

# Iguana

THE DCS - MAGAZINE...

SEPT '89

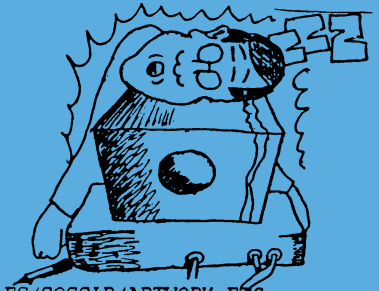


HOBBIT 89  
FAIRLIGHT

TO: milk  
FROM THE DCS CREW

PCW SHOW  
SPECIAL

# EDITORS PAGE



HELLO GUYS.

WELL IF ALL GOES WELL, AND THE GODS ARE SMILING ON ME SOME OF YOU WILL BE READING THIS EDITION OF THE MAG AT THE PCW SHOW. IF NOT THEN IT MEANS THE PRINTERS WERE LATE AGAIN (LAST MONTH..GRRR !).

IT'S ANOTHER BUMPER FILLED EDITION THIS MONTH. WITH SOME GOOD CONTRIBUTIONS FROM VARIOUS GROUPS AROUND THE WORLD. THANKS TO ALL WHO SENT ME ARTICLES/GOSSIP/ARTWORK ETC.

I NEED TO APOLOGISE TO A FEW PEOPLE FOR THE NONE ARRIVAL OF #9 THROUGH THEIR LETTERBOX. THE SIMPLE TRUTH IS THAT I GOT RID OF 150 COPIES OF THE MAG MUCH SOONER THAN I EXPECTED AND I RAN OUT !!!!. I'M MAKING AN EFFORT NOW TO GET MORE COPIES RUN OFF.

DID ANYONE READ THE LAST ATOMIC NEWS (YES, IT'S ANOTHER ONE OF THOSE DISK MAGS) WELL IT MENTIONED IN THEIR THAT THERE IS A MEMBER OF DCS CALLED RAP..WRONG !!, THERE ARE NOW JUST 3 MEMBERS OF DCS..MIK, HENDY AND MYSELF. I HAVE NEVER HEARD OF THIS GUY RAP, BUT FOR SURE HE WAS NEVER IN DCS!!!! TALKING OF DISK MAGS, SEX N CRIME IS STILL GREAT, BUT IT'S GOT SOME COMPETITION NOW WITH THE REVAMPED MAGIC NEWS (GET RID OF THOSE SPRITES, THOMAS !!).

**CREDITS**

EDITOR.....NOSAH/DCS  
COVER.....HOBBIT/FLT  
GRAFIX.....SILVER/ERRORS  
MAC  
MARK/SUBWAY  
LOD/PRIDE  
AMOK  
TOY/NEON DESIGNS  
CONTRIBS....OTISS  
ILLUSION  
DOUBLE DENSITY  
ORION  
SPIDERMAN/X-FACTOR  
DOLLY  
THE EDGE/LAZER

THANKS TO ALL WHO PROVIDE  
NEWS FOR THE MAG.

A COUPLE OF GUYS SENT ME ARTICLES THIS MONTH AND I AM OF COURSE GRATEFUL FOR THEM, BUT THEY ARRIVED VERY CLOSE TO MY CUT OFF DATE AND I HAD TO WORK MY NUTS OFF TO GET THEM READY IN TIME. SO IF YOU ARE GONNA SEND STUFF PLEASE SEND IT IN GOOD TIME.

THE CUT OFF DATE FOR ARTICLES AND VOTE SHEETS FOR #11 IS 30 OCT.

IF THIS IS THE FIRST TIME YOU HAVE READ THE MAG THEN REMEMBER THAT YOU CAN ORDER BACK ISSUES (BUT #9 IS OUT OF STOCK) AT THE SAME PRICE AS BELOW.

SOME GOOD NEWS FOR YOU IS THAT UNCLE MOLEY IS BACK IN HIS SURGERY AND IS WAITING FOR YOUR LETTERS SO WRITE TO HIM WITH YOUR PROBLEMS.

WRITE TO :

NOSAH  
99 ST LUCIA PARK  
BORDON  
HANTS  
GU35 OLD  
ENGLAND

UNCLE MOLEY  
64 MARTIN AVE  
STUBBINGTON  
FAREHAM  
HANTS  
PO14 2RZ  
ENGLAND.

TO ORDER THE MAG : UK..SEND 30P + SAE TO GET IT SENT TO YOU.

ELSEWHERE : EITHER 2 X AMIGA DISKS OR A BANK NOTE WHICH IS CLOSEST TO VALUE OF £1.00 STERLING, WILL COVER COST AND RETURN POSTAGE.

# ♪ THIS IS IGUANA'S BIG MUSIC-COMPETITION ♪

IF YOU'RE ONE OF THOSE WHO SPENDS HOURS IN FRONT OF YOUR AMIGA FICKLING WITH SOUNDTRACKER OR ANY OTHER MUSIC-PROGRAM, THIS IS YOUR BIG CHANCE TO GET FAMOUS... JUST SEND YOUR BEST SONG TO IGUANA'S MUSIC-COMPETITION!!! IT "COSTS" 1 AMIGA-DISK TO JOIN, AND THE WINNER(S) GETS ALL THE DISKS THAT REACH US... (REMEMBER: THAT MAY BE MANY DISKS, AND THAT WINNER MAY BE YOU!)

SEND YOUR MUSIC TO ONE OF THESE ADDRESSES, AND REMEMBER: IT MUST REACH US BEFORE 30 OCT 89



SILVER/ERROR  
J.K. STYVE  
5164 HJELMÅS  
NORWAY

SUPERTEDE/BAND  
SKYTTERVEIEN 14  
5035 BERGEN/SANDVIKEN  
NORWAY

PS! REMEMBER TO SEND THE PLAYROUTINE OR THE MUSIC-PROG. YOU'VE USED...

## HOW TO DROP YOUR GIRLFRIEND - SOME ADVICE FROM NOSAH.

SO THE GIRL THAT YOU ARE GOING OUT WITH IS STARTING TO BECOME A BIT BORING BUT YOU DON'T KNOW HOW TO DROP HER. WELL HERE ARE SOME NICE SOUNDING PRASES WHICH MAY HELP. THE TRUE MEANINGS ARE IN BRACKETS.

1. I'M TOO YOUNG TO SETTLE DOWN (SO MANY GIRLS. SO LITTLE TIME)
2. MY CAREERS TOO DEMANDING (I'M BONKING SOMEONE AT WORK)
3. WE CAN STILL BE FRIENDS (I NEVER WANT TO SEE YOUR FACE AGAIN)
4. LET'S TRY A TEMPORARY SEPERATION (WHY DON'T YOU FUCK OFF TO AUSTRALIA)
5. THERE'S NO ONE ELSE, HONESTLY (WELL, NOBODY YOU KNOW ANYHOW)
6. I THINK OF YOU MORE AS A SISTER (I HATE HER GUTS AS WELL)
7. YOU'LL FIND SOMEONE BETTER THAN ME (I'VE FOUND SOMEONE MUCH BETTER THAN YOU)
8. I DONT KNOW HOW TO SAY THIS (HELP !!!)

## FACE THE FACTS !!

EVER HEARD OF A MAGAZINE CALLED FACE ??? WELL NEITHER HAD I UNTIL I SPOTTED A COPY IN A STORE AND NOTICED ON THE FRONT COVER THAT IT CONTAINED AN ARTICLE ON COMPUTER CRACKERS. WELL I READ IT AND FOUND IT VERY INTERESTING. IT'S WRITTEN BY MIKE PATTENDEN (EDITOR OF COMMODORE USER) AND, WHILST IT DOES CONTAIN SOME ELEMENTARY MISTAKES, IT IS IN PLACES VERY CLOSE TO THE TRUTH. ANYWAY I HAVE REPRODUCED THE ARTICLE HERE FOR YOU TO JUDGE YOURSELF. THE FINAL PART OF THE ARTICLE WILL APPEAR IN NEXT MONTHS MAG.

ONCE A MONTH IN VENLO, NORTH HOLLAND, A SELECT BAND MEETS FOR A PARTY. IT'S AN UNUSUAL GATHERING, ATTENDED ALMOST SOLELY BY MALES AND DOMINATED BY COMPUTER SCREENS. SEVERAL LANGUAGES ARE SPOKEN THERE - THOSE INVOLVED COME FROM ALL OVER EUROPE. MANY OF THEM TRAVELLING HUNDREDS OF MILES - BUT IN SPITE OF THE COSMOPOLITAN ATMOSPHERE, OUTSIDERS ARE SCORNE. "LAMERS" THEY'RE CALLED BY THE CREWS GATHERED TOGETHER TO TAKE ADVANTAGE OF THE NETHERLANDS' LACK OF COPYRIGHT LAWS. AS SUCH, IT'S AN IDEAL PLACE FOR A MEETING OF THE COMPUTER CRACKERS. EUROPE MIGHT NOT BE OPEN FOR BUSINESS UNTIL 1992, BUT CRACKERS HAVE NO RESPECT FOR BORDERS - AS A NETWORK OF UNDERGROUND GROUPS TRADING PIRATED COMPUTER GAMES ACROSS EUROPE AND THE US - THEY'VE BEEN AT IT FOR YEARS. FOR LURKING BEHIND THE POPULAR STEREOTYPES OF SPOTTY ADOLESCENTS LOCKED IN BEDROOMS WAGGLING THEIR JOYSTICKS ARE HIGHLY ORGANISED AND TECHNICALLY PROFICIENT GROUPS DEALING IN AN ILLEGAL CURRENCY OF COPIED COMPUTER GAMES. AND WITH RETAIL PRICES UP TO £30 A GAME, INTEREST IS SOARING.

UNLIKE THE RECORD INDUSTRY, WHERE COPYING IS SIMPLE AND PRACTICED BY EVERYONE TO SOME DEGREE, COMPUTER GAMES ARE PROTECTED FROM SIMPLE DUPLICATION BY SOPHISTICATED SOFTWARE PROTECTION AND SECURITY CODES. THE CRACKERS ARE DEDICATED TO PENETRATING ANY KIND OF PROTECTION, COMPETING TO DO IT FASTER AND MORE IMPRESSIVELY. JUST ABOUT ANY GAME IS AVAILABLE ON THE NETWORK, BUT NOT JUST ANYONE CAN GET THEM. HACKING OF THIS KIND IS ALL ABOUT CONTACTS "COMPUTER GAMES ARE THE NEW GENERATION OF SWAPSIES" SAID ONE SOFTWARE BOSS IN DESPAIR.

DESPITE HAVING THE MOST SOPHISTICATED PROTECTION AVAILABLE, COVETED GAMES FROM THE LIVERPOOL SOFTWARE HOUSE PSYGNOSIS ARE CRACKED QUICKER THAN THEY CAN BE SHIPPED TO THE SHOPS. ONE GAME, OBLITERATOR WAS HACKED AND DOWNLOADED ONTO BULLETIN BOARDS IN THE US WITHIN HOURS OF IT'S RELEASE IN EUROPE. THE REACTION FROM PSYGNOSIS WAS ONE OF WEARY RESIGNATION: "WE'RE NOT SURPRISED".

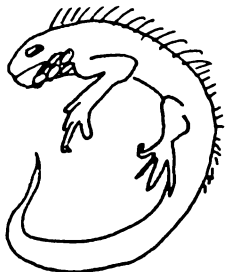
THE PROLIFERATION OF GROUPS MAKES THEM HARD TO TRACE, AND AS FAST AS THE INDUSTRY CAN ACT AGAINST ONE GROUP IT IS REPLACED BY ANOTHER. SPREAD ACROSS EUROPE, BUT MOST ACTIVE IN SCANDANAVIA, GERMANY AND THE UK, THEY ARE UNITED BY A LOVE OF COMPUTING AND A CONTEMPT FOR THE SOFTWARE COMPANIES, WHOM THEY CONSIDER BOTH INCOMPETANT AND GREEDY. CREWS SUCH AS TRIAD, POISON, HOTLINE,

IKARI AND NATO CO-OPERATE IN THE SPREAD OF PIRATED SOFTWARE WITH A DEDICATION THAT RENDERS THE INDUSTRY POWERLESS. THEY DON'T CORRESPOND OR DISCUSS THIER ACTIVITIES WITH ANYONE OUTSIDE THE NETWORK. THEY USE P.O. BOXES TO COMMUNICATE AND SWAP, AND CREW MEMBERS NEVER USE THIER OWN NAMES, REJOICING INSTEAD UNDER TAGS LIKE JUST ICE, EXCELL, TRIDOS AND ACIDYX.

NOT EVERYONE CAN JOIN, NUMBERS ARE KEPT LOW - THE LARGEST GROUP, QUARTEX, HAS ONLY 30 MEMBERS - AND EACH MEMBER HAS A SPECIFIC ROLE



EITHER AS A SUPPLIER, HACKER, CODER OR SPREADER. GAMES APPEAR FROM A NUMBER OF SOURCES, THOUGH THEY'RE NEVER BOUGHT, AS THAT WOULD DEFEAT THE OBJECT. SUPPLIERS OFTEN WORK IN SOFTWARE SHOPS, PASSING ON THE LATEST RELEASES TO THEIR GROUP. OTHERS WORK IN DUPLICATION HOUSES, PASSING ON THE NEW GAMES AS SOON AS THEY COME IN. ONE GROUP, IKARI, ACTUALLY HAD A SUPPLIER IN THE CUSTOMS AND EXCISE, WHO WOULD INTERCEPT GAMES AS THEY PASSED THROUGH, UNTIL HE GOT CAUGHT GOING HOME ONE NIGHT WITH A HOLDALL FULL OF DISKS.



WITH THE PROTECTION GONE, THE GAME CAN BE DUPLICATED AT WILL, BUT FIRST IT HAS TO BE 'TRAINED'. TRAINERS COMPRESS THE DATA SO THAT THE GAME LOADS MORE QUICKLY, THEN VARIOUS OPTIONS ARE ADDED, SUCH AS INFINITE LIVES, WHICH ALLOWS EVEN THE MOST INCOMPETANT TO PLAY A GAME FROM BEGINNING TO END IN ONE GO. OCCASIONALLY THE GAME IS TIDIED UP AND IMPROVED IN OTHER AREAS SUCH AS SPEED AND SOUND, AND GAMES FREQUENTLY FIND THEIR WAY BACK TO THE COMPANIES ENHANCED FAR BEYOND THE CAPABILITIES OF THE ORIGINALS.

AND SO THE GAME IS READY TO BE CODED. A NEW INTRO SCREEN IS ADDED BEARING THE GROUPS LOGO AND A STRING OF CREDITS AND GREETINGS TO OTHER CREWS, AND ALL THAT REMAINS THEN IS TO SPREAD IT, EITHER

BY MAIL, OR BY LOADING IT ON TO A BULLETIN BOARD TO WHICH OTHER CREWS HAVE ACCESS. THE PHONE COMPANIES PICK UP THE BILL, OF COURSE, SINCE MOST GROUPS HACK INTO THE PHONE SYSTEMS TO CALL FOR FREE. KNOWN AS PHREACKING, IT'S MOST COMMON ON DIGITAL SYSTEMS, SUCH AS THE US'S. GROUPS COMMUNICATE WITH EACH OTHER WORLDWIDE, OFTEN IN CONFERENCE CALLS, BY TAPPING INTO FREE ENGINEER LINES OWNED BY THE PHONE COMPANIES.

THE OTHER WAY TO SPREAD CRACKS IS TO MEET AT COPYPARTIES. REPRESENTATIVES TURN UP TO HALLS, CLUBS AND SCHOOLS ALL OVER EUROPE TO SWAP GOSSIP, DRINK AND COMPETE WHILE COMPUTERS COPY UP TO A HUNDRED GAMES AN HOUR. LATER, A DISCO CRANKS UP AND FURTHER ENTERTAINMENT IS LAID ON IN THE SHAPE OF VIDEOS - PIRATED, OF COURSE, SINCE TO BUY OR EVEN HIRE THEM WOULD GO AGAINST THE SPIRIT. SLEEPING FACILITIES ARE PROVIDED, THOUGH MANY PREFER TO MAKE THE MOST OF THEIR TIME BEFORE STUMBLING OUT IN THE EARLY HOURS AND HEADING OFF TO THE STATION OR THE MOTORWAY WITH DOZENS OF DISKS

NATURALLY, THE SOFTWARE COMPANIES ARE NONE TOO IMPRESSED BY SUCH ACTIVITIES. CLAIMING THAT IT COSTS UP TO 50% OF THEIR SALES, THEY FINANCE AN AGENCY, FAST (FEDERATION AGAINST SOFTWARE THEFT, RUN BY EX DETECTIVE BOB HEY.), TO TRACK THE CREWS DOWN. WHEN THERE IS ENOUGH EVIDENCE, THE POLICE PAY A VISIT: "NO DAWN RAIDS, DOORS BEING CHOPPED DOWN OR CHASES, JUST A SIMPLE SEARCH AND QUESTIONING" IF CONVICTED, PENALTIES FOR CRACKERS CAN BE CONFISCATION OF EQUIPMENT, LARGE FINES, AND IN SOME CASES EVEN JAIL.

(TO BE CONTINUED)



" DON'T FORGET TO SEND YOUR VOTE SHEETS TO US FOR THE CHARTS !! "

# LETTERS PAGE

DEAR IGUANA !

AS I WAS READING THE LATEST ISSUE (IGUANA #8) I FOUND OUT THAT SOMEBODY (I GUESS IT WAS HENDY) SAID 'DOUBLE DENSITY' IS A 'LEGAL GROUP FOUND BY MR. CURSOR AND X-AMPLE'. THAT'S PURE BULLSHIT !!! 'DOUBLE DENSITY' IS A NEW SOFTWARE COMPANY ! MR.CURSOR, X-AMPLE AND LOTS OF OTHER GUYS ARE WORKING FOR US.

NEVERMIND, BUT PLEASE CORRECT IT !

IF ANYBODY WANT'S TO CONTACT US FOR WRITING A GAME, DRAWING GRAPHICS, COMPOSING SOUNDS - DON'T HESITATE TO CONTACT US !

DOUBLE DENSITY  
BAHNSTR. 59  
6140 BENSHEIM 1  
WEST-GERMANY

WALTER KONRAD

DEVELOPMENT MANAGER  
DOUBLE DENSITY



Yo, it seems that there is life after death ... ORION is back !!!  
Actual memberstatus of ORION is:

- \* HOLLAND:     DAVE                   <leader-modemtrader>
- TYRAN               <swapper-modemtrader>
- \* BELGIUM:     NINJA               <cracker-modemtrader>
- SCORPIE           <graphix-swapper>
- KID                 <graphix-swapper>
- HITCHHIKER       <coder>
- WAVE               <cracker-swapper>
- ZOD                 <coder>
- FLUOMAN           <graphix>
- \* SWITZERLAND: COMJA           <leader-modemtrader>
- \* USA:           ROBIN HOOD       <modemtrader>
- YOWA SURFER      <modemtrader>

To get in touch write to:

SCORPIE / ORION  
FLIERKE 4 B  
2670 PUURS  
BELGIUM

KID / ORION  
PAPENBOSKANT 77  
1870 MEISE  
BELGIUM



NOSAH 99 ST LUCIA PARK  
BORDON HANTS GU35 OLD  
ENGLAND

\*\*\*\*\* STOP PRESS COMPETITION \*\*\*\*\*

HERE IS A CHANCE FOR YOU AMIGA DEMO CREWS TO WIN SOME FABULOUS PRIZES. THE MAIN PRIZE OF THIS COMPETITION IS AN AMIGA 2000, 2ND PRIZE IS AN A500 AND 3RD PRIZE IS VARIOUS HARDWARE. TO ENTER SEND YOUR DEMO ENTRY TO THE IGUANA ADDRESS AND IT WILL BE FORWARDED TO KUWAIT FOR JUDGING. THE DEMO COMPETITION IS ORGANISE BY COMMODORE KUWAIT AND I WAS TOLD ABOUT IT BY THE JESTER OF QUARTEX WHO IS GOING TO WORK FOR THEM SOON. YOUR DEMO CAN BE AS LARGE AS YOU LIKE (ON AS MANY DISKS AS YOU LIKE) BUT MUST CONTAIN THE WORDS.. "SALEM ALROUMI", OR, "COMMODORE KUWAIT". EITHER WILL DO ENTRIES ARE TO BE IN BY END NOV. PRIZES WILL BE AWARDED BY XMAS TIME. DON'T WORRY, THIS COMPETITION IS GENUINE. SEND YOUR ENTRIES TO THE IGUANA ADDRESS AND THEY WILL BE PASSED ON.

# interview

THIS MONTH:



## SAURON & GARFIELD / ILLUSION

- Q. FOR A START, HOW DID YOU GET INTO COMPUTING.?
- A. I, SAURON STARTED IN 1984 AND HAVE BEEN IN DIFFERANT GROUPS AS A CRACKER UNTIL I JOINED IN WITH GARFIELDS COMPUFIX AND WE BECAME FUTURE TOGETHER WITH XYMOX AND HAWKEYE (AMIGA)  
THIS HAPPENED 8/8/88. THEN WE STARTED TO CRACK QUITE A BIT AND THEN AT THE ABNORMAL PARTY IN THE SUMMER OF '89 WE BEAME ILLUSION (BUT WITH SOME MEMBERS LESS)
- Q. WHAT'S THE SCENE LIKE IN NORWAY.?
- A. THE CRACKING SCENE IS QUITE LAME. ONLY WE AND ABNORMAL ARE CRACKING, BUT THERE ARE MANY GOOD GROUPS PRODUCING GOOD DEMOS.
- Q. GIVE US A MEMBER STATUS OF ILLUSION.
- A. NORWAY : SAURON - AGE 18 - MAIN CRACKER & SWAPPER  
HAWKEYE - AGE 17 - AMIGA, VHS, ORIGINALS  
GARFIELD - AGE 16 - CRACKER, SWAPPER, CODER  
MR6 - AGE 19 - CODER  
XYMOX - AGE 17 - AMIGA GRAFIX AND MUSIC  
PK - AGE 15 - 64 GRAFIX
- \*\*\* NEW MEMBERS\*\*\* ( NOT MUCH INFO YET)
- GENE - AGE 16 - MODEM TRADER  
FIRKIN - ? - CRACKER  
DWARF - ? - MODEM TRADER
- AUSTRIA : TANKARD - - SWAPPER
- Q. HOW DO YOU ACCOUNT FOR YOUR SUCCESS IN NORWAY.?
- A. WE GET THE ORIGINALS AS SOON AS THEY COME TO NORWAY. WE CRACK THEM AND ALWAYS TRY TO MAKE GOOD QUALITY VERSIONS. SPEED AND QUALITY COUNTS. SAURON DOES THE MAIN CRACKING AND TRAINING, BUT GARFIELD OFTEN GIVES A HELPING HAND. AFTER ALL, TWO MINDS THINK BETTER THAN ONE.
- Q. WHO WOULD YOU RATE AS THE BEST CODERS AND CRACKERS EVER ?
- A. BEST CRACKERS ARE : WEETABIX/SCG & MR.Z/TRIAD.  
BEST CODERS ARE : MR CURSOR & THE JUDGES.
- Q. WHO ARE YOUR BEST MATES ON THE SCENE ?
- A. IT'S GOT TO BE ROCKY AND TLW OF ABNORMAL. THEY ARE TWO COOL (ABNORMAL) DUDES WHO VISIT US EVERY WEEKEND. BUT ALSO TO OUR FRIENDS: EUGENE, OLAV, BJORN, IAN (COOLEST IN ENGLAND - FROM OLE), MIK AND DAVE.
- Q. DO EITHER OF YOU HAVE ANY OTHER MACHINES ?
- A. WE BOTH HAVE AMIGAS, BUT WE DON'T USE THEM SO MUCH. SAURON HAS CRACKED A FEW GAMES (BLOODWYCH ETC) WITHOUT KNOWING A SHIT ABOUT ML CODING ON AMIGA THOUGH
- Q. WHAT'S THE IDEAL RELATIONSHIP WITH A COMPUTER ?
- A. KEEP THE COMPUTING DOWN TO A MINIMUM. DON'T SPEND ALL DAY SAT IN FRONT OF YOUR MACHINE. JOIN PARTIES, GET A GIRLIE AND HAVE SOME OTHER FRIENDS TOO. NOT ONLY YOUR 64 AND A JOYSTICK.
- Q. WHAT ARE YOU DOING BESIDES COMPUTING.?
- A. SAURON IS AT A COLLEGE OF ENGINEERING AND GARFIELD IS STUDYING FOR HIS O LEVELS AND PLAYING FOOTBALL. IT DOESN'T LEAVE MUCH SPARE TIME.
- Q. FUTURE PLANS ?
- A. WE'LL TRY TO CARRY ON WITH OUR STANDARDS AND MAYBE HAVE A COPYPARTY IN THE NEAR FUTURE.

# GOSSIP COLUMN



64  
AND  
AMIGA

LOTS OF GOSSIP THIS MONTH, INCLUDING, FOR THE FIRST TIME AN AMIGA COLUMN WRITTEN BY SUPERTED OF THE BAND. HERE WE GO THEN .....

## 64 GOSSIP

RAISTLIN HAS BEEN GOING FOR THE RECORD OF MOST GROUPS IN A MONTH, IN THE LAST 4 WEEKS HE HAS BEEN IN RTI/ONEWAY/CONTEX AND FINALLY GENESIS PROJECT (WHERE HE REMAINS), HE'S GONNA BE QUIET FOR A BIT THOUGH COZ HE'S GOT LOTS OF STUDYING TOO DO (HE ALSO GAVE UP HIS DISK MAG ROUGH GROUND.....RAISTLINS BROTHER - KREATOR HAS BEEN PRODUCING HIS FIRST EVER DEMOS ON AMIGA AND HAS PROVED THAT HE HAS PLENTY OF TALENT, HE ALSO CODED AN INTRO FOR MEGADATH, BUT SADLY IT WASN'T USED (COZ THEY ARE NOW IN COOP WITH SOMEONE)...ARE PANINARO ABOUT TO DIE ???...WELL THERE'S A LOT OF RUMOURS CIRCULATING...THEY MAY FINISH SOON..... A LITTLE BIRD TOLD ME SOMETHING INTERESTING ABOUT THE YATTERING....HE IS NO OTHER THAN ASCII !!!.. REMEMBER HIM, WELL APPARANTLY HE HAS BEEN DOING A LOT OF THE PANINARO CRACKS UNDER THE NAME OF YATTERING.....ROCKSTAR, SERVANT AND PYTHON LEFT BYTERAPERS AND JOINED CONTEX....AND CONTEX HAVE A NEW ORIGINAL SUPPLIER AND A NEW CRACKER NOW....VIRGIN DIED, MR MAD JOINED FALCON....SOME OTHERS FORMED GALAXY....ALL OF CHANNEL 42 JOINED RTI (EXCEPT TANKARD WHO JOINED ILLUSION)....CRIME AND ZANY WAS THROWN OUT OF CONTEX, CRIME JOINED FALCON...OLLE, HIRES AND BOOZER ALL LEFT GENESIS PROJECT COZ OF COP TROUBLE....SHIT, THERE IS EVEN A RUMOUR NOW THAT CRIME HAS JOINED NATO !!!....FARAMOUNT HAVE BEEN REFORMED, SOME MEMBERS LEFT DYNAMIX TO GO BACK TO PARAMOUNT, MEMBER STATUS IS NOW : SCRATCHER, STING, MANIAC, DR DEATH, JOE COOL, MAGIC CIRCLE, PHANTOM, WHITCHER, JOE, TC, STEVE..... CONTEX IS NOW 8 MEMBERS IN FINLAND, 4 IN DENMARK AND 1 MEMBER IN NORWAY...SPACIE (EX IWAY JOINED GENESIS PROJECT....RTI HAVE A NEW MEMBER CALLED TIC TAC,HE IS ALSO A MEMBER OF MEGADETH OON AMIGA....IN THE U.S. MAGNETIC MAY BE GOING AMIGA ONLY SOON...DID YOU KNOW THAT THE CRACKER FOR NEC IN THE STATES ORIGINALLY COMES FROM HUNGARY. (HIS NAME IS HORIZON)....PUDWERX (EX ATC) JOINED EXODUS SO THEY ARE NOW HUNGARY GAMES AS WELL AS IMPORTING THEM FROM PANINARO....XPB (EXPERT PROTECTION BUSTERS) JOINED FBR, SO FBR NOW IMPORT FROM NO-ONE.THEY CRACK LAME GAMES WHICH NO ONE WANTS...BAMBAM JOINED QUARTEX ON AMIGA...HOTLINE WERE KICKED OFF THEIR BBS IN THE STATES COZ THEY HAD NO WARES....20 CC LEFT PANINARO AND JOINED AMOK....DRAKE AND ROCHA ARE BACK IN CONTEX....FIRE EAGLE IS ALIVE AGAIN WITH ONE MEMBER (ERIC), HE LEFT SPHINX (AMIGA) AND IS NOW SEARCHING FOR 64 MEMBERS....CRAZY GOT A COPY OF GRAVACE FROM THE CODER AND THEN TRIED TO CONVINCE EVERYONE THAT THEY HAD CRACKED IT (BUT IT HAD NO PROTECTION !!!)...SEEMS THAT BOOZER, HIRES AND OLLE MAY HAVE BEEN KICKED OUT OF GP !!! (AND NOT LEFT AS REPORTED EARLIER).... SEX N CRIME MAY SOON BE AVAILABLE ON PAPER AS WELL AS DISK (SOME COMPETITION FOR ME ??) PSYCHO WAS KICKED OUT OF ACTION....ACTION ARE ORGANISING A PARTY AT VENLO ON OCT 21, IT WILL NOT BE AT NORMAL VENUE BUT WILL BE IN SAME TOWN...BLACKMAIL ARE CURRENTLY WORKING ON NO FEWER THAN 4 NEW DEMOS (YUM YUM), ONE OF WHICH IS A CO-OP WITH SHAPE....MCHA FROM UNIBIT JOINED NATO AND IT SEEMS THAT UNIBIT MAY NOW BE DEAD.....SOFT CELL/LAZER IS BACK ON 64 CIRCUIT...THERE IS A FEDERATION AGAINST TMB OF PULSAR....LAZER GOT A NEW MEMBER CALLED VAMP....COSMOS HAS A NEW ORIGINAL SUPPLIER.... AUSTRIA HAS ONLY ONE ACTIVE MODEM TRADER (SSD/COSMOS)....

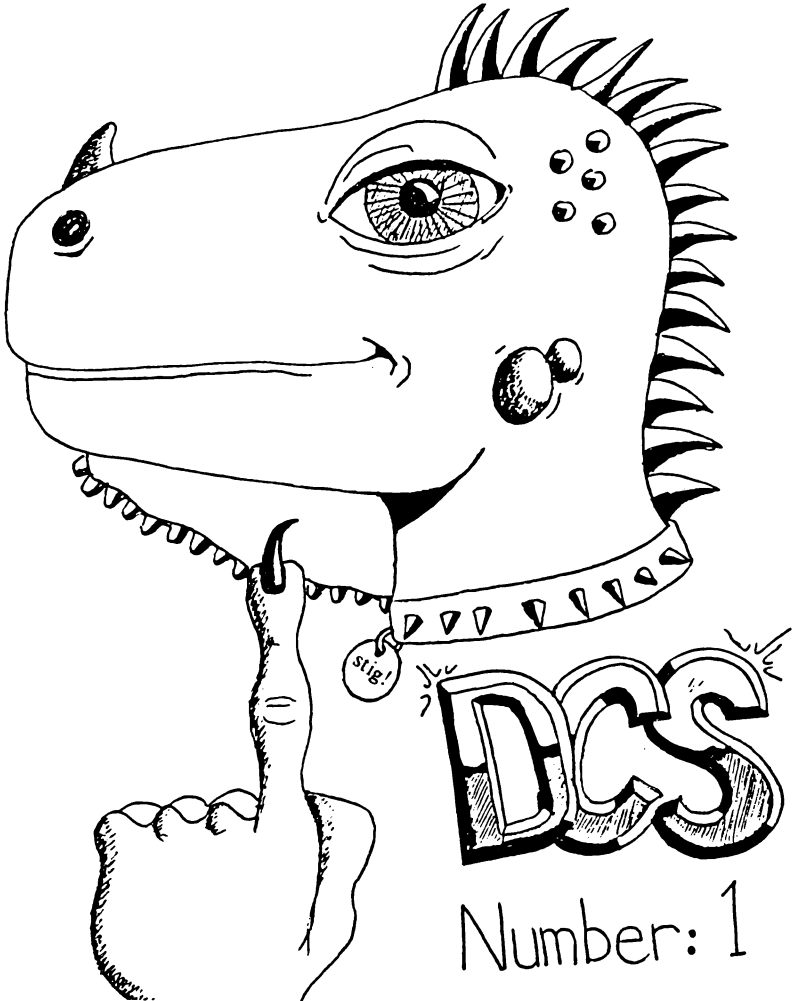
### AUSSIE NEWS

WATCH OUT FOR THE NEW AUSSIE GROUP CALLED TYRANNY, OUR DEMO WILL BE RELEASED VERY SOON ON THE C64 CALLED "TYRANNY IS HERE". WE HAVE OVER 35 MEMBERS IN 9 SUB GROUPS (SO FAR). THEY INCLUDE : OCF, FAST, TKG, FATAL, LRS, PHOBIA, DAAS, THE TITANS, AUSHAX, WE ARE ALSO IN THE PROCESS OF MAKING A PAPER MAGAZINE (MORE COMPETITION..NOSAH), RELEASED VERY SOON (HOPEFULLY AROUND 10/10/89). SIGNED ROCKY KID/GCF-TYRANNY

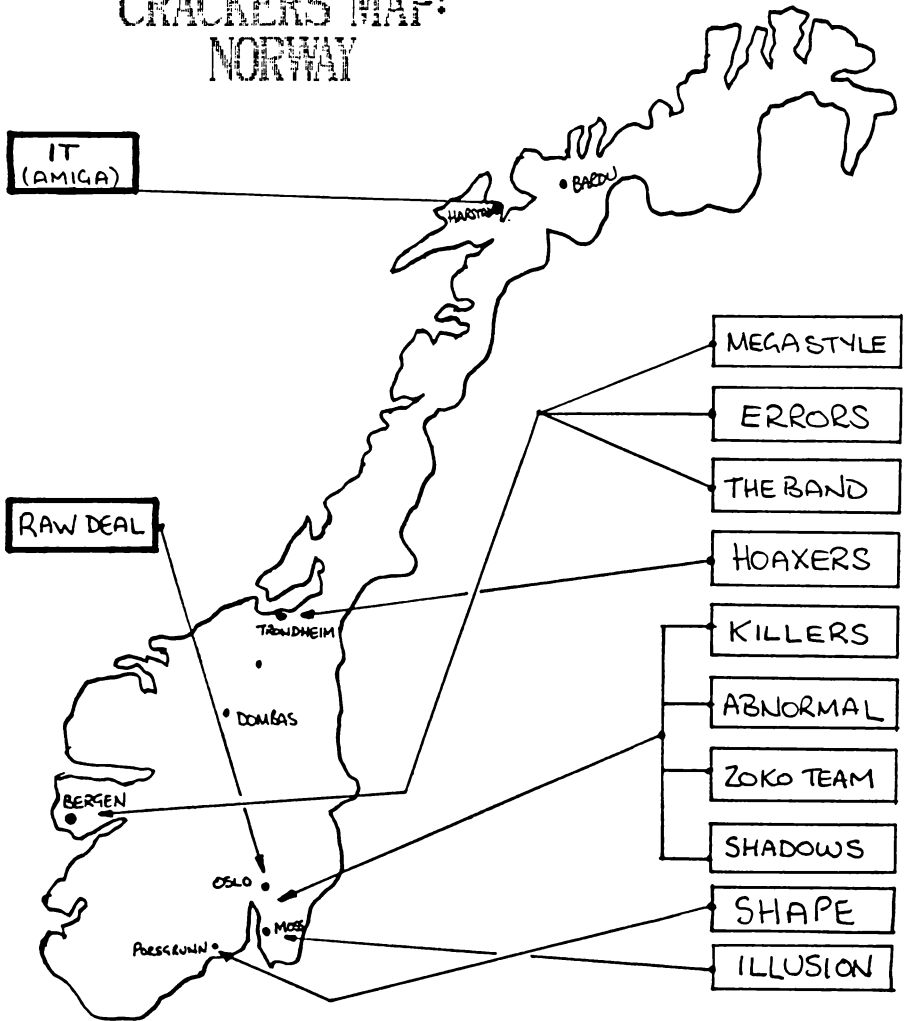


# AMIGA GOSSIP

SFPREADPOINT HAS BEEN DEAD QUITE A WHILE NOW. WHY DOES EVERYONE STILL GREET THEM....  
SUBWAY IS NO LONGER IN COOPERATION WITH THE DREAM TEAM....SUNRIDERS ARE NOW DEAD. MOST  
OF THEIR MEMBERS JOINED THE BEASTIE BOYS....HORIZON IS NOW DEAD AFTER THE CONQUERER  
JOINED DEFJAM-CCS....A NEW GROUP HAS BEEN FORMED - DRAGONS. SOME OF THE FORMER MEMBERS  
OF ACKERLIGHT ARE IN IT....THE NEW AMIGA PROCESSOR IS COMING TO EUROPE IN NOVEMBER, A  
GOOD ONE, BUT ALSO VERY EXPENSIVE !!. MANY PARANOIMIA MEMBERS JOINED VISION FACTORY,  
BUT THE GROUP IS STILL ALIVE....ONE MEMBER OF BLACK MONKS WAS CAUGHT BY THE COFS....  
TRACER OF DOC WAS CAUGHT BY THE COFS....WOOKIEE OF VISION FACTORY WAS CAUGHT BY THE COFS  
AND HAD HIS MODEM CONFISCATED....LINEL SOFTWARE HAS PROMISED TO MAKE A NEW SOUND PROGRAM  
THAT WILL BE BETTER THAN SOUNDTRACKER (IS THAT REALLY POSSIBLE ??)...GHOSTRIDER HAS  
JOINED CRYPTOBURNERS....PIXAR HAS JOINED THE BAND....THE MAIN CRACKER FOR QUARTEX IS  
ROBIN. LIVES IN GERMANY AND WAS ONE OF THE DYNAMIC DUO....OBSCENE 3 WAS RELEASED BY  
ANARCHY WHICH DESPITE NOT BEING AS GOOD AS 2 STILL HAD MR GILES IN TERRIFIC FORM....BOTH  
VISION FACTORY AND TRISTAR MANAGED TO DO A ONE SIDE VERSION OF XENDON II....WEETABIX IS  
BECOMING MORE AND MORE ACTIVE ON THE AMIGA NOW...ARE WE GONNA SEE AN SCG FORMED ON THE  
AMIGA ???....



# CRACKERS MAP: NORWAY



## ILLUSION (MOSS).

Illusion is the major cracking group in Norway and was founded in June 1989. Main cracker is Sauron (Age 18), Garfield (age 16) helps him and codes demos, both are mail trading. MR6 (age 19) is also a coder. Hawkeye (age 17) gets the originals and is now also getting Amiga wares. Xymox is making music and grafix on Amiga, PK (age 15) is making 64 logos and other grafix.

New to the group are ex members of Bros, Gene (age 16) will do modem trading together with Dwarf. Firkin will also start cracking. They've recently joined so I don't have much information about them. All members except 3 mentioned at end are original members of Future and live in Moss. The other 3 live in Oslo.

To contact ILLUSION write to : GARFIELD,TRAKLESTINGET 14, 1500 MOSS, NORWAY

#### ABNORMAL (TORP).

Abnormal started life as a demo group but has since progressed to cracking, they are the only serious competition to Illusion. They were formed in June 1988 by the joining together of "The Hidden Force" and "Lazer Cracking Service Norway", the original members were : Rocky, Zth, Fist, Buzz, Stone, Hero, Power and Hotdog. They coded a lot of demos (Snubnosed, Seeker 2-8, Unicorn, Illegal etc etc). Their first crack was Supertrux and they have done plenty since then. It has to be said that generally speaking they do not produce as good a crack as Illusion do, but the competition is always there, although the two groups remain good friends. Members now are : Rocky (17, cracker, swapper, coder), Fist (16, coder), Zth (18, coder), Buzz (17, coder,grafix), TBL (18, coder), Power (20, coder, grafix), Digit (New member, coder), Metal, (Denmark member, 64music). The group also has a large Amiga section : Hot Dog (18, coder), Highlander (18, coder, swapper), TLW (19, grafix, videos), Blackie lawless (swapper), The Creator (18, grafix), Softer (18, coder), ZEB (17,music). To contact ABNORMAL write to : ROCKY, TUESGATE 14A, 1652 TORP, NORWAY.

#### RAW DEAL INC (NITTEDAL, OUTSIDE OSLO).

RDI is one of the older groups in Norway. They had a dead period but came back early this year when some guys from Rawhead joined (namely : Newton, Deadline, Aztec and Bitbuster). Other members besides those just mentioned are : Bound and Pinky, all those mentioned so far are demo coders. There is also Zaphod who cracks and swaps and finally Razor, a Swedish member. The group was really on the cracking scene some years ago, but their output now is not the same. To contact RDI write to : ZAPHOD, ROGNEVEIEN 11, 1940 BJORKELANGEN, NORWAY.

#### SHAPE (PORSGRUNN).

Shape were started last year, they bounced onto the demo scene with some really good productions. Members are : Vision, Daredevil, Zip, DPL, Unitrax, Tony, Predator, IQ64, Roy and Rune. They do their own grafix, music and code. Their demos are normally excellent visually. No contact address is given for Shape.

#### KILLERS (SKI).

Founded in 1988 by members from many other groups. Member status is : Hitman and Lowboy who both code, and Valerion, Eliot and Da Vinci who do all the awesome grafix. The main spreader is T Bird. They're planning a game in the near future, but will finish their mega demo ABC II first. To contact KILLERS write to : HITMAN, KOLLEN 14, SKI, NORWAY.

#### ZOKO TEAM (AS).

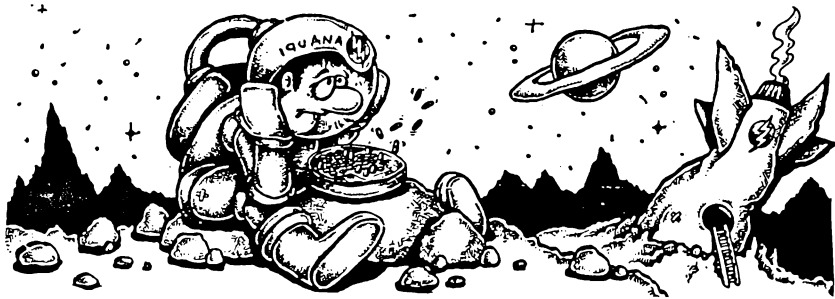
This is a rapidly expanding demo group founded in 1988. Members are : Sharkey (coder), Thrax (coder), Dr Silence (amiga), Rhesus minus (amiga), and Duck (amiga). Thrax is working on a 64 game. The group is now also doing Amiga demos which includes their own music and grafix. They may soon get two new members from Fright. To contact ZOKO TEAM write to : SHARKEY, KLOKKERVEREN 3, 1430 AS, NORWAY.

#### SHADOWS (SKI).

Originally formed in 1985, one of the best demo groups in Norway. There have been some problems along the way. They joined Rawhead but split up later (earlier this year). Members now are : Omega supreme, Moonray and Arc, these are the coders. Two other guys, Tornado and Lynx are doing music in Omega supremes music routine. Stormshadow and Thunderbeer are swapping and also Logic is coding and making grafix. Contact SHADOWS by writing to : OMEGA SUPREME, CHR.KROGHS VEI 10B, 1415 OPPEGARD, NORWAY.

#### ERRORS (BERGEN)

The Errors have been around for some time on 64 doing good demos but then they decided to go Amiga and recently produced a mega demo on that machine. Well, the news is that they are to start producing 64 demos again. Members are : Silver (17, grafix, music), Sentinel (17, coder), Cosmic (17, coder), Spot (18, coder), Playboy (18, ?), Hardcore (16/17, music), Manowar (17,coder), Quiet Lightning (21, coder), Boogie (19, coder), Barbarian(? coder), Lamer (20, coder). In case you didn't know, Silver does lots of great grafix for the mag.



## THE LEGEND OF SETH BRASKET. written by Otiss

### THE LEGEND OF SETH BRASKET, PART 10.

The machine stay silent. Jessica, Haidyn and Dulok hadn't the faintest idea if the process was working. It took three seconds to transfer the data over to Seth's brain. They realised it had worked when he opened his eyes. "Yow" he said, in his full American accent. "I've got one hell of a headache." He was even more suprised when a red creature with three eyes kissed him on the forehead.

\*\*\*\*\*

The High Lord's armies marched relentlessly, killing anyone, and destroying everything in his path. Nobody was spared. In a few weeks, the marching party had set up camp around the Seat Of Learning. A day later, Queen Freyr's enormous army arrived at the Seat. The fire had been set, all that was needed was a spark to set it off. Neither side relished the thought of being the arsonist.

\*\*\*\*\*

Seth had made a full recovery. He retook his place as leader of the Seat. He remembered how he could reuse his talent for "magic". Sometimes, it could be very powerful. He only hoped it was powerful enough to halt the inhuman High Lord once and for all.

\*\*\*\*\*

The spark came quickly. A single magical bolt fired by a wizard of the High Lord's party killed a foot soldier of the Queen's army. The Queen ordered her Generals to fight, and the High Lord responded. The once green fields around the Seat Of Learning became muddy trenches, covered in thousands of human, and not so human bodies.

In three days, the armies were decimated. The High Lord still had a trick up his sleeve - the sky fighters!. Most of the remaining humans on the side of the Queen were amzged at the sight. Flight, they thought, was impossible. Hundreds of the Queen's troops perished in the laser fire of the fighters. The fight was slowly turning one sided.

\*\*\*\*\*

Seth stared out of the window at the fighters. "Bastard!" He yelled at the top of his voice. One swang around to face the window. The pilot fired a blue bolt of excited electrons, but they fell short. Seth snarled a few words, opened his hand, and a searing yellow bolt struck the fighter. It fell to the ground in flames, taking some of the alien troops with it. "Now!" Seth yelled to the members of the Seat. "Now we fight! Launch our fighters! I'll fly one!"

So, the fighters were launched. The seat only held seven in its reserves. They were outnumbered almost three to one, but experience outshone the basic flying capacities of the inhuman pilots. Eventually, only three fighters remained. Seth's, another of the Seats, and a clever pilot from the High Lord. This one proved to be more of a match.

The arrowhead fighters sprayed each other with intensified light and electricity. Unfortunately, the second Seat's craft was hit by a bolt, sending it to the floor in a ball of flames.

The dogfight was now a one on one. The clever alien pilot almost killed Seth once, a bolt came mightly close. But Seth hung on, and eventually, struck the final blow. The alien craft spiralled to the ground in a blaze of orange fire.

\*\*\*\*\*

Seth landed the craft near the Queen's forces. As he stepped out, he was caught by the Queen herself. She was regally beautiful, inspite of the desecration around her. "Thankyou Archmage" she said in a voice more akin to a child. "You have saved our lives." Seth smiled back. He glanced quickly at the towering figure of the High Lord, and then back at her. "I hope everything is not in vain" he said with as much hope in his voice as he could muster. He turned around again, and began to tramp in the direction of the enemy. "Seth!" She called out anxiously. "You'll be killed!" She motioned to two armoured Knights to follow him. Seth smiled. "No. And please, I don't need the Knights."

The Queen seemed amazed. "I...if you say so, Archmage." Seth smiled and proved the point as a bolt of orange light bounced harmlessly off of an invisible barrier almost a metre away from him. The bolt returned to its creator quickly, turning the pile of slime into a fireball. The High Lord spoke. "Do not fire any missiles!" His voice was deep and angry, but yet Seth could trace a hint of terror in his tone. "They will only kill you" he continued.

Eventually, Seth made it to the High Lord. The evil figure towered over Seth's six foot form. "Well, Archmage. We meet again" Seth sneered. "Yes. This time I know who you are. And how to defeat you." The High Lord laughed. "It is I who shall defeat you, Archmage. Then this land shall be mine."

"To work your perverse arts? I don't think so." The High Lord suddenly became angry. "I shall crush you like a fly. Then all your friends. I SHALL RULE THIS WORLD!" His once deep voice had become a shriek. Seth's hands became aglow with light. He gulped deeply. "This is the end." He said powerfully. "Computer." The High Lord yelled. He fired a bolt of light at Seth, but he forgot about the shield. It caught him full in the face, tearing away the evil mask, revealing the robotic features. "NO!" he screamed loudly. Both troops stared in amazement. The High Lord was not even flesh and blood. Seth grinned. He fired his bolt, and it hit the High Lord in the chest. Caught unawares, the bolt caused maximum damage, searing many useful circuits. The High Lord stretched out his arms. The very ground below Seth cracked and split open, swallowing him up. A second later, he drifted out of the crevice. Seth fired a web of light which ensnared the tall High Lord. He fell to the ground, and struggled with all his might, but the glowing threads would not break.

Seth fired another bolt of light which caught the High Lord. He yelled with agony. Another, and another, until smoke began to curl up from the body of the High Lord. It was obvious that he was going to die - if machines could die. "At least" the High Lord growled synthetically. "You will not love anymore." Seth paused. "What?"

"Jessica Baker. Your lover." The High Lord raised his nearly destroyed arm and muttered a few inaudible words. A bolt of pure white energy span off towards the Queen's troops. The bolt homed in on the fair haired woman - as it struck she screamed out Seth's name. She fell into a heap, all the life force drained out of her. Seth cried. "NO!" From pure anger, he withdrew a bolt of pure black energy. The spinning orb struck the High Lord in the chest. A huge explosion rocked the soil, bringing every member of each army to their knees. The High Lord was destroyed. So was his army. It reverted to its basic components - the inhuman aliens became piles of dust. The magic that bonded them together had died with the High Lord.

Seth disappeared, and instantly reappeared next to the still form of Jessica. Seth cried, and tears dripped down onto her face. He held her in his arms. His stomach began to knot, pain reared up in his heart. He withdrew that pain, and the knot in his stomach, and turned it into astounding energy - pure magic. A red field fell over both Seth and Jessica. It began to shimmer in the colours of the spectrum. It took thirty seconds to subside, but when it did, Jessica was crying in Seth's arms. She was alive again.

Dulok, who had been watching the final fight from only nearby came up to Seth. "Archmage" she said, awe in her voice. "You are truly legendary."

Jessica sobbed quietly. Seth stared at his strange friend and said, "yes. I suppose I am."  
As the victorious army of Queen Freyr began to cheer and celebrate, no-one, not even Seth himself saw a piece of black void slip into his ear to infect his brain with hatred.....  
THE END.....FOR NOW, ANYWAY.  
Watch out for the "Full tales of Seth Brasket" in a bookshop in the next ten years!!!! And remember, you saw it in Iguana first.

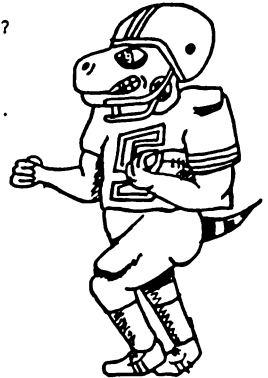
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## THE INDY

WRITTEN BY HAYDN 'DOLLY' DALTON.

WELL HI AGAIN GUYZ !.....I AM VERY SORRY TO SAY THAT I COULDN'T GET 'HAL' FOR AN INTERVIEW THIS MONTH, BUT HE WILL DEFINATELY BE IN NEXT MONTHS, GOOD EH ?? ANYWAY, I DID GET SOMEONE ELSE TO TALK ABOUT "THE INDY" AND THAT IS MICHEAL AGAR, ALIAS 'AGGY'. REMEMBER MITCH N AGG ON THE NET ?, WELL MAYBE NOT, BUT LET'S GET ON WITH IT.

- Q. HOW OLD ARE YOU AGGY.?  
A. A RIPE OLD AGE OF 20.  
Q. HOW LONG HAVE YOU BEEN IN THE INDUSTRY.?  
A. 2 YEARS NOW ON THE 64, BEFORE THAT I JUST USED TO KNOCK ABOUT ON A SPECTRUM.  
Q. DID YOU ENJOY THE NET (FOR OVERSEAS READERS THIS IS COMPUNET..ED)  
A. YES IT WAS GREAT, I WAS ONLY ON IT FOR ABOUT 6 MONTHS THOUGH.  
Q. WHAT GAMES HAVE YOU CODED SO FAR.?  
A. DENARIS, UXB PIGS, PETER PACK RAT, GLADIATOR, AND AIGINAS PROPHECY.  
Q. HOW DID YOU GET INTO THE INDY.?  
A. WELL, BY CHANCE REALLY, I WAS MESSING ABOUT CODING AND I CAME UP WITH A PRETTY GOOD SCROLL ROUTINE AND AN IDEA FOR A GAME, SO I WENT TO SEE RICHARD KAY AT SOFTWARE CREATIONS ABOUT MY IDEA. AND AFTER I HAD SEEN HIM WE DID DENARIS AND GOT IT SOLD ON THE FIREBIRD LABEL (BUDGET)  
Q. HOW LONG DID IT TAKE TO CODE.?  
A. WELL, I WAS WORKING AT HOME AND ALL TOGETHER IT TOOK ME JUST OVER 4 MONTHS.  
Q. DO YOU LIKE WORKING 'IN-HOUSE' FOR SOMEONE.?  
A. NO CHANCE !. HOME IS A LOT BETTER.  
Q. WHAT ARE YOUR PLANS FOR THE FUTURE.?  
A. TO MAKE LOADSA MONEY (SURPRISE)  
Q. ANY INTERESTING PRODUCTS COMING UP.?  
A. ORCUS (CHECK OUT THE DCS PREVIEW..ED) IT'S A SHOOT UP  
Q. HOW EASY WOULD YOU SAY IT IS TO GET A JOB IN COMPUTING ?  
A. FAIRLY EASY THESE DAYS.  
Q. WHAT WOULD YOU SAY IS THE MOST IMPORTANT THINGS TO SHOW AT JOB INTERVIEWS ?  
A. WELL, IT'S HARD TO SAY, BUT IT MUST BE ORIGINAL AND NEW.  
Q. WHATS THE HARDEST THING TO GET USED TO WHEN WORKING IN HOUSE.( WHEN FIRST STARTING).?  
A. THE BOSS'S ATTITUDE TOWARDS THE COMPANY AND EMPLOYEES.  
Q. ARE OTHER PROGRAMMERS EASY TO GET ON WITH.?  
A. YES, THEY'RE BRILLIANT, MOST OF THE TIME....  
Q. WHAT ABOUT ARTISTS ( CAREFUL..!!).?  
A. THEY'RE OK, BUT NEED PUSHING ABOUT A BIT BEFORE THEY FNALLY DO WHAT YOU REQUIRE.  
Q. DO YOU MIND ALL THE CRACKERS, CODERS ETC GETTING AN EARLY LOOK AT ORCUS.?  
A. NO, NOT REALLY, AS LONG AS TOO MUCH ISN'T GIVEN AWAY!! IT'S A GOOD WAY OF ADVERTISING YOUR GAME TO THE PEOPLE WHO MIGHT BUY IT (HA, HA, HA)  
Q. WHAT ABOUT PIRACY IN THE INDUSTRY, WHATS PEOPLES ATTITUDES.?  
A. PEOPLE DO BOTHER, ONLY BOSS'S THOUGH REALLY.  
Q. HOW ARE YOU GOING TO SELL ORCUS.?  
A. GO TO A FEW PLACES AND SEE WHAT THEY OFFER ME, AND SEE HOW PUSHY THEY WILL BE WITH ME, AND TAKE IT FROM THERE.



- Q. ANY ADVICE FOR PEOPLE TRYING TO GET A JOB IN 'THE INDY'.?
- A. DON'T BE PUT OFF BY GETTING TURNED AWAY, MOST OF THE TIME THE BOSS WON'T KNOW WHAT HE IS TALKING ABOUT, MOST BOSS'S ARE BUSINESS HEADS !. IT'S THE PUBLIC THAT MATTERS.
- Q. DO YOU THINK THAT THE 64 IS GOING TO LAST MUCH LONGER.?
- A. STILL A FEW YEARS LEFT YET. THE AMIGA AND ST WILL NEVER SURPASS IT FOR LASTABILITY (MAYBE THERE WILL BE A NEW SOUPED UP VERSION OF THE 64 !!)
- Q. WHO DO YOU ADMIRE AS PROGRAMMERS.?
- A. BRAYBROOK..HE'S OK. JEFF MINTER..ACE !. STEVE RUDDY..TOP IN HIC CLASS. STAVROS..GOOD OLE STAV, WE WANT HIM BACK.
- Q. WHAT DO YOU THINK OF THE DEMO MAKERS OF TODAY.?
- A. WELL, THEY HAVE FLATTENED OFF ON ORIGINALITY, BUT SOMETIMES THEY THEY WILL COME UP WITH SOMETHING STUNNING !. MOST OF THE MUSIC TODAY THOUGH SOUNDS THE SAME.
- Q. ANYTHING YOU WANT TO ADD.?
- A. GOOD LUCK TO UP AND COMING CODERS,CHOOSE YOUR GOAL AND GO FOR IT.

WELL THOSE WERE SOME VIEWS FROM AGGY !. NEXT MONTH I WILL BE POUNDING HALS HEAD, HE IS WELL KNOWN AS THE CREATOR OF 'HALS CREATIONS' WHICH GOT VOTED A 9 BY ALMOST EVERYONE WHO SAW IT ON THE NET. (THOSE WERE THE DAYS). SO TILL NEXT MONTH.....L8R GUYZ..HAYDN 'DOLLY' DALTON.  
P.S. (I MAY CATCH YOU READING THIS AT THE PCW SHOW !!!)



## DANISH GOSSIP

CHANNEL 42 HAS JOINED RTI... IDEFIX (EX NOISE), DEXTER (EX FACTION) AND ROMANCE (EX FACTION) HAS JOINED X-FACTOR!.. FACTION IS DEAD. SOME MEMBERS JOINED SUNSHINE, OTHERS WILL START A NEW GROUP... GP+FE DK IS DEAD! NIGEL JOINED FACTION AND THE REST HAS RETIRED FROM THE SCENE.. STACK (EX X-FACTOR) AND IVORY (EX 2000 AD) STARTED THE DANISH DEPARTMENT OF F4CG... FLASH PROD. ON THE 64 IS DEAD.. A NEW STRONG DANISH GROUP HAS BEEN FORMED BY SEVERAL EX MEMBERS FROM DANECREW, COLDCUT, FLASH AND LIBERTY... VIRGIN DK IS SPLITTED UP! DRAKE AND ROCHA JOINED CONTEX, DEAN JOINED FE+GP AND 'NAM FORMED A NEW GROUP WITH SOME EX MEMBERS FROM UNIBIT... IT SEEMS THAT S.U.S. (THE DANISH FAST!) IS ACTIVE AGAIN!! MATCH OF FLASH PROD. WAS CAUGHT AND HE GOT A BILL ON 20000 DKR. (CA. 2000 £)!... LOTUS LEFT BONZAI, BECAUSE COMPUTING LOST HIS INTEREST, SO BONZAI IS NOW ONLY SONNY (EX 2000 AD), LUXOR (EX 2000 AD), TRAP (EX DOM) AND STONE (EX ABNORMAL(NORWAY))... DOMINATORS, UP-FRONT AND TRILOGY ARE GOING TO DO A PARTY BETWEEN CHRISTMAS AND THE NEW YEAR!! A PARTY YOU MUST JOIN!!... OK, THAT'S ALL FOR THIS TIME..

WRITTEN BY SPIDERMAN OF X-FACTOR

## AUSTRIAN GOSSIP

The leading group in austria is now again COSMOS after their 6 weeks break in spring. Then there is of course LAZER, who havenot released too much lately because they had some problems after their party (An Amiga was stolen!) and in the whole july the two main traders, coders and crackers, Malcolm and me, were on a interrailtour by train through europe. Lazer consists at the moment of about 15 members, but at the moment it is not clear, because we are quite now busy doing a total reorganisation! Lately there are many guys who are in quite known groups. The most "famous" is of course TMB of Pulsar, but after all cool members left the group he is alone and they are practically dead! After the STM/Crazy Party in Le Locle/Switzerland, there was build a federation against him, coz he shitted not in WC, no beside, after some guys had pissed him in his bag. Quite strange big fat lamer! Then there is another Pulsar member

called Wuiti (former Beyond Force and APC member), which composes music, probably the only cool Pulsar member quite now! Then there are some EX-Helix members who joined the Pseudo-Weird Science from Germany. This guys are quite cool guys, but should better join another group than those pseudos. Then there is the austrian section of CHAOS #01, which hasnot much importance right now, because Kagan Demir (leader in turkey) is busy with his software-company "OUT of ORDER" 1 month ago there was built up a new group called "VAMP" which seemed to be quite cool, but lately they joined us... On the legal sector there is MAGNETIX, who only produce demos and legal thinx and got or will soon get fame with their disk-mag called "Magnetic Dreams", which is probably one of the 3 best in europe on disk! TAT, who got known with their contribution to the Crypt "Antiwardemocompo", joined lately Magnetix. Then there is another guy called Tankard or Tanglewood, who is now in Channel 42, but I think they will kick him out very soon, because he only tells lies and is unable to code, crack or anything really important, except swapping! At last there is X-Large, which was founded by Tankard and some other guys... Since Tankard left they went down, now after some germans joined they are rising again!

WRITTEN BY THE EDGE/LAZER



STARDOM + FUTURE CONCEPTS / CRAZY - party report.

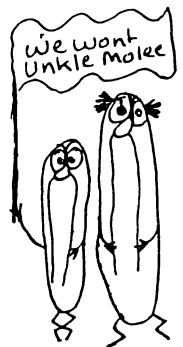
Heeeeelp, here is the party report of the STM + CRAZY party which took place 04-06/08/89 in a little Swiss town called Le Locle. The party was one of the coolest ever done in Switzerland. Many well-known groups such as: UNIBIT, FALCON, PULSAR, GP+FE, 711, TRANSCOM, BABYGANG, CREST, MDA, CFA, VIRGIN, ... showed up. Only a few lame nerds dared to enter the party-rooms.

At the party there were two (yes, 2 !!!) demo-competitions. One held by STARDOM and the other one by CRAZY.

Here are the results of:

a/ STARDOM-comp.:	(1) SCIENCE 451	(L.S.D)
	(2) CONTEX	(LOOK SHARP)
b/ CRAZY-comp.:	(1) CREST	(1 YEAR CREST)
	(2) MDA	(TRINITY)
	(3) GP+FE	(PARTY-DEMO)

The jury, who judged the demos, was formed by members of all represented groups. So cheating was impossible. The party started quite cool, but a guy named TMB / PULSAR started to fuck up everything. When he arrived he didn't want to pay the entrance, later that night this heavy-weight started to hit some dudes (UNIBIT, 711, ...) who came into his neighbourhood. He said they had stolen all his money and his disks. After a nightly race through the town where he hunted for 711 and UNIBIT members he broke a door and took all party-money. After some hard words and some pushing he gave the money back. But the door was destroyed so he had to pay for it. He didn't pay, but he promised to send the money. The next morning he ran away like a fat pig they wanted to slaughter. The only thing you heard at the party was: "Let's kill TMB/PULSAR." and "TMB/PULSAR sucks !!!" Enough about that creep, now it is time for some more bad news ... the STARDOM-split. At the party things started to change in





STARDDOM. Starsky and Protton decided to stop all computing - Hutch decided to join FUTURE CONCEPTS / CRAZY - Scorpie (me), Ninja, Hitchiker, Comja and Kid are now rebuilding 'ORION' with some original members. What the other members of STARDDOM are going to do isn't clear right now, maybe they continue under the name STARDDOM. (good luck guys)  
 They only thing that remains to be done is to send some mega-thanks to ANTHRAX and some other FUTURE CONCEPTS-dudes and HUTCH / ex-STARDDOM for the cool organisation.

Scorpie / ORION (ex-STM).



Here is an official invitation for  
 the best copy-party 89 in Europe  
 which is organised by

**TRANSCOM**

In cooperation with FAIRLIGHT.



28th OCTOBER 29th

DEVILS PARTY INFO...

THERE IS A DEMO COMPETITION 64 : MUST NOT BE ABOVE 160 BLOCKS (COMPACTED). CANNOT HAVE BEEN SHOWN BEFORE. ONE DEMO PER GROUP ONLY IS ALLOWED. THE MAIN PRIZE IS AN AMIGA 500. OTHER PRIZES WILL BE AWARDED.

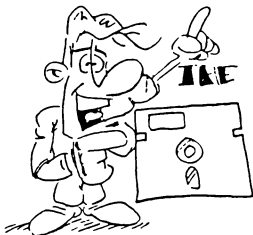
ENTRANCE FEE (TO THE PARTY) : 50 FF FOR THE FRENCH  
 20 FF FOR NON-FRENCH. A REDUCTION IS GIVEN TO THOSE WHO BRING COMPLETE SYSTEM (64 + DRIVE + MONITOR) FREE ENTRY FOR GIRLS.

MORE THAN 200 PEOPLE ARE EXPECTED TO ATTEND. DRINKS AND SANDWICHES WILL BE SOLD ON SIGHT. THERE ARE FAST FOOD PLACES AROUND THE LOCATION. A NICE QUIET AREA IS SET ASIDE FOR SLEEPING, BUT YOU WILL NEED A SLEEPING BAG.

PARIS IS A MOST BEAUTIFUL TOWN WITH LOTS TO SEE, AND THE DEVILS PARTY WILL HAVE MANY SURPRISES IN STORE FOR YOU.

FOR INFORMATION, UNDERGROUND PLAN, DEVILS PARTY ADRESS ETC WRITE TO :

TRANSCOM/CP - BP 143 - 7700 MOUSCRON 1 - BELGIUM.



# IGUANA PRESENTS THE CRACKERS AND DEMO-MAKERS RANKING-LIST

HERE IS THE NEW LOOK CHARTS PAGE. FROM NOW ON IT WILL TAKE THE FORMAT OF A TOP TWENTY CRACKERS FOR 64 AND AMIGA AND ALSO A TOP 20 DEMOS (BUT NOT DEMO GROUPS) ON THE 64 AND AMIGA. UNFORTUNATELY THERE WAS NOT ENOUGH VOTES RECEIVED FOR AMIGA DEMOS FOR ME TO COMPILE A DECENT CHART. SO I HAVE HAD TO DROP IT THIS MONTH.

LOTS OF MOVING AROUND ON THE CHARTS THIS MONTH AND THE USUAL SURPRISES ARE THERE TOO. READ ON.....

## 64 CRACKERS CHARTS

POS.	GROUP	PTS.	POS.	GROUP	PTS.
1. (1)	DCS	258	10= (4)	HOTLINE	69
2. (2)	PANINARO	234	12. (10)	RTI	57
3= (5)	ACTION	117	13. (19)	GP	54
3= (3)	711	117	14. (14)	NEC	25
5. (8)	DOMINATORS	103	15. (7)	FLT	23
6. (16)	TALENT	97	16. (16)	ILLUSION	22
7. (6)	COSMOS	90	17. (20)	CRAZY	18
8. (10)	NATO	78	18. (-)	SHARKS	17
9. (12)	DYNAMIX	72	19. (15)	TRANSCOM	09
10. (9)	F4CG	69	20. (-)	ABNORMAL	07

WELL, THE ENORMOUS GAP BETWEEN THE TOP TWO AND THE REST IS STILL THERE. BUT I THINK PANINARO HAVE SEEN THEIR DAY AND WILL STOP SOON. JUST HOW LONG DCS RETAIN THEIR DOMINANCE IS REALLY UP TO GROUPS LIKE ACTION, DOMINATORS, COSMOS ETC. THE BATTLE FOR GERMANY'S #1 REALLY IS HOTTING UP NOW, WITH BOTH ACTION AND 711 SHARING 3RD PLACE. DOMINATORS ARE STEADILY BUILDING UP A SOLID REPUTATION. COSMOS LOST A SLIGHT Foothold, PROBABLY DUE TO THEIR SUMMER BREAK. TALENT, WHO ARRIVED QUIETLY AT 16 LAST MONTH HAVE MADE A LOUD ENTRY AT 6. ( BUT WILL THE COMMITMENT REMAIN ??). MEGASNAIL HAS MANAGED TO DRAG NATO 2 PLACES UP THE CHART PROBABLY BY STOPPING GALVETRON DOING HIS LAME CRACKS. DYNAMIX ARE IN TOP TEN BUT WITH THE LOSS OF SOME MEMBERS MAY FIND IT HARD TO REMAIN THERE. SINCE THE LOSS OF BOD AND XXX, HTL HAVE DROPPED.

## AMIGA CRACKERS CHARTS

1. (1)	QUARTEX	78	11. (-)	THREAT	09
2. (2)	VIS. FACTORY	71	12= (-)	TRISTAR	07
3. (-)	THE BAND	35	12= (6)	TRILOGY	07
4. (5)	BLACK MONKS	34	12= (-)	ECLIPSE	07
5. (4)	PARANOIMIA	31	15. (-)	NORTHSTAR	06
6. (-)	ACCUMULATORS	30	16= (-)	PHENOMENA	05
7. (7)	DEFJAM	28	16= (-)	FLT	05
8. (-)	BAMIGA S.1	27	18. (9)	PIRANHAS	04
9. (3)	ORACLE	26	19. (-)	SUPREME	03
10. (-)	ALPHAFLIGHT	12	20. (-)	TARTAN ARMY	02

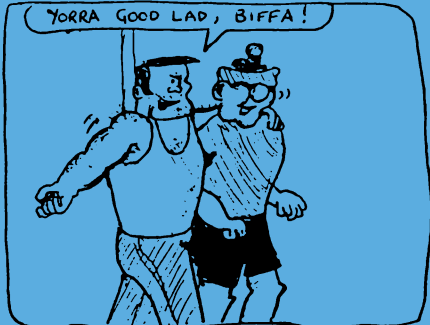
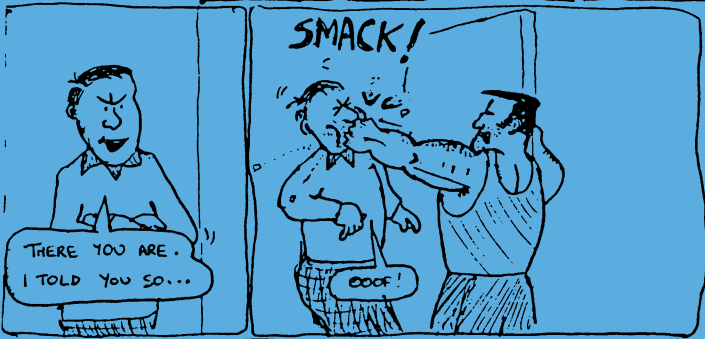
AS WITH THE 64 CHARTS, THE TOP TWO GROUPS ARE QUITE A BIT AHEAD OF THOSE BELOW THEM. THE BATTLE IS NOW ON BETWEEN QUARTEX AND VISION FACTORY. THE BAND CAME OUT OF THE BLUE AT #3 !!. PARANOIMIA DROPPED A PLACE. BUT I PREDICT THAT THEY WILL RISE NEXT MONTH. BAMIGA SECTOR 1 HAVE ALSO BEEN QUITE ACTIVE THIS MONTH. UK GROUP ACCUMULATORS ALSO DID WELL COMING IN AT 6. A SLIGHT LOW FOR ORACLE WHO WENT DOWN 6 PLACES BUT THEY WILL PROBABLY BOUNCE BACK.

64 DEMOS

POS.	DEMO	PTS.	POS.	DEMO	PTS.
1.	SOPHISTICATED 3/BML	48	08-	ONE YEAR/THE VOICE	06
2-	ROB HUBBARD/SPHINX	16	08-	DOUBLE DENSITY	06
2-	THATS.../SCOOP	16	13-	SPLASHER 2/RIFFS	04
4-	EINSTEIN IV/COSMOS	14	13-	YOUTHQUAKE/CONTEX	04
4-	MIXER/UPFRONT	14	13-	ILLUSION/BABOONS	04
6.	THE CAT/QUALITY	10	13-	PIMPLESQUEEZER/RWD	04
7.	NO BOOZE/TRIAD	08	13-	LOOKING GOOD/HORIZON	04
8-	ONE YEAR/CREST	06	18-	NEW GOLD DREAMS/LOGIC	03
8-	LOOK SHARP/CONTEX	06	18-	MICROSLEEP/XAKK	03
8-	DIGITAL ACID/A & D	06	18-	COOL PRAYER/MAGNETIX	03

WELL, THERE ISN'T MUCH COMMENT I CAN MAKE HERE EXCEPT TO SAY THAT I REALLY THINK THERE ARE SOME CLASSIC DEMOS BEING MISSED OFF THIS TOP TWENTY. REMEMBER YOU CAN VOTE FOR A DEMO NO MATTER HOW OLD IT IS, SO DIG OUT YOUR OLD DISKS AND COMPARE SOME OF THE OLD STUFF TO THE NEW, YOU MAY BE SURPRISED.

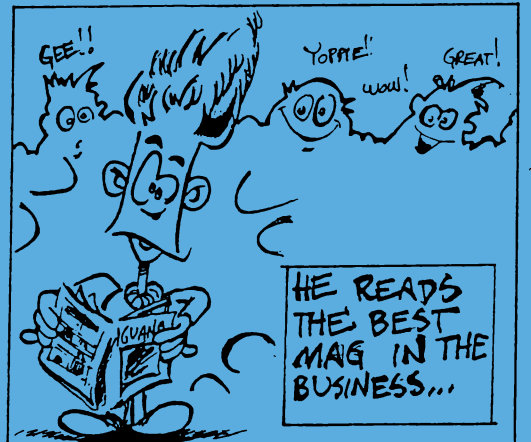
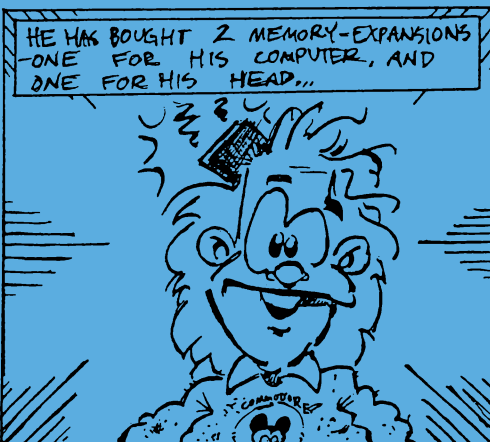
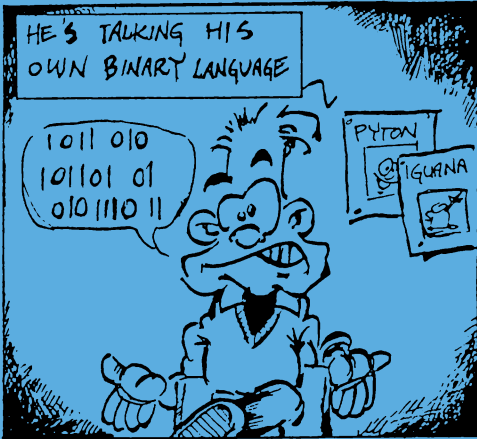
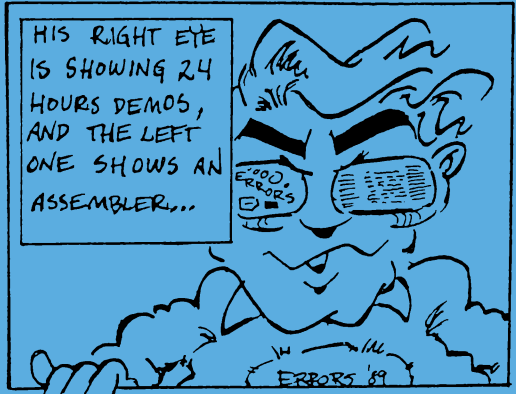
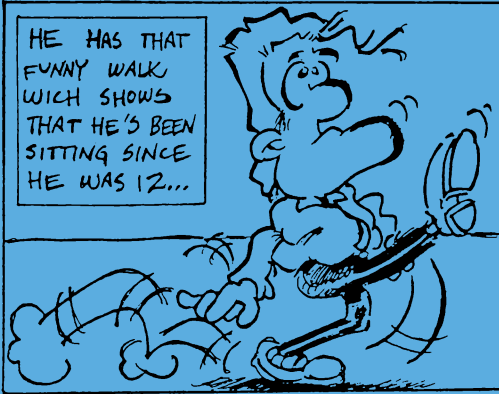
**BIFFA**  
  
**BACON**  
 BY TOY  
 for  
**IGUANA**



NEON DESIGNS INC. / TOY.

WHEN A GUY COMES UP TO YOU, AND YOU'RE NOT QUITE SURE ...

# You know it's a real computere freak WHEN





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