



IGUANA ISSUE N° 5
 TO:- H.O / S451
 FROM THE DCS CREW

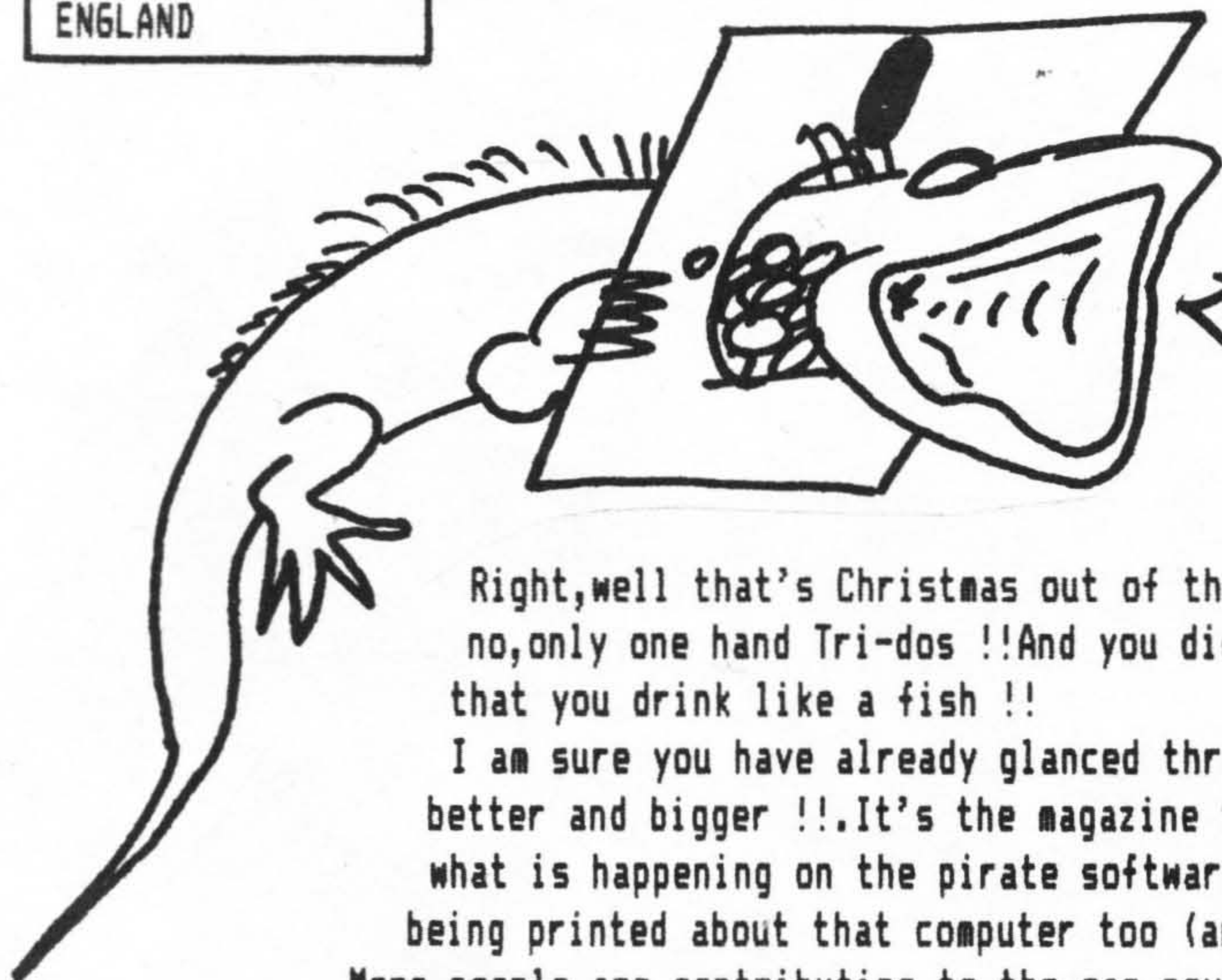


ISSUE #5

JANUARY '89

NOSAH
35 OAKAPPLE CLOSE
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ENGLAND

HAPPY NEW YEAR



FROM DCS !!

Right, well that's Christmas out of the way. I hope you all had a good one. Hands up those who got drunk, no, only one hand Tri-dos !! And you didn't really need to put your hand up either Jeff, coz everyone knows that you drink like a fish !!

I am sure you have already glanced through the mag, yes, it is good isn't it !. This year IGUANA is gonna get better and bigger !!. It's the magazine that is gonna keep the hackers/crackers and the coders informed on what is happening on the pirate software scene. Those of you who own an Amiga can look forward to more info being printed about that computer too (and the groups etc..)

More people are contributing to the mag now, but keep it all coming, this is not a mag for the Elite, it is for everyone involved in the "second user network". So get writing in. On the subject of articles etc, if you are going to send anything in to the mag, there is only one address which you should send it to (unless it is for Uncle Moley) and that is the one below. Nosah runs the magazine and if you send your article to anyone else it might just never reach me, and even if it does, it may be too late for the mag !!! So send to ME ONLY.

I am changing the charts page, read it to find out how, but I want to mention here that if you don't return the voting sheet, you will not be registered to receive the next magazine. Also, the mag is now starting to cost me a little money to make, mainly because it's getting bigger, and so I am gonna have to charge a small amount to keep the mag going.

So, the charges will be as follows.....

If you live in UK, I will require a SAE and 20p. If you live outside UK, I will require 2 disks from you. If you send me an article which is printed, I will send you the next IGUANA free of charge. Let me just make it clear that I am making NO profit from this at all. I could, if I wanted to, but I don't.

Please don't ask me for a magazine free of charge because you will only be offended if I say no. Obviously there are some people who will get their copy free but this is because they have done me favours or are my very good friends.

I need someone to run the Demo reviews page for me, I just don't have the time to do it myself anymore. You should be a good coder (preferably write demos yourself) and you will need to have access to the latest demos to review. Anyway, if you are interested then write to me enclosing a few sample reviews to give me an idea of your style.

I'm still after good covers etc for the magazine, so if you are a good artist please send me some of your work.

Anyone interested in taking up the 128 Gamers offer of cracking tips ?? Well, you know where I am. !!!

Finally, I would like to send new year greetings to all these people coz I am always getting a hard time that I never greet em in the scrollers (I DON'T WRITE THE SCROLLERS !!)...TFB/SCOOP (what an intro !!)..Rocky/Abnormal (nice demos, nice intro) Zap/Poison (article ?)..Paco/Bros (how's the j/stick ?)..Bytestar..Derbyshire Ram. Dean (Matogbah or TSK ?)..Cosmo/Dominators (I'm sending !!)..Iron Eagle/Force 10.. CIA/Future (quick eh?)..128 Gamer (yes, it's IN)..Bagder/Horizon (nice demos, reply ??) Unknown/TSK (back in business Paul !)..Tri-dos/IKARI (it's all good fun Paul !!) Nik/Ikari..Mike Laud..LAZI & Mark (thnx for drawings etc)..MR Stack/MCG (no codes) TMC/MON (like the mag ??)..Lazer/NBB (blue on way to you)..My good friend JEFF SMART who started a mag and started a trend !!..Rygar/S451 (great group)..Spirit/S451 (ditto) Glerc/S451 (nice graphics)..Falcon/SPL (new demo ?, letters IN)..the sadly departed members of STRIKE FORCE..all members of ELITE (I wish you success !!)..Nicolai/Stereon (this, you will DEFINATELY get)..TUV 701/Shape (supreme ??..good demos)..Carl/Triangle ..J.J./Triad (will u ever be s big ??)..Dimitri/Victory (like the mag ?, and yours ?) ..Mr Smart/Wierd science..the good old SPITFIRE & Macryf of XADES SOCIETY (nice guys, good group, that was some phone chat the other night Thomas)..Rick Young (it's all free, you see !!)..Moley..Otiss..Steve/Zenith (who thinks I hate him, but I don't) all the DCS guys and anyone I forgot, the list is long !!.

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OVERVIEW



THIS MONTH :

TRI-DOS



This month I interviewed TRI-DOS of IKARI, he is one of the most high profile characters in the business and here's what he had to say to IGUANA....

Q. To my knowledge you have been in 3 cracking groups, would you give us a brief run down on the groups that you have been in and approximately how long you spent in each.

A. Well, let's see. First of all I was in my own group called TRI-DOS, that lasted about 6 months. Then I went into FUSION but I only stayed in the group about 1 month. I was then asked to join ZENITH, which I duly did, but within 2 months I had left to join IKARI. I joined IKARI in March '88.

Q. So when did you actually start all of this illegal stuff?

A. My first actual crack was Action biker which I did some time in 1986. I started on the scene slowly. First of all I just started swapping software like most guys do, that was in March '87. In June of '87 I started to spread stuff in a serious way and this led to me cracking on a regular basis.

Q. Do you wanna tell us why you left Zenith. I mean, you left ZENITH just as they started to make a name for themselves, so why? was it a bust up or what?

A. Not really a bust up no, it was more a number of things that added together made me quit. Hendy and I didn't get on too well to begin with, he wanted me to send stuff to him, I didn't coz at the time it was inconvenient and so he would then complain about me. Then there was Steve who was getting on my nerves a bit harping on about being the best in the world etc. I was starting to get restless and then Jester one day told me that he was going to join IKARI and was I interested, so I said yes and the next thing I knew, I was getting a phone call from NIK/IKARI, he was sounding me out for the group. The thing that really made me go though was this stupid recording that IRONFIST made one day of Steve saying "contact the best in the world....etc", I was on a conference one night and they kept playing this pathetic recording so I just left the group.

Q. What age are you TRI-DOS?

A. 17

Q. What do you do for a living?

A. I'm unemployed. I was meant to go to college but I gave it a miss.

Q. What are your plans in the future on the pirate scene?

A. I intend to stay cracking on the 64 for as long as the 64 is going. I also intend to stay in IKARI for as long as possible, if for any reason, the group folds I would attempt to resurrect it.

Q. Do you have an AMIGA and if so do you plan to spend more time cracking on that?

A. Yes I do have one but I won't bother cracking on it so long as the 64 is around.

Q. It's no secret that JUST ICE/IKARI doesn't really like the yanks and their "hurry up" attitude. What are your views on the American involvement on the European scene?

A. I really don't mind 'em. I can get what I want when I want off the American boards, it usually means I can get it a lot faster than if I had tried to get it by mail. Also MAGNETIX has set up a great BBS for us now in the states, so I can crack the games, stick it on the boards and then it will get spread all over, and FAST.

Q. Do you ever feel that the net is closing in and one day you will be caught and prosecuted for your activities?

A. No chance !! Even if they caught me, I don't believe they could do a lot to me, maybe confiscate my kit. I don't sell my cracks like some groups do and to be honest I really aren't worried about it.

Q. OK, touchy subject now. Do you wanna make an effort to clear up all these rumours about the guy ASCII doing the cracks for you? I mean who is he and does he really help you?

A. Pathetic man. The guy ASCII is a friend of mine, he lives just down the road. It all started as a joke and has been blown out of all proportion. There was



TRI-DOS
IN THE HOT SEAT

a guy who lives close to me who was in the YAK SOCIETY and one day ASCII, who had coded a demo gave it to the YAK SOCIETY to spread. Well, a copy arrived at another guys house, this guy is called SIMON and he lives in Derby. OK, both HENDY and myself knew SIMON and one day we were all talking and SIMON who was joking about told HENDY that ASCII was really the guy that does all my cracks. Anyway, it got spread about a bit by Steve, and he always takes great pleasure in winding me up, so it just escalated. I mean, think about it, the guy isn't gonna crack all these games and then let ME take the credit, is he ?

Q. In the latest edition of ILLEGAL there is mention that you coded the newest intro that you use and subsequently, EXCELL is not a happy chappie about this. Did you code the intro and is it true that EXCELL has a sad on about it ?

A. Yes, I did code the intro. On and off it took me about two months to do between cracks. No one else did the intro for me. JUST ICE spoke to EXCELL about the ILLEGAL mention and he denies ever saying anything about it. There are no wars between members of IKARI.

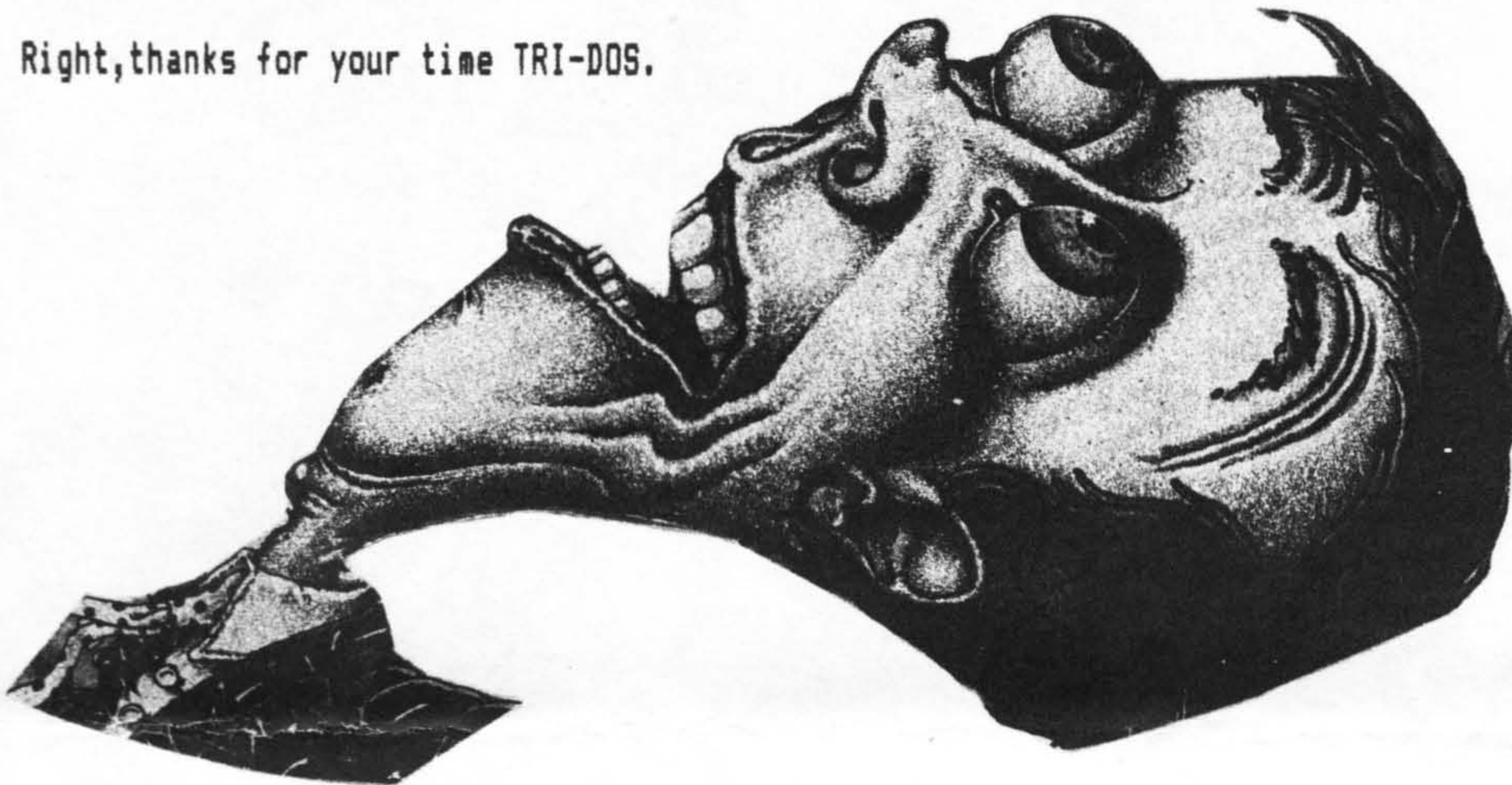
Q. Final question from me then. There is no doubt that at present IKARI are number one, but who do you see as your most serious competition.

A. Yes, well it's DCS. They sometimes beat us with American imports and they seem to be very active at the moment. But they will never beat us at mail trading, I have about 60 contacts and JUST ICE has a lot too.

Q. OK, TRI-DOS that's all the questions I have for you, is there anything which you would like to add before we close the interview.?

A. I would like to say something else on this ASCII thing, people know that I can crack, I push too much stuff out for it to be a bluff. Also I frequently help other people on their cracks, giving advice etc.

Right, thanks for your time TRI-DOS.



***** STOP PRESS *****

In the gossip page, will read about a new mega-group being formed in Germany. Well, they are ready, and they are called ELITE. They are doing cracks already and I think they are gonna be BIG !!



RADWAR/SCG V2

"SATURDAY NIGHT FEVER"

After the big success of the first RADWAR ANTI AIDS party on Jan. 9th 1988, MWS/RADWAR and me were organizing the follow up. We took the 17th of December as the best possible date as not only the usual Dutch and German pirates were about to visit VENLO and would also be able to attend our party, but there were also English dudes turning up, and so the date was set.....

And there we were....

The disco "LA QUINTA", in the heart of HEINSBERG-OBERBRUCH, on a Saturday night. The party started at 19.41, and GOSH !, not only the VIPs from VENLO turned up, but also several (surprise !!) girls !, we had spread some posters with invitations all around the city.

Imagine, all your favourite cracking groups in a big disco, drinking beer and dancing their legs off to their knees, and not a computer in sight !!! But there were not only visitors from the pirate scene, the German TV station WDR were making a movie about the party and also interviewing several guys (more about this later). Some German computer magazines were also present. And last, but not least, some companies were there, rubbing shoulders with their most hated enemies, THE PIRATES !!, the following companies had people there, Rainbow arts, Magic bytes and Discovery software.

A special thanks must go to Digital Marketing (ala RWE), who supported the meeting with all imaginable power.

But back to business, at 2100hrs two local hairdressers climbed onto the stage and presented a lot of models (some very nice looking girls) showing different haircuts (?). Then the Art commando was up playing some depeche mode like tunes. The big drinking competition was opened by MR. SULU/DCS, TRIDOS/IKARI, MR ZEROPAGE and myself.

Other known baddies hanging around were: JUST ICE/IKARI, BIG BEN & ANTITRACK/COSMOS, all members of STRIKE FORCE/MOVERS, all from TW6, ex baddies, (now goodies) Boys Without Brains, RED SECTOR, VISION FACTORY/THE BEYONDERS, WORLD OF WONDERS, X-RAY (who cheated in the drinking competition), another ex baddie, now goodie MR CURSOR, PARSEC, (broken car) DEEJAY, HOBBIT/FLT and so many others that I can hardly remember (due to the alcohol).

After some breaks outside, the TV crew started interviewing, guys like, MARCO/Boys Without Brains (who was the main guy working on Hawkeye and who almost tried to kill me when MR SULU told him I was in SC6 !!), and myself was also interviewed about the ILLEGAL, but I didn't talk....the alcohol did !!!!

We reached the climax of the show at midnight, a so-called TRAVESTY-SHOW was taking everyones breath away, male dancers disguised as Marilyn Monroe, Grace Jones, Tina Charles etc were dancing for more than an hour.... Then, just as everyone thought that it was all over, three pretty women came on stage, those who were still able to see would have recognised MARKUS, THEO and BERND from RADWAR....

For the audiences enjoyment they entered the dancing stage and you could see Markus and Mr Zeropage dancing a hot rock 'n' roll style and Theo & Jeff Smart doing some 'dirty dancing'...hoho....

Well, the music was playing up to 3 or 4 in the morning, after I danced with MR SULU and JUST ICE (??) we were searching for TRI-DOS and found him puking outside.. Oh my God, he definately won the drinking competition..eh???. The party ended around four and after discussing for an hour outside how to continue, ARNDT/RADWAR was so nice and drove the English people back to VENLO so they could get the train home, and we climbed into DEEJAYS car and also went home.

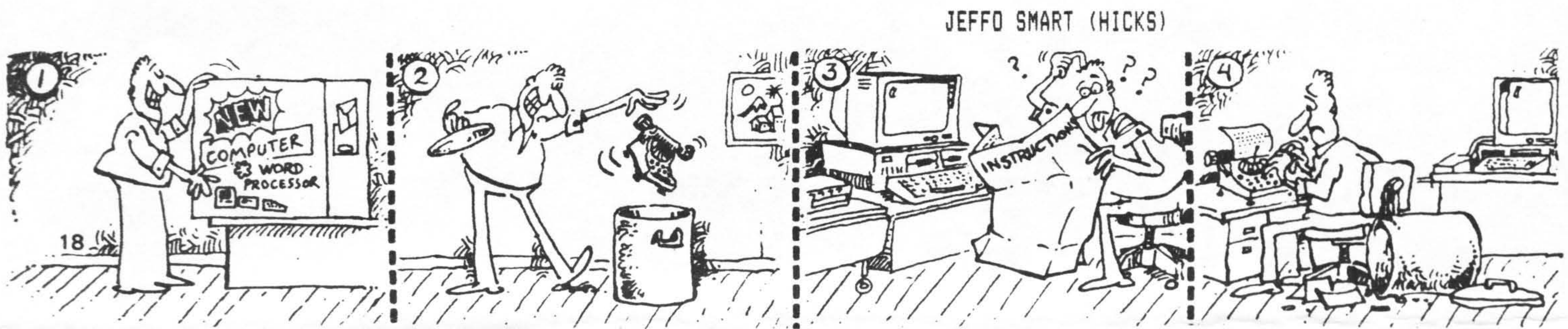
Those who weren't present really missed something, this party even beat the PC show '88, and I haven't heard anyone say that they didn't have a good time. So RADWAR really turn out to be the best party organisers of '88.

The next party will probably be held in the summer if everything goes ok.

Nobody knew how to round off the party, so RADWAR is making a big demo-competition on 64/AMIGA. So everybody who's interested in making a demo about the party should send their product to reach by the end of FEB '89 to:

DIGITAL MARKETING
DEMO COMPETITION
KREFELDER STR.16
5142 HUECKELHOVEN 2
WEST GERMANY

don't forget to include your full address as there are many prizes to be won.
I am sure next time even you will come, won't you ??



Well guys you're not going to believe this but Otiss managed to track down that once ace cracker but now reformed coder Norman Postelwaite and he agreed to give up his diaries to enable us to bring you an exciting insight into the life of this remarkable guy.!!

THE DIARY OF A MEGASTAR!

(Or, how to make it in the big wide world of nasty software producers)

Ace IGUANA reporter Otiss, does it again! Yes, the diaries of a certain hacker, now megastar have been rooted out of his memoirs (dustbins, more like -Ed). So, here they are. The Diary of Norman Posthelswaite, once ace Liverpooldilian cracker, now megastar of the glamour mag pages!

Oh, yes. The spelling mistakes, and gramatical errors have been kept in, to keep the flavour of the diaries.

The 11th June, 1988.

Deer diary, God, today was boring. After going down to the lowcal software shop and brybing the geezer in the shop, (with a few ciggies) he let me borrow the latest game - NUKE THE COMMIE BASTARDS SIMULATOR. Came home, craked it in a matter of seconds Put the NPCG (Norman Postelwaite Cracking Group (Original huh! Oty)) intro on it and then sent it too America (aah! America. Land of the free, Home of Dunkin Donut, and the most overrated sport in the world!) with me 91.81 million baud modem. After all that, I realised that the game was craked by Fairlight, only two years ago. Oh well, bang goes the NPCG. I think I'll create a new groop anyway.
Went to bed.

The 12th June, 1988.

Sunday! Sunday, Sunday, Sunday! What a day to do wonderous, and many different things with me sixty-for!
Did bugger all, and went to bed. God! Its school tommorow.

(Small note - Charles Deenen is a nice chap really!)

The 13th June, 1988.

God. (Must stop blaspheming. Bad for the sole (even though, I can't see how me swearing is going to hurt the fish population of the North Sea). Sold thirty copies of NUKE THE COMMIE BASTARDS to the poor naive first years at school. Made thirty quid! Nice little earner.

Only got mugged twice coming home. Down fifty six pee.

Went to bed. Oh, yeah, before writing this, I realised that my life's ambition could now be fulfilled. Over my hot cocoa, I thought about the plot for PAC-MAN BLOWS AWAY THE PYSCHO NUTTER BASTARDS. Basically, there isn't one.

The 14th June, 1988.

Hohum. Woodwork nearly all day, except for socialoligy. Over sawing a piece of wood, I worked out the grafics. Over a newspaper report, I worked out the lay out for the intro screen. Loads a color bars! And, er, nothing else, really.

Got me fifty six pee back (mugged a first-year), and came home. Wrote the intro for PMBATPNB. Oh, yes. Must remember to ring up The Maniacs of Noise, and order sum music. Dont charge a lot, do they??

The 15th June, 1988.

Bunked school. Stayed at home and wrote the code for the game. Suprisingly, it only took an hour. Sod hiring a grafics artist. I whipped the grafics out of another game. Much cheaper.

Went to bed.

The 16th June, 1988.

Rang up Maniacs, Charles Deenen told me to 'f**k off you lame scouse git'. Hmm! I'll show him. Stole sum musik from a compunet demo that MON rote. The first Norman Postelswaite music routine I've written! Well, it looks like the game is finished! Better send it off to a few companies.

Didn't go to bed. Watched Network 7. What a load of shite.

(And then nothing, except of course, Normans bor....., er thrilling life. But a month or so later, a letter arrived at Chez Norman.....)

The 27th July, 1988.

Grate! Got a letter from Codemasters. Good old the Darlings!... Nothing from Ocean, or Mikro-gen though (Oty - It could be coz Mikro-gen went bust ages ago, Norm!)

Unfortunately, the letter sed that my game was excellent, with grate music, and brill grafics, but it lacked something.

Went to bed and cried.

The 28th July, 1988.

Realised what was lacking. Rang up Codemasters, and told them my new title for the game was- PAC MAN BLOWS AWAY THE PYSCHO NUTTER BASTARDS SIMULATOR. OI' Richard snapped it up there and then!!!

(Oty - More time passes!)

The 7th September, 1988.

Told the guys at school. They larfed, but lent one a preview copy. Silly mistake, seeing as he was a member of SCG! Oh well, Richar has sent me my first royalties check! Now I can buy my colour telly. A cheap one, though. A very, very, very cheap one. Even second or third hand. Perhaps I'll stick to black and white.

(Oty- Time passes again).

The 12th November, 1988.

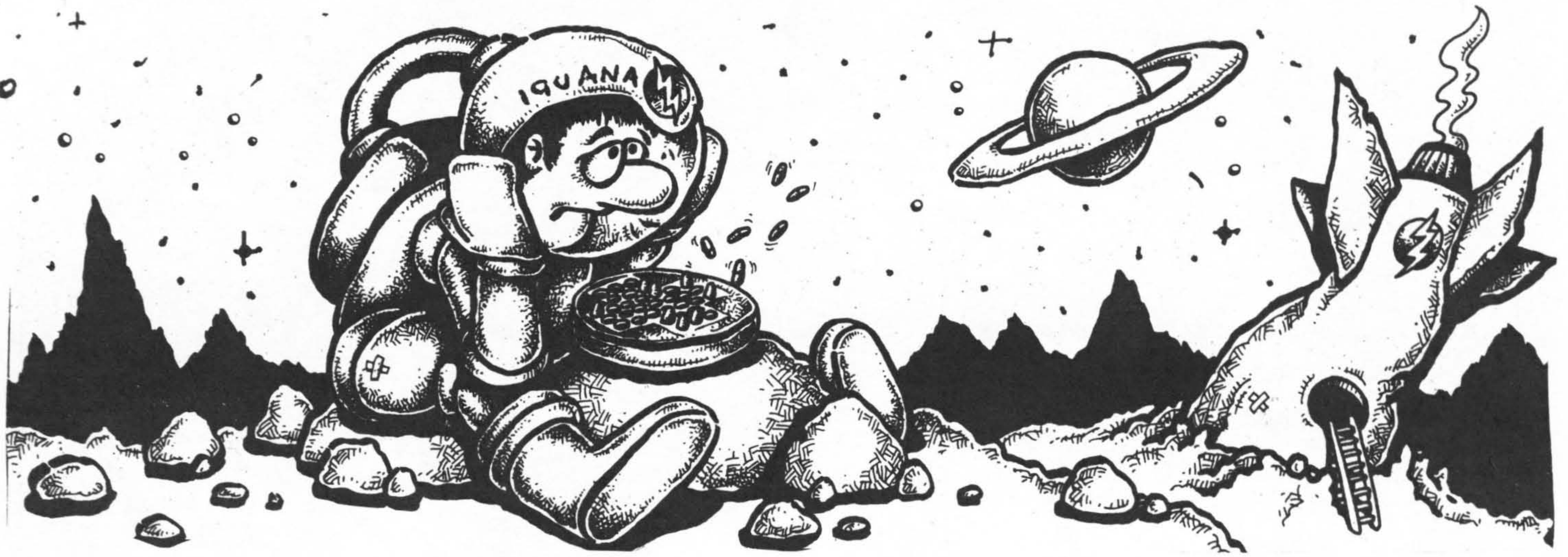
Release day! Went down to my local store, and signed copies of the game. Ahh, feels good to be a megastar.

Got a phone call from Zzap 64, Commodore User, C+VG, The Last Resort and Wogan. They all wanted an interview. Someone from Iguana also rang me up! I plumped for them. There such a famous mag! I hope the check's in the post, Otiss!

So ther you have it! The amazingly cool Norman, and his amazing game. Never seen it? Well, look hard. I'm sure someones bothered to crack it, after all, the start address was at \$C000.

Oh yes, Norman has asked me to tell you that his next game is underway. It's titled BOUNCY BOUNCY BOINK BONK ARKABREAKOUT CLONE SIMULATOR.

(Small note - Charles Deenen is a nice chap really!)



THE LEGEND OF SETH BRASKET, written by Otiss

Rynehuelld had no choice. Seth was led out of the castle by two trembling guards. Even without the decrease in pigmentation of Seth's skin, he still would have looked pure white. The guards left him, nearly ten metres from the High Lords black mount. They turned tail, and ran back into the relative safety of Ryneheulds keep.

The High Lord called, "Hear me Rynehuelld." His voice still carried power that could strike fear into the heart of the bravest warrior. "You have chosen well" he continued, "Your pathetic keep will be spared - for now". The emmense figure turned to his nearest warrior. From behind the black mask, he whispered something to the killer.

The killer placed his gauntleted right hand upon his breast, obviously saluting to the evil figure. Seth, still trembling profusely, stared at the rider - he was sure he could see glowing red eyes behind the iron helmet. The eyes, imaginary, or true, arrowed slightly, and then opened wide. With a swift kick into the sides of the white stallion, the rider motioned forward. The horse, truly magnificent, if it wasn't for its evil rider, galloped forward. The warrior drew a shiny blade from his scabbard, and held it high.

The rider charged at Seth. The High Lord sat high, astride his mount. Seth stood still, fixed to the spot by his fear.

Seths brain screamed to his body to jump out of the way, but his body stayed firm. As the rider became within a metre of him, all Seth could do was to close his eyes, and raise his arms in puny defense. He felt a tingling sensation in his palms, but he thought it was just his fear. As he waited for the final blow, he could hear nothing but air rushing in his ears.

The final blow never came. When he actually heard the gasps of disbelief from the mounted army, and the cheers from the castle, he looked up. The High Lord still sat astride his mount, but the rider was nowhere to be seen. Seth smelt a sickly, burning smell. Half a metre from his feet, lay a pile of black dust. The glistening sword lay by the pile.

Seth looked around for his saviour, but could see no-one, except of course, the evil army. His palms still tingled. He turned his hands around to look at them. His palms were blackened - but not burnt. Two small circles lay glowing luminescent in the centre of each palm.

Before he had time to wonder what he had done, and more importantly, how, the High Lord was upon him. He rode not to kill, but to capture. With a sweep of his arm, he lifted Seth onto the back of his strong, outside mount. "See how the Archmage destroys my finest warrior, as I would" he shouted, nearly deafening Seth, "See how, one day, his will shall be mine, and he destroys your warriors, as he did mine!"

The High Lord turned the mount sharply. Seth thought he was going to fall off of the saddle, but his rump stuck to the leather, as his feet had once stuck to the ground. With a brief forward motion of the High Lords right hand, the army turned and rode away from the castle, at a suprisingly (for Seth anyway) fast speed.

Save for a few members of the army, the party rode away from the High Lord. Seth didn't ask where they were going. Finally, the High Lord stopped his mount in a clearing, although for no apparent reason. The number left in his army totalled ten.

With a swift movement, the High Lord climbed down, dragging Seth with him. He moved to the centre of the clearing. The High Lord pushed Seth towards two of his Generals. The Generals held Seth tightly, not wanting to let him escape, as it would mean certain

death.

The High Lord raised his hands high, and shouted some garbelled words. Slowly, but surely, something began to solidify in the centre of the clearing. Ten seconds later, the thing had appeared. Seth recognised it immediately - it was a shuttle craft of the Starship Arcturus.

"Where the hell....". Seth was amazed at the sight he saw. The High Lord turned around. "Impressed Archmage? I'm sure even your feeble power could intone this simple spell". "No" Seth said, shaking his head, "The shuttle...."

"Ah! You thought I was a disbeliever?" The High Lord rasped.

"No, no. Its from my Starship. The Arcturus"

The High Lord ignored Seth. "Aronis, Gerrapi. Load the Archmage onto the shuttle. We have far to go". The Generals saluted, and dragged Seth onto the craft. Then, the High Lord climbed in, seating himself into the cockpit. Finally, the rest of the ten soldiers entered the craft, bringing the mounts with them. The shuttle door closed, and the craft lifted off of the ground. The atmosphere was claustrophobic. The mounts of the army smelt vile, and Seth's fear still bubbled strong in his stomach. Eventually, after only a few minutes travelling, the shuttle landed on firm ground once more. The bay door opened, and the mounts were led out of the large shuttle.

The High Lord grabbed Seth by the scruff of his neck, and pulled him outside. "Come, Archmage. We are at my palace!" Seth looked around him. Instead of the green valleys and trees that he had once been in, he now found himself in a mountainous area. High atop a peak stood an enormous building, tall, dark and forboding.

The High Lord turned to his ten soldiers. "Take the mounts back to the Palace." Without hesitation, they saluted, and mounted their white stallions. One of the generals held the reins of the outsize white stallion that held the High Lord. The small party began to ride up a small winding path, towards the palace.

"Now, Archmage. I shall intone a gate. The spell is a simple one". Before he could wonder what a 'gate' was, the High Lord began to wave his arms about again. He also spoke in a strange, unfamiliar language.

Suddenly, with a rumble of distant thunder, a shimmering, oblong of pure light emerged from the ground. The High Lord grabbed Seth by the arm, and pulled him towards the gate. In a few seconds, Seth was being pushed through. In a matter of milliseconds, Seth felt terrible pain and exquisite pleasure. The next thing he knew, he was standing in a black marble room. A large, white marble throne stood opposite Seth.

The High Lord moved to the throne, and sat down on it. Two burly guards grabbed Seth by the arms, and brought him up to the terrifying figure. The High Lord waved the guards, and they seemed to disappear instantaneously.

"Now, Archmage." The High Lord's voice echoed off the marble walls of the chamber. "It is time to reveal myself to you". The High Lord put his hands to his helmet, and pulled it off.

The sight underneath was truly disgusting. One half of the High Lord's face was of a disfigured human, with deep, heart piercing red eyes. The other half was gleaming metal. "I am not what you expected, eh Archmage?"

Seth stuttered. "N...no. Certainly not".

"Yes, what you are seeing is true. I am a Cyborg. Half barely human, the other robotic." And I have the brain of a computer. Your computer, Seth. For I am controlled by the computer that used to control your starship, the Arcturus".

Suddenly, the familiar electronic voice of the Mark 7, Cyberdene Systems computer came through. "Hello Seth. Welcome to your worst nightmare".

The remark may have been a terrible cliché, but it still struck immense fear into Seth.

(TO BE CONTINUED)



PARTIES AND MEETINGS

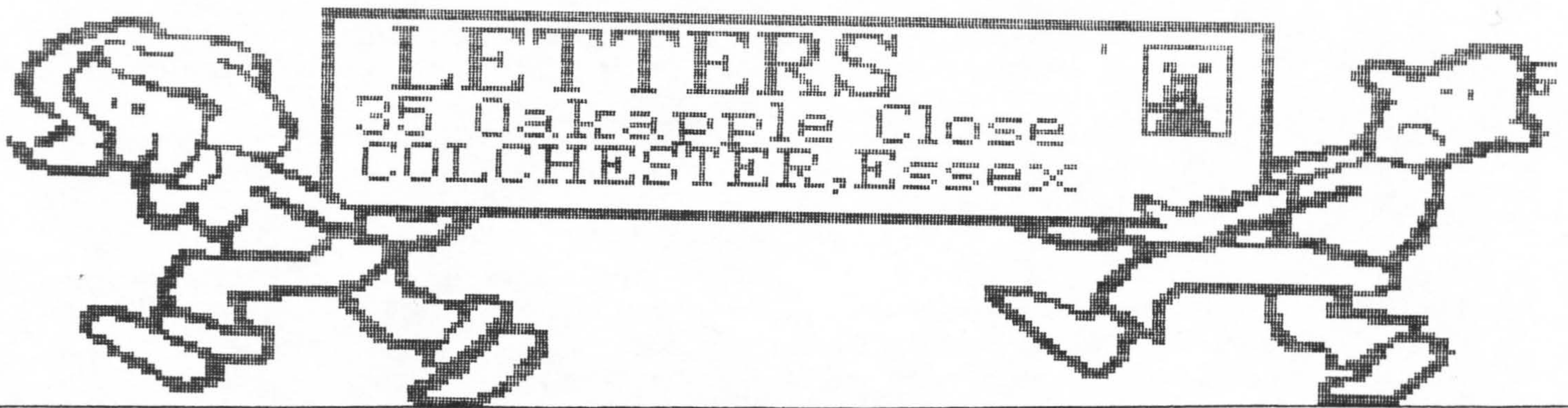
Here are some more meetings and copy parties which may interest some of you. I have decided not to print contact addresses unless the guys holding the party ask me to, if you wanna go to the party and ain't been invited, then get in touch with the groups involved.

1. HORIZON/HEPTAGON meeting (between 28/12/88-05/01/89). To be held at BAGDER's house. Sounds like fun but you'll have to go all the way to Sweden to attend it !!.

2. SECTOR 90 party (05/01/89), another one that's in Sweden.!

3. IKARI/ZARGON copy party (23-25/03/89), this ones on Denmark and should prove to be worth visiting. I wonder if any of the UK members of IKARI will manage to get there ??.

It seems a shame that no one ever manages to organise parties like this in UK, I imagine the attendance would be pretty good. Remember, if you wanna tell everyone about your copy parties etc, then write to me, but try to give me plenty of notice.



Hi there !,

This is IRON EAGLE of FORCE 10.....

First of all let me thank NOSAH/DCS for this cool mag,keep it up.And now to the main point,STEALING !!.

Last Summer I went to Dexions copy-party in Denmark,and I was shocked when I heard that there were people going around stealing others computer stuff.Someone had stolen 200 disks from a guy at the party and cartidges and cables were also missing.One guy I talked to had even lost his disk drive at a party.

Another copy-party I went to,ABNORMALS,here in Norway,one guy was missing 200 Amiga disks !!.One guy had 1400 kr missing.What a rotten thing to do eh ?.Nearly everyone at the place was missing disks or something.What sort of guy can go around stealing like that ??These sort of people can't be normal,in fact,they must be abnormal (not the computer group !).

I suppose it's ok to steal from THE SYSTEM,but to steal from fellow computer freaks !!.That's really shitty.

Well I guess thats all I had to say,thank you for your attention !.

IRON EAGLE/FORCE 10.

Well your right pal,it is a shitty thing to do,but the sad truth is that this sort of thing goes on all the time.It happens at every Venlo meeting and at the last meeting a large amount of kit was stolen,including (sadly) a very important disk belonging to WIZ ART/MAGNETIX,the disk was filled with several Logos and graphics that he was developing for other groups. But the point is that this sort of thing is always gonna go on because at every meeting there is always some arsehole prepare to steal.So look after your kit guys,and if you ever catch anyone 'borrowing' someone elses kit then make sure you give him a blldy nose !!.Oh,and if you are reading this and you have stolen from any meetings...drop dead !!. (NOSAH)

WHAT'S YOUR POISON ??

Stoo !!,wait a moment and get this.....A new group has formed.We are talking about "POISON".This isn't one of the thousands of small time crews,NO!!.

The founders of this group were in BROS,but left in order to create their own group,these guys were also the founders of SHARKS (remember them ??).

The first real POISON cracks are STARBALL and DOWN AT THE TROLLS.both from Rainbow arts.Soon you're gonna hear more from POISON.!!

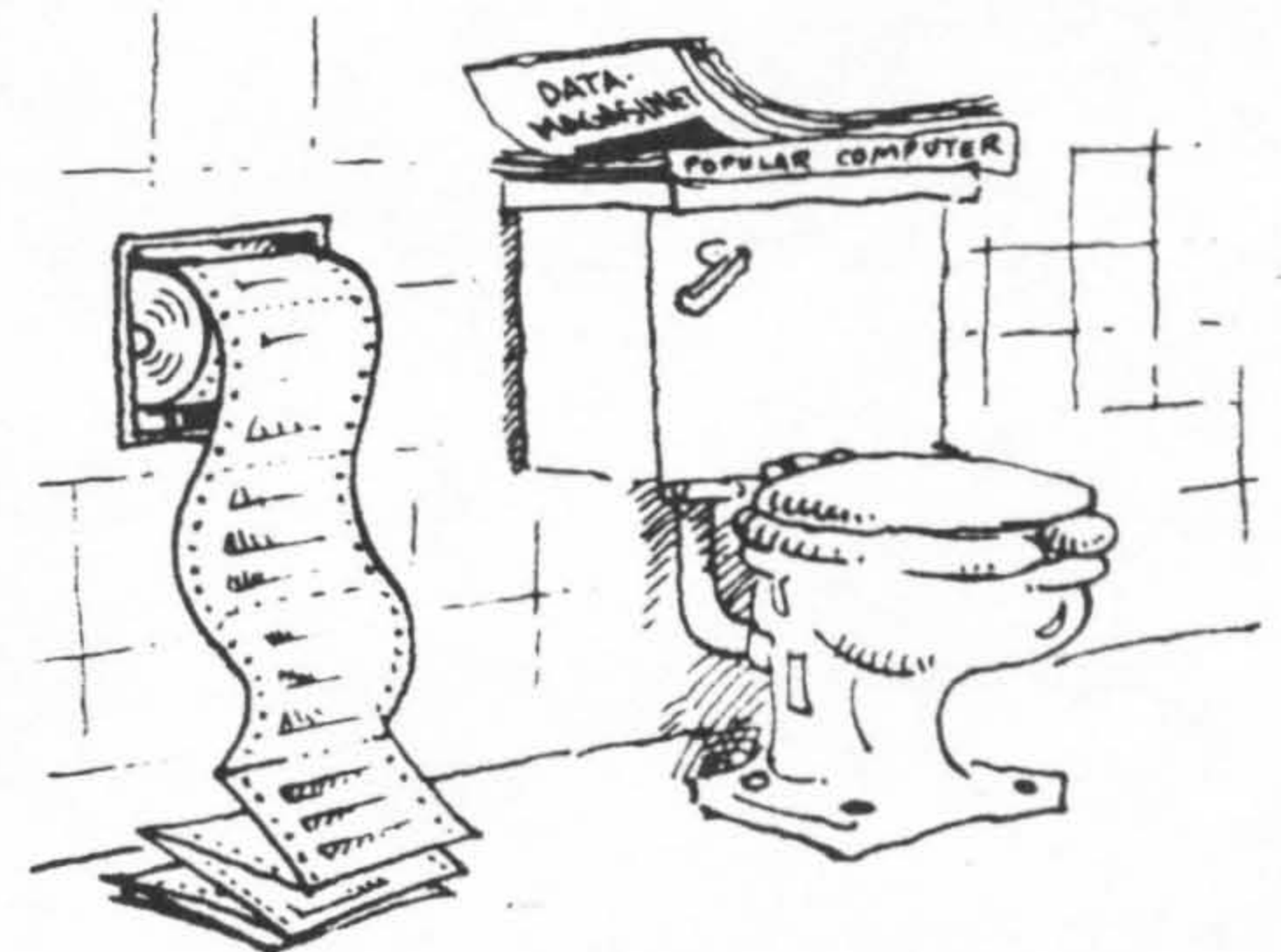
ZAP/POISON.

RAWHEAD/BROS/SUPPLIERS PARTY !

Guess what.Rawhead,Bros and The Suppliers are arranging the copy-party of the history !.This copyparty is not held in a small scout cabin or in a lame school,but in a big community centre made for this sort of thing.

We have hired a big room in the house for the meeting,big enough for hundreds of people.We have also hired a big room for those of you who want some sleep (take your sleeping bags with you).

If you get hungry,that's no problem.There's both a cafeteria and a pub where you can buy food (hot and cold),coke,beer etc.And if you want to dance,there's a disco in the bottom floor.This disco is open for all people,so you can meet some girls there too (or guys if you are girl !!).



If you get tired of all the noise from umpteen computers, then we have also hired a nice room with an open fireplace, sofas and a big video screen where we will show you the latest video films, non stop (24 hrs) There's also 10-15 showers, toilets + all other things you have ever dreamed of. And best of all, there's no electricity problems. The party is held in a small place in southern Norway called Spydeberg. If you come to Oslo, you just take the train to Moss (or Mysen) and jump off the train in Spydeberg. The train station is only 200 metres from the party!. You can't miss it... And the date ?. 24-25-26 February 1989. Join us. ok ?. But lamers hve no entrance, this is a party for the BIG guys!. Contact The Suppliers, Bros or Rawhead for an invitation (f.ex. Omega Supreme of Rawhead).

Signed: The Champ of SPL



PREDICTIONS FOR 1989 ACCORDING TO MR SULU/DCS.

JANUARY...

Mark Lamey(??) makes a mega amazing comeback again (yawn) and forms a new group called NFG, No Fucking Games. The rest of the world recover from their christmas hangover.

FEBRUARY...

Ikari split, Tridos joins Nato, Nik goes Amiga (unsuccessfully) and Mark goes on to lead a normal life. MCG crack boulderdash 97 with mega trainer!!

MARCH...

Nato split!!!, due to tri-dos's amazing influences, he, Megasnail and Steve of Zenith form a new group, Mongs against the world. NFG release....nothing..oh well..

APRIL

FLT crack Last Ninja III mega-trained and level packed into half a side, and immediately go to number one in all the charts, including the gallup top 40. Mongs release trashman II but it was rubbish..

MAY...

ELITE become elite, but not quite as elite as DCS are quietly doing. Jeff smart becomes an international mega-star only to quit because of a drink problem....he can't get enough.

JUNE...

SCG quit!. The scousers decide to officially announce their death and leave to become muggers. Iguana circulation steadily moves up to the 100000 mark...

JULY...

Well nothing happened this month because it is so hot and everyone decides to relax, get a sun tan and get laid. Except for Tri-dos who cracks everything this month except his virginity....

AUGUST...

The month of MR Sulu's birthday, he holds a massive party in a club but no-one comes cos Prince Edward was getting married on TV (to a bloke of course!!)

SEPTEMBER...

Iguana goes national, it is bought up by Newsfield and replaces Zap 64 as the best selling commodore 64 mag in Europe, retailing at £5:00, cheap at half the price....for subscriptions send cheques to Mr Sulu...52 as..

OCTOBER...

Bros quit, or did they already do that a year ago? Mr Sulu learns to train properly (I hope!)

NOVEMBER...

Ikari reform, but Tri-dos is too busy discovering puberty. Steve of Zenith finally, after years of threatening, commits suicide. Thousands turn up at his funeral to celebrate...or is that mourn...I can never remember.

DECEMBER...

DCS crack everything and rise to the top of the charts, then they all get really drunk and recieve socks and shit aftershave for christmas. Mark lamey forms a new group called PNM. Please Notice Me!!!..... oh well happy christmas

No offence is meant by any of this, it's all done in good fun. If it offends you then tuff shit

THE 128 GAMER SPEAKS

Well,hello and welcome to the part you've all been waiting for....Yes,it's The '128 Gamer' speaks !!!I'll just finish the second orange-juice of the day and then I'll be with you...Hic!,good stuff this orange-juice!.So,the fourth issue of IGUANA now recieved,together with a request from the main man himself to write something for it.Oh well,here goes..... First of all,a few views on the magazine itself.Personally I think 'Legend of Seth' is a waste of typing time,if there HAS to be a story,I would prefer it humourous.(Hitch-Hikers guide to the meaning of life ??),or of a more Adult nature.(Leather Goddess of Phobos style...never could manage to meet 'em in the adventure !!),and what I WOULD like to see is a beginners guide to Cracking/Training type series,bearing in mind the Lamers of today could become the 'IKARI' of tomorrow with just a little guidance from the 'EXPERTS'.(I mean,after 14 months I have just about mastered getting unlimited lives/immunity,etc, but am nowhere near adding the sort of trainer to be found on VINDICATOR/SCG,yet....but with a little help,who knows??!!). I must,at this point mention that great guy 'NOSAH',(who has kindly offered to pay me one pound for every time I mention him favourably...NOSAH,NOSAH,GREAT MAG NOSAH,....NOSAH.....NOSAH....)

Moving back to IGUANA 4 Nosah,you are MORE than naive if you do not realise people 'swap software for Cash'.The phrase.... 'Original Software for Sale' crops up frequently in every issue of Micro-mart,for instance.I remember replying to such adverts in my early days to get some cheap software (you can imagine my horror when I found out that many of these people were in fact offering me some PIRATE SOFTWARE quite cheaply..!!!!!!).While I did not of course avail myself of this 'service', I can see the appeal and use of it to someone who has very little software or simply cannot afford much software.I cannot believe the authorities take a much differant view to spreading pirate software around whether a bit of cash is involved or not.Surely it's much the same thing,and I for one cannot come out TOO strongly against it.Certainly if it helps someone to get RECENT cracks it cannot be ALL bad,and if,like me,you've spent time looking for a GOOD contact ad,then copied and sent off a sample disk of NEW,GOOD stuff (DCS-ware,naturally !!),and then recieved bck a disk containing totally lame crap like Rupert and the Toymakers Party (Don't laugh,it has happened to me !!)....you will wish someone had sold that lamer something, ANYTHING,a bit more recent.

Now,if you have phoned the 'Gamer' recently,you may be under the impression it's the 128 Lamer,but due to those fine upstanding gentlemen of F.A.S.T. reportedly being rather active recently,(Micro-mart magazine),the Gamer does not exactly give that much away at all over the phone.This ESPECIALLY applies to calls from SCG (at the time of the reported raid in Scotland),asking all sorts of questions.....do I copy much recent stuff ???...of course not thats illegal isn't it !!! Of course,if it really was the mighty SCG that phoned "hello again !!",and don't believe a word I said,same goes for the member of dear,departed ZENITH who mentioned seeing the GAMER logo on the screen of FAST BREAK.OK then,about myself now, started 6/9/87 with a C128/1571/MPS 801 and a handful of ORIGINAL (the editorial pen will probably make an appearance here) games,before discovering the delights of the 'Second-user' software network.Now,15 months later and 1566 progs on,the 128 GAMER is both nationally and Internationally established...alright,Scotland,Norway and thereabouts.The GAMER does not.... (cannot) crack,just spread,and currently has no interest in moving up a bit (or eight),being quite content with the good old C64 and,incidentally,could use a few more C64 contacts now Santa has finished delivering all those new AMIGAs. Sniff...looks like the good ol' days are gone forever...sob...now every other crack seems to bear the name IKARI,if they go where will we be ??I know there are a few decent TRAINERS from SCG (Vindicator 16+ is a lesson to all on how a trainer SHOULD be !!),but apart from IKARI and SCG (and of course the slowly emerging DCS),how many groups can you think of who've released more than the odd one or two cracks recently ??What's happening I wonder ?,supplies of Originals drying up ?,or the best crackers going 16 bit ??

Finally,back to the IGUANA,and OF COURSE the CRACKERS ranking list should include only the real Crackers,with the demo groups rated seperately.One further improvement would be the inclusion of Linda Lusardi featured prominently in every issue, but I must turn to the pages of Mayfair for that,or so they tell me !!

Well thats it,and now I must write off to Uncle Moley with my 'problem',you see I hear most girls like a good seven inches, but I can't go on bending mine in half forever !!.....

THE 128 GAMER

EDITORS COMMENTS.....

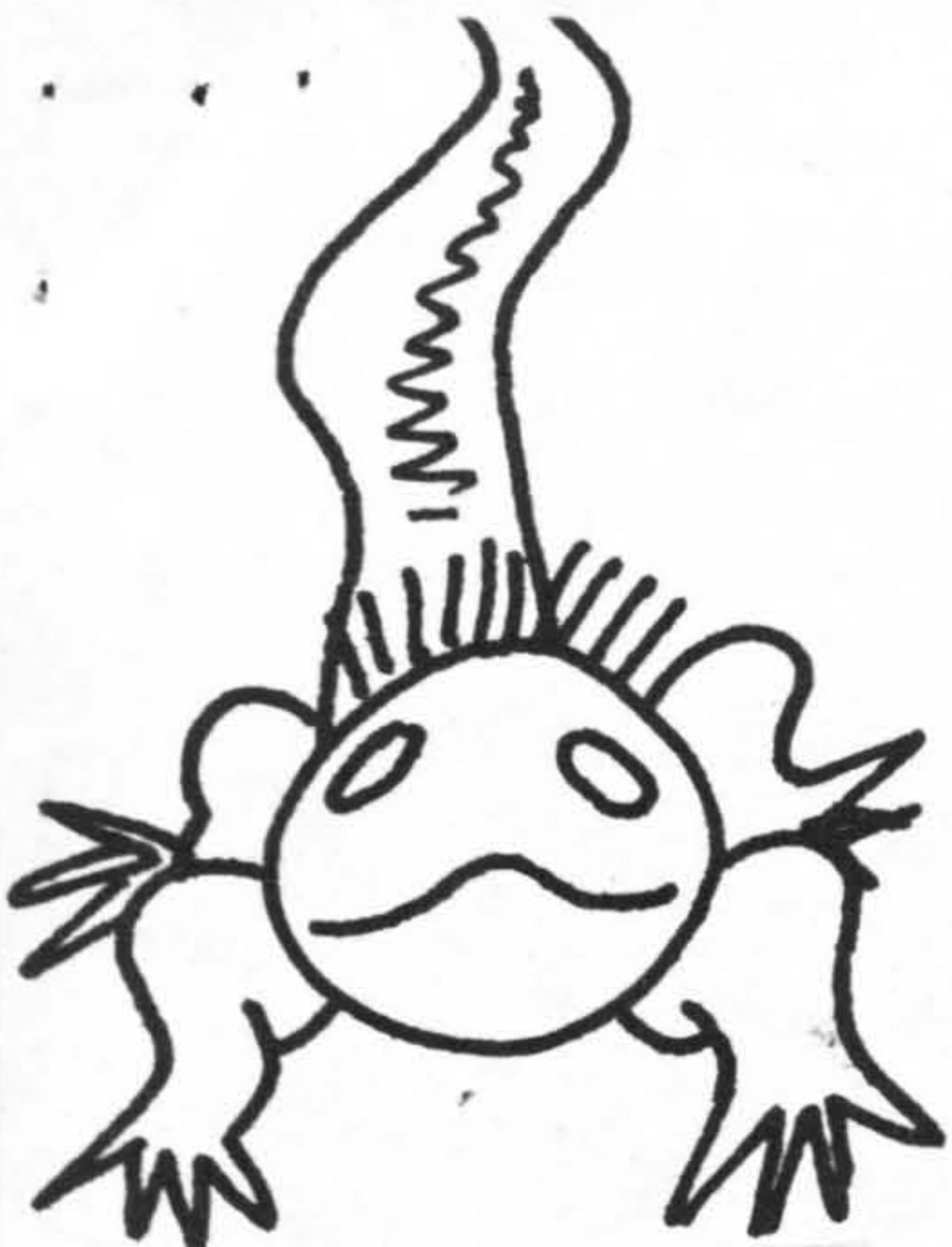
Well,thanks for the marathon letter,I feel there are some things contained in the letter which warrant further comment..... Seth Brasket is very popular with other people who read the mag and it is definately staying in until Otiss decides otherwise .The idea about the tips from crackers is a good idea but I think there would be a problem with getting anyone to part with the information,however,if there is anyone out there who would like to share their wealth of information with others then drop me a line.

The point about selling software is one I feel very strongly about,but I have had my say.I would be happy to print other peoples views on the subject...particularly the German members of BROS !(now POISON !!).

SCG was mentioned quite a number of times in your letter but do you really think they are doing ANYTHING of late ?? I would say that at present,SCG,if not dead,certainly seem to be mortally wounded.

Finally,you only have to look at the European circuit to see groups that are producing quite a lot of cracks....STRIKE FORCE were.....DOMINATORS are,so are....BROS.XADES SOCIETY/BEYOND FORCE AND HOTLINE(occasionally).





'ICE COOL IQUANA'

GOSSIP COLUMN



" HEY, DID YOU KNOW....."

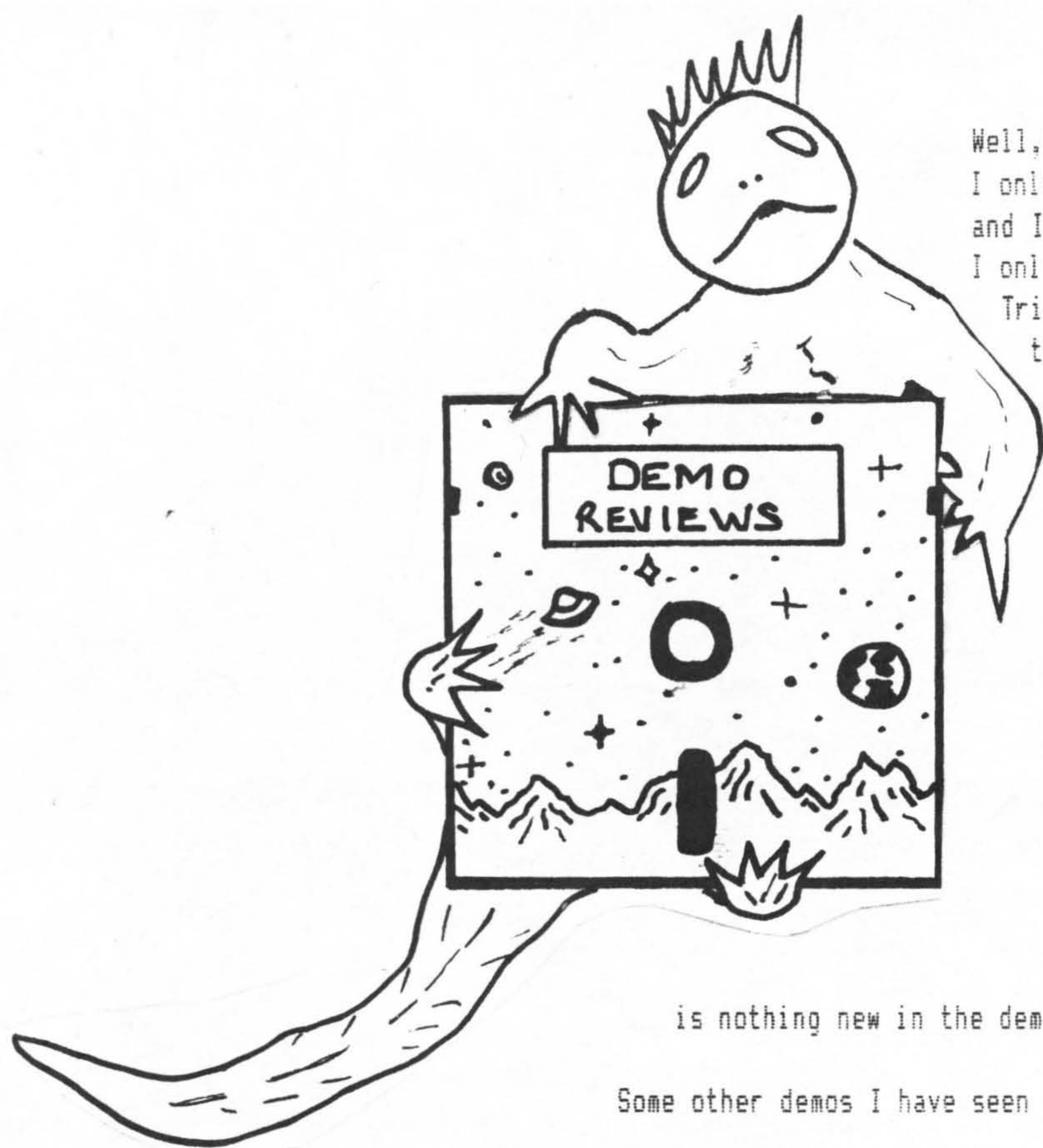
"NO !.GETAWAY."

21/12/88....Well what's been happening so far this month ????.CONAN,One of the best members of STRIKE FORCE was paid a visit by the Police in Germany and the result was the loss of his computer and disk drive,but so foolish these police coz they left his modem !!....It doesn't seem to have affected the group much who are still importing and cracking games.... BROS(Germany) may well have lost their original supplier,seems he has decided to supply another group instead,rumour is that the German BROS members were selling their cracks and this didn't go down too well with the supplier....lots of rumours spreading about the future of PHEONIX,is Mark Le May really working on his last crack (the one with 40 blocks of text which is gonna mention everyone he ever knew,but not necessarily in a favourable way)....on the subject of PHEONIX,last month I printed a bit in this column about the R-TYPE crack that they put out stating they had put out an incomplete version,well I now know that what they put out was the version that had been scrapped by ACTIVISION,so in a sense their version was indeed the 100% version of that particular game,never let it be said that Nosah doesn't apologise !!....Venlo came and went again,not without a bit of action, the venue was almost cancelled the day before it was due to take place,this was because of the last meeting where people got pissed,and also some damage to furniture was caused.However it did go ahead and from UK two groups managed to turn up,namely DCS and IKARI.More info on the meeting elsewhere in this mag....The continuing saga of SC6,just what is happening ??..well it seems the revival never really took off and it looks bad for that legendary group now (at least on the 64)....it would seem that UK group RTI are having a bit of a revival,putting out quite a few cracks in the last couple of weeks....28/12/88 Well,I heard that Mark Le May finally made his court appearance and word has it that he got a fine (don't know how much) and he also has to do 100 hours community service (now that should be fun Mark!!)....The German BROS members have left and may well be forming a new group called POISON....SC6 again,Jeff Smart,the editor of ILLEGAL,and also T'KAY the programmer have both left SC6 and this is indeed a sad day,I wonder what JEFF and T'KAYs plans are now,if I know Jeff,he will have plans !!....Shit,more bad news here,no less than three German groups have folded,STRIKE FORCE/MOVERS, RWE and TW6,a sad day indeed for the cracking scene....Hendy,that cool cracker (ex ZENITH,now DCS) has bounced back with a vengeance,producing a superb version of Superman,level packed and with no less than 15+ on it,he is currently working with MR.SULU on a mega version of Purple Hearts,so watch out for both games....29/12/88 so what have AGILE been up to ??,well they must have pissed someone off coz there is now a Federation Against Agile demo doing the circuit....Hey XADES SOCIETY have been busy (Hi SPITFIRE & MACRYF),It would seem they have combined forces with BEYOND FORCE,although I also saw a crack this month which was done by XADES/DRIVE (Starballs),so who knows what is happening ???....There are now strong rumours coming from across the water that a new mega group has been formed in Germany so watch this space..04/01/88 (Happy new year) ZENITH continue to plummet,both Moley and Otiss have now thrown in the towel on the group,stating that they just don't get on with Steve....Dutch demo group SHAMROCK have folded,TFB and Dave from the group have gone to join the Legend SCOOP,and another member of the group went to PLASMA...watch out for the new DCS intros....CRIME/DCS almost did something in his undies when he opened his last phone bill,a mere £700+,rumour has it that his phone is now buried somewhere in his back garden... ..and that finishes the gossip for this month.....ENDEX !!



A DANGEROUS COUNTRY ???.

It would seem that at the moment Germany is a very dangerous place to live in if you are a cracker,coz the police seem to be having a field day busting all those individuals,in the past couple of months the following people have been paid a visit: SPITFIRE/XADES SOCIETY,CONAN & DRAGO/STRIKE FORCE,PERSHY & CREATOR/ACROSS,MOC/DRIVE,MR.ZEROPAGE/RED SECTOR INC.,ROMRUNNER /SNINING 8...and there are probably more !!!..I mean shit,this is serious,when the German police get you,they really GET you, normally confiscating everything in sight,computer,disk drive,disks etc,and it's difficult to get em back.But the question is why ?,why are the police so successful and so keen?.Well I have heard quite a few stories now about people on the German network who are selling their cracks,and not just a few copies,but on a substantial basis.Could it not just be that it is this very thing that is making life so hard for the German crackers ?.I believe it is and that the German scene now has a big problem on its hands....where is it all gonna end ?.



Well, Christmas time is gonna bring christmas demos right ??Wrong !!, I only saw two of what I could classify as Xmas demos. I expected more and I am sure there were quite a few groups out there that did em but I only actually saw 2 !!. Maybe everyone was busy doing stuff for the Triangle demo competition...wrong again !!. I spoke to Triangle and the response to the competition was "just ok !!", they got about 20 entries. (but thats 20 more than PULSAR got when they did a demo competition...remember that anyone ??). So anyway, the two I would classify as Xmas demos were....

1. XMAS DEMO by IKARI..coded by EXCELL. He is good. But all the demo consisted of really was a logo (no, NOT IKARI, it was MERRY XMAS actually), a starfield and a scroller. It has to be said though that it did the job, which was to wish all his contacts a merry crimble !!
2. MERRY XMAS by S451..coded by that very talented man SPIRIT. There is no doubt that this guy makes truly exceptional logos, the one on the last screen is one of the best I have ever seen. It must have taken the guy hours to do. Also in the demo are some very well done character sets. But there is nothing new in the demo really. Nice scrollers, nice music, nice logos.....!!

Some other demos I have seen this month....

BEATABLE by HORIZON....this is an entry for the triangle demo comp. Whilst they are probably correct in saying it is beatable, it is still a very good demo. Nice title screen which is coded by Bagder with a very clever Logo. Hit the space and you are now into the demo true. This is coded by Kjer & Mastermind. The screen starts with 2/3rds covered in colour bars and in the top third is a very novel scroller, which continuously rotates. The colour bars split and you then have 5 differant movement routines within the colour bars. Wait a while and the colour bars will disappear, followed by the scroller. You then get a nice logo come on from right and then goes to top of screen. After this, in pops the next scroller. This quickly disappears only to be met by another scroller with a very varied character set.!! Wait just a short while more and you will see the "magic wand" routine where the wand moves around screen leaving a "tail" behind it. Its good and you don't have to press a key once !!

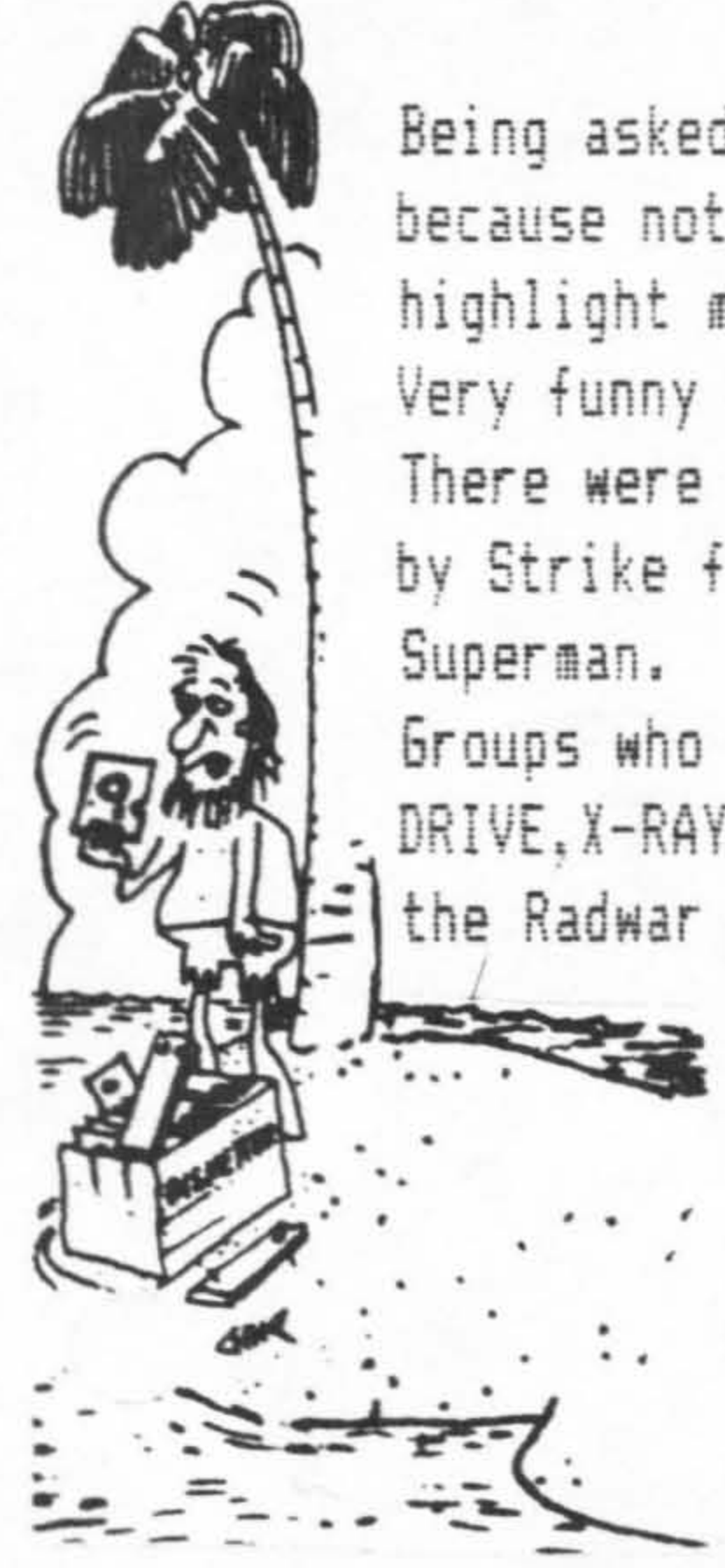
REVOLUTION by FUTURE....claimed to be revolutionary by the Future team, well, it isn't, but it is very good (and very big. 562 blocks). Its not really one demo, rather 15 small ones which are loaded in as the previous one is viewed. All of the small demos are of good quality, although some owe a lot to various utilities like ESCOS etc. But there are some novel ideas in there which are worth checking, but I believe that all people will do with this demo is keep the parts which they like and scratch the rest.

OTHERS TO CHECK OUT....sorry about this but I am pushed for time and so will just mention some demos which are worthy of a glance or two....SEEKER 7/Abnormal...BABYLON 5 (welcome back MR CURSOR)...THE END/Strike Force (have some tissues, it will bring a tear to your eyes)...CIRCLETWIST/Bros (check the novel rankings)...SMOOTH CRIMINAL/Ash + Dave. It is hoped to have the results from Triangle demo competition in next months issue.

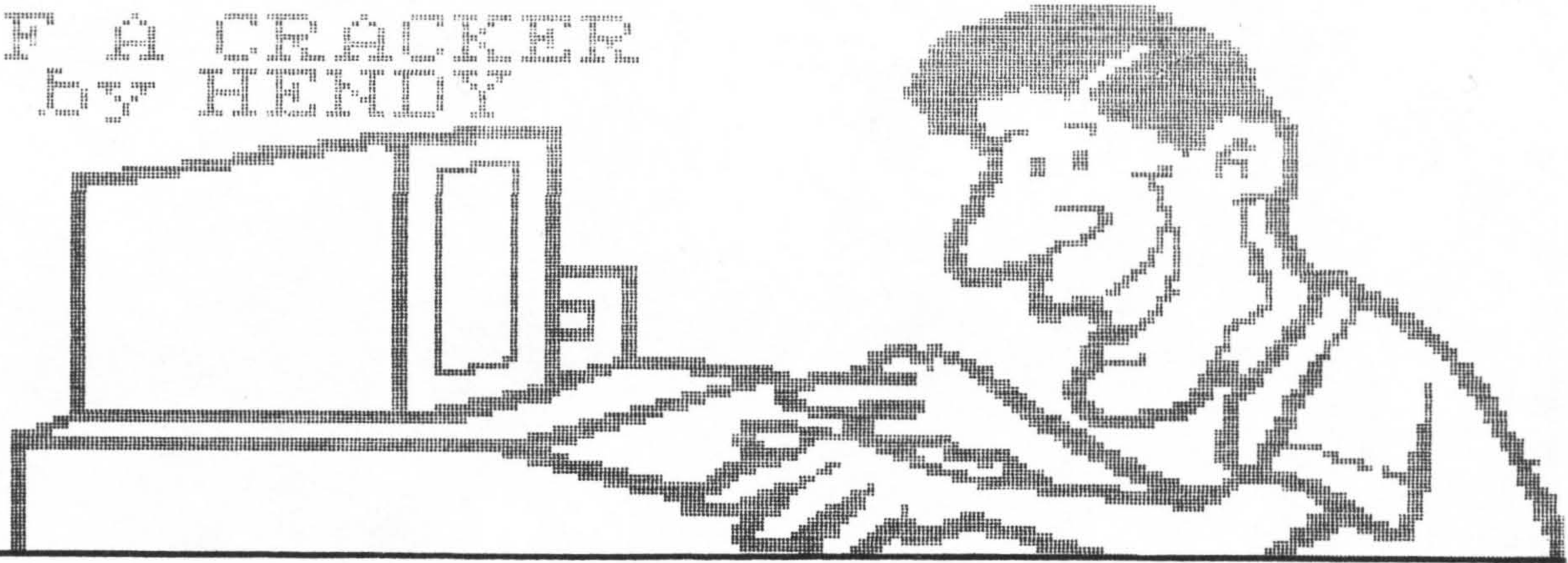
VENLO December 1988

Being asked to write a report on this was really hard because although I was there its hard to think of anything to say because not much happened, but well here goes. Firstly the trip over was great. I went with Just Ice and Tri-dos and the highlight must have been when me and Just Ice got Tri-dos pissed and persuaded him to strip then locked him out of the cabin. Very funny but you had to be there I guess. There were probably 300 people at the meeting, 50 64's and about 30 Amigas, all of em copying like crazy. Games released were by Strike force, then DCS and IKARI co-op of star-ray, maria w poker and axions. Then DCS released Jack nickalauses golf and Superman. Groups who were there included, DCS, IKARI, SF, BRDS, SC6 (well, Jeff. Where were you Lee and George), TWG, BWB (Mario/Hawkeye), HTL, DRIVE, X-RAY and loads of others who I cant quite remember. If I forgot you then I'm really sorry. Well the meeting was cool but the Radwar party and the tv show were much cooler...as you can read in Jeff's report.

MR SULU/DCS



DIARY OF A CRACKER
Written by HENDY
of DCS.



Superman by Hendy of DCS

Well here it is at last Diary of a Crack. Weetibix of SC6 could not write this article as planned due to his workload at college, and so I feel very honoured to be asked by Nosah to write it. It couldn't come at a better time as well, as it would be my first crack for DCS since joining. It's also my first crack in three months since I've been away from home at Polytechnic in Wales. So it appears that I have to show people that I am still capable of churning the games out.

The game in question is a three sided game that is split into six sub games. I was handed the game cracked on disc by Mr.Sulu, before he went on his voyages to Holland and Germany, spreading the name of DCS to all.

Well after speaking to Mr.Sulu on Friday evening he said that the game would be posted to me straight away. Living quite close to him, I should receive it the following morning. So on Saturday morning I rushed downstairs to get the post. But no discs from Mr.Sulu, just one from Triad. So I would now have to wait until Monday morning before I can work on the game.

In Monday's post sure enough it arrived and so the real work begins. Looking at the game each of the six levels is split into two files. One is a comic book program telling Superman what to do. The second file is the actual program. Having the file as an actual program that loads in poses the problem 'How to train it?'. Should I do in-game trainers, have a massive trainer screen at the start or six separate trainer screens that load in with the levels?

In game trainers are a bit messy as you need to show if they are operating or not. Which usually involves altering the screen display. So these are not to be used, although it would be the easiest method.

Separate trainer screens would be good as it would be easy to code and they look good. Although it would detract from the game if one popped up before every level.

The method which I most favour is having a massive trainer screen at the start of the game. This would involve a lot more coding but the overall effect is impressive. So having decided to train in this way I can get the level packing out of the way first. So up pops the SC6 level packer and away it goes, running at 2 Mega Hertz. Well fast, although packing three sides does involve a hell of a lot of waiting.

Many hours later the game is fully packed. Each of the files has been packed in half, and so the finished game will occupy about one and a half sides.

Next the pointers that determine which file is on which disk have to be reset. This will be used in the game to inform the user which side to insert. The disk side is also verified by loading up a one byte program called, funny enough 'side'. Once this has been achieved, the depack routine is inserted into a page of free memory. Now the game has been level packed and works. Next stop, the trainers.

Well not wanting to bore you into the way I went about training the game, and also not giving any of my secrets away, I will just say that fifteen trainers were found for all of the six levels. I think we can comfortably say that it is indeed a mega trained game. After all I get tired of crackers who have the cheek to call games with two or three pluses, mega-trained. They may have been mega if trained a year ago, but today everyone trains their cracks, so the value of a mega trainer should also go up.

Next come the job of actually inserting the trainer code into the game. The idea is that once a level is loaded, it is first unpacked and then my little piece of code takes over. This will determine the level you are on, and using the level number as an index, will put the low and high bytes of a subroutine into an indirect jump location. This location is then jumped to, once finished the game will continue.

Each subroutine is a series of pokes that will install the trainers into the game. If a trainer is not to be used then that certain poke in the subroutine is changed so that when processed nothing will happen.

The pokes are changed to on or off when on the trainer screen before the game starts. When selected they will be present in the game until the very end, accessed every time a new level is loaded.

All that's left to do now is write my trainer menu, and then write the intro. Once done the crack is finished although the job is not.

Next comes the most important and most rewarding part, spreading it. Well first the game goes to the groups main spreaders and then to my own contacts. All in all the game will reach at least a hundred people, at the most who knows? It's hard to estimate how far it will be spread. Once it's been posted comes the best part, waiting for your contacts to reply and what they have to say about the game. Well for once I'll be up at nine o'clock every morning waiting for the postman.

Hendy/Doughnut Cracking Service.



GAMES REVIEWS

This month, ACIDYX of DCS is trying his hand on the reviews page. He is looking at a game that was initially shelved, and then somebody thought better and released it onto the unsuspecting public, the game is EXPLODING FIST+, read on.....

I had this really stange feeling of 'DEJA VU' when I began playing this game.... I'd played almost the exact same game, bar the nice colourful backdrops and all the nice little effects that formed to make International Karate + 'THE' karate game to beat all karate games!!!, so it left me in a strange state of confusion as to why did they bother to release this game so many months after the already perfect one???? No doubt you'll all disagree and really enjoy playing Exploding Fist + , as I did to begin with!! But I soon realised that the reason I enjoyed it was because I hadn't played IK+ for so long!!

The game, as with all these types, had no real menu as such except the obvious 1/2 Player options & Music On/Off!! OFF being the most preferable!!! After pressing fire you see, amongst the blocky and glitchy backdrops (see later!) what looks to be a blue, white and pink blob of graphics which resembles a busty tart waiting to hit somebody over the head with a white board!!! This is the floozy that comes in between bouts!!!

THE BACKDROPS.... as mentioned before, this is a blocky overcrowded jumble of graphics advertising COKE and CINEMA showings!! With graphics looking so cheap this does nothing to enhance the game!! There is meant to be a feeling of 3D as you look up the Chinese style side streets, but again the graphics just don't allow that feeling!!! After completing the first couple of rounds I watched for a change of backdrop!! And watched!! And watched!! maybe it's just me?? I've been 6 or 7 rounds and still no change?! Let me know if anyone else finds any?!

THE GAMEPLAY.... Wow! Nice speedy action and nearly all the moves of the original Ex.Fist, and more!! A quick jumbled cartwheel easily escapes danger but more often than not you end up facing in the wrong direction!! Also, when two or even three of the martial art experts are caught up close action, a sly dig to the ribs downs him for a couple of seconds at least!! One thing, (another thing!), that pisses me off about this game is the scoring method! Remember the original idea of scoring in the first of the Fists?, well, instead of using it again, they go and copy IK+ scoring method with an almost exact copy of the layout too!

BONUS ROUND... Well all I can say is that it's original!. The idea is to flick throwing stars at Deadly (?) Ninja's who are springing and diving over a wall, down the steps and landing directly in front of you!!! You get three chances!!

1. Ninja mounts the wall... You aim with the hand as cursor at the Ninja Kangaroos!! (Well... We've had all other Ninjas'!!)
2. Ninja springs off the wall onto the ground.... If ya ain't got him now you can forget it!
3. Ninja pounces forwards!!..Your out of it now!!!

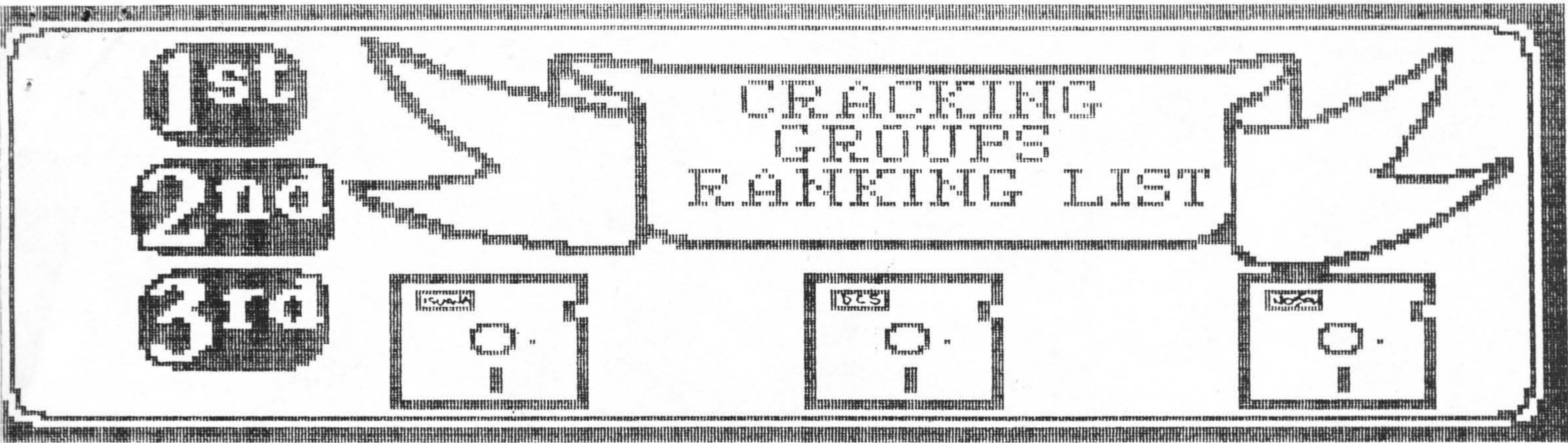
The most difficult trick here is to keep the stars throwing on target coz if you miss once it's a fuckin hard job to keep hitting the Ninjas, who usually attack in ones and twos to begin with and then threes and fours as you progress!. The best I've done is 14. Then I had trouble playing the game coz I kept getting this image of little springing ninjas all over the screen!

THE SOUND... In a word is SHIT!. A grating tune that repeats itself after about 30 secs and Naffy sampled effects which give the impression of someone straining for a shit!!!

OVERALL... Why bother playing a game you have a Mk II version of already??

Until next month!!! ACIDYX/DCS '89!!!





Welcome once again to the charts. The voting started off really slow this month and I thought it was gonna be a really lame rankings, but then, in the last 3 days I have loads of votes and the charts look really good. However, next month is gonna see some major changes to this page. Somewhere in the mag you will find a loose sheet of paper which you should use to vote for next months charts. You will see that there will be two charts, one for crackers and one for demo groups, there is also the opportunity for you to nominate the best demo you have seen in the last 4 WEEKS ONLY. That is an important statement, ONLY VOTE ON WHAT YOU HAVE SEEN IN THE LAST 4 WEEKS (that is for crackers, demo makers and best demo). Any votes recieved for old demos will be ignored, as will demo groups appearing in the crackers charts. But enough of this, lets see which groups have been giving the software houses a headache this month.....

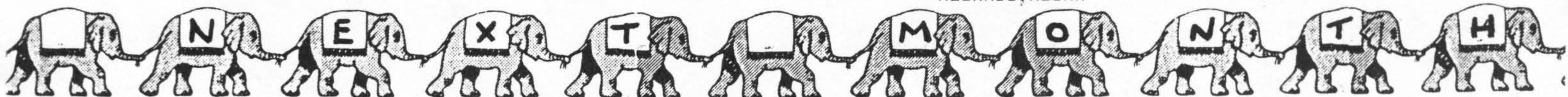
POS.	GROUP	VOTES	POS.	GROUP	VOTES
1.	(2) DCS	235	19.	(17) SPHINX	15
2.	(1) IKARI	208	20.	(23) ABNORMAL	13
3.	(4) BROS	133	21.	(20) AGILE	11
4.	(11) PHEONIX	103	22.	(15) NO FRILLS INT.	10
5.	(10) SHINING 8	99	23=	(17) PYROTECH	09
6.	(3) SCG	92	23=	(32) 711	09
7.	(-) ELITE	86	23=	(38) ZARGON	09
8.	(16) ZENITH	83	23=	(-) HARDCORPS	09
9.	(12) DOMINATORS	79	23=	(-) DRIVE	09
10.	(5) FAIRLIGHT	66	28=	(-) FE	08
11.	(6) A TOUCH OF CLASS	60	28=	(-) TRIAD (NEW)	08
12.	(13) EAGLESOFT INC.	51	30=	(26) MCG	06
13.	(23) XADES SOCIETY	43	30=	(-) ERRORS	06
14.	(7) HOTLINE	36	32=	(-) MANIACS	05
15.	(9) BEASTIE BOYS	25	32=	(-) MECHANIX	05
16.	(26) ROUGH TRADE INC.	19	34.	(36) COSMOS	04
17=	(-) PULSAR	16	35=	(-) FOXES	03
17=	(17) SCIENCE 451	16	35=	(-) XALL (OR XAKK ??)	03

*** FIGURES IN () ARE LAST MONTHS POSITION ***

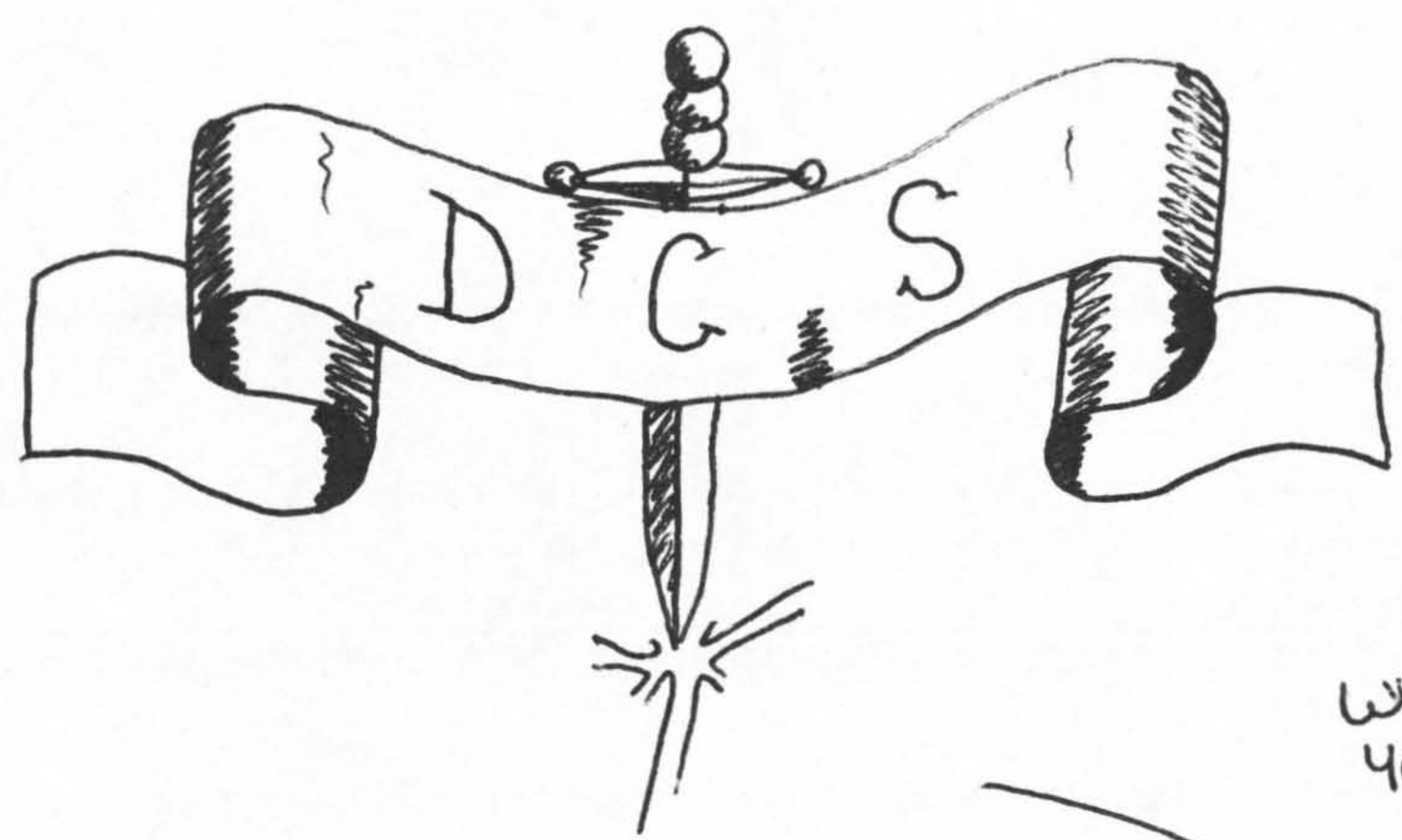
A real shock for IKARI this month because DCS have pushed them off top position. Now this is obviously gonna draw cries of "fix" from some of you guys out there, but it isn't, I keep the voting strictly fair and DO NOT doctor any of the points. It's what people have voted!!.

Good showing by Pheonix this month, they must be doing something right, strange though, I have NEVER seen a Pheonix crack. The group SHINING 8 did well to get 5th position but this may be their last showing ever coz rumour is that they have stopped cracking. SCG drop to 6, but thats nothing, I predict that next month they won't even be in the top 25. New group ELITE shot straight in at 7 and they are obviously gonna be dangerous. XADES SOCIETY deservedly moved up the charts, I think they were one of the few groups who were really active over Xmas, and they Purple Hearts and Starballs pretty damned fast !!. Another group who did Purple Hearts (+) were Abnormal who managed to climb into the top 20. TRIAD are back in business with a new line up but they have one hell of a reputation to follow (will they manage it ??). Some of the main groups dropping slightly..HOTLINE, BEASTIE BOYS, FAIRLIGHT and ATC all suffered a downward slide in the charts. More next month.

REGARDS, NOSAH



Next months IGUANA will be available from 6th Feb. All articles/letters/art work and top ten votes must reach me (and ONLY me) by Wednesday 1st Feb. Telephone votes will be taken up to evening of 2nd Feb. Any articles which arrive too late for issue 6 may be used in edition 7 if they are suitable.



IGUANA!

MAC