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## Download my Amstrad CPC 464 and 6128 games and utilities

I was a fairly regular contributor to the Type-ins section of Amstrad Action magazine and the listings pages of Amstrad Computer User. In 1993 I wrote a [book, The Basic Idea, which you can now read on this site.](#)

My free Amstrad disc includes most of the software and games I wrote for those magazines and the book, plus some software that is otherwise unreleased. Many of the programs have been updated for this site release, with enhanced presentation, gameplay and sound.

### Preview the software

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## Updates to my Amstrad games and programs 2020

In 2020, I further updated the disc, including:

- [Improvements to difficulty and playability of The Further Adventures of Fred](#)

- Improvements to key choices in games including Alien Intervention, Paclone and Misfit
- Fixed bug in Misfit that stopped you moving at one point when the tune was playing
- Added more prominent instructions to many of the programs, including 3D Mapper, Sprite Definer, Gribbet, Envelope Definer, Piano Chords Tutor
- General improvements in presentation and labelling
- New program, Hexdump for viewing Amstrad memory locations

If you've downloaded this disc before (thank you!), please download it again for a better experience.

To free up space on the disc, I removed the file 0.BAS that previously enabled you to run the disc using RUN"0". This shortcut is less relevant now that most people are using emulators rather than a real CPC.

## Disc contents

### Games and toys

- The Further Adventures of Fred - AA said: "It has naked gameplay. A game for nostalgia freaks everywhere. 75%"
- Alien Intervention - AA said: "It moves at a surprisingly rapid rate...As smooth as it is colourful. 78%"
- Wallbuster - ACU said: "It's guaranteed to hook you from the first bounce"
- Gribbet! - AA said: "Dead silly this one, but good fun all the same"

- Fishtank Simulator - ACU said: "Boy are you going to love it...Totally brilliant."
- Paclone - ACU said: "A real treat for the ears and eyes."
- PixelMaze - previously unreleased maze game
- [Misfit + Designer](#) - Sliding puzzle game from The Basic Idea
- Piano Chords tutor - 10-liner from ACU that shows you random piano chords
- 3D Mapper - graphical 10-liner from ACU

## Utilities and programming demonstrations

- [Sprite Definer](#) - tool used for creating the sprites in those games, as seen on an AA covertape
- [Easi-Sprite Driver](#) - toolkit for using sprites in your own programs, as seen in AA
- [Easi-Sprite Driver 2](#) - more sophisticated sprite tools for advanced programmers from The Basic Idea
- [Hexdump](#) - a small program for viewing contents of memory as hexadecimal and ASCII characters
- Pausekey - enables you to pause the machine when gameplaying or programming
- Tort - ACU 10-liner that enables you to slow the machine down for easier debugging
- [UDG definer and demos](#) - software for creating user defined characters and demonstrations of how they can be used
- [Colour swapping demos](#) - showing how you can manipulate the inks to create animations
- [Protection demos](#) - simple demonstrations of program protection
- [Sound envelope definer and lister](#) - for programming sound effects and music
- [Code relocater](#) - to intelligently move machine code programs in memory

- [Data maker](#) - to turn machine code into data statements
- [464 Fill routine](#) - to emulate the 6128's FILL command
- REM stripper - deletes the REM statements from your BASIC listings

Programs have been edited to fit on the disc, with several demonstrations being compiled into a single program. This means that references in the tutorial to line numbers may not be correct. [Contact me](#) if you're struggling with this and would like a copy of the original Basic Idea disc.

## Download the Amstrad emulator disc image



*Sean's CPC Collection 2020*  
*(zipped, 73K)*

Read my [Amstrad emulator guide](#) for tips on getting this working on your PC.

To load the menu, use RUN"disc"

## More Amstrad CPC tutorials and software

[Find all my Amstrad CPC tutorials here!](#)

## Credits

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