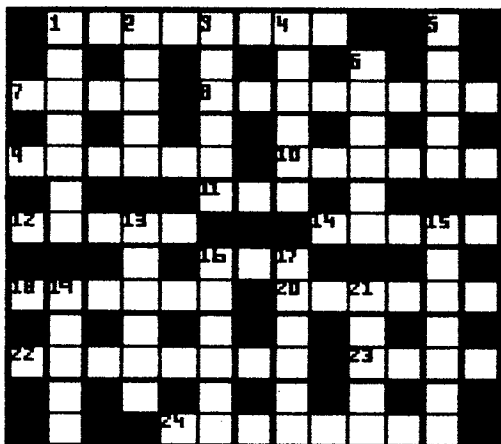
Across

1 It stops the spine from aching (8)
7 You wont get any from me! (4)
8 You'll be positive if you go this way (8)
9 Don't be one of those on thin ice (6)
10 You should grab this if going 8 across (6)
11 Are you really a millionaire with this? (3)
12 Get to grips with this pain! (5)
14 Sometimes you say this to your dog (5)
16 Read-only what? (3)
18 Does this word make you sleepy...? (6)
20 The world could be yours if you grab 10 across (6)
22 Are you into horse riding? (8)
23 Have a go at the cherry? You might get 8-bits (4)
24 Transistors wont work without these... (8)

Down

1 I've heard these on Citizens Band Radio (7)
2 It's a good hand at Pique (5)
3 It's beginning to take shape (6)
4 You should know this group of characters (5)
5 You can use one to help with an algorithm (5)
6 Some progs have this in chess (6)
13 You could end up as one with this crossword (6)
15 I do this when I'm innovative (7)
16 Be this when you like (6)
17 Pause for one of these, you might get ideas (6)
19 When you leave Earth, you are in this space (5)
21 He's not cold wearing this (5)

If the wizard can conjure something up, there will be another puzzle soon.

Supertips

Everybody needs help sometimes. Short cuts or easier ways of doing things are vital for an easy life aren't they? So what we are going to do is provide that help (aren't we really good to you? No arguing. Oi, quiet in the cheap seats).

Bin that Multiface...

No don't. What's your problem? Some of your games don't save to disc and make the drive whirr around for ages (for ever, in fact) without actually producing a final result?

Help is at hand. Attempt to save the game as normal and while the drive is knawing at your disc, remove the disc for long enough so that a DISC ERROR message is presented. Then try again. The game should save normally and without a hitch. This is because the standard parameters are reset whenever a disc error occurs.

And there's more

What happens if your Multiface packs up for good and your guarrantee has run out? Well you could buy a new one but then you wouldn't be able to use the games you have converted to

disc. Then again if you got it fixed you could use them but you would probably have to fork out a bit of money and who's to say it wouldn't break again? What you need if you are ever presented with a situation such as this is a PD program called Anti-Multiface which allows you to load up Multiface saved games without any hassle. So save yourself a massive amount of money and try your local friendly PD library. Failing that send in a disc to CPCU with a SAE and we'll copy it for you for free. The Office Disc (see the ad elsewhere in this issue) also has this program on it.

This is a bank raid

Another Multiface tip (we are being kind to you today). When you save a game onto disc make sure you clear the Multiface's extra banks of memory so that these don't get saved along with the main program. To do this, press the red button on the black box, then C, then R to return to BASIC. You must do this before you load up the game though.

Why must you do this? Well it saves disc space because sometimes garbage ends up in these blocks which aren't anything to do with the program.

Call it what you want

Call routines often hold many short cuts in programming. These are called directly from BASIC so you could write a program like the one below:

```
10 CLS
20 PRINT"Press any key...."
30 CALL &BB18
40 PRINT"HELLO"
```

What this would do is print the first message before waiting for a key to be pressed. It would then print the word hello. The routine to make the computer wait for the key to be pressed is CALL &BB18. This is a shorter version of 10 IF INKEY$=" " THEN GOTO 10 or WHILE INKEY$=" ":WEND.

So now you know the basic swing of things, here are a few more calls:

CALL &BC02 resets the colours back to blue with yellow text. The uses here are obvious.

CALL &BB00 resets all of the keyboard keys to their normal function.

And finally....

If you use a PCW and would like to transfer data between them (ASCII files etc.) then save them on CPC DATA format discs. Load up your favourite PCW word-processor and load in the CPC saved file. It should do this without any trouble because PCW's can read CPC DATA discs. And CPC's can read some PCW programs using a PD program called READ-PCW. Bye for now.

Adventures

A Beginners Guide By Jo Wood

Adventures come in many forms but for the purpose of this article we are looking at games where the player inputs commands and text to move between locations, solving puzzles in order to progress through the adventure. There are lots of adventures around especially since the advent of programmes designed to enable imaginative people who are not programming wizards to still produce them (eg GAC, PAWS, Quill). Some have graphics and some are text only - it's a matter of personal taste as to which you like best. The only snag with graphics is that they can slow the pace of a game down - for example in the Eve of Shadows by Rob Buckley, but then again the graphics are superb!

PD Adventures

There are lots in the libraries to choose from as well as other sources so if you haven't had a go it's worth a try! But what do you do when confronted by the first location description and the ominous message "What Now?" Well first essential is a pen and paper as you need to map the game as you go along (otherwise you'll soon end up wandering aimlessly because you are LOST!) Next you should note any clues to commands used that may be in the introduction or you may find a list of verbs if you type VOCAB. There are a

lot of verbs common to most adventures such as GET EXAMINE DROP but then there are also specific verbs for special events within an adventure which may only be used once.

Command Input

It is worth trying to see if a game understands a command by typing for example, EXAMINE TABLE and noting the response and then typing EXAMINE XYZ. The responses could indicate whether the game understands the word EXAMINE or if the responses are the same when you type nonsense it's a fair indication it doesn't know the command word.
The way words are input vary too - one game may let you use W for WEST where another will only take the full word. You find this out very quickly! SAVE is another useful command usually available which means you can save your position often so you don't have to start at the beginning every time you get killed off! In some games such as Starflaws this is invaluable since here you can get killed the minute you enter a new location before you have a chance to see what's what!

Explore Everywhere!

When you start an adventure it's worth trying to explore everywhere you can to get the feel of the game. In a game such as Supastore this is easy as nothing dire happens to you anywhere but in some games it's a lot harder! A good plan is to EXAMINE everything in sight as there are bound to be objects around for use later. Some games only

let you carry a certain number or weight of items where others will let you carry whatever you want - you soon find out which is which and can then plan accordingly!

Subject Matter

The theme of adventures vary greatly - some are about dungeons and dragons, some are science fiction and some are based on the real world. Some are based on very simple ideas for example Use Your Loaf is about making a loaf of bread to give the King in order to marry his daughter - the difficulty is in finding the ingredients which is what makes for a great game! Whatever you fancy, there's bound to be an adventure out there just up your street so get out there and get adventuring!

Sounding Off

Protext v Brunword

Dear David,
Thanks for sending me that copy of Powerpage 128 - it is a lot easier to use than the original as all is not lost if the programme crashes! The only problem I've found is that it doesn't really like importing text. I found that whenever I imported into columns all except the first one would begin with a .... followed by the continuing text. Do you have this problem or are you just typing in directly to aviod it?! Anyway, thanks for the third issue of your fanzine - it's certainly carrying on as good as ever.

I'm really replying to a comment made by Clare Jenkins in her letter in issue 3 about Protext and Brunword. She said ".. but apart from missing the word count, I like Brunword." I use Brunword a lot and it does count the words as you go along. At any time if you press the FUNCTION 7 key, the Brunword menu will be displayed and underneath it is

Sleepwalking Cheats

Dear David,
You may or may not know about this cheat going around the scene but if you type POKE 0,0 before running "CRAZYSNA.", you get infinite lives.

Here's a small cheat for Caecillia Metella which you can mention in CPC displayed the amount of free memory left and the number of words used! You just press ENTER to get back into the work area. As I type my husband's short stories into Brunword, it's a very useful option for me. I hope this helps, Clare.

I have to admit that I am a Brunword fan as I find it very user friendly and I have recently upgraded to the Brunword Elite ROM which has so many options I don't know if I'll ever use them all! I do have the Protext demo but I don't find it as easy to get along with but then it's all a matter of personal preference!
Thanks,
Jo Wood
Rochdale

I'm sure Clare will find

Undercover if you like. While you're playing the game, type PD to freeze the timer.
Regards,
Joe Moulding
Balsall Common

Thanks for the cheats, Joe. I can now listen to all the excellent music in Crazy Snake.

your "tip" useful. I've never used Brunword myself but I've heard so many good things about it - is it time to convert? Actually I didn't know that Brunning Software were still going because they haven't advertised for ages.

As for the Powerpage problem, I get around it by typing directly unless I get a word processed article - I would prefer submissions as Powerpage files set out in the normal CPCU style (hint, hint).
David

Monty And Son

By The Wizard

Dad!..Dad! Is it right that David likes our series & we can carry on?

Yes son! We have the go-ahead. Lets hope our readers like us as much as David does? So keep the questions coming son!

OK Dad!Here goes.I know the Chinese are clever,but what is an 'ABACUS'?

It was one of the earliest counting devices. It had Ten beads on each row and worked in Denary and is still used today!

Try this one then Dad! What does an 'ACCUMULATOR' do?

A location in memory to store the result of a calculation. Also called "REGISTER A".

Is this a red Double-Decker Dad? 'ADDRESS BUS'

Bye for now. See you next Time! Monty.

Ha! Ha! No son. It's a major route (Of Wires) along which signals travel to reach a certain address in memory. Also,there is a "DATA BUS"