

VENLO MEETING  
CANCELLED ???

EXTRA

December 16th, 1988.

24 hours before the ( Probably best ? )  
Venlo meeting shud be opening its doors ,  
rumours spread that the meeting is gonna  
be cancelled .  
Even the Dutch guys ( and they must know  
for sure ) said that the People organizing  
the meeting won't be holding it ...  
Reasons were that people have been drunken  
last time , and some ruined tables and  
chairs by putting stickers and 'em ...  
Yet , nobody knows for sure , but the  
only thing we worry about is that so many  
guys from foreign countries are coming ,  
so what shud they do ???  
The better solution would have been just  
to let the hooligans stay outside ( I  
didn't mean ya , Lee ) , but they  
decided ( probably ) to cancel the meeting .  
A lot of people are not sure whether to  
come or to stay at home .  
So , it seems as if the November meeting was  
the last Venlo in history ...  
Not only a big loss for the cracking scene ,  
but for the SHN itself ( as they take 5 DM  
for entrance and up to 500 people would have  
come , 5 \* 500 = 2500 DM ...cash...cash... )  
but we'll see anyway !  
Were are we gonna meet then ????????

Yours , uncertainly

Jeff Smart '89



the CHARTS ...

IMPRESSUM

A big thank 4 the votez goes 2 :

Mr.Sulu+Nozah / DCS , Paco / Bros ,  
Strider / FLT , Trans X / S.C.G.  
S&D+Big Ben / Cosmos , MWS / RHE ,  
Ragman+Conan / Strike Force ,  
Stet / Shining 8 and the others ...

games on 64 !

Microprose Soccer  
Grand Prix Circuit'  
Rocket Ranger'  
Katakis  
Cybernoid II'  
The last Ninja II'  
Ultima V  
Who framed Roger Rabbit?  
Intensity  
Armalyta

games on Amiga !

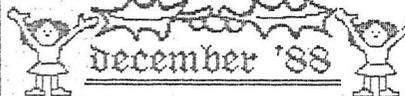
'Speedball'  
'Hostages'  
'Captain Blood'  
'Battle Chess'  
'F1 18 Interceptor'  
'Socmania'  
'Bomb-Uzal'  
'Who framed Roger Rabbit?'  
'Wanted'  
'Scarglider II'

crackers on Amiga!

This Amiga top list has been put up  
by WORLD OF WONDERS ...

1. WORLD OF WONDERS
2. QUARTX
3. RED SECTOR/DEFJAM
4. ACKERLIGHT
5. ALPHAFIGHT 1970
6. VISION FACTORY/THE BEYONDERS
7. MEGAFORCE

cracker of the month



1. IKARI ( 1 ) 8.51
2. S.C.G. ( 2 ) 8.35
3. Fairlight ( 3 ) 7.03
4. A Touch of Class ( 4 ) 6.00
5. Strike Force ( 5 ) 5.00
6. Eagle Soft Inc. ( 6 ) 4.00
7. D.C.S. ( 7 ) 3.00
8. Beastie Boys ( 8 ) 2.00
9. Bros ( 9 ) 1.50
10. Cosmos ( 10 ) 1.00
11. Dominators ( 11 ) 0.50
12. No Frills Intl. ( 12 ) 0.50
13. Shining 8 ( 13 ) 0.50
14. T.W.G. ( 14 ) 0.50
15. Radwar ( 15 ) 0.50

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3rd year of appearance  
(c) 1988 S.C.G.  
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The "ILLEGAL" team

- Editor : Jeff Smart
- Assistant Editor : Mad All



• Staff Suppliers :

- |            |   |
|------------|---|
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| Denmark    | : Ikari , Triangle  |
| England    | : Ikari , New Bencors ,<br>DCS , S.C.G. , PE No.1               |
| France     | : End of Century , CFR  |
| Germany    | : Radwar Enterprises ,<br>Strike Force , BB<br>World of Wonders |
| Holland    | : PAC , Bros , Hotline  |
| Yugoslavia | : Joe Williams  |
| Norway     | : Bros  |
| Sweden     | : Fairlight   |
| U.S. of A. | : Eagle Soft Inc.   |
| ???        | : Gogo Brown  |

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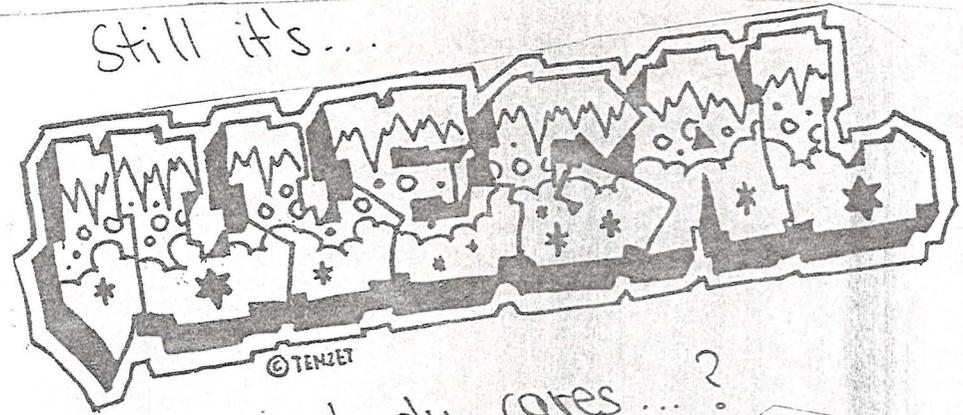


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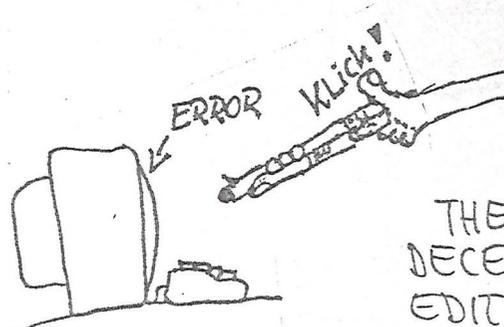
ISSUE NO. 33



Merry X-MAS and  
a happy new year!



and nobody cares ... ?



THE  
DECEMBER  
EDITION!!!!



### How to Kill an eel

Johny, a 12 years old boy was very nossey for a boy at his age. He heard from one of his friends that there is a pretty girl at school who liked him. He asked his mum what he could do, cause it was the first time a girl was interested in him. She gave him some tips, but couldn't explain all about boy-girls and so she said: "My little boy, your sister's boyfriend will stay here in our house for some days. You can hid... and your sister's door, and listen or watch what they're doing".

A few days later Johny's mother wanted to know what he learned the last days, and Johny-Boy began to tell his story. "It was nearly midnight, when Nancy and Mike came home from the Radwar Party last night, and they were happy and drunked as they went into the sleeping room. They sat down and began to talk about bullshit stuff from the party. Then suddenly Mike turned off almost all the lights and they both began to kiss each other. I think Nancy felt badly sick, 'cause Mike slipped with his hands under her shirt to feel her heart-throat like the doctor is doing. But he wasn't as good as a doc, 'cause Mike had trouble in finding the heart's location and so he fumbled around her balls. Then I think Mike got this sick feeling, too - they both began to groan like hell. A few minutes later they couldn't sit any longer and so went into the bed and layed down. Then Nancy got red in her face - it was fever, 'cause she said that she was very hot. But then I finally found out why they were so sick! A very big eel crawled in Mike's trousers and suddenly it jumped out and was standing up high, it was real 20 cm tall! Mike caught then the eel, so that it couldn't flee away. When Nancy saw the eel, she felt afraid and put her mouth open wide and she said that this was the biggest eel she'd ever seen. But I have seen bigger eels down at the lake. Nancy somehow had a bigger courage, she tried to kill it! She caught its head and pushed it in her mouth - in order to bite it. Suddenly Nancy made a strange noise, and the eel slipped away from her teeth. I'm sure the eel has bitten her back. So Nancy grabbed it again with her hands and Mike pushed a kind of mussel over the eel's head, so it that wasn't able to bite anymore. Nancy layed down on her back and she spread her legs (not any disks) so that Mike jumped on her. He wanted to crush the eel! They were fighting so hard that the bed turned upside down. A long time later, they made it then. The eel seemed to be dead. Mike stood up and it was hanging down and its sutrials were out. Nancy and Mike felt tired, but they celebrated their victory with a long kiss. They got a shock, the eel wasn't dead - it was still alive!

I think eels and like cats, they've got also nine lives. But Nancy and Mike didn't want to give up - so they prepared for the final battle. Nancy jumped up and sat down on Mike's eel to kill it. After a 34 minutes fight it was 100% dead and Mike plugged the eel's coat over its ears and threw it into the toilet. Hum?"

THE END.



### By all means necessary ...

by Just Ice / IKARI

Yeeesssssssh boyz! Don't believe that hype! You may be saying to yourselves why have there been American imports by Just Ice? That dude hates Americans!!!! Well you're still right! Most of them are Fuck-Nuts!

Since the article, any bad feelings from me and Kid Quick have been resolved. We have an agreement where all our cracks are available on the Rampar Headquarters but we're not interested in speed coz that causes lame speed cracks, but still get guys (no names mentioned), but they know who they are! who abuse the situation and release un-bidy cracked and non-brained games also not checking if they need a fix on all the American BB's. We have no pressure from RAMPAR and they know that. I only download quality American releases such as "Rocket Ranger" and actual "Hard Off" Euro releases but you still get a load of S.E.U.C.K.S. and re-names cattering up the boards!

Now onto other things . . . .

### 12th Commodore Show!

The 12th Commodore Show in London was much of a disaster! Firstly they were charging people five pound to get in!

TOTAL RIPOFF! Well lucky I got a trade badge! On the Saturday the following cracking and demo groups were present:

JUST ICE, TRI-DOS from IKARI, BOD, XMM, THARGO, and AIRBORNE from HOTLINE, IAN and MIC, ASH and DAVE, SUBZERO, PUBLIC ENEMY, HACKERS ELITE, LEGEND/SIGMA, JCS, MANY COMPUTNETTERS! And lastly a special appearance from MR. DECIBEL!

Hmmmm! Well not did we do? Well we talked a lot, drank a lot of beer and got some blank disks, well not is one supposed to do! There were a few games released, of course all cracked that week, I heard QUARTEX took care of all Amiga releases! Overall verdict of the show: if more groups had turned up it could have been better.

If you saw the CTW Magazine at the beginning of this month you would have seen a picture of LAZER/NBS and an accompanying sotry about piracy!

Hmmm! Is FAST watching you! Hopefully a copy of the story will appear in the next "ILLEGAL".

My friend MAD ALL appears in court this week about his allegations of tax fraud, Good Luck ALLAN!

Regards to the following groups:

All IKARI members, HOTLINE, TG, TRIAD, Hobbitt, Golum, ASH & DAVE, FAIRLIGHT (Strider, Ian & MIC), CFR (Mad All/Hitcher), All at X-RAY, 2000 AD (Apollon), DOMINATORS (Roozer/JCH), BROS (Paco, Bam-Bam), All at STRIKE FORCE/MOUERS, UNIC (Anubis + Xerox), ACROSS (Access), NCS (Tommy), COSMOS (SSD), RSI (The Preacher), TRISTAR (Poivy), JUNGLE COMMAND (John), SCOUSE-HOUSE (Mestibly Leg, Jeff + Chunko), OCS (Mr. Sully), TAU, PUBLIC ENEMY #1, RAMPAR, NFI, ATC, INC.

Well, catch us at VENLO or the RADNAR/ILLEGAL party.

### MAD ALL'S MAILBOX

-EXTRA-



Here go the last greatest, my sympathy to:

BUBULAND, RAN, CAUI (from the beginning to the end), HITCHER (good having you so close to us), PRINCE, SHADOW, PHOONY, LETO 2 (the hope for tomorrow), Jeff Smart (We sure had fun, didn't we?), IKARI (Markus, 6 foot 8' of coolness), Delirious Mag (Jayce + Evil Eddy), FLI (I repeat you, Strider + Hobbit), Genesis Project (You're a nice guy, TMI), Hotline (Sh... hot, Bambam's not), IAN + MIC (Miami Vice, but twice as nice), Scoop, Judges, A+D, Dutch USA-Team (you were too good for us), Shield (Goodbye), Argus (thank for being bastards one day and good friends the other day, is kept life interesting... my friend), UBI-Soft (for making our best programmers to make games), BROS (for being so big and so big-headed), Transcom (for calling the war off), Dominators (for break for having a good taste in music), Legend (thank for the support), Visual Flex (thank for the Rolex).

to my DEAD friends:

CIAB TO:  
DE COMPWARE,  
HEADBANGER,  
old DOUGHNUT CRACKING SERVICE,  
ROTTEN,  
DAVE,  
AEK CRACKWORM,  
DOCTOR MABUS,  
FUTURE PROJECTS,  
BWB,  
PLUTONIUM CRACKERS,  
ROCKY,  
RELAX,  
1001 CREW,  
TRIAD,  
W.O.W.

Strange, looking at the goodbyes to the current groups and the old and dead groups I must conclude that I had more fun with the old groups. But then again, there were no modems and no uncool Americans.

Goodbye, cruel world,  
it has been an experience,

*Handwritten signature: JPPRN.*



### Interview of the month

This time: CONAN / SF

From the nowhere to the top, STRIKE FORCE in deep corporation with THE MOVERS worked hard to get to where they are now. They even proved that they can not only import, but also crack and also showed that Germans can be fast, very fast. I spoke to their main cracker, coder and importer CONAN.

?: Well, what's your age?  
!!!: At the moment I'm 17.  
?: When did you get your first computer and why?  
!!!: I got my very first computer, that was C 84 (just with a tape recorder) in 1985, I bought it by myself, 'cause I had too much money at that point of time.  
?: How did you get into cracking?  
!!!: Some day in 1988 I met THE MOVERS at the local shop. This was the first time I heard about cracking and furtheron I really wanted to learn it, that's what I did.  
?: When was STRIKE FORCE founded, how many members are now in it?  
!!!: SF was founded on January 17th in 1988 by Pershy, Drago, me and some other guys who left now. At the mo, SF is: Ragman, Drago, Caos, Fair Sex, several Amiga guys and by the way.  
?: Who are your best friends?  
!!!: Mike/Mayhem, Simon+Odom/Epic, Peter Parker, Wolf and all members.  
?: Do you have any enemies?  
!!!: Yes, they are instinct and Mandrake of Conquest.  
?: What are your favourite (demos): "That's the way it is" by Scoop and the "Think Twice" series from the Judges.  
- (games): "Green Beret", "Elite"  
- (music): Pop Mooz, Hip-Hop  
?: Why did you choose Conan as your name?  
!!!: Once I've been in a handball club, but though I've been the smallest I was still the best. So everybody started calling me "Barbarian", and then "Conan", that stuck!  
?: What are you doing in your sparetime?  
!!!: Listening to music, chatting on the phone and attending to copyparties (though I'm coming sometimes late).  
?: What do you think about the 84's future?  
!!!: I think in some years the Amiga will take over the 84's role.  
?: What was your favourite incident?  
!!!: When Shield called me one year ago (from Sweden), this was the first time I had to speak in a foreign language!  
?: What would be the three things you would take with ya on a lonely island?  
!!!: a sunshade, a towel and a girl.  
+ : Thank a lot.  
- : No prob. /JS'89

And a Happy New Year and Happy Eel Killing for 1989!  
signed MWS/RADNAR

Best regards Just Ice of IKARI.

# Pirates on an ego trip

I found it amusing to read the letters by Clive Warner and Rob Massey on the subject of computer piracy in recent editions of CTW.

After seven years, the state of the war between pirates and software houses/retailers is that the pirates won a long time ago!

Yes, I am a pirate, and I am confident in stating that piracy is now such an organised network that it is impossible to stop.

This network consists of tens of thousands of pirates (several thousand in Britain alone!), who crack games, swap by mail and modem all over the world, and hold regular copy-parties to exchange C64, Amiga, and video copies. There is even a magazine run by pirates for pirates, which has the very appropriate name of *Illegal*.

The constant argument that we are killing the industry is

rubbish because if we were not able to copy games at all; we certainly wouldn't buy 90 per cent of the rubbish we have pirated.

The pirates exist because of the amount of inferior software, along with the challenge of cracking and the super stardom received.

I, myself, have over 2,000 pirated games and over 250 pirated videos, many of which are not released in UK cinemas yet (e.g. *Red Heat*).

As there is no way to protect software against crackers the only way to stop us is to prosecute us, and catching us may prove just a little bit tricky!

The software houses and retailers have had their say on the subject of piracy, so how about staying neutral and letting the pirates have their say by printing this letter?

Yours sincerely

Lazer

New Bencor Brothers

*— Sorry, but CTW can't stay neutral on this subject. CTW is part of the industry and as such cannot condone an illegality that is ultimately hurting everyone — retailers, distributors, publishers and consumers.*

*The fact that consumers are hurt too might be hard to swallow on face value, but the point is that if pirates continue to operate on a large scale then a proportion of this industry's potential revenue will be lost. That extra revenue might just enable publishers to push themselves a bit harder and spend more money making the best software possible. If the best games possible aren't being produced because of piracy, then it is the real games player who is losing out.*

*Of course, copying is easy and it invites people to save a few bob here and there on a game that would never be purchased at full retail.*

*But organised piracy stinks — and the sooner the New Bencor*



Recognise him? FAST's number is 01 430 2408

Brothers and other mindless counterfeiters are brought to book the better.

crackers of the world!!!

# ILLEGAL

Vote for the CHARTS! NOW!

Copy this list, give the groups up to 10 points and send it back to us!!!

(64)

IKARI  
S.C.G.  
Fairlight  
A.T.C.  
Strike Force  
E.S.I.  
D.C.S.  
Beastie Boys  
BROS  
Cosmos

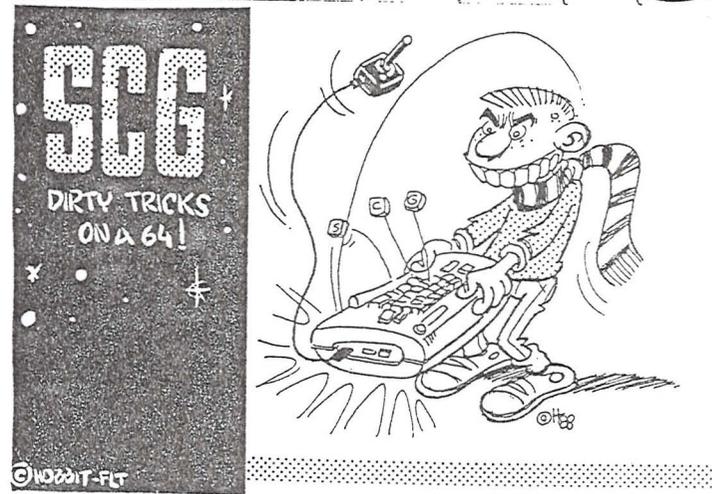
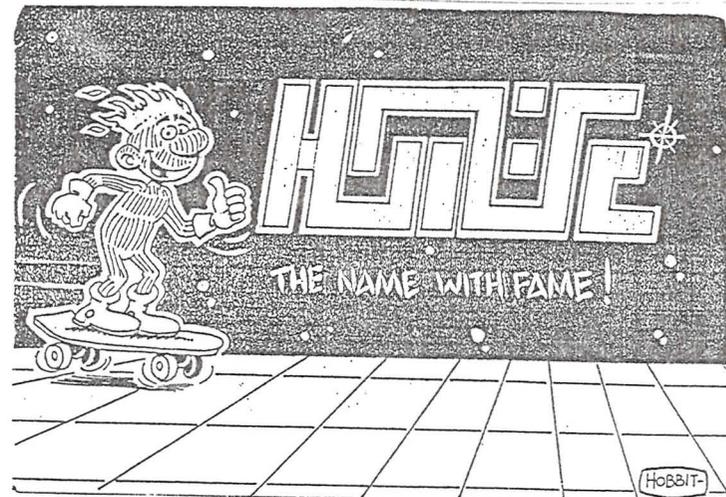
Dominators  
N.F.I.  
Shining &  
T.W.64  
Radwar  
Hotline

(AMIGA)

World of Wonders  
Quartex  
R.S.I. / Defjam  
Acker Right  
Alpha Planet 1990  
Vista Factory / Beyonders  
Megafone  
Oracle

PLUS YOU MAY ALSO ADD ANY OWN SUGGESTIONS! Thank! J.S.

HOBBIT'S DISCOVERIES!





Hi friends! This is RAGMAN from STRIKE FORCE letting you share the latest news that happen in the scene.

\* The police started a big raid the last few weeks. Though CONAN and DRAGO of SF were caught, we are gonna continue as before. Of course no addresses were found as the police didn't find any disks with pirate software.

\* Surprising to see that every known guy in BOCHUM-WATTENSCHIED was caught, so were PERSHY and CREATOR of ACROSS, but again the police didn't find any important things like addresses, etc.

\* Also MDC of DRIVE was caught, but this time the police was successful and found a book full of addresses. oh...oh.

\* After the party of the year, RADWAR stated that they want to quit working on the 64 and start a career on the Amiga, well some legend may be lost.

\* HOTLINE seems to be back after some months. With some new members, RICO and SIDE (ex-SPHINX) and with their active cracking English guys BOO (who is indeed THE CRONK'S brother), YXX, AIBURNE and THARGOD they released again some cracks and imports.

\* BAMBAM, probably HOLLAND'S importer No.1 joined forces of BRDS, who firstly made some cracks (the Norwegian ones), but just some bad and not fully working version. And the German BRDS members are still ridiculing the whole group.

\* movements in GREAT BRITAIN as good old DOUGHNUT CRACKING SERVICE is extremely back in biz! So did NDSAH (the editor of 'IGUANA') and HENDY left ZENITH and joined DCS who still try to release fast and at the same time good versions (yet not able).

\* So, it looks like only this certain guy called STEVE BARBARIAN 2 in one part of ZENITH and IRONFIST 'Do another USA intro' are left in ZENITH with the old standard.?

\* After all difficulties in SCG have been removed recently as WEETIBIX and CHUNK wanted to quit totally and TRANS X went to DCS, SCG were built up again and are now consisting of: WEETIBIX, TRANS X, JEFF SMART and the new one, the fab German programmer TKAY (ex-TRIAD).

\* Back to Germany, the shooting stars SHINING 8 are gonna quit everything as they said that too many members have no time and so on. So, goodbye!

\* Let's move over to the land of the rising modem, the US of A.

\* Well, E.S.J. seem to be not doing much at the mo (rather AMIGA), so A.T.C. is taking over the American 64 business, but also the European hating N.F.I. are quite strong on top with a couple of released games around.

\* Also IKARI were not free with internal problems as the Danish members were angry about the intro TRIDDS coded. I thought it was very good, but they thought it was crap. All problems got cleared up now, so everything is okay.

\* That's all for this month, later than!

RAGMAN/STRIKE FORCE.

### a day at the parties!



After the first two hot weekends, 1st was April, 16th with a Venlo and then the Private Party, then 2nd September 17th with the PC SHOW we now look forward to the December 17th of 1988, the climax and a good end of the cracking year.

The Saturday will start with the usual VENLO meeting, taking place from 11 to 4 o'clock. Every known cracking group has announced to come, even English and Austrian guys trying to attend this time, some of which are IKARI (who are always very welcome at Venlo, now for the third time), SCG, DCS and OOSMOS (who will be there for the first, but hopefully not the last time) and of course, all the faces you used to look at.

When the VENLO meeting closes its doors, WORLD OF WONDERS, one of the best Amiga groups in this entire world, opens their meeting directly afterwards somewhere in Holland, but very close to the German border as the name of WOW always stands for the latest news on Amiga, you can guess that one surely will get all the latest things on 16 bit there from the first hand, the party will go up to 1 o'clock.

Then he are going to head to the crown of the day!

**The RADWAR DAY / ILLEGAL PARTY !!!**

Starting at 7.41 up to ???

The party will take place in a big discotheque in Heinsberg, and not only all guys from Venlo are supposed to come, but also a lot of other known people will surely be there, and the best thing about the party is: THERE WON'T BE ANY COMPUTERS!

But there will be GIRLS, ACTION, SHOWS and BEER, BEER, and more BEER!!!

You can also meet some guys from known software companies like RAINBOW ARTS, from software magazines like ASM, a German TV team, and thousand of other things to do.

As you are reading this issue probably on one of these parties, you already know how everything worked... but I sure hope that this will be another top weekend of 1988, and also that many people will come.

We're gonna also present you some special guests, so you will be surprised.

So, I now have to pack my bag to be prepared for the parties... Go for it, so for it!

C U there!

J.S.'89

# OLYMPIAD

of the

## CRACKERS '88

### 1. BEST GROUP OF '88

- |              |         |
|--------------|---------|
| 1. IKARI     | 40,12 % |
| 2. S.C.G.    | 38,91 % |
| 3. FAIRLIGHT | 8,47 %  |
| 4. TRIAD     | 6,87 %  |
| 5. HOTLINE   | 3,31 %  |

### 2. BEST CRACKER OF '88

- |                          |        |
|--------------------------|--------|
| 1. WEETIBIX / SCG        | 46,1 % |
| 2. GOLLUM / FLT          | 14,3 % |
| 3. JANITOR / TRIAD-RELAX | 9,2 %  |
| 4. JUST ICE / IKARI      | 6,0 %  |
| 5. MR.ZEROPAGE / TLC-RSI | 5,7 %  |

### 3. BEST PROGRAMMER

- |                  |        |
|------------------|--------|
| 1. WHITE/JUDGES  | 22,7 % |
| 2. MR.CURSOR/TWC | 20,1 % |
| 3. IAN & MIC     | 15,4 % |
| 4. ASH & DAVE    | 9,8 %  |
| 5. SCOOP         | 8,8 %  |

### 4. CLIMBER OF '88

- |                          |        |
|--------------------------|--------|
| 1. SCOUSE CRACKING GROUP | 24,1 % |
| 2. BRDS                  | 22,6 % |
| 3. STRIKE FORCE          | 10,7 % |
| 4. SHINING 8             | 9,3 %  |
| 5. A TOUCH OF CLASS      | 7,1 %  |

### 5. BEST DEMO OF '88

- |                           |        |
|---------------------------|--------|
| 1. "That's the way it is" | 33,8 % |
| By SCOOP                  |        |
| 2. "Pimplesqueezer U"     | 19,2 % |
| By RAWHEAD                |        |
| 3. "Trail Mix"            | 8,6 %  |
| By SOEDESOF               |        |
| 4. "Think Twice U"        | 7,3 %  |
| By THE JUDGES             |        |
| 5. "Halfway"              | 7,2 %  |
| By S.C.G.                 |        |

### 6. BEST MEETING/PARTY

- |                       |      |
|-----------------------|------|
| 1. THE PC SHOW '88    |      |
| at LONDON             |      |
| 14-18 September 1988  | 42 % |
| 2. THE VENLO MEETINGS |      |
| at VENLO/HOLLAND      |      |
| 1st & 2nd Saturday    | 27 % |
| 3. THE RADWAR PARTY   |      |
| at HEINSBERG/GERMANY  |      |
| January 9th, 1988     | 19 % |

### 7. BEST GAME

- |                      |        |
|----------------------|--------|
| 1. MICROPROSE SOCCER | 34,8 % |
| 2. KATAKIS           | 18,1 % |
| 3. THE LAST NINJA II | 10,2 % |
| 4. HAWKEYE           | 9,6 %  |
| 5. ULTIMA V          | 6,4 %  |

### 8. BEST MUSIC

- |                           |        |
|---------------------------|--------|
| 1. "Cyberoid II"          |        |
| By Maniacs of Noise       | 29,7 % |
| 2. "Savage"               |        |
| By Maniacs of Noise       | 26,4 % |
| 3. "The Last Ninja II"    |        |
| By Matt Gray              | 14,3 % |
| 4. "Grand Prix Circuit"   |        |
| By Kris Hatlelid          | 11,2 % |
| 5. "That's the way it is" |        |
| By Maniacs of Noise       | 9,7 %  |

### 9. BEST JOKES

- |                              |  |
|------------------------------|--|
| 1. Magic "Refreezer" Circle  |  |
| 2. Phoenix                   |  |
| 3. Danish Copyparties        |  |
| 4. Steve of Zenith's         |  |
| "Barbarian II" version       |  |
| 5. Mic/F.A.M.E. vomiting in  |  |
| Radwar's kitchen             |  |
| 6. Basterdemos from the      |  |
| last months                  |  |
| 7. Wossup? My Dick!          |  |
| 8. Hotline                   |  |
| 9. Where cracking is an art. |  |
| 10. Steve of Zenith marrying |  |
| UCF's comeback               |  |

Special: "My mom having a broken leg after my father drove her with his car. He said he never noticed it, but my mother sure did."

Hitcher-CFR

### 10. LEGEND OF THE YEAR

- |                              |        |
|------------------------------|--------|
| 1. TRIAD's decline           |        |
| especially MR.PINGE          |        |
| and Janitor                  | 22,1 % |
| 2. The SCG versions of       |        |
| "Barbarian II" and           |        |
| "Hawkeye"                    | 16,8 % |
| 3. Radwar Enterprises        | 11,3 % |
| 4. The up and down of        |        |
| IAN of FUSION                | 6,3 %  |
| 5. Seeing EAGLE SOFT INC.    |        |
| still totally ruling the     |        |
| American business after      |        |
| six years                    | 4,8 %  |
| 6. The Amiga attracting more |        |
| and more groups              | 3,2 %  |
| 7. The "Steve of Zenith -    |        |
| Shout yer mouf" Demo         | 2,9 %  |

Special: I don't know why, but some politicians have also been mentioned, some of which have been:

1. Ronald Reagan
2. Mike Gorbatschow
3. F-J Strauss

Thank to the many guys voting for the OLYMPIAD!

J/S'89

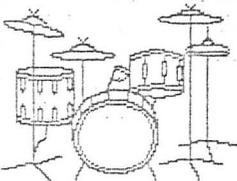
# MANIACS OF NOISE SPECIAL

In the last few months we heard a lot of music from us in the demos which you all made (if you take a close look at them you can barely call them demos, but ok.

A few months back somebody used a piece called "ICE-AGE" in a demo. This piece was originally made for a member from IKARI for his game "ICE-AGE". We didn't hear anything from that guy anymore, so we tried to sell it to somebody else (we had no contract with him). After a while a firm called PROBE Software had interest in the piece. It was almost sold when they saw a demo downloaded from compunet with that piece of music in it. PROBE called me and said the deal was over. So we lost 360 pounds which we should have got for it. The same thing happened with ALLOYRUM (yes, the game by ASH & DAVE). I don't know from whom the person in this matter got it, but we lost another 375 pounds. If the same is going to happen with GAPLUS now, then you can be sure that will trace the persons who brought it on the market. THALAMUS was also very angry and almost didn't want to pay us for HAWKEYE.

Is this really what you hackers want ??? I don't know if you realize it, but we have to make a living out of it. It's not just a game, but a piece of software which is very valuable to us. If you still want to hear our music in games, the please stop using unreleased musics. If you are not sure about whether a piece was used or not, then please call me. If you get a piece of music from us which is not released, the please tell me. In case the information is valuable to us you will get a reward (honest!), but don't use the music in such a lousy thing as a demo!!!

I hope you all understand the situation in which we are. Another thing: We get a lot of letters from people asking if they can "JOIN" MANIACS OF NOISE. Let us be clear about this point: Maniacs of Noise is not a group, but a registered trademark which we use to sell musics or soundeffects. If you really want to "join" MON, then the only thing you can do is to write me letters of application with eventual examples of what you already did. Then I will have a look if you are so good to work for MON as a professional musician as full-time or part-time co-operator.



I don't care about people using my music player as long as they don't use it for commercial purpose or commercial example material, it's even fine to me.

A couple of weeks ago a German freak called me and asked if he could interview me for his "SMASHER" magazine. I said it was ok, but when I read the article in "SMASHER", I saw he made a fool of me by writing strange, wrong or stupid answers that I never said.

Anyway, Jeff gave me the opportunity to tell you the real answers: At first I only made the music for Double Dragon, Soldier Of Light, Zamazra and Parts of Outrun Europe, Jerpen Tel and Johannes Bjarregaard did or have to do the other pieces (you can read further on in this article about it). We can write our music with a PC with the PDS system. Then he asked me about what I'm going to do in the nearest future and I told him that we were dealing with UIRGIN records about doing a record now for them, and NOT HAVE DONE!!!!!!

And of course I'm still in contact with crackers (for example: Sledoghammer). He asked me how much we get if we do a piece of music, and I told him that it was not his problem, was it ???

In the article he wrote some prices (he didn't get the information from me) and he said I had an AUDI80. I'm saving all my money for an AUDI80 model '88, but I still haven't paid it fully, so he's not mink (YET!). F\*CK TO 'SMASHER' and the people who write ...

Some personal greetings: Hello Ash&Dave, SLH, Tony Dillon of CU (thank for the call), L&M, Jeff, JTK, speak 2 u every day, but who cares, God&Hake, Franky of the lions, MMS, Knatter of Xakk, and most people on the Vanjo meeting (espech Theo...). If I forgot you, the it's possible that the Barcardi-RUM had a bad influence on your name or I just don't know you ...

See yah all, and please don't forget the message I gave you.

Charles Deenen, Maniacs of Noise  
Blidesstraat 13b  
5024 AA Hoithee/Netherlands

And now, for all who are interested, here comes a list with some of the future by Maniacs of Noise:

TITLE	COMPANY	ARTIST
'Outrun Europe'	4* Probe	JT+CD
'Eliminator'	Hewson	JT
'Defensive'	Dig.L&M	JT
'Kinetic'	Dig.Design	JT
'Night Dawn'	Magic Bytes	JB
'Zamazra'	Hewson	CD
'Iron Lord'	Ubi-Soft	JT
'Trucc'	BWB	MAD
'Chops'	BWB	---
'Zynon'	Reptilia Des.	CDorJT
'Combat game'	Telecomsoft	JT
'Bamboo' (perhaps)	Thalamus	---
'Bob's FH' (perhaps)	Binary Des.	CD
'SAT'	Ubi-Soft	JB
'Alien Force'	Hewson	---
'Skateball'	Ubi-Soft	---
'Stormlord'	Hewson	JT
'Mr.Hell'	Telecomsoft	CD
'Asteroth'	Hewson	---
'Fifth Gear'	Hewson	CD
'Supercup Football'	Hewson	OG
'Firelord'	Hewson	CD
'2400 A.D.'	Origin Systems	JT

I hope I haven't forgot one, but as usually I sure did ...

Charles Deenen

# RADWAR Party II Demo Competition!

Caramba - Olé! Here we go again .... 1941

Now, all you guys have the chance to show us the real skill of your big knowledge on Amiga or G4. We invite you all to take part in the 1st official Party-Demo Competition. If you have been at the Party or if you have heard anything about it, then the only thing you have to do is:

Make a Demo about the Party, to show all the kids around the globe, what happened at this powerful meeting. We decided to split the competition in 3 Parts:

1. Coding ideas and technical support (Aloha he!)
2. Visual design (graphical ideas!)
3. Aural effects (Musicians, that's your chance!)

We offer many prizes, and everybody who'll take part, will get something. We've prizes like:

150 ORIGINAL RADWAR AIDS PROTECT, Public Domain Disks, Original Games (Amiga + G4), C.O.P. Shockers and a lot of more. If you think that you're ready to this, than send your DEMO till the END of February 1989!

to: Digital Marketing  
Demo Competition  
Krefelder Str. 16  
5142 Hückelhoven 2  
West - Germany

Don't forget to  
enclose your full  
address.  
Ok, let's party now ...

6060 BROWN <sup>your</sup> Monthly Nightmare!!!

Wo...sup?

Yo Lads and Gents latest news report that I'm suspected to be Strider/Fairlight and Just Ice/Ikari simultaneously, aha... Surprise, surprise... Well this time I'm gonna tell ya

What everybody knows but doesn't talk about!

Have you already wondered why only a few demos are appearing? The answer is so simple, that everybody knows it, but nobody admits it or talks about it... It's easily the most important thing in life (after girls), namely MONEY, MONEY! I really can't remember who started to work for Software companies, but the MANIACS OF NOISE have certainly be one of the first, who were producing a hell of music pieces for every kind of companies, and are really becoming the millionaires among the pirates, yes, THE MERCENARY CRACKER was some other handle used by Charles Deenen, and MOH is equivalent to SCODP, nevertheless they are one of the best programmers and musicians around. This was followed by the c-netters, firstly IAN+MIC, ASH+DAVE and last but not least CHOROID, who is now working for OCEAN under his real name JONATHAN DUNN and makes a hell of money. Well it turns out that IAN+MIC just are able to make some shit games that are really not worth the money (I thought they're are budget games). Latest examples can be found in Germany, where the old legend RADWAR ENTERPRISES formed this certain company DIGITAL MARKETING and after the disappointing success of 'DIGITAL NEWS', they finally got some of their friends like DEEJAY/EX-TRIAD or PG/EX-TFO or SEBASTIAN/WOO to work for them and make games or utilities. Thing is that this 'DEMO DESIGNER' by DeeJay is really quite good, but this is just the positive example. A bad one is another German company MAGIC DISK, who used to release some shit disk-magazine, 100 times worse than Digital News. They employed this Walter /EX-WOW and ZII to work for them and he gets about US\$ 500 every month for just calling up all his friends and get them producing crap for MAGIC DISK, who is, indeed, paying very well. So, not so talented programmers like this kick-out-of-SPHINX-I-have-never-heard-of-guy FATE is programming some crap just to get US \$600 for it. Another one getting rich is MR.CURSOR, who already earned over US \$3000 for MAGIC DISK productions. Worst example of all is OOOO (ex-MCLACE, still-German BR0S), who is telling everybody that he's working for RAINBOW ARTS, but is in fact not. I don't know of which use it is, to tell such of a bullshit. This list can be enlarged into 100's of pages, but I'm just wondering where all this turns out from... Certainly, it's the best insurance when working for a company, but is this really the right way? I remember the time when everybody was shouting and moaning about the bad and evil software companies, now they're standing hand in hand... As long as the companies have enough money, you won't see any real demos, I'm damn sure, yours sadly,

GOGO BLACK, err BROWN.

Aha, the winter is getting close... Lotsa games have been released, and that conveys us this x-mas feeling (yo, "Maria Whitbaker's x-mas box", hehe). Looking forward to another great weekend (December, 17th), I'm leaving off to join all parties... but before I just send some hot wishes to all of friends like: STRIKE FORCE/MOVERS ( Conan )head up<, Ragman, Drago...), IKARI ( Just Ice, Tri-Dos and the rest ), FAIRLIGHT ( Toni, Allan and Fred ), EAGLE SOFT INC. ( Bob and Mitch ), BEASTIE BOYS ( Captain of the Future, Axiom and Accept. One year after ??? ), MAD ALL ( good luck ), DOUGHNUT ( Sulu, the rite mooz, and Noshah, one of the few trust worthy guy I know ), RADWAR ENTERPRISES ( Markus, Bernd Theo, Arndt, nice appearance on TV ), BR0S ( Paco, Bas, Smash, Gene ), HOTLINE ( Radix, SLH, Rico ), COSMOS ( ja Servus, Big Ben, SSD + ATT ), SHINING 8 ( Game over ), PIT and his girl-friend, THE WANDERER GROUP ( at last on TV ), MR.CURSOR!, WORLD OF WONDERS ( Andy ), VISION FACTORY/THE BEYONDERS ( the NEW BENCOR BROTHERS ( Acciiiiiiiiiiii ), RED SECTOR INC. ( the Preacher, Mr. Zeropage ), DEEJAY ( der Dachdecker ), PUBLIC ENEMY #1 ( nice answer machine, Colin ), that old woman Beany, MANIACS OF NOISE ( Charly ), F.A.M.E. ( Mic and his girl-friendsssss ), HEIKO ( still alive? ), A.C.U. ( Sorry Alex ), RINGE, F.A.C. JOE WILLIAMS, A.T.C. ( Asterix, Obelix, Miraculix, Puduerlix ), CFR ( Leto, Hatcher, Drunkony ), TRIANGLE, JCS ( Fozz ), the guys from S.H.N., ASS and DAVE... err... JOHNNY, U.C.A. ( Mad Hacker ), ORACLE ( Andy, twice as nice ), FUCKED BEYOND REPAIR ( Joe guy, trouble with lesbians? ), the people from the gaff, GAVE E. and his ANGIE ( aha! ), END OF CENTURY ( Pat's Band ), AVATAR ( Bernie, dead? ), IAN, BERNIE, PETER, STEPHEN and GLIAN, some Chinese boy fro school ( heading for Army! ), to all Amiga guys, all hating MAGIC CIRCLE, KROMBACHER and of course again to all of the other boys that remain not mentioned ( not deliberately )... Special hellos are deservin'... Mister TRANS X ( Yo, Lee! Thank for the movie and for keeping me 'informed' all the time... Hope to get my hands on you next week ), Mister MEETBIX ( what the dickens and hell is going down with you, Georgia? Any problems? Trouble in School? With girls? With impotence? With disk-drives? No money? Motivation? With your sisters? I'm gonna kick you in your ass if you aren't coming... ) and last and least to Mister TKAY ( the Bayern swine!! I talk to you every day, so I think everything is said, right? ) ... With all the best regards for 1989!

Yours, Jeff Smart '89.

IKARI and ZARGON Copyparty Facts!!!

Hi there, this is Excell of Ikari with a IMPORTANT message to all PARTY-FREAKS As rumours already said when the party in Tommerup was over, Ikari and Zargon is back with a new a much better copy-party....

This time the party place is found by Zacho of Zargon. The Party place will, (unlike the Tommerup party place!!) Be big enough to host ALL who will be invited.. And i tell ya' all that is important will be there!!

The Place to be, is this time in: SLAGELSE GYMNASIUM...

This is the Biggest gymnasuim in DK... Since Zacho, is force to take class there everyday, we know that space is NO PROBLEM!! OK, now you all know where the party will take place (More info.) But when ??

You gotta goto Denmark between: The 23 march and the 25 march '89 (Easter Hollyday you know!!!) The party will allow all (Invited!!) persons to bring..C64 - Amiga and ST. Also note that BEER, coke, pizza, sweet and lot's of other stuff like: Discs to both amiga and C64 will be sold at the party place.(VERY cheap!)

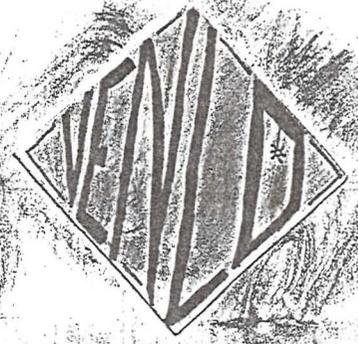
Slagelse is a very easy town to get to if you are able to find a train station somewhere in Denmark, and since most Computer owners are Logical thinking persons also you can find it!!

So to make sure that you get the chance to meet all your swap-friends, better make sure that you get a invitation, before all empty seats are taken!! Ofcourse, all invited Persons are sure to get a place to sleep and mess with their best friend, the COMMY, but if YOU are not invited it might be a BIG mistake, and therefore this letter to let you know that you are very welcome to contact us to gain access to the party-of '89.

Also i have noticed that Triangle also was thinking about making a party in the Easter.hollyday, but now that they know that IKARI and ZARGON is putting this MEGA party on the road, i think that it would be ashame if they decided to make their party at the same time or maybe before, course i think that 1 party in the first half of '89 is enough.

So i say to Triangle, Call us and lets make a sort of a agreement. For more information or a invitation to the party, contact one of the following: Excell/IKARI Sentinel/ZARGON Krathuset 8 lej.5 call Denmark: 2670 Greve +45/6 932250 Denmark ask for Henrik. Remember, don't forget...Come to the PARTY of '89

Signed: Excell of IKARI.



facts about "benlo" ...

You all know about this certain meeting every month in VENLO, but did you know who is organizing this? Did you know that there are other meetings every week in Holland? Well, lemme explain. STICHTING HUISCOMPUTERS NEDERLAND (I don't speak Dutch so I don't have the slightest idea what it means), or SHM organizes those meetings for the aim of spreading PUBLIC DOMAIN (ho?) software on computers like UIC 20, C 64, C 16, Plus 4, C 128 and on Amiga.

Those meetings take place, every 1st Saturday a month in Houten (close to Utrecht), every 2nd Saturday a month in NIJMEGEN, Every 3rd Saturday a month in VENLO (I think I've heard of this), and every last Saturday in DEN HAAG (not in December). The meetings are open from 11 to 4 o'clock and one is charged 5 Dutch Gulden for entrance (equivalent to 5 German Marks).

The Venlo meeting is obviously the most known and popular one, as for the first time in Venlo history, the TU attended there. Indeed, a German TV station (WDR) showed up because they're producing a series about computer games and all that includes that. And also for the first time people have been thrown out for drinking alcohol (no you idiot, not me), these were: ORION, CRYPT and PHOTONY/CFR.

Reasons for the popularity of this Venlo thing can be found in the crackers' history when HOTLINE and RADWAR formed the Venlo meetings from October '87 on to that what it is now, the most important European cracker meeting. Meanwhile, almost every known European group has a member present, even British or Swedish groups have been there and are going to come again, so it seems as if DECEMBER '88 could become the best (most overcrowded) meeting after the APRIL '88 one, as not only IKARI, DCS, SCG, SF/MOVERS, BR0S, HOTLINE, ORION, SPHINX, TWC, RWE, CFR, FLT, BEASTIE BOYS, COSMOS and a hell of other cracking groups, but also the German TU tends to come again, so you got no chance to miss it!!! JS'89

(\*) 'wanted'
SOME QUITE GOOD SHOOT 'EM UP GAME
MADE ITS WAY DOWN FROM THE ARCADES
TO THE HOME COMPUTERS . WELL , IT'S
FINALLY NOT THE WORST GAME TO PLAY ,
SO TAKE A CLOSER LOOK AT IT ...
POINTS : 81 OUT OF 100.

(\*) 'bomb-uzal'
FINE TO SEE THAT THE PROGRAMMERS
DIDN'T RUN OUT OF IDEAS .
'BOMB-UZAL' IS SOME KIND OF A
STRATEGY GAME , WHICH FEATURES
NICE EFFECTS AND ABOUT 120
DIFFERENT SCREENS TO MASTER ...
POINTS : 84 OUT OF 100.

(\*) 'Pacmania'
ANOTHER FAB ARCADE GAME HAS BEEN
TAKEN UP TO BE CONVERTED ...
WELL , THE GRAPHICS ARE A LOT
BETTER THAN ON THE 64 , THAT'S
WHY IT'S ALSO BETTER HERE ON THE
AMIGA , BUT BOTH BRING FUN..
POINTS : 83 OUT OF 100.

(\*) 'hostages'
THE FRENCH FRIES STRIKE BACK ,
'HOSTAGES' FROM INFOGRAMES OFFERS
SOME GOOD ACTION AND GOOD GRAPHICS
PLUS EXCELLENT SOUND EFFECTS...
AMAZING GAME !
POINTS : 92 OUT OF 100.

(\*) 'speedball'
ANOTHER FAB FRENCH GAME . THIS ONE
IS SOMETHING LIKE A FUTURE-SOCCER
GAME WHERE YOU CAN ALSO BRIBE THE
REFS AND PLAY IN A LEAGUE OR VS
THE COMPUTER IN SOME KNOCKOUT
ROUND ... IT'S REALLY BRIL!
POINTS : 95 OUT OF 100.

(\*) 'who framed roger rabbit ?'
AS THE GAME HAS BEEN VERY WELL
CONVERTED FROM THE AMIGA TO THE 64
YOU CAN LOOK AT THE REVIEW OF THE
AMIGA VERSION FROM THE LAST ISH !

(\*) 'rocket ranger'
CINEMAWARE DIDN'T JUST TRANSFORM
AN AMIGA GAME TO THE 64 , THEY EVEN
ADDED SOME NEW SEQUENCES TO A GOOD
GAME . THE GRAPHICS ARE ONE OF THE
BEST EVER SEEN ON 64 . ONLY BAD
THING IS THAT YOU HAVE TO PRINT ALL
CODES NEEDED FOR FLYING AROUND .
POINTS : 87 OUT OF 100.

(\*) 'grand prix circuit'
THIS GAME CAN ALSO BE CALLED 'TEST
DRIVE II' , AS ACCOLADE PICKS UP
ALL THE FEATURES OF 'TEST DRIVE' .
THIS TIME YOU CAN TEST YOUR SKILL
ON EIGHT DIFFERENT GRAND PRIX COURSES
IN 5 LEVELS ... BRILLIANT , 'DUZ IT
SAVES ALL YOUR TIMES AND NAMES!
POINTS : 95 OUT OF 100.

(\*) 'microprose soccer'
THE LONG AWAITED SOCCER SIMULATION
FINALLY MADE ITS WAY OUT , AND IT'S
EVEN BETTER AS EVERYBODY SAID...
IF YOU HAVEN'T PLAYED 'MICROPROSE
SOCCER' YET , DO SO . IF YOU DID
ALREADY , DO IT AGAIN . NICE TO SEE
MARTIN GALWAY STILL LIVING...
POINTS : 98 OUT OF 100.

/ ds '89

"ILLEGAL" PRESENTS:

OLD 64 LEGENDS!

Part II



At last, at last ... we finally managed
to get the second part of the "OLD
C 64 LEGENDS" done, and he we go...

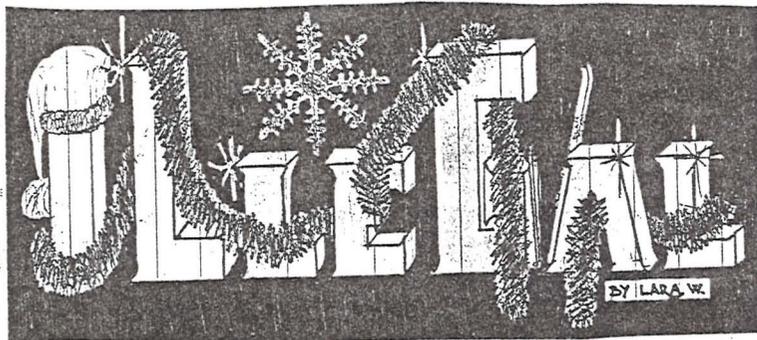
old 64 LEGENDS , v2 !
1985 - 1987 ...

Well, back into the origins of the
crackers . End of 1985 , groups like
DYNAMIC DUO , NEWLOOK and THE
STARS ruled the scene . DYNAMIC
DUO consisted , as one might guess ,
of two members , namely the guys
Robin and Hans-Jürgen , who were
cracking every single game that
has been released , but they didn't
only gained friends , anyway , some
of their superior releases have been
such as "Super Cycle" , "Ghosts and
Goblins" or "W.A.R." around 1986
when after taking two new members
in , dropping work end of 1986 . They
then started working on Amiga and
meanwhile programmed this game
"Thunder Boy" . NEWLOOK got famous
with cracking "Bomb Jack" , while
THE STARS from Norway released this
"Asterix and the Magic Cauldron" .
SODAN and R2D2 programmed the
first "Superwriter" for THE FLYING
CRACKERS , other groups that have
to be mentioned are : DOUGHNUT
CRACKING SERVICE , who does not
remember the cracks like
"Thai Boxing" , when the crack was
only working by typing 'run' after
the intro . After a long break they
were cracking "DELTA" again , and
are again around nowadays ! Or
remember the BENCOR BROTHERS , who
started out to be a competitor for
EAGLE SOFT INC. with releases like
"Indoor Sports" or several EPYX
games , but they broke down and
built up NEW BENCOR BROTHERS here
in Europe . Another important US
group started to be UNTOUCABLE
CRACKING FORCE with some cracks like
"Carman Sandiego" or even "Top Gun" ,
but after their cracker JJ THE
BREAKER had to go to the army ,
U.C.F. had to quit for some years .
Some attempts to rebuild the legend
again , failed this year as one can
remember .

Back to Europe , finally a lot of
different cracking groups were
born , and England , Sweden and
Germany turned out to become the
main countries in cracking
One of the first groups pushing out
training modi was the Swedish group
TRIAD . TRIAD also was the first
group presenting ranked greetings-
lists , can one figure out how it
would look like today without any
rankings ??? One of their most
important releases have been the
fully working , version of EPYX's
"WORLD GAMES" , you know the rest
about the group . They could even
replace the big loss of the fab
M&Z by another fab cracker called
JANITOR ( Mr.Z started to work on
PC's ) , but finally couldn't replace
JANITOR again , so this year was
TRIAD's last . But they formed the
way of cracking , trainers and
quality cracks . The most important
German group was , without doubts ,
THE LIGHT CIRCLE , that included
groups or guys like RADWAR ,
MR.ZEROPAGE , PATER BECKER
ASSOCIATION , FLASH , CRACKING FORCE
BERLIN , EDE , DUKE and several
others . Most powerful releases
were : "International Karate" ,
"Alter Egg" and "Kettle" by RADWAR ,
"Printfox" , "Disk-Tool" and EPYX's
"Championship Wrestling" by M&Z ,
"Newsroom" and "Turbo Middleder 3" by
P&A or "Uridium" by CBF+EDE , and
under the name LIGHT CIRCLE games
like "Bazooka Bill" or "Portal" have
been released . FLASH organized the
old FLASH CRACKING GROUP totally
new together with DUKE , IRATA ,
ZERON and P&A . First demos have
been developed during this time ,
remember that demo from FLASH or
SODAN's fab ones using first time
the borders . Another group got
famous , not so much with cracking ,
but with excellent programmes ,
the 1001 crew with their "Card
Cruncher" , which was first totally
exclusive tested by TRIAD with a
big success or their "Escos" .
Now you may be wondering , what
are the guys doing now .
As it is not such a long time ago ,
since the guys have been around ,
a lot of them is still in your ears .
Some like DCS had a great comeback ,
others are around on the Amiga ,
for example are FLASH , IRATA for
the new built up RED SECTOR INC. ,
born out of the ashes of TLC .
Other groups started to work for
companies or programmed games like
the Dynamic Duo did , nowadays
T.C.S. released their first games .
Still one can lose some tears when
remembering back to old times when
only a few groups were ruling the
cracking world , nowadays too many
groups are on the top , mainly
because the computers got more and
more popular .
But , if there haven't been so many
cracking groups , who spread all the
game that wouldn't have been spread
normally , we can be sure , that none
of the companies or groups or games
would exist , either , wouldn't they?

Greetings to all old boys mentioned!
by MWS/RWE + J.S.'89

THE



TEAM
wishes all of you a MERRY X-MAS
and a happy new YEAR !!!

