

Stuff I did on the CPC:	Type of work:	Date:	Author name used:	Programming language:	Development tools:	Notes:
Expert	Demo	17-07-1985	P.S. Soft/Peter Sørensen	Basic		My very first demo on CPC, actually written on my brothers CPC464, before I even had a CPC of my own. This demo was done for a company; "Expert" which sold TVs, Hi-Fi sets ...and Amstrad CPC 464s! My brother was working in the company during the summer holidays, and since they sold Amstrad CPC 464, they wanted a demo to run on the computer in the shop.
SMS	Utility	1985	P.S. Soft/Peter Sørensen	Basic/Assembly		Assembly code (A simple LDIR to store/display a screen in memory) was taken from a Danish magazine (Amstrad Bladet).
Basic 1.4	Utility	1985	P.S. Soft/Peter Sørensen	Basic		
Sorcery	Tape-to-disc transfer	1985	664-Cracking	Basic		
Ghostbusters	Tape-to-disc transfer	1985	664-Cracking	Basic		
Boulder Dash	Tape-to-disc transfer	1985	664-Cracking	Basic		
Locomotive	Tape-to-disc transfer	1985	664-Cracking	Basic		
Spitfire 40	Tape-to-disc transfer	1985	664-Cracking	Basic		
Rally-II	Tape-to-disc transfer	1985	664-Cracking	Basic		
Crack V1.4	Tape-to-disc transfer	1985	664-Cracking	Basic		
Supercopy V1	Tape-to-disc transfer	1985	664-Cracking	Basic		
GENA3 / MONA3	Tape-to-disc transfer	1985	664-Cracking	Basic		
Hisoft Pascal	Tape-to-disc transfer	1985	664-Cracking	Basic		
Home Money	Tape-to-disc transfer	1985	664-Cracking	Basic		
SJW-Logo	Tape-to-disc transfer	1985	664-Cracking	Basic		
Xanagrams	Tape-to-disc transfer	1985	<None>	Basic		
Animal-Vegetable-Mineral	Tape-to-disc transfer	1985	<None>	Basic		
Timeman One	Tape-to-disc transfer	1985	<None>	Basic		
Welcome1 (CPC464)	Tape-to-disc transfer	1985	<None>	Basic		
Welcome2 (CPC464)	Tape-to-disc transfer	1985	<None>	Basic		
Easi-Amsword	Tape-to-disc transfer	1985	<None>	Basic		
664Demo	Demo	1986	664-Cracking	Comal 80		Demo made in Comal 80...
The Screens You Know	Demo	1986	664-Cracking	Basic		A lot of load screens from games, collected on tape with turbo load.
3D Grafik	Demo	1986	Peter Sørensen	Basic		
Arrow (Let it move v2)	Demo	1986	Peter Sørensen	Basic+Laser Basic Compiler		
Disc-del	Demo	1986	Peter Sørensen	Basic		Showing CRTC "Techtech/Wobble"... in Basic!
DK-Flag	Demo	1986	Peter Sørensen	Basic		A Danish flag in full screen made by CRTC programming.
Draw-it	Demo	1986	Peter Sørensen	Basic+Laser Basic Compiler		
Fun-line	Demo	1986	Peter Sørensen	Basic+Laser Basic Compiler		
Jord	Demo	1986	Peter Sørensen	Basic		
Roll-it	Demo	1986	Peter Sørensen	Basic		
Roll-sin	Demo	1986	Peter Sørensen	Basic		
Shak-it	Demo	1986	Peter Sørensen	Basic		
Spid jord	Demo	1986	Peter Sørensen	Basic		
Tilt	Demo	1986	Peter Sørensen	Basic		
Timeglas	Demo	1986	Peter Sørensen	Basic		
Try to beat me	Demo	1986	Peter Sørensen	Basic		
Window1	Demo	1986	Peter Sørensen	Basic		
Window2	Demo	1986	Peter Sørensen	Basic		
Xor	Demo	1986	Peter Sørensen	Basic/Assembly	Pyradev	
Z (Let it move)	Demo	1986	Peter Sørensen	Basic+Laser Basic Compiler		

Ma-Baker	Demo	1986	The Cracking Crew (TCC)	Basic+Chatterbox util.		Sampled speech using Chatterbox utility, also displaying text in the right border by using CRTIC programming.
Box	Demo	1986	The Survivor	Basic		Music ripped from Flight Path 737
Sound and Graphics	Demo	1986	Up & Down	Basic		A lot of small Basic "demos" I had made and finally put together on one disc.
Square-Run	Game	1986	P.S. Soft/Peter Sørensen	Basic		Simple game, which I also had made on the Lambda 8300
Use Your Eyes	Game	1986	P.S. Soft/Peter Sørensen	Basic		Simple game, which I also had made on the Lambda 8300
Quit-It	Game	1986	The Nullerland	Basic		This game was inspired by a very simple game-part between levels in Uridium (C64 version)
Monty on the Run	Packed	1986	The Survivor	Basic		
Spindizzy	Tape-to-disc transfer	1986	664-Cracking	Basic		
Fruity Frank	Tape-to-disc transfer	1986	664-Cracking	Basic		
Who Dares Wins II	Tape-to-disc transfer	1986	664-Cracking	Basic		
Ghosts'N'Goblins	Tape-to-disc transfer	1986	664-Cracking	Basic		
Night Lore	Tape-to-disc transfer	1986	664-Cracking	Basic		
Screen Designer	Tape-to-disc transfer	1986	664-Cracking	Basic		
Laser Basic / Compiler	Tape-to-disc transfer	1986	664-Cracking	Basic		
Comal 80	Tape-to-disc transfer	1986	664-Cracking	Basic		
FP-Doublecopy	Tape-to-disc transfer	1986	664-Cracking	Basic		
Discmaster V1.0	Tape-to-disc transfer	1986	The Survivor	Basic		
ProgData	Utility	1986	P.S. Soft/Peter Sørensen	Basic		Database program to hold software collection (in Danish, needs Basic 1.1)
Replace	Utility	Late 1986	Peter Sørensen	Basic		
Tornado Low Level	Packed	Late 1986	NWC	Basic		
Tegn Make	Utility	1987	Peter Sørensen	Basic		
Trailblazer	Packed for 11k	1987	NWC	Basic		
A-Border	Demo	Early 1987	Peter Sørensen	Basic		Bouncing ball in the border, using CRTIC programming... in Basic!
Colour Run	Demo	02-01-1987	Peter Sørensen	Assembly	PyraDev	First "Raster bars", badly timed. Up to the user to fine tune... Some of the very first assembly code I ever did.
Odd-Disc	Utility	04-02-1987	Peter Sørensen	Basic/Assembly	PyraDev	Release date not written in the program, I looked in the source...
Odd Turbo	Utility	05-02-1987	Danish Island Software (DIS)	Assembly	PyraDev	Release date not written in the program, I looked in the source...
Odd Border	Demo	05-02-1987	Danish Island Software (DIS)	Assembly	PyraDev	Release date not written in the program, I looked in the source...
To-Deltatronic	Demo	Early 1987	NWC	Assembly	PyraDev	First scroll text I did.
Protex	Crack	02-03-1987	NWC	Assembly		
PC1512	Demo	05-05-1987	NWC	Assembly	PyraDev / Screen Designer	First moving raster bars ever seen on CPC I think, however not perfectly timed... Although I tried, I could not disable the firmware interrupt, so sometimes when the demo is started, it looks really bad...
SCR-UTL	Utility	13-06-1987	NWC	Basic/Assembly	PyraDev	
SCR-Byte	Utility	04-07-1987	NWC	Basic		
Elevator Action Music Rip-Off	Demo	Mid 1987	NWC	Assembly	PyraDev	
Spr-Conv	Utility	16-08-1987	Independent Bytes	Basic/Assembly	PyraDev	
Crackers Fight P.R. View	Demo	22-08-1987	NWC	Assembly	PyraDev / Screen Designer	My friend MAX and I transferred the Uridium sprites from the C64, and I made this demo, where the sprites are used. Also the Glider Rider tune is included!

NWC Intro	Demo	23-08-1987	NWC	Assembly	PyraDev / Screen Designer	Re-Released 10/3-1990, after fixing a bug that caused it not to run on CPC6128 (or other 128K machines). I didn't have access to a 128K machine when I originally wrote the Intro. Some CRT tricks, like scroll and "star field" in the border. A "large" software scroll on last screen. It used all CPU time, so I could not put in a tune. I had worked on this demo for a long time, before finalizing it.
Worldwide Crap	Demo	20-09-1987	NWC	Assembly	PyraDev / Screen Designer	A small demo using Chatterbox for speech, a scroll and a few sprites.
Imported by O.E.W	Demo	21-11-1987	NWC	Assembly	PyraDev / Screen Designer	First time I greet Danish cracker group UAC / Dizzy. At this time I have no contact with them. Simple software demo with only a scroll and some stars flashing around.
GrapMerg	Utility	19-12-1987	NWC	Basic/Assembly	PyraDev	
ScrToSpr	Utility	19-12-1987	NWC	Basic/Assembly	PyraDev	
Spr-Converter V2.0	Utility	19-12-1987	NWC	Basic/Assembly	PyraDev	
Demo Maker	Utility/Demo	23-12-1987	NWC	Assembly	PyraDev / Screen Designer	I put my (back then...) telephone number in this, for those smart enough to look in memory after the Demo Maker had run. A brief message is displayed about looking at &BE80, if CTRL+SHIFT+DEL" is hit. Tyronesoft was smart enough, and called me one day... This was also a project that I had used a lot of time on, and started probably during the summer of 1987.
Solomon's Key	Packed for 32k	26-12-1987	NWC	Assembly		A great game I played a lot that Christmas :-D
Crackers Fight	Demo	31-12-1987	NWC	Assembly	PyraDev / Screen Designer	The demo promised in Crackers Fight P.R. View. The same graphics are used, but now the Uridium space ship flies! This was also a project that took long time to finish, mainly due to doing "Demo Maker" instead.
PK-Scroll	Utility	05-02-1988	NWC	Basic/Assembly	PyraDev	A scroll I made for one of my swap contacts, he wanted to use it in a demo.
Kuul Gays	Demo	07-02-1988	NWC	Assembly	PyraDev / Screen Designer	Release date in the demo is given as 7/2-87/88, but I write about the upcoming Remix-I in the scroll. I looked in the source, and here the date 6/2-1988 is written. The demo was a "joke-demo" designed to look like lame crap - it succeeded :-D
Thanks Dizzy	Demo	12-03-1988	NWC	Assembly	PyraDev	First time I do Multiface-II Protection. Diagonal scroll date: 26/8-1987. Now I have contact with other Danish CPC freaks: Tyronesoft, The Bomber, Mr. Star, The Dead Rat, Santa Claus & Dizzy/UAC. This demo was a quick mash-up of two scroll routines I had done long before.

Remix-I	Demo	21-03-1988	NWC	Assembly	Pyradev / Screen Designer / Comal 80	Multiface-II Protection. Multi-Coloured-Moving-Border-Scroll date: 15/8-1987. Multi-Coloured-Full-Screen-Scroll date: 20/10-1987. Both scrolls were old routines I had lying around, and so I just put them in. The Raster-bars screen was the "main-event" of the demo; I kept adding "stuff" to the screen, after I had made the raster bar routine, until there were no more CPU time left. I had finally got the timing of raster's perfect! I'm not sure if it is the first perfectly timed raster on CPC - the game Zynaps is close I think. I did not have the game when I made Remix-I and I had not seen perfect raster's on CPC until I made them myself (Speed-Lock tape load had flashing in the border, but not perfectly timed...). I was of the opinion that it was impossible on CPC, because there is no raster interrupt, and I was told that was how it was done on C64.
Pyradev Colour Setup	Utility	22-03-1988	NWC	Basic/Assembly	Pyradev	Tool I made to change the start-up colours of Pyradev.
Uridium	Game (unfinished & unreleased)	14-05-1988	Peter Sørensen	Assembly	Pyradev	Noting to see of game code. Only two small levels can be seen in a simple level editor made in Basic.
Final Creation	Demo	07-06-1988	NWC	Assembly	Pyradev / Screen Designer	Re-Released 16/6-1988 due to a CRTC bug. Multiface-II Protection. First time I made splits and first time I discovered CRTC differences... My CPC664 has HD6845sp (Yes - I still got it!), my friend O.E.W's CPC664, which I used for debugging the CRTC problem, had CRTC MC6845p. The bug wasn't related to the split used on the main screen with the Sentinel face. The bug was in the Copy-Chain part; it's not a split, even if it might look like it. When I made the part I didn't know how to do splits, so I use a mix of software and CRTC register 5 shift (H-sync width) for scrolling. The black areas are border, done by setting the screen width=0, this way I could have scroll in both top and bottom of the screen, and text in the middle, and still only use 16k for screen memory.
Tetris	Game (unfinished & unreleased)	17-06-1988	Peter Sørensen	Assembly	Pyradev	Kind of "Playable" Tetris clone.
Kill JLCS	Demo	19-08-1988	NWC	Assembly	Pyradev / Screen Designer	Multiface-II Protection - Release date not written in scroll/demo, I have taken a look in the source, where the date 19/8-1988 was written... It was planned to be a part in a Tyronesoft Final Demo, but since he never got around to do it, I decided to release it as a single part NWC demo.
WyZaxx	Game (unfinished & unreleased)	1988/89	Peter Sørensen	Assembly	Pyradev / Screen Designer	Playable game. It was send to various software companies. No one wanted to take the game further. I worked on WyZaxx from 20/8-1988 to around March 1989. Tyronesoft did the graphics for the game. Due to the game, Code Masters gave me (and Tyronesoft) the opportunity to do a conversion from C64 / Spectrum of their game "Rally Cross".
Rally Cross	Game (unfinished & unreleased)	1989/90	Peter Sørensen	Assembly	Pyradev / Screen Designer	Playable game. An attempt to do a conversion for Code Masters from C64/Spectrum version. Never finished. Tyronesoft did the graphics. I worked on it from 19/11-1989 to 28/8-1990.

Giga Demo	Demo	22-04-1990	Danish Demo Squad (DDS)	Assembly	Pyradev	An odd routine I had made, that I didn't find good enough for a NWC demo, but wanted to release anyway, so it was released as a DDS demo. (Let's call it NWC's budget label :-D)
Not-Dead	Demo	06-06-1990	NWC	Assembly	Pyradev / Screen Designer	Multiface-II protection. Re-Released 10/11-1990. At the time of release I had contact with BMC, Weee, Longshot etc. In the demo I write my "Amiga-story" in the scroll. I had an Amiga 500 in the period from spring/summer 1989 to January 1990. I also writes something in the scroll about CRTX types; HD6845sp and MC6845p. The re-release was due to fixing a bug when running on MC6845p. At that time I had no longer contact to O.E.W, so I could not test on his CPC664, but during the summer of 1990 I got a number of different CRTX chips wired into my CPC, and a switch, so I could switch between CRTX types.
Gamelist	Utility	1991	Peter Sørensen	Basic		Database program to hold my game collection
Demolist	Utility	1991	Peter Sørensen	Basic		Database program to hold my demo collection
Proglis	Utility	1991	Peter Sørensen	Basic		Database program to hold my program collection
Falcon Demo - A fake NWC demo!	Disclaimer	20-05-1991	NWC	Basic		Someone made a demo using my Demo Maker program, and put my name in it! So I made a BASIC loader and put in front of the "demo" - At least on the version I got, stating that this was someone using my name - a fake NWC demo!
CPC6128 DK ROM with special colour setup	Utility	23-11-1991	NWC	Basic		An official Danish version of the CPC ROM was available, but strangely, one of the Danish letters was shifted one line. I fixed this and also made the CPC start in mode 2. I also added the feature, that before programming the EPROM, the EPROM image could be modified, to use different start-up colours, of ones own choice, a kind of setup-program.
Disc-Map	Utility	1992	<none>	Basic		
NWC Utilities V1.1	Utility	13-04-1992	NWC	Assembly	Maxam / Protex	EPROM based utility with useful RSX commands.
We-Won!	Demo	June 1992	Danish Demo Squad (DDS)	Assembly	Pyradev	Made to celebrate Denmark won the European Football Championship that summer. (Again I'm using the budget label...)
Disc-Doctor V1.0	Utility	05-07-1992	Peter Sørensen	Basic/Assembly		After I had lost all files on a disc, by using JL-F128 and mistakenly putting the wrong disc in as destination disc, I made this program. It can - with some luck - recover files again.
z80 Mnemonic list	Utility	17-07-1992	Peter Sørensen	Basic		
Life	Demo	02-12-1992	Peter Sørensen	Assembly	Maxam/Protex	This demo was send to Amstrad Action or Amstrad Computer User, don't remember which, and I don't think it was printed or put on a cover tape either.
A to B Copy	Utility	28-01-1993	NWC	Basic/Assembly	Pyradev	Release date not written in the program, I looked in the source...
Advanced Art Studio+, 256k ext. version	Added feature	07-02-1993	NWC	Assembly		A special feature is added, so that by pressing keys, screens can be swapped between memory banks and visible screen. Much faster than disc.
Advanced Art Studio, EEPROM version	Added feature & Transfer to ROM	13-02-1993	NWC	Assembly		A version I made that can be put into EPROMs and thereby started very fast. Also the special screen swap feature is added.

Huffman encoder/decoder	Utility (unreleased)	27-07-1997	NWC	Assembly	Maxam / Protex	Cruncher, used to compact the scroll text in Unique "Globe Scroll" part, in order to make it fit. The colour flashing in the start of the part is during un-crunching. This was written on my PC using the CPC Emu, as it assembled much faster than on a real CPC. I used knowledge I gained from my University study the same year. Planned to release it, but never did, as I didn't have any CPC contacts anymore.
Unique	Demo	18-10-1997	NWC	Assembly	Pyradev / Maxam / Protex / Art Studio / Screen Designer	All parts were written using Maxam/Protex, except "4-Sins" & "The Plot!", which were written using Pyradev. Most of the parts were written between 1989 and 1993 - I started on University in 1993, so no time for CPC coding... but I finally got it finished and released in 1997.. I showed a preview of the parts "The Plot!", "4-Sins" and the "Noise-load" music-while-loading-from-disc system, at the BMC European Demo Party in Mettingen 1991.
RAM Check	Utility	?	NWC	Basic		
Speedmaster V2.1	Tape-to-disc transfer	?	664-Cracking	Basic		
Disc Label	Utility	?	<None>	Basic		
Disc Head	Utility	?	<None>	Basic		
Dump-ROM	Utility	?	<None>	Basic		
Tape Head	Utility	?	<None>	Basic		
Tegn Dump	Utility	?	<None>	Basic		
Farve-Kode	Utility	?	<None>	Basic		
AMX Art	Tape-to-disc transfer	?	<None>	Basic		
speech	Tape-to-disc transfer	?	<None>	Basic		
Beach Head	Tape-to-disc transfer	?	?	Basic		I lost my version.
Blogger	Tape-to-disc transfer	?	?	Basic		I lost my version.
Bridge-It	Tape-to-disc transfer	?	?	Basic		I lost my version.
Fruit Machine	Tape-to-disc transfer	?	?	Basic		I lost my version.
Harrier Attack	Tape-to-disc transfer	?	?	Basic		I lost my version.
Nonterraqueous	Tape-to-disc transfer	?	?	Basic		I lost my version.
Number One	Tape-to-disc transfer	?	?	Basic		I lost my version.
Oh Mummy	Tape-to-disc transfer	?	?	Basic		I lost my version.
Rambo	Tape-to-disc transfer	?	?	Basic		I lost my version.
Roland in the Caves	Tape-to-disc transfer	?	?	Basic		I lost my version.
Roland on the Ropes	Tape-to-disc transfer	?	?	Basic		I lost my version.
Soul of a Robot / Nonterraqueous 2	Tape-to-disc transfer	?	?	Basic		I lost my version.
Sultan's Maze	Tape-to-disc transfer	?	?	Basic		I lost my version.
Tales of the Arabian night	Tape-to-disc transfer	?	?	Assembly		I lost my version.
The Galactic Plague	Tape-to-disc transfer	?	?	Basic		I lost my version.