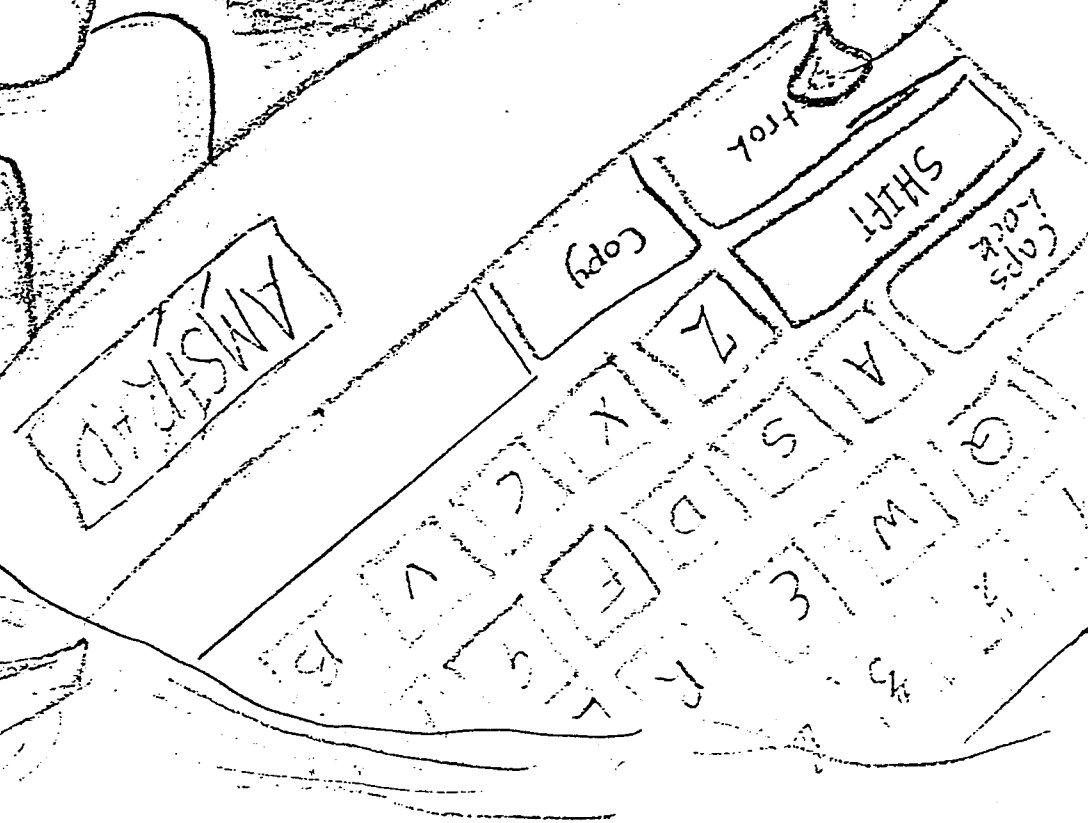
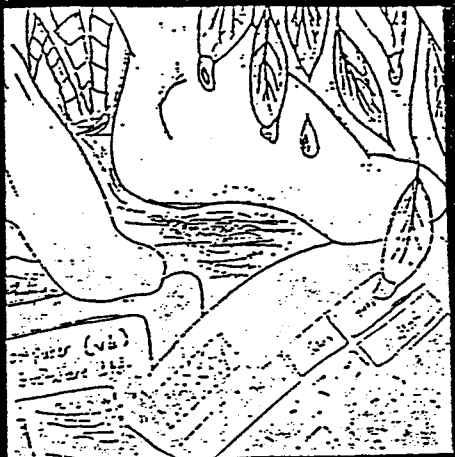


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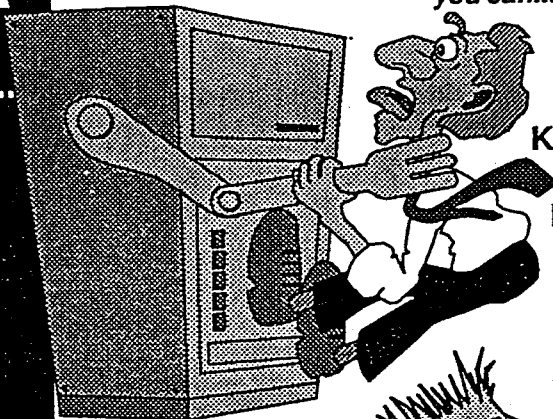




INSIDE STORY

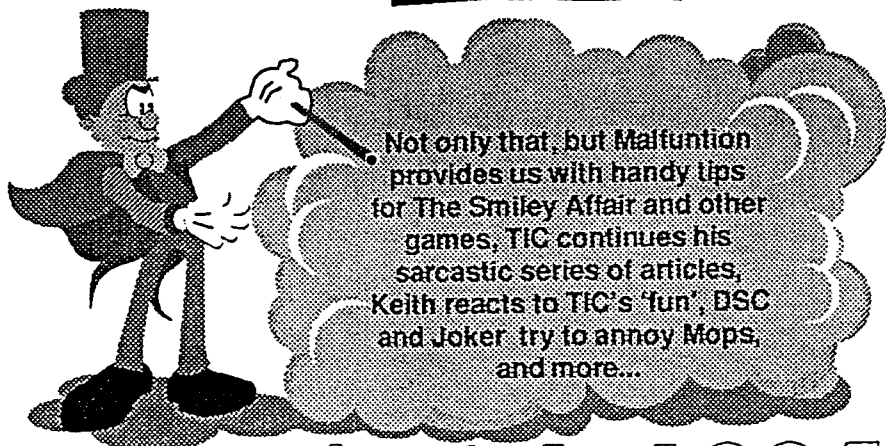
It's been a long time coming and it's not particularly big but good things always come in small packages and take time to arrive. That means that future issues will have to be awful because it's going to appear regularly now. (honest!) So for now, enjoy while you can...

- 2 Talk about stupid...
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5 pages of the 'orrible WORD starting page 4. Keith manages to display his world-famous literary skills blabbering on for so long about basically nothing.

TIC, of the awe-inspiring new FIRM group, talks to Hexenmeister, Odiesoft. Also Baud presents the fascinating (ahem) Crack'n'Rom story.



Not only that, but Malfuntion provides us with handy tips for The Smiley Affair and other games, TIC continues his sarcastic series of articles, Keith reacts to TIC's 'fun', DSC and Joker try to annoy Mops, and more...

a firm production in feb 1994

THE EDITORIAL

The lord of CPCF blesses us with his divine words. bleurk.

The Start Of Forever

Well, its been a long time coming, but I hope you feel that this first issue of CPC Forever has been worth waiting for, and reaches all your expectations. Sorry, of course, for the long delay, but as I think you are all very well aware, I am unfortunately very busy at the moment, and haven't had as much time for the CPC as I would like. And especially big sorry to all those that have been waiting a long time to get a reply from me. It's nothing personal!

I'm sure you'll notice the differences between CPC Forever and Amstrad Fun, there's no need for me to spell them out here. We hope they meet with your approval. Of course, if you've any comments or suggestions for improving the mag, we'd be happy to hear from you.

Thanks, as always, to all those that have contributed in any way, no matter how small, to producing this fanzine. Extra special thanks to Pawn of The Vault for doing the layout. Not only is it a major improvement on Amstrad Fun, but it has given me the time to edit the fanzine properly, something I regard as very important in giving CPC Forever the edge over other fanzines. Hopefully this improved quality of text and layout should make this fanzine the best yet to grace the CPC scene.

It's only a relatively short time since the last issue of Amstrad Fun, but in that time the whole scene has changed dramatically, particularly in Britain. However, it is most pleasing to observe that these changes are, in general, for the better, and the CPC is constantly striving forward. It bodes well for the CPC's survival well beyond its tenth birthday, which we will be celebrating in issue two.

One things for sure though, as long as the CPC still has its supporters, we'll still be around. Maybe that'll be forever...

Action In Bath Deserves Some Attention

It is long that we in the scene have been campaigning for what is now the CPC's last remaining high-street magazine, Amstrad Action, to change its negative attitude to the CPC scene.


Recently AA got a new editor, I joined the freelance team at about the same time, and things have started to happen. AA's new editor, Dave Golder, whom absolutely everybody has been saying nice things about, has, from what we've seen, a quite remarkable understanding of the scene, far more than one would ever expect from an AA editor. He even gave the best description of what Amstrad Fun was about that I've ever seen!

Most importantly though, he has recognised the value of the European scene, and the pivotal position it has to play in ensuring the future survival of the CPC. In an editorial entitled, appropriately enough, Glasnost, in AA99, he admitted that AA has not given proper coverage to the European scene in the past, and that this would no longer be the case. Let me quote some of what he said :

"...we've never really covered the activities of the teams [in Europe] producing some of the hottest code for these lovely little machines of ours - and it's not just demos they churn out either....they're constantly flooding the PD and homebrew [shareware] scene with some absolutely excellent cheap, good quality games. So if any European CPC coders out there want to get in contact with us, now's the ideal opportunity to do it."

The message for the European scene couldn't be clearer. Amstrad Action has changed - for good. They do now want to afford the European scene the recognition and respect it deserves. But they can't do it without your help. If you don't let them know about the products you're developing, the groups you're running or whatever, how can they possibly cover them?

If you are doing anything remotely significant at all, get in touch with AA and let them know all about it. They'd be delighted to hear from you. If you want you can do so through me. I'll be happy to pass on any messages.



Amstrad Action is the only high-street magazine the CPC's got left. It might not be everyone's cup of tea, but it's all we've got, so it deserves our full support. I hope you will all seize this opportunity to help AA in giving the CPC scene in Europe the fullest coverage possible.

With greater coverage of the European scene in AA, there will be increased interest in the scene among AA's 20,000 plus readers, some of whom are bound to become active in the scene themselves, once they learn about it. So you will be giving a great boost to the whole scene, and thus the CPC in general.

Keith,

February 1994.

The All-important Credits and other Fascinating Info...

Editor Keith Woods
Concept /Design Keith Woods
DTP production Pawn
Cover Illustration Justin Williams
Interviews TIC/Highlander

Special thanks also to the following cool guys for their help in putting this fanzine together : Baud, Hexenmeister, Odiesoft and Malfunctor.

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Editorial address :
Keith Woods,
Editor, CPC Forever,
8 Springfield Drive,
Templeogue,
Dublin 6W,
Republic of Ireland.

Please note that it is NOT possible to order copies of this fanzine at this address. Unfortunately, I do not have the time to take on any further contacts.

THE WORD

And God said the Word and the Word was made something and oh well, who cares anyway.

The Word is back, with news not to be found in any other fanzine! As usual we've made it our business to know all the things we're not supposed to, and tell you all about them! But enough of the waffle, we've plenty to get through so let's get on with it...

The USA Consoled?

Amstrad have at last found a distributor for the GX4000 in America. It has been seen at the CES trade show in Chicago last summer, and is to be sold not with Burnin' Rubber, but with an amazing 3D racing game specially written by the developers of the console's hardware called Virtual Racing 2000!

So you'd believe if you read the HJT's Rundschnagel fanzine. This very story was printed in a recent edition as part of Elmssoft's article. Well, we just had to get on to our old friend Elmar to check it out - "Oh, it was all just a big joke...everybody believed it, I don't know why" was what the smart-alec Elmssoft had to say for himself.

Ha, we knew it! (honest we did!), but as Elmar says, for some strange reason most of the scene believed it. Even the wise old Marabu fell for it, putting the headline "GX4000 in den USA" on the front of The Rundschnagel (He, he, he! You wouldn't catch us making a mistake like that!). It seems that the fact the article was so well written, and came from the well-respected Elmssoft led everybody to believe it. As well as this, no-one else was at the CES in Chicago to contradict him. So, the joke worked even better than Elmssoft himself had predicted, even winning a mention in Amstrad Action's A-Z of the CPC, under U for USA.

Nice one Elmar!

The CPC's Only Centenarian

Amstrad Action, the CPC's only remaining high-street magazine, opened the year by celebrating it's most significant achievement yet, reaching a hundred issues! The magazine celebrated this mighty achievement with one of those ever-so-slightly sentimental retrospectives that they're so good at which included mini-interviews with many former AA staff members, a look at 100 "essential" CPC items and a reprinting of all 100 of AA's past covers (on just two pages, not 100!).

Whether you love it or you hate it, this represents a remarkable achievement for any CPC magazine, as while so many others have come and gone and changed their names and merged, AA remained consistent, and is now the only mag the CPC's got left.

So well done AA, and good luck with the next 100 issues!

The Truth Behind The Trackers

Are you one of the innocents that is still wondering about the great coincidence in Prodatron's Digitracker and Crown's Protracker coming out at roughly the same time? Did you believe Crown's answer in AA100 that he was motivated by some Nordic Amiga coders?

Well, the truth behind the story is that Crown wrote the Protracker specifically to get back at Prodatron for allegedly hacking and spreading some of Crown's source code. Prodatron originally intended releasing the Digitracker as fully commercial through New Age Software, as you may have noticed from the Digitracker demos that are circulating in the public domain. By writing the rival Protracker and releasing it as fully PD, Crown forced Prodatron to release the Digitracker as either PD or shareware, as it is obvious that with an equivalent program freely available as public domain, no-one in their right mind would pay \$25 for a commercial version.

While the personal rivalry between Crown and Prodatron was the main motivating factor, through his action, Crown has done a great service to the CPC scene. Now, instead of having just one commercial program for transferring Amiga modules, there is the choice of two in the public domain, which is much better for everyone (except Prodatron perhaps!). It's a pity Crown was so shy about telling me the truth of the Protracker in his interview with me that went alongside the reviews of the Protracker and the Digitracker in AA100, as I would have liked to point this fact out in Amstrad Action. Many thanks to Crown anyway for his unselfishness.

The "War" Over And Done With

Regular readers of Amstrad Fun will remember only too clearly the ongoing struggle between ourselves and certain British lammers that were wreaking havoc with the British PD scene. The

anger reached a climax with Amstrad Fun no.5 when we printed a detailed response to Tim Blackbond's article in Amstrad Action, which, through a number of unsubstantiated lies and half-truths, had condemned us for printing certain truths in Amstrad Fun no.4 which were being hidden by the lies of himself and his accomplices.

We weren't the only ones that were angry at being on the receiving end of all these lies. Many freax in Europe reacted by threatening to boycott Britain altogether, a threat which caused understandable alarm in Britain.

Well, if you haven't heard by now, that struggle was well and truly won by our good selves. After allowing a few months for the reaction from Europe to build up, and collecting it together in Amstrad Fun no.5, we went to Amstrad Action with the evidence, and informed them that unless something was done about it, with the greatest of regret, legal action would have to be taken.

The reaction from the AA staff was swift, and, to be completely honest, far better than we had expected. We had reasoned that if they were willing to print the lies, then they must in some way have believed them. We couldn't have been more wrong. They apologised unconditionally for printing the article, and were at great pains to emphasise that it had got into print unnoticed.

Well, to cut a long story short, we accepted the apology fully, and Tim Blackbond has been removed from writing the Public Image column through which he caused so much trouble. This leaves Blackbond and his cronies metaphorically dead. Indeed, from the complaints I have received about Blackbond, it would appear that he has packed it in completely, and has not produced an issue of Artificial Intelligence for quite some time now.

So the so-called "war" is over, and anything associated with it, such as the boycott, is also finished with. Amstrad Action have recognised past wrongs, and have unconditionally apologised for them, and under their friendly and open-minded new editor, Dave Golder, who in many people's opinions (not just mine!) may well be the best editor AA's ever had, wish to work with and get to know better the European scene.

All in all then, you could say the outcome of the whole affair has been quite satisfactory. It makes it all seem so worthwhile!

Sad News Just In

Word has just reached me (13th Feb), that the former Penguin PD librarian, David Carter, whose name was most well known throughout the CPC scene for his acclaimed Amiga Graphics slideshows, died last month at the age of 24.

Apparently, a demo called "Television" has already been released by the Conspiracy group in his memory.

There are also reports that Penguin PD is to be reopened soon by a close friend in David's memory.

David was a likeable character, who ran one of the most popular and well-respected PD libraries. The news of his death will undoubtedly come as a major shock to the scene, particularly to those who knew him.

Megablasters' Domain

Many freax may have been angered by a recent report in AA101 proclaiming Odiesoft's long awaited Dynablasters clone as PD. Well, let me make it absolutely clear that although the report was entitled "PD News", it sure didn't come from me! I was the first one on the phone to them to point out the mistake!

Some European sceners might be afraid that this is a repetition of the sort of thing that happened with the original ZapT'Balls which was also proclaimed as PD back in the bad old days. I can assure you it is not, and a correction of the mistake will appear in AA102. AA HAS changed. They DO now have proper respect for the European scene. What has happened here is that someone has misinformed them, they are not just assuming with disrespect that anything that comes out of Europe has to be PD. The days when they might have done that sort of thing are long gone.

Also mentioned was a new demo from BENG! called "The Wonder Demo". Has anyone out there ever heard of this Wonder Demo, as we, and anyone we've spoken to, sure haven't!

An OD Letter

The sharper ones among you might have noticed a letter in Amstrad Action recently that came from a very famous scener whom you'll read plenty more about in this fanzine. He wrote to complain about Amstrad Action's "amateurish" review of ZapT'Balls. The letter was signed by one Georg Odenthal of Germany. I hope he likes the review Megablasters finally gets a lot better!

A New Image

Since taking over Amstrad Action's PD column, Public Image, from the lamer Blackbond, readers will have noticed more than just a change in accuracy and the addition of colour. I have been reviewing some cool scener programs, and putting some emphasis on the scene, and reducing as much as possible the emphasis on PD libraries (no, my views as expressed in Amstrad Fun no.5 haven't changed in the slightest).

To this end I have been interviewing some freax (Crown in AA100, Fraggie to come in AA104) and emphasising the work of freax and groups as much as possible. I have also succeeded in getting the mention of PD libraries reduced down to just one little box in the corner of the page to the effect that all the software reviewed is commonly available from most PD libraries on the Amscene Directory, where they get well enough publicity as it is.

To make things easier for the readers, I have initiated a scheme with the PD libraries on the Amscene Directory to ensure that they do indeed have all the software reviewed by the time the magazine is released. What is happening is that each month the PD libraries send a disc of their best stuff, which I then duly send back with the software reviewed on it.

So far I am still awaiting a response from most of the PD libraries (it is now almost two weeks since I sent them the a 3-page letter explaining the scheme in some detail), but I am sure it will be positive. The only libraries to express reservations were Amsof PD and The Vault, as from a purely selfish perspective, they feel that they stand to lose most under this scheme. Derek Hyland of Amsof threatened not to co-operate with the scheme. However, after repeated assurances, and reminders of how much better they are doing now than under my predecessor, they have agreed to take part

One difficulty they had was not getting credit for "importing" software. My attitude on this is that the only person who has done any real work, and therefore deserves any credit, is the coder or team that has worked on the software, not someone who had a friend in Germany copy a disc for them (hardly a major achievement!).

I hope this new system will promote competition among the libraries to see who can run the best presented and most efficient service. This is the only competition the punters are interested in. They don't care if one library has a certain program a few weeks before another. They're only interested in who can get their discs back to them quickest.

This system was devised with the AA readers in mind. It should also benefit PD libraries. In fact, the only person that doesn't stand to benefit is me! With any sort of luck it should make PD, and thus the scene, much more accessible to the thousands of AA readers that aren't already making use of what is the best thing the CPC has going for it.

Radical's Fluffy Moves

Many reports have been appearing in Amstrad Action over the last few months about the imminent appearance of two new games from Radical Software, the company that's already brought us the excellent plus art package, SmART Plus.

The first is Fluff, a platform game starring a cute little pink piece of fluff, who's lost her children and travels around trying to find them. It'll feature everything you'd normally expect to find in a platformer, but with one big difference - it's being programmed specifically for the plus! The extra hardware of the plus is being used to make it as close as possible to a console game, featuring 60 colours on screen, pixel-perfect scrolling running at 50 frames a second and realistic animation that causes Fluff to speed up going down hills, and do skids and so on. As for gameplay, Radical reckon it'll have some of the best gameplay yet seen on a CPC.

The other game is Lethal Moves, which will be a 128k only beat-em-up game, not completely dissimilar to Streetfighter II, with all the fighting features you'd expect of such a beat-em-up.

Both games are being coded by Rob Buckley, the man behind Radical, and probably most famous for his graphical PD adventure, Eve of Shadows. Richard Wildey of Sentinel Software is helping Rob with the graphics, and Richard Fairhurst (CRTC) is writing the music.

No, he's showing no signs of stopping yet.... and you thought the CPC was dying...

Despite what you may have read in Amstrad Action, the latest information we have to hand is that the games have not yet been released. At the time of writing, Fluff will not be finished for at least another three or four weeks, while Lethal Moves will be some time coming yet.

We've also learnt that the amiable Rob Buckley has made an approach to Odiesoft with regard to distributing Megablasters through Radical. Obviously, we don't know, as of yet, whether Odiesoft will accept, but hopefully Radical will be able to offer him good enough terms to encourage him to finish this eagerly anticipated game as soon as possible. Though, of course, if you read the interview in this very fanzine, you'll learn that Odiesoft is sadly lacking in time.

We'll be getting a copy of this Fluff game as soon as it comes out, so watch out for a full review next issue.

The Zap'T' Balls Story Continues...

Months afterwards, the controversy rages on about the Amstrad Action review of Zap'T' Balls. AA got lots of letters and calls of complaint about the 85% scoring of a game many people felt deserved a mark well into the nineties. Even Lovebyte, one of the most good-natured fellows on the CPC scene, was driven to send an abusive letter to the AA offices, apparently accusing them of being somewhat xenophobic.

All these complaints greatly irritated the AA staff, who happen to regard 85% as a fairly decent mark. And so, they responded by slagging off Zap'T' Balls once or twice (ahem!) in subsequent issues. This had the effect of making things much worse, as sceners viewed these attacks as most unnecessary. Elmsoft himself sent an abusive letter to Amstrad Action's editor as a result, and later remarked that it wasn't really the review that angered him, but the unkind comments which followed it.

Well, with the new era of glasnost that has swept through the AA offices, AA's freindly new editor was none too comfortable with this unfortunate mess. Neither was I, as it was difficult to try to convince sceners of AA's new found friendliness towards the European scene when people kept screaming Zap'T' Balls back in my face!

So, in an effort to put an end to all this silly carry on, Dave agreed to a suggestion of mine to give Elmar the right of reply through an interview. Elmar agreed, and after some slight trouble with a bad tape recorder, I managed to carry out just such an interview with the man himself. It should appear in AA103.

So why am I telling you all this? Well, I want this to be the end of the whole thing. Finished, finito. I don't want to hear another word about it. The coder himself, Elmsoft, has been given as much space as the original review got to express his feelings on the matter. You can't say fairer than that. So if anyone else whines on about Zap'T' Balls to me again, I'll...

The Aftertaste Sweetened

Poor old Simon Walker of PD Fun has been having a hard time of it lately readers. He's a very trusting fellow you see, and it never occurred to him that the talk of Blackbond and associates might have been a little sparse with the truth. He also hadn't realised that Blackbond had been deposed and replaced by my good self, and unfortunately for him, made the mistake of passing on the Blackbond lies in three different fanzines.

By the time I realised what Simon had been up to, the "war" was well won, and as you can well imagine, I was none too impressed to see that someone was still saying unfortunate things about myself and my nice fanzines. I was even more unimpressed as the person in question had written to me in all friendliness before some of the articles were written, and I'd obliged him by agreeing to take the time to do a 12k interview explaining my position.

Determined as I was to stamp out any dirty residue of the Blackbond era, I wasted no time in conveying my anger to the hapless Mr. Walker in the strongest terms possible.

Well, Simon got back to me as soon as possible to explain himself, and apologise fully for his silly behaviour. As always, I accepted the apology, with the condition that he made it public. And he has done - see Backchat. I've also received apologies from the fanzines, which I haven't bothered printing.

So, alls well that ends well. The last of the trouble has been stamped out, so at last we can all sleep soundly in the knowledge that every

second British fanzine isn't going to be filled with some outrageous lies about us. In fact, they've only ever got nice things to say these days! Makes a nice change doesn't it!

Dear Toug, What's The Problem?

Readers with long memories will remember that in Amstrad Fun no.4 we took a sarcastic look at sex on the CPC. In it we happened to mention the French fanzine, Le Canard Dechaine (no, I still don't know what it means!) as one that seemed to be more obsessed with crappy digitised pictures than most.

Well, it seems that Toug, the man behind said fanzine, has taken the whole thing rather personally. Maybe his English isn't so good or something, as he seems to have taken the rather tame feature as an all out attack on his good self.

He has responded in his usual highly intellectual way - by printing "Fuck to Amstrad Fun" on almost every second page of his rag. As a serious CPC fanzine with a proud record and worthy aims, we don't see why we should have to take this from a fanzine whose main contribution to the CPC is a dirty-word dictionary in three languages (it should help Toug when he goes abroad, as he'd probably be lost without such words!).

He's also taken the highly amusing step of dedicating all his crappy digitised slideshows to Amstrad Fun. Apparently we've motivated him to produce even more, just to annoy us!

Oh well! But seriously Toug, slagging aside (sorry, I couldn't resist it!) we never intended to upset you so much. We never set out to launch a major attack on Le Canard Dechaine. If we really wanted to get at you, you could be sure that you would have merited more than just a little mention in the corner of the page!

Really, we don't want a war or anything like that. You do your thing and we'll do ours, but let's not argue over it, ok? It's not worth fighting over.

Taking A Firm Line

Yet another new group is being formed, but with a difference, I'll be in it! "The Firm" is a group that will produce all manner of stuff for the CPC, games, utilities, demos, even fanzines, you name it, we'll be doing it. Confirmed members are:

My good self (Ireland) - esteemed (ahem!) fanzine editor and AA freelancer.

Pawn (Ireland) - coder, swapper, PD librarian and the guy that's done the nice layout and printing for this fanzine.

TIC/Highlander (Ireland) - swapper and PD librarian.

Alpha (Ireland) - coder.

One or two other people will be invited to join the group.

So why, after all this time, have I finally been coaxed into joining a group. Well, they bribed me into it! Really, the main reason I agreed to join was purely selfish - it gets me this nice new layout for CPC Forever and also some other help as regards articles etc. The other reason is that this is the very first Irish-based group, so it makes sense for me to join, with so many members living close by.

Although not all the members are all that well known, they are very talented, and you can sure you'll hear a lot more from them in the future, as indeed you will from this new group.

Coming Celebrations

Hands up all those that know the significance of the date 11th April 1984. Well, I hope that's everybody, because it was on that very day that Amstrad first launched the mighty CPC at Westminster School in England. We at CPC Forever haven't let this important anniversary go unnoticed, and issue two will be a special 10th birthday celebration issue. If we're in the mood, we might take a little retrospective look at the CPC's glorious history, and perhaps even a look at our own small contribution to the CPC world in the last few years. We'd love to hear from any of you out there that have anything to add. Maybe you'd like to do an article telling the story of your particular group or product, as Baud has done so well for us this issue with the little story of the great Crack'n'Rom. If so, please get in touch as soon as possible!

BENG! Going To Pieces?

BENG!, Europe's most respected group, has been uncharacteristically quiet in recent months. Little has been heard from them since Crown released his Protracker some time ago. It is known that the leader, Da Silva, is very busy at the moment, and this may have something to do with their relative inactivity. He has been talking of carrying out a major re-organisation of the group, which would include throwing out some members.

He may not need to bother. Many of BENG!'s more senior members will admit off the record that they are actively considering leaving the group. Already AST System has left the group. This follows not so long after the departure of BENG!'s top demo coders in the middle of last year, Alien and Prodatron, to form their own group, Symbiosis.

This leaves BENG! with a serious lack of game and demo coders, it's only two remaining top coders, Crown and Joker, being utility writers. Of these two, Crown is said to have half given up computers to concentrate on his social life and nothing new has been released by Joker since the release of BMP-Convert last year.

It is likely that Da Silva will make a major effort to resurrect the group when he implements his re-organisation, which will probably include bringing in new members to fill in the gaps left by some recent departures. It is questionable though, whether it is too late to restore BENG! to its former position, as all the main players in the CPC scene seem to have joined groups already in recent months.

Apparently Da Silva has already begun to recruit new members. It has been reported that Malcolm Smith, British distributor of Eurostrad, has joined the group. This would seem to many people to be a quite remarkable event for a group with as proud a reputation as BENG!. It was scarcely a few months ago that Malcolm released a demo, which was nothing more than other coders' (including BENG! coders) routines thrown together, in which he accused TIC/highlander of BENG! of being responsible for Alien and Prodatron leaving the group. As anyone that has read the scrolls in the Voyage 1993 Megademo will know, this is a most preposterous claim, given that Alien and Prodatron were both at pains to stress that they left the group in friendship, and both even sent friendly greetings to TIC. In doing so Malcolm adopted the tone and appearance of the most anti-Europe of the British lamers that have now thankfully been silenced.

Is this the sort of new BENG! member the scene can expect? Let's hope not, for all our sakes. Based on his honourable past record, we must trust Da Silva to rebuild BENG! as best he can. Despite the evidence to hand, I still find it hard to believe he would make such a mistake. For now, let's wait and see what Da Silva can come up with, it should be quite interesting!

Me, A Trouble Maker? Ha!

You know, I have had reason to write to some people recently, and I've been quite disturbed by the over-cautious responses. Someone even went as far as to stress to me that he'd no intentions of starting any wars, "so just keep cool, okay?"

Well, as anyone that knows me reasonably well knows, I've no difficulty keeping cool. In fact I'm often told that I'm too laidback!

Needless to say the poor saps that seemed to be a little afraid of me were British. It'll take me some time to undo the damage that Blackbond and co. did to my image in that particular country. They made me out to be the one causing the trouble, whereas we all know it was them that were the aggressors.

So, for anyone that still thinks I'm a green-eyed monster, let me explain myself just one more time (yeah, I'm getting tired of it too!).

I have never started a "war". I have never written to anyone in anything but complete and utter friendliness, before they've done something to attack me. The only "war" I've ever gotten into was against Tim Blackbond and friends. I did not start this! We were always friendly to them. We printed an article that contained certain truths that contradicted a lie that Blackbond was continually propagating to the benefit of his friends.

This frightened them, and hence we got the now infamous Blackbond article in AA94. The only way to protect lies is to confound them with more lies, and this article couldn't have been more twisted.

Now put yourself in my position. You open your AA and find this completely untrue article staring out at you, which could only be very damaging (it certainly proved to be. The fact that I'm writing this is only further proof of how damaging it was!). What would you do? Unless you were very weak, you wouldn't sit back and take it, you'd reply with the anger and force that we did. Is that so difficult to understand?

So, really, I'm a very friendly guy, honest! (Just don't spill my beer...har, har, har!!!).

Be Immortal, Be Part Of Forever!

'Tis a nice fanzine this CPC Forever thing, isn't it? We sure hope you think so, and we'd like to invite you to join the winning team.

Anyone that wants to can write us an article, on just about anything really. There's no limit to how big this fanzine can go, so we'll print everybody's articles. Don't worry if your English isn't the best, I'm the editor, touching up people's English is part of my job. You can send your article straight to me or have it passed on to me by someone reliable.

And after 5 pages 15 columns the lord looked on his work and proclaimed from the high heavens... "Yes, it is good!", and he ordered his pages, "Go forth and be multiplied!"

We are also looking for more people to distribute the fanzine throughout Europe. If you have access to a decent photocopier, and don't mind sending out the odd copy, then you could do us a great favour by becoming an official CPC Forever distributor. The only condition is that while you are perfectly entitled to charge for photocopying and postage costs, you cannot go making a profit. This is a freeware fanzine after all. The advantage for you is that you can use orders for CPC Forever to promote your own products or make contacts, and you'll be doing your bit to help the CPC's survival.

We've already got three distributors. Write to these fine gentlemen, making sure to enclose an SSAE or international reply coupons, for details of how to get CPC Forever from them. They are :

Mark McCormick / The Vault,
43 Windfield Gardens,
Clybaun Road,
Galway,
Ireland.

Joe Moulding,
9 Meeting House Lane,
Balsall Common,
Nr. Coventry,
CV7 7FX,
England.

KOD,
Sarantaporou 41,
GR-155 61 Holargos,
Greece.

It is hoped that many more names will be added to this list over time. Please note that CPC Forever cannot be obtained by writing directly to me, as I no longer have the time to distribute it. Please use the supplier nearest to you (ie if you live in Britain get on to Joe, not Mark, etc.). Please also note that the suppliers aren't necessarily looking for contacts (though I know KOD is). Thank you!

Denis Calling

Another Greek guy looking for more contacts is our friend Denis Kondopoulos. He's got some stuff for sale, namely a multiface 2 (with switch) and a 5 1/4" disc drive (with a side switch). If you want to get in contact with Denis his address is :

Denis Kondopoulos,
Chora Naxos,
84300 Naxos,
Greece.
Tel. 0285 25857
Fax. 0285 23157

An Artist With An Attitude!

Do you like the excellent picture adorning the cover of this fanzine? It was drawn by Justin Williams, an ace artist from Wales. Justin is looking for contacts, and would be particularly interested in hearing from a group that needs a talented graphist (maybe The Firm will be interested). So if you'd like to contact him, put pen to paper and write to:

Justin Williams,
Emral,
Broad Haven Road,
Tiers Cross,
Haverfordwest,
Dyfed (Wales),
SA62 3BZ,
Wales.

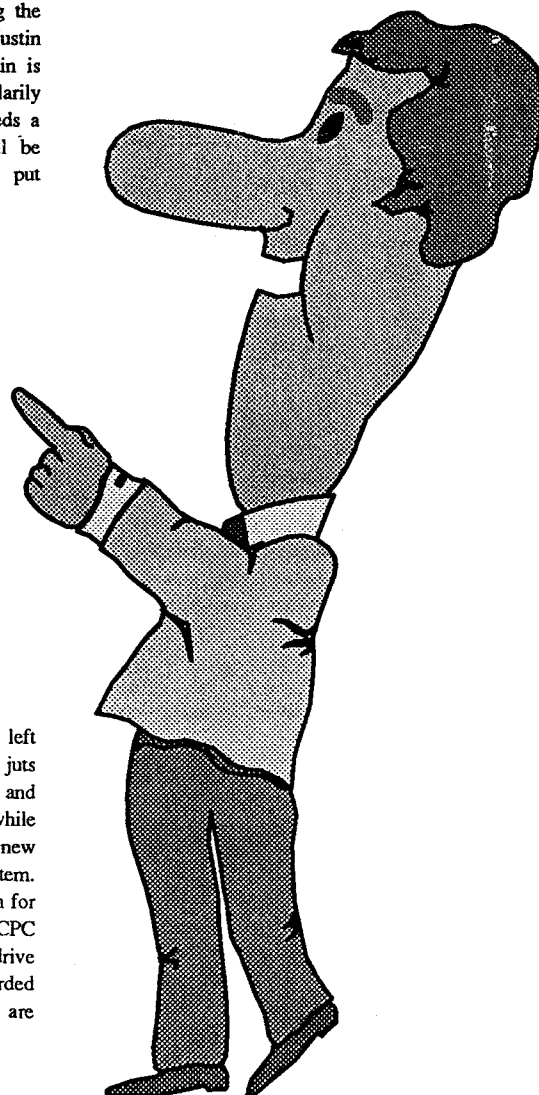
The end of Overgraph...

Overgraph, a well-known French fanzine has left CPC for PC. Deserter? No, not really, it's juts because the editor's 5.25" disk drive broke and he basically though it was not worth his while forking out all the cash and trouble to get a new one. So? Well he wants to sell off his old system. He has a multiface and a DART scanner, each for 350ff (35 quid), or both for 600ff. Also a CPC 6128 with a CRTC 0. (azerty keyboard, 2nd drive system); 40 3" disks; lots of 5.25" pre-recorded for 40ff(4 pound) for 10. All prices are negotiable. Make your offer to:

HENRY-VIEL Gilles
41 Av Winston Churchill
31100 Toulouse
France
Telephone (france)-61.40.67.96

And So We Reach The End...

That's all the major news for this issue, I hope I haven't forgotten anything. If there's anything you think we should know about for a future issue, then you can send it here to the newsdesk at the editor's address to be found on page three.



BACK-CHAT

Letters to the Editor.

Not a lot of letters this time, and they're not very interesting either... oh well...

Apologies, Apologies...

Hallo readers,

This is Simon Walker of PD Fun here. Yes, that's right, PD Fun - perhaps the greatest... - Oh sorry I'm not here on a mad plugging spree but to offer something of an apology to Keith (The bod in charge of this whole shanoodle). You see when Amstrad Fun published something negative about PD Fun (I forget what it was now - ho, ho) (how convenient! - Keith) I became bitter and twisted. This resulted in me saying rather unflattering things about the head honcho. But Keith apologised to me, and I fully accept his apology. I can see that he was ill-informed and it was his job to inform the public of any news that came to light. I therefore apologise to him. I was not ill informed (I would very strongly beg to differ there - Keith) - what I said in some fanzine or other was me just letting off a bit of steam, and I suppose I should really know better, you know being in charge of the best run PD library an' all (whoops - sorry [again]). Anyway, all is said and done now, and I hope that all is forgiven. If it isn't you just come round my place and I'll sort you all out! Come on then, I'll take you all on, you talking to me or chewing a brick? (either way you lose your teeth). Erm, sorry about that, I sometimes get a bit carried away you know!

Well I guess that's all there is to say. Please write and let me know if you accept my apology readers, and hey, why not make an order from PD Fun (erm, I don't think CPC Forever readers are PD library users - Keith), or perhaps send me some proggys - you'll be richly rewarded (oh sorry I think I just plugged PD Fun - that great library - oh no it happened again I really must stop mentioning PD Fun).

Catch you later dudes

Yours

Simon Walker
PD Fun
41 Mitchelgate
Kirkby Lonsdale
Via Camforth
Lancs LA6 2BE
England

Keith: Well, what can I say! Obviously Simon has put a gloss on things that we certainly don't agree with. He forgot to mention that he wrote all he did without ever seeing a copy of the article that had made him so angry. There was nothing all that bad about the article. It was, however, seized upon by Blackbond, who twisted it beyond all recognition, and was on Blackbond's reports that Simon based his unfortunate comments.

I think that is an important point to bear in mind, as it makes Simon's action much more understandable, and much easier to forgive. He did not realise what a liar Blackbond was, and based on what said trouble-maker said, who could blame Simon for being so upset?

Although it seems that Simon still doesn't fully understand the situation, we will not dwell on this (I couldn't be bothered explaining the whole thing again!). We have both agreed to forgive and forget all that has happened, and that's all I ever ask for in such cases.

Simon's looking to make some contacts abroad. I've included his full address, I hope some of you take the time to write to him. I certainly don't want to hear of anybody holding this silly incident against him, I'll be very angry if I do!

A Staple Diet

Dear Keith,

I got my copy of AF this morning. I've forgotten when I ordered it, it was so long ago (Ooerr! - Keith).

Anyway, it's a good read, and I have some ideas for making it better. When I was reading it, the front and back pages became loose from the staples. I eventually had to take out the staples and re-staple it myself. The original staples seemed to be too near the edge. My staples are about 4mm from the edge which seems ok. However, some of the inside pages are hidden by the fold of the pages, so you'd need to make the inside margins wider if you decide to put the staples in further.

If you are in a hurry while stapling copies, you could draw little marker lines on the original on the title page to guide you. The lines would be covered by the staples.

Maybe if you use a thinner letter font the text would be easier to read. It's hard on my eyes! I don't know what you could do to make pictures come out better, except maybe make them black and white on the monitor and doctor them a bit with an art package. However that might just make them worse!

Keep up the good work,

Colin Byrne

Keith: Dear Colin, you make it all sound sooo easy! Your letter is basically a list of some of the most irritating problems that are part and parcel of making a fanzine of this nature.

Most, if not all of them can be put down to the most horrible machine known to man - the dreaded photocopier! Text and pictures look lovely and clear and easy to read when printed, but put through a photocopier they can become a blurry mess! You can leave all the space you want at the side of the page for your staples, and line up your pages as carefully as you can on the photocopier, and the infernal machines will still cut it off! (They're specially designed to do things like this, just to annoy me!)

Not to worry anyway, hopefully CPC Forever's nice new layout will solve some of the problems, and maybe some of our new distributors are better with photocopiers and staplers than I am (I'm hopeless!).



HEXENMEISTER

TIC talks to Hexenmeister about his life, his loves, and the plight of pickled gherkins!

How old are you? (and other little details like height, shoe size etc....!)

Well, I'm twenty years old, but not as wise as I should be... therefore I'm still active on the CPC! So I've already passed a sixth of my life (?) ... my height is to be about 180 centimeters... my shoe size seems to be x-large, I guess, and my estimated weight is about 67 kilograms... (some call it advantageous, some call it "light"...) and I'm a big fan of Def Leppard... and I'm something like the last rebel in this F.D.G. (fucking decadent generation).

Have you an occupation or are you a student?

Student? Psaw! I couldn't imagine living my life as a student... without money and so on... oh no no, that ain't my scene! I have an occupation instead, and I'm quite heavy about this... in an office, especially in a wages-accounting office (hope you mean what I know...) ...I'm a part of the working staff... and it's a hard and stressful job, with a lot of working overtime (without getting payed more for overtime work... but that's quite to difficult to explain, and it's also not very interesting either...) - and a lot of responsibility. But as I passed my final exams a year ago without serious problems, I think that I will be able to do my best... like everybody. And it's a good feeling if you have your own money, as that means, of course, independence in a certain way... That's it!

What are your hobbies?

Oh, I like biking around ... joking in the bars with everybody... Of course I like going out every weekend (but at the moment the weather is rather bad)... I like good graphics, no matter on which system they have been created, swimming, music (no techno, rap or other shit like that... I hate plastic-music!), driving my car, watching videos with friends, playing darts (I'm obsessed!) - yeah, I guess that's more or less the whole range of my hobbies! At the moment I'm trying to get into guitar-playing... but I often prefer creating graphics on the good old CPC... but I've never tried bodybuilding, though I'm suspected by some of my friends to have tried it already, but so what!

What are your fave foods'n'drinks (and drugs, if you prefer?!?!?)?

Oh, I'm not very fussy as far as meals are concerned, but I like - no, I really LOVE rolled oats with sugar and milk, dressed with a little portion of cream... that's my own creation, forget about cornflakes, just try this! Drinks: I like beer... and of course Austrian beer! (Austrian beer eh! I was in Austria last year and most of the beer was fizzy rubbish. The Austrians must love fizz. Even the Guinness had bubbles in it! [sacrilege, sacrilege...] - Keith) I'm living nearby a famous brewery... called "STARKENBERGER", and this is the most awarded beer of Europe! Believe it or drink it, but if you keep this beer for more than two months in the dark caves of your cellar, it gets bad. Maybe that's 'cause there's nearly no chemical shit in this beer... and that's also the only drug I prefer... beer and rock'n roll! I already tried cigarettes, but I don't like 'em anyway...

Is there a special girl in your life? (Don't be shy, tell 'us' her name!!!)

Sorry, no special girls at the moment... only sluts.(= Girls that leave you in the lurch cause they wanna be bumped up by another laddy. No, that ain't my scene!) I hope you understand if I don't wanna spend a lot of time with this question... as it hurts a bit inside...the next one, please!

Have you any pets?

Oh yes! I have a big, black (magic) cat! It's name is "Moritz"... which means "Blacky" in a certain way... and I really love this cat like any cat! I'm a maniac for cats (and sometimes for human cats, too, unfortunately, as I have to admit) it's simply a wonderful feeling to touch it's warm fell... and feel the love from the animal, a love, which is far away from any kind of hypocrisy... simple, but therefore real! Ok, sometimes Moritz keeps byting around... but I don't care about this... animals are no humans - but I like'em! But so what, I can assure you that I'm sometimes byting, too! And of course I have a lot of spiders in my room... next question!

What is your CPC setup?

It's a CPC 6128 with a Crtc 0, a green and a colour screen, a 2nd drive (5 1/4) and about 150 3" discs, and lots of 5 1/4 inch discs... - a matrix printer (S-Printer 180), and a direct link to a CD-Compo, which allows to hear the Stereosound of the CPC with BASS-BOOST... (I've arranged this on my own...) - The last CPC-bulwark in Wild West Austria... and rather a big one! In Austria I know 4 active members of the scene... now as I'm going to cease there will remain 3...

Do you have any other cool consoles or computers?

Hmm, somewhere there must be my electronic calculator, and maybe Lovebyte of HJT will tell you how you can make love on it... But except for that; no! But maybe I will afford myself a PC engine... (486 DX with 66 MHZ and 8 MBRAM, local Bus, Soundblaster, CDROM, AVGA, 210 MB Harddisc, 24 Needle Matrix Printer...) but let's wait and see! If there is somebody out there who wants to make a deal ...?

What are your fave pieces of Software(Games, Utilities, Demos etc)?

Here I will have to name all the versions of GPaint, which is really an excellent program, and it really serves all my needs. But I also want to mention OCP ArtStudio (Advanced), which seems to be one of the best graphic programs on CPC, with a lot of features. I also like to use the New Age Software Soundtraker, which is programmed by Oliver Mayer and can be ordered by calling: Germany 0711/4201920 (in the evening)... the best musicprogram that money can buy! Sorry, but some advertisement must be allowed! (No problemo! - Keith) Games: Zap'tBalls the Advanced Edition, North & South, Pirates, Defender of the Crown, Silent Service... they are some of the famous games I liked to play. Demos? I like all the demos, here I wanna name "Take off Megademo"... which will be released soon, I hope! I hope that there will also be more Graphic Shows realized and released! (But no scanners, please!)

INTERVIEW!!!!!!!!!!!!!!

What are your fave Fanzines and Disczines?

Bad Mag, CPC X-Treme, CF (Computer Flohmarkt)... that are the Mags I used to read... and of course the good old CPC Amstrad Int. which is now as dead as HM will be...

What made you get into Graphix?

Do you really wanna hear the whole story? I wanna shorten this down to the following statements: I did it just for fun! I was awarded a third prize by a former German CPC Magazine... the PC Amstrad International... that was at the very beginning. Then I did some graffix for some demos, (not very much...) and there were also some people around who liked my creations... that made me get into Grfx. But I'm always performing my own style - and of course I know that I'm not as good as some freaks say... but no matter, Hexenmeister Graffix on CPC was a nice thing I guess, and so there was no reason for me to stop this, and I'm still happy if somebody tells me: "ey, nice work, Hexil!"... and maybe this was also a big motivation for me.

Why did you join the HJT and when?

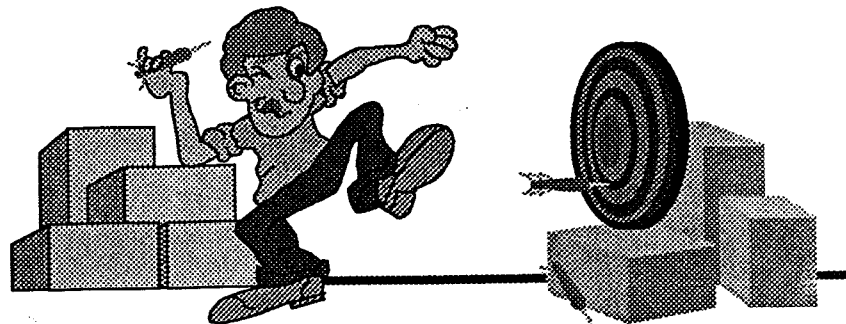
In the summer of 1992 Marabu asked me whether I wanna join his group, as I was the first contact of the Hajemaras... and it worked for nearly one year.

Who, do you think, is the best coder, Gfx man, musician at the moment?

In my opinion the best coder of course is ELMISOFT G.S.; the best man for Graffix you can get is EROS of LOGON (Alo Chris!), and the best musician seems to be WEEEE!... but that's only my opinion!

What do you think of the CPC+ ???

Yeah, a nice idea, but it came toooo late, and it's toooo expensive. If somebody owns a CPC he must really be a complete maniac and freak to buy such a machine... I'm not one of them, sorry. But no matter, the idea of a better CPC version is to be appreciated.



What do you think of AA ???

Too many game-tests, too less hints ... almost no European scene inside... (That's changing - Keith) But it's one of the last Amstrad mags that are still available! So, just get it, if you can! I'm not gonna get it though!

What do you think of/about the cracking of games, today?

Raaaaah! You got me by the balls! But just look around..., there's nearly no new software available for the CPC. The swappers will have to dig inside their discboxes for programs... (maybe Roland in Time will become a famous game right now. ?) - only the Public domain programs keep the scene working and alive... but its only a question of time, and then the CPC will die... if there's somebody there who denies this fact he's a dreamer. And what's to blame? Yeah, the cracking of games. The motivation of any software house will quickly decline as there's nearly no profit left... and the programmers will cease their work when they don't get their money... no new programs, no scene. That's the point... Today a new game on the market, tomorrow you can get the crack for free... For the software houses it must be like spunking too early, what do you think? So what?

"I'm something like the last Rebel..."

It's already too late, even the games that are programmed by scene-insiders are cracked... for example by X-OR and Chany... and everybody knew it, but nobody cared. The funeral march for the Amstrad has already started! And forgeries were one of the main factors in this development... But the will is strong and the flesh is weak, the same old ball and chain - everybody knows about this

vicious circle... the scene keeps destroying the scene - it's the same thing if you take a look at the rainforest and its annihilation! I just wanna ad that I'm only talking for me and not for my former group (HJT) - they may have their own views and opinions about this... as they always used to have.. that's just my opinion 'bout this!

What is your favourite flavoured condom?? (No, just a trick question!! Answer if you dare!)

You don't seem to get tired, hm? And you don't seem to be well informed... - Condoms are forbidden by the Pope! Just as Heavy Metal is, and I'm not one of these bad guys! No, I'm the worst... oh no no, I didn't understand your question, as I doesn't can spoke very goodly much english, or shall I admit that I don't dare this time? Take it as you want, next question please... as I'm really a cuntsucking coward!

Is there any new releases, or forthcoming demos, fanzines, disczines coming from the HJT?

I don't know, you'd better ask the HJT instead of asking me... The last command is hell!

So any last words (before you are shot by z firing squad !)?

Oh, now I have to have the last word, ah? Don't shoot me ... just let me give the main message of this interview: Freedom for the pickled gherkins! Always remember this! And Hardrock is the best rock! Bye says Hexenmeister of Def Leppard!(The best group in the world!) Oh, and I wanna greet all the Frenchies, the people in Great Britain and of course all the Irish folks, see you in another project! Good night for this time and maybe forever (who knows?)... - And now... shoot me!

Fuck, over and out.

ODIESOFT

Continuing his series of celebrity interviews, TIC talks to Odiesoft of the HJT, the man behind probably the most highly anticipated CPC game ever, Megablasters, and lots of other nice things too!

How old are you?

Currently I am twenty-one, but as far as I know, I won't stay that age for long...

Have you an occupation, or are you a student?

I am currently doing my civilian service in a local hospital. (I still have to serve another ten months and already I can't stand it anymore!)

What are your hobbies?

My girl-friend, writing (letters, short stories), my computer and learning.

What are your favourite foods'n'drinks?

All vegetarian stuff, no alcohol, please.

What is the stupidest thing you have ever done?

Fallen in love!

Have you any pets?

My girl-fr... Uhm, well, our neighbour's cat and all my girl-friends animals (3 ponies, 4 dogs and about a dozen cats...).

BAUD / CNR

Hi cool readers of CPC Forever !!!!

It's Baud from the great BENG! and from the fantastic fanzine Crack'nRom! How do you do ? Fine I hope, so let's get on with the CNR story...

Crack'nRom was born two years ago in January 1991. At the start we consisted of only three members : Wild, Katze and me. In the beginning it was like a challenge, because at this time there were a lot of great fanzines, and we wanted to make inlays into the great French CPC scene (it was great at this time!!!).

The first issue was produced in two months (for A side only). It was just a try.

For the second, there were two more members : CJC and Toug (with the help of Patou). The second issue was on a disc and we had got some advertisements in cool French mags : CPC Info and Amstrad 100%. It was a good time for the CPC !!!

The third issue was on disc only. There's nothing special to tell about this issue except that it's great like all the others! For the fourth issue DSC OF BENG! had joined the team and he made the intro. It was all for this issue.

The fifth issue was the first issue on two discs. Hydris and Dr. Felix had joined the team and DSC again made the intro. There was also some freeware like : Zaxon (game made by HYDRIS), Crime, Crunch (two great utilities made by Crown !!!), CMM demo (coded by Toug) and Madmaze (a demo by Hydris).

The sixth issue was another issue on two discs. For this issue LCC, Snap, Staedler and Kukulcan had joined the group. The fanz was made with the participation of the GPA team : Intro (great part) coded by Tenebros, the turn disc was coded by Tom & Jerry and there were interviews of : Steph of Nephilim, Grees from NPS, Tenebros and Tom & Jerry. As always, there was some great freeware: Reductor 5.4 (a great tool) by Tom & Jerry and a cool game : Megamix by LCC. The end part was coded by Hydris.

For the seventh issue there was only one disc because it was for Christmas and the New Year. The intro was coded by Chany from NPS (it was a nice intro), Steph from Nephilim made the turn disc part and the end part was coded by AST. It is one of the best issues of Crack'nRom. The eighth issue is not finished yet (18.09.93). This issue is being put together by all the CNR team with the help of Chany,

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What is your set-up?

Computers: one upgraded CPC 464, one normal CPC 464, one KC Compact and soon I'll be adding a 6128 plus.

Floppies: one 3" drive, one 40 track 5 1/4" drive and two 80 track 5 1/4" drives.

Screens: one GT 65 and one CTM 640 (soon to be a monochrome monitor for the plus).

Peripherals: A ROM box, RS 232, Lightpen, MP-2, speech synthesizer and loads of joysticks.

Do you have any other computers or consoles?

One Archimedes 310 and one Lynx 1.

What are your favourite pieces of software (demos, games, disc mags etc.)?

Elmi's games are not bad (but his sense of humour is...). I also like Turrican I & II, Chase HQ (great coding, crap game) and Facie's MD. Rebels are also doing some nice stuff. Bad Mag wasn't bad (grooan!!! - Keith), and Extreme's nice. (I don't know very many demos and mags, because I don't have the time to do very much copying.)

What are your favourite fanzines?

I just know the RS, so I like it!

When did you start coding demos?

I think it was back in 1987 or 1986, but I haven't released any of this stuff.

Are you working on anything other than Dangerous Megademo and Megablasters?

First a little comment: My demo is just called "Dangerous". No "Megademo", ok? I am always thinking about other things, but currently I am only working on these two things and on my girl-friend.

And now, the \$100,000 question...When will Megablasters be released?

Why do you ask me? (We like annoying you! - Keith) I am doing my best, but I currently have very little time. (Have you ever worked 14 hours at a time? No? I often have to...)

Do you intend to write any more games for the CPC?

Maybe, if Megablasters sells well.

Why did you join the HJT?

Why not? You see, all of the HJT members live in the south of Germany, so why should I join any other group? I like to meet all the members together. The guys from BENG! often haven't even met all their fellow members...

Why don't you write utilities?

My programs usually have many bugs in them. In a game you can say that it is coded deliberately this way to make it a little harder to win. In a demo you can try to cover it up. But in a utility everybody would recognize it... Honestly, I think we have enough coders writing utilities, so why should I?

How much longer will you stay on the CPC? (Will you join the scene of another format?)

I intend to stay some time longer, but I also intend to join the Archie scene very soon. But I won't quit this easily like the others.

Any last words or comments?

I love you, Jenny!

Crown and TIC (who has joined the group now). I think it's the best issue of CNR ever! The intro is by Chany, who has filled the place of AST. The ninth issue will be on 2 discs and I think it'll be better than the eighth issue. The 9th will be coded by the Bugs Crackers (for the end part!!!), Grees and Chany from NPS, all CNR's team (of course) and a lot of other cool guys... Maybe you, if you're interested, please write to me :

Fregard Emmanuel
30 Rue De La Croix Verte
95130 Franconville
FRANCE

Here's the list of CNR's members :

BAUD : The leader of CNR, takes care of fanz part, expression part and the mailtrading !!!!

WILD : Takes care of musik part, gametest or demotest, expression part and the menu !!!

TOUG : The leader of 'Le Canard Dechaine', makes what he wants in CNR. He's the rebel of the team !!!

HYDRIS : One coder of the team who makes games, menus, end part demos and a lot of other good things !!

DSC : The leader of BENG! Takes care of the German scene !!!

CJC : Bugs Crackers's member and he makes for CNR tests of games, demos and tools !!!!

KUKULCAN : The other coder of the team. He makes tips's part and code's initiation !!!!

SNAP : Makes articles about what he wants (tests, cheat mode part,...)

STAEDLER : Takes care of cracking's part and budgets's part !!

L.C.C. : Makes games (Megamix) and a lot of things !!!

T.I.C. : Another BENG! member in CNR's team, he takes care of the Irish and British scene.

Ok that's all for this time. Bye, see you later !!!!

BAUD OF BENG! - LCD - CNR

Thanx Baud. Sorry this article has taken so long to appear. I blame TIC (but then I would) for taking so long to remember to pass it on to me. Good luck with Crack'nRom in the future.
Keith

ROTTEN CHEATS



- 14 OHAVE
- 15 ANICE
- 16 CHEAT
- 17 MODET
- 18 YPECH
- 19 EATAS
- 20 AFICE
- 21 NAMET
- 22 HENYO
- 23 UCANG
- 24 ETTOT
- 25 HENEX
- 26 TLEVE
- 27 LBYP
- 28 ESSIN
- 29 GCONT
- 30 ROLAN
- 31 DSHIF
- 32 TANDC

Methinks there's a bit of a theme this issue...

This time we've got **Malfunction** and **KOD** to thank for some great cheats. If you've got any useful tips for us, then why not send them along to Rotten Cheats. We'd be ever so grateful!

The Smiley Affair

Reviewed elsewhere in this issue, The Smiley Affair is a great little PD puzzler by the promising young coder, Malcolm Dowse. Here Malfunction provides for us most of the level codes (I found the rest for ye!) and some great tips.

- 01 - Simple Stuff EARIL
- 02 - Time To Swap ASPFRT
- 03 - The Mining Race RTQWR
- 04 - Pick 'n Mix QOBQP
- 05 - Confusion PRZIPR
- 06 - Bonus Level 1 SPRIEM
- 07 - Very Strange... TPPBSW
- 08 - Please don't go AEZNR
- 09 - Swappers Losers PTBBAI
- 10 - RUN!!!! RPEFSS
- 11 - Amazing Maze JIMDIM
- 12 - Easy Really!! PINLRT
- 13 - Getting Harder PRNPTP
- 14 - Harder Still PIINP
- 15 - Hardest to come GBRUGJ
- 16 - Ha! Fooled You! APPLEO
- 17 - Bonus ImpossibleGHDGDG
- 18 - Beat the Blocks QQIOP
- 19 - The Big Race AZERTY
- 20 - Magnet Mania PRUSPP
- 21 - Firing Range POULKR
- 22 - Time to Swap II NPEMMM
- 23 - Diagonals FIINP
- 24 - The Way ForwardQPWIGE
- 25 - Gulp!! MPMERX
- 26 - Scruffy R.I.P. PUSSYY
- 27 - Think Logic MPEIIB
- 28 - Torture Chamber RTFVVFV
- 29 - Caverns MPEIRP
- 30 - Megagulp!! MPOROI
- 31 - Board Shuttle MPEGOR
- 32 - Space Station MPECPP
- 33 - Moon Bonus NPEONU
- 34 - Back to Shuttle REGHHB
- 35 - Locked Door PAIULZ
- 36 - Pretty Tricky PTTIBP

- 37 - Annoyance MILANO
- 38 - Damn DevestatingPXXBPE
- 39 - Work it Out AWDGRY
- 40 - Keep Cool BPRINP
- 41 - The Maze TTPWIZ
- 42 - Lost Treasure VINPWI
- 43 - Ouch CZNWPT
- 44 - Very Possible FARTER
- 45 - Bonus Levels YINPRI
- 46 - Many Magnets RINZPE
- 47 - Aaaaarrrh!! HICCUP
- 48 - I Feel the Need DPIROE
- 49 - Black Hole WPIRXP
- 50 - Darkness QAWSED
- 51 - Extension ACEPCP
- 52 - Passageways PCOXLE
- 53 - More Routes EPWOIG
- 54 - Great Escape PBIEIC
- 55 - Swapalot FPWIPC
- 56 - Another Classic EPWICT
- 57 - A Quick Rest NPLEIN
- 58 - Back to Work!! QAINTE
- 59 - No Way CWISIT
- 60 - Listen Well BULLET
- 61 - Right Now... HAHABA
- 62 - Penalty Spot MANUTD
- 63 - Not so Obvious HPEINY
- 64 - Major Headache! WNIEPR
- 65 - Enter the Mine PPAINB
- 66 - Quick Thinking XRPTIV
- 67 - Act Quickly CXPRIX
- 68 - Work Experience WPXORT
- 69 - Little Pest WALLHT
- 70 - Daylight DWPTIE
- 71 - Bonusless WIZARD
- 72 - Hardus Maximus WPOTMB
- 73 - Alcatraz Island FRITOG
- 74 - Think-a-thon BITOCE
- 75 - POINT it Out SCORES
- 76 - Thinking Cap APTINE
- 77 - A Bit of Fun AQPXIT
- 78 - No Connection SPAINT
- 79 - The Conman ODDWAY
- 80 - Hard as Usual AFWITU
- 81 - Quick 'n Tough LEFTRN
- 82 - Brick Wall TRICKY
- 83 - Best for Last NOMORE

Teleports on levels 20, 30, 44, 60 and 72.
Smiley Mystery Teleports on Levels 11, 36, 53 and 79.
Everything isn't as it seems on levels 44, 59, 60 and 61.
Hard Levels: 38, 52, 56, 63, 64, 69, 72, 73, 74, 76, 79 and 80.

The Old Smiley Sayings are:
Shoot for your life at the bonus - Try hitting a bonus with a bullet.
Bullets explode when shot north or south - Try hitting a bullet with a magnet.
Two of a big thing makes much of a good thing - Try hitting a bomb with a bomb.
Typing time saves lives, on level 1 - Try typing in the code for level 1.

Individual Level Tips:
8 - All too easy to finish.
27 - The first level with nasty puzzles.
28 - It may seem like a fun level, but keep your wits about you.
34 - No puzzles, but speed is needed.
42 - Don't go chasing after bonuses, get to the bomb.
44 - Old Smiley Saying needed here.
52 - The first use of Tip 4.
59 - Don't move until you've found your bearings.
60 - Use some common sense.
61 - Oh, I do love annoying people with this level!!!!
69 - Don't be tricked into thinking it's easy.
72 - A little bit of everything.
79 - Try swimming the river, instead of taking the bridge!!! (??)
83 - Practice old tricks.

Jumpmania

And now, for your playing enjoyment, we exclusively present the full list of level codes for Fraggles finest puzzler, Jumpmania. I get the funny feeling that there's more to these codes than first meets the eye though...

- 01 HEYYO
- 02 UAREA
- 03 COOLG
- 04 UYYOU
- 05 HAVEN
- 06 OTICE
- 07 DTHAT
- 08 THISI
- 09 SAHID
- 10 DENME
- 11 SSAGE
- 12 IFYOU
- 13 WANTT

RC-Quest

Continuing on with this issues theme, here's the full list of level codes for Jaysoft's excellent RCQ.

- 02 TENGO
- 03 SUGAR
- 04 LIGHT
- 05 CURVE
- 06 SAINT
- 07 SONIC
- 08 ROUGH
- 09 LUNCH
- 10 TOUCH
- 11 PORKY
- 12 FAITH
- 13 BRAIN
- 14 GLOBE
- 15 BLOOD
- 16 COVER
- 17 DIRTY
- 18 DOUBT
- 19 BITCH
- 20 JESUS
- 21 SLANG
- 22 CHUNK
- 23 QUICK
- 24 DINOS
- 25 EXILE

Puzznix

Malfunction's also come up with a cheat for Fraggles great Puzznic clone - Puzznix. Apparently, typing LOSER as a level code will gain you infinite retries.

Drehdriss

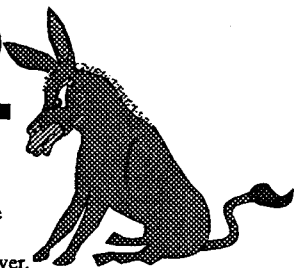
Utterly determined to dominate this page, Malfunction has got yet another cheat for us, this time for the old favourite Drehdriss. Simply type in and run the following few lines:

- ```
1 'Drehdriss Speed Cheat
2 CHAIN MERGE "dd",10
1825 l=12
```

## Toyota Celica GT Rally

Here's a rather handy little tip from our Greek friend KOD for that oh so realistic rally game, Toyota Celica GT Rally. Get out your sector editor, and turn to track 000, sector &41. There you should find the sequence CD 00 20 (call &2000). Simply replace this sequence with three zeros and you'll never have to type in the password number again. Hurrah!

# HIGHLANDER



*TIC gets to write a load of rubbish yet again... we try to keep him happy.*

In the beginning there was Amstrad Fun. Today, years after its first issue (Well, maybe not so many years....), Ams Fun has now been discontinued, but instead, we bring you the new, improved, upgraded version of Ams Fun - CPC Forever! (After all that, it was a bit of a let down, but who cares !)

As yee all saw in Ams fun No.5, I had a fateful servant by my side. Alas, he is no longer in the land of the living... (And I'm far too lazy to bring him back from the dead !). And there will be no other 'guest appearances' by anyone else either... (How terribly disappointing - Keith)

Hmmmm... To start, I think I'll do a country round up, outlining the main groups in each country and saying what they are coding at the moment. Maybe there'll even be an accompanying map of Europe, and what about talking to the leaders as well? Naaa... that's a stupid idea, I think I'll just use my usual style of wit and satire (No, I don't know what he's talking about either - Keith) to satisfy my adoring fans (Hello Rachel, Audrey, Lorraine, Rose, Ruth, Jack [Ahem!!]). Now let's talk about that wonderful magazine.... Amiga Power! No, not that one (!), just kidding... Yes, everybody's personal favourite PLAYBOY, ya! No, again I'm only joking! Of course the mag I am in fact talking about, the one which gives the likes of Claudia Schiffer and Kim Basinger multipul-orgasms is.. (Drum roll.....) Amstrad Action - The Magazine that's keeping the CPC Alive \*NOT\* - I mean, why have they suddenly adopted the policy of let's now 'make love not war' attitude towards the Europeans? Perhaps this is really a far greater mystery than the birth of the God man! Shall we ever know the real answer... (Maybe ????) (I think it's blâtantly obvious - Keith)

And now a little word from our sponsor SENTIN-MENTAL SOFTWARE - "Buy Durx, made to accommodate the largest tool you can find !!"

Intermission Over..... After all they (The British) do seem to oppose anything that has the E. word in it, why the sudden change of heart? Maybe it's because they've seen the error of their ways, the light at the end of the tunnel, the wind of change has, perhaps, finally gusted through the AA offices !!! I doubt that alot ! Maybe it's really because AA has finally exhausted it's boring and uninteresting British bullshit? Or perhaps it's because its ABC rating has plummeted in the last year, as well as going through about 3-4 editors....

But rather than speculate further, I think I'll drop it now, as maybe in the future all these questions will be answered in that 'wonderful mag'....

*CPC Forever 1 - Feb 1994 - Page 14*

So, to the serious news now...

Britain...

As every person knows by now, Rob Buckley is coding 2 new games (Which by now have probably been released anyway !), but did you know that CRTC aka The Fegg aka Richard Fairhurst is coding the music, well now you know ! Also CRTC is working on a Soundtraker compatible 'trakker' program, which, if you can believe it, should be better than soundtraker and be PD as well! (Considering that CRTC seemingly has no time to respond to his contacts, I find the rumour that he is coing a 'trakker' hard to believe, and considering that one of the contacts he is not responding to is his 'friend' Longshot of Logon....). But, I just report these things, so let's wait and see.....

Ireland... (Which controls the monopoly when it comes to PD importation !!!) The Vault has opened, CPC Forever launched, some new people join the scene. (Methinks that's the most economical use of words this issue - Keith)

France... (The place where AA is 'trying' to get some french games !) Bon, les francaises, vive la France ! Ahhh... Je suis trop fatique, ben, je ne peux pas continuer en francais, je suis desole ! En fait, la semaine derniere, je me suis presque casse la bras, et maintenant c'est un peu blesse. C'est tout en francais, je continue en anglais... So, too say a little about the French (well, I'd suppose I'd better translate the french, I basically say that last week I nearly broke my hand, and at the moment it's still a little sore... [I nearly broke it playing hurling... [Hello Gozeur, I agree, it is a dangerous sport !!!] ).

Not much happening in France, Madness demo has been released by Contrast, I haven't seen it yet, but it should be excellent. Also various fanzines etc. have been released. Oh, and not forgetting the goodbye demos from Ramdisk of Contrast and RIC of 'The Dead' Static. That's it...

Well, my hand is absolutely killing me now, literally anyway, so I'm taking a break until tomorow. Bye now...

And now, back with a BANG, \*BANG\*, TIC! So, continuing from where I left off last night, here's a round-up from Germany...

At the moment the scene in Germany is undergoing some massive changes. Many people are upgrading their systems (Likewise in France...), BUT, at the same time, they are also going through one of their most fertile periods when it comes to new demos, games and various other bits'n'pieces. To begin with Odiesoft of HJT is in the final stages of coding his Dynablasters clone, MEGA-Blasters, which

should be one of the most excellent and playable games ever.

It will contain approximately 30-50 levels, broken up into 6-10 5 level worlds each containing different graphics, music and enemies. Graphics are all being drawn by REX of BENG (unity amongst the scene...), and music is coming from Kanga of HJT. Also, as well as working on his game (and his girl-friend !!! hoe, hoe, hoe [Only joking Odie !!!]), he's also working on a new demo (Megademo) called "DANGEROUS". This WILL be one of the best demos ever coded on CPC and WILL contain the BEST ever software technics, as well as great music and graphix converted from the Archimedes.... Watch out!

Also, the MOPS crew (MOving PixelS) are in the process of almost releasing their megademo, which at the moment is untitled. It will contain parts from all the MOPS Crew, including The Fraggie (Who along with Jaysoft has now learned Z80 MCI), Jaysoft (Spots!), Face Hugger (hugg, hugg...), and others. It's guaranteed to be of high quality, but doesn't contain any guest part, however.

And finally, Prodatron of Symbiosis is coding the PDT MEGADEMO Disc No.2. Nothing is known about this at present though, so ye'll have to while yet. Although this will be released along with Odie's stuff at the CeBit '94 Party in ??? Something to look forward to!

Anyway, I'm now going to give my closing paragraph.... At the moment I am listening to Primal Scream, a really funky, ambient (Ambiant? What's ambient? It aint in the dictionary! - Keith) band which I really enjoy listening to! Well, to the point - one of their songs is "Together as one". Maybe this contains a hidden message (If poetry can contain about 10 hidden messages, then why can't music?) Maybe there should be more unity amongst the scene, less hostility... (Look who's talking! - Keith) Just a final statement to get you thinking... (I guess I've been watching too much Northern Exposure !!!). So, now I take my leave!

---\* LIVE LONG AND PROSPER, MAY THE FORCE BE WITH YOU \*---

Tic/Highlander of BENG - CPC 'just about' Lives

## NOTICE

Anything contained within this article is disclaimed, and no responsibility will be taken for anything printed, so sit down and stop complaining! (All the events of this article are fictional and any reference made to any person who may be living or dead is merely coincidental. Not-Copyright '94 - Futura Publisher Plc...)

TIC/Highlander

## Response to Highlander's article

Since I'm now working with Amstrad Action, and like to delude myself may somehow have had something to do with the "winds of change" that are blowing through Bath, I just have to respond to TIC's sarcastic comments.

Firstly I should point out that TIC wrote this article in a purely personal capacity. His views are his alone, and do not reflect the views of myself or The Firm in general, and certainly do not form no part of the agenda of CPC Forever. On the contrary, you will have noticed that this fanzine is actively in favour of supporting and helping Amstrad Action, and anyone else working for the continued survival of the CPC which we all love so much. To do anything else would be failing to live up to our name, which summarises perfectly the aim of this fanzine. The only item on CPC Forever's agenda is the aim to keep the CPC alive. Everything we do and campaign for is directed towards fulfilling that main aim.

Amstrad Fun always campaigned things for the same reason, with considerable success. It is the combination of the work of Amstrad Fun and a new open-minded editor that has brought about the changes at Amstrad Action. Amstrad

Fun always campaigned for change at Amstrad Action, and was instrumental in bringing down the corrupt Tim Blackburn, which has allowed for a major change for the better to occur in the British PD scene.

TIC always supported and helped my work in campaigning for this change. It is therefore very disappointing for me to read his sarcastic dismissal of this change, now that it has happened. In this he is displaying total hypocrisy, and with the good press his PD library has recently received in Amstrad Action as a direct result of the change, perhaps also some measure of ingratitude. And as I have had much to do with this important change, I cannot help but take his outdated criticism somewhat personally.

Amstrad Action HAS changed. We have, for many years, been campaigning for Amstrad Action to give proper attention and respect to the scene. Now that Amstrad Action are doing this, we too must change our attitudes, and welcome that change with sincerity. It will do us no good to adopt a cynical attitude and reject the fact that Amstrad Action is genuinely trying to change for the better in relation to their coverage of the European scene.

TIC's adoption of such a stupid attitude makes one wonder if he is not just opposing for the sake of having something to oppose, rather than for any reason that would seek to aid the CPC's fight for survival. We have emerged victorious from a period of intense struggle against some of the worst lammers the CPC has ever had to contend with. We are now consolidating that win. TIC evidently finds the lack of strife boring, and is seeking out new areas of conflict to liven up the scene again. But for someone with vision the consolidating of ones win can also prove interesting. Maybe it is because I, having effectively won the so-called "war" for us, am the one that is doing the consolidating, TIC feels bored.

Starting further conflict is not the way to alleviate your boredom, TIC. A struggle may be interesting, but it is not meant to be fun. One should not enter into a conflict with anyone else in the scene unless one truly believes that that person is a total lamer whose actions are damaging the scene. The struggle we have just won is a perfect example of just such a conflict. And, as is always the case, those on the side of truth and righteousness won through. I appeal to TIC, and any others that may share similar attitudes to those expressed to TIC, to cop-on to themselves and dispense of them as soon as possible. I think helping and assisting myself and Amstrad Action in our respective work will prove to be more worthwhile and rewarding for you than any futile opposition.

Keith

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This poster was found by Joker in an underground train... Thanx to Da Silva for sending it in...



# REAR-END

## Nutworks Issue 1 - A touch of insanity...

For your delectation, we present to you selected highlights from the first issue of the most crazy, politically incorrect disczine known to the CPC scene. I speak, of course, of the irreverent Nutworks, an American production, nine certifiably insane issues of which are available from most irreputable PD libraries. This issue the Nutworks team, in their own special highly intellectual way, bring us the ultimate sex quiz (now don't tell my mother I printed this!). Next issue CPC Forever readers can look forward to the Nutworks' list of the twenty most amusing excuses given to insurance firms for car crashes. For now though, try to make sense of this!

### Special Science Feature: All-Purpose METRIC Conversion Table.

This chart will help to convert almost anything from the old system of measurement to the new. To convert back, simply stand on your head when using this chart.

|                      |   |                             |
|----------------------|---|-----------------------------|
| 1 inch               | = | 2.4 centimeters             |
| 1 snail eater        | = | 7.3 snail liters            |
| 1 pack + 1 liter     | = | 1 liter of the pack         |
| 5 parking meters     | = | 8.2 parking cms             |
| 10 cents             | = | 1 dime                      |
| 50,000 decibels      | = | 1 Twisted Sister concert    |
| Cost 1 ear operation | = | Mega-bucks (see last entry) |
| 1 Tidal Wave         | = | 47.92 Microwaves            |
| 64 kilobytes         | = | Next to nothing             |

Here you have it folks, the original...Documentation Sex Quiz

1. What are the fallopian tubes?

- a. Bicycle tires
- b. A subway in Italy
- c. All of the above

2. What is a urethra?

- a. A female black singer
- b. The opposite of myrethra
- c. Something you hang on your door for Chrithmeth

3. What is an ovary?

- a. A book written by Flaubert
- b. A passing grade at school
- c. A famous WWII song

4. What is fellatio?

- a. A person who collects stamps
- b. Mr. Homblower's first name
- c. A non-dairy whipped topping popular in Italy

5. What is a testicle?

- a. A test to see if you're ticklish
- b. One of the two parts of the Bible
- c. An octopus' arm

6. What is cunnilingus?

- a. A form of pasta
- b. The language of love
- c. An Irish airline

7. What is a gonad?

- a. A cheer for NAD high school
- b. A person who wanders from place to place
- c. A Moody Blues song

8. What is a vulva?

- a. A Swedish car
- b. The punching bag in your throat
- c. An engine part

9. What is a seminal vesicle?

- a. An Indian boat
- b. A priest's retreat
- c. A discussion on the subject of veins and arteries

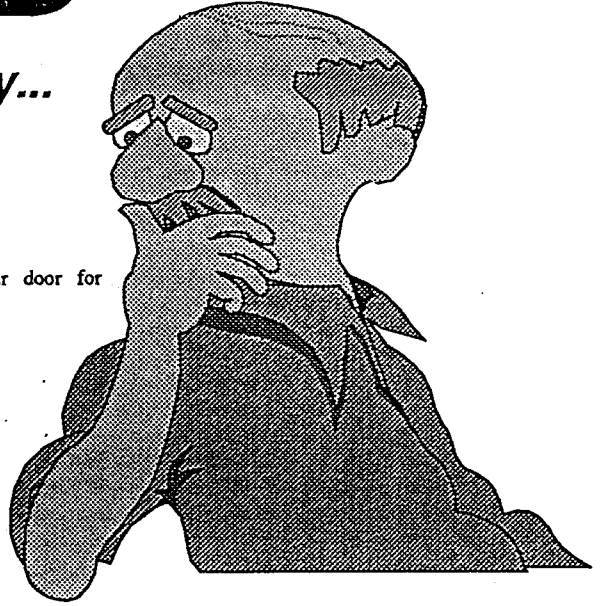
10. What is a penis?

- a. A salty snack you have with beer
- b. A Charles Shultz comic strip
- c. Liberace

*Boner Question:* What is an Anus?

- a. Part of a famous black comedy team
- b. A planet—home of Superman
- c. A herbaceous plant

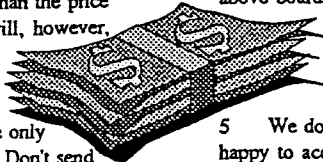
Answers to these and many more thoroughly disgusting questions may, or may not appear in a future issue.



## 'Ad' to your sales with CPCF!

As part of our wonderful service to the CPC scene, all advertising in CPC Forever is completely free! Yes folks, it'll cost you no more than the price of the stamp to send your advertisement to us. We will, however, make just a few conditions:

- 1 Whatever you're advertising must be CPC related.
- 2 If you're selling off old software or hardware then you're only getting a small ad, so just send details and we'll include it. Don't send great big quarter page ads with fancy graphics etc., as you'll just be wasting your time.
- 3 Services can send advertisements like the ones I've just mentioned. The size of their ads can be no bigger than a quarter of a page though. After that some sort of donation would be expected. An exemption are



PD libraries, which cannot have ads bigger than an eighth of a page. If we carry your ad, we would expect you to carry an ad from us, should we wish it, without charge. We'd also expect that if you are placing a free ad, you also send us a copy of what you're advertising, so we know it's all above board.

4 In the scene of today, we regard indigenous software houses as services, so they too can avail of free advertising. The above point applies to them too.

5 We don't regard other CPC fanzines as rivals but as colleagues, so happy to accept ads from any fanzine (as long as you carry our ad in return!).

That's it! If you want a free ad, you can send it directly to the editor., or if sending to someone on the CPC Forever team, make sure to put it in an envelope clearly marked "For the Editor, CPC Forever" and it will be passed on. Keith.

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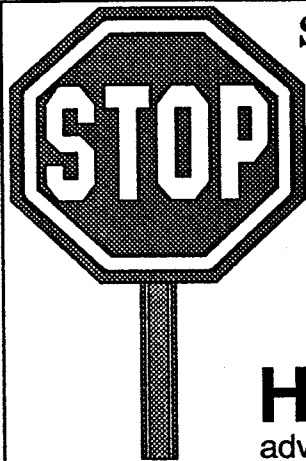
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