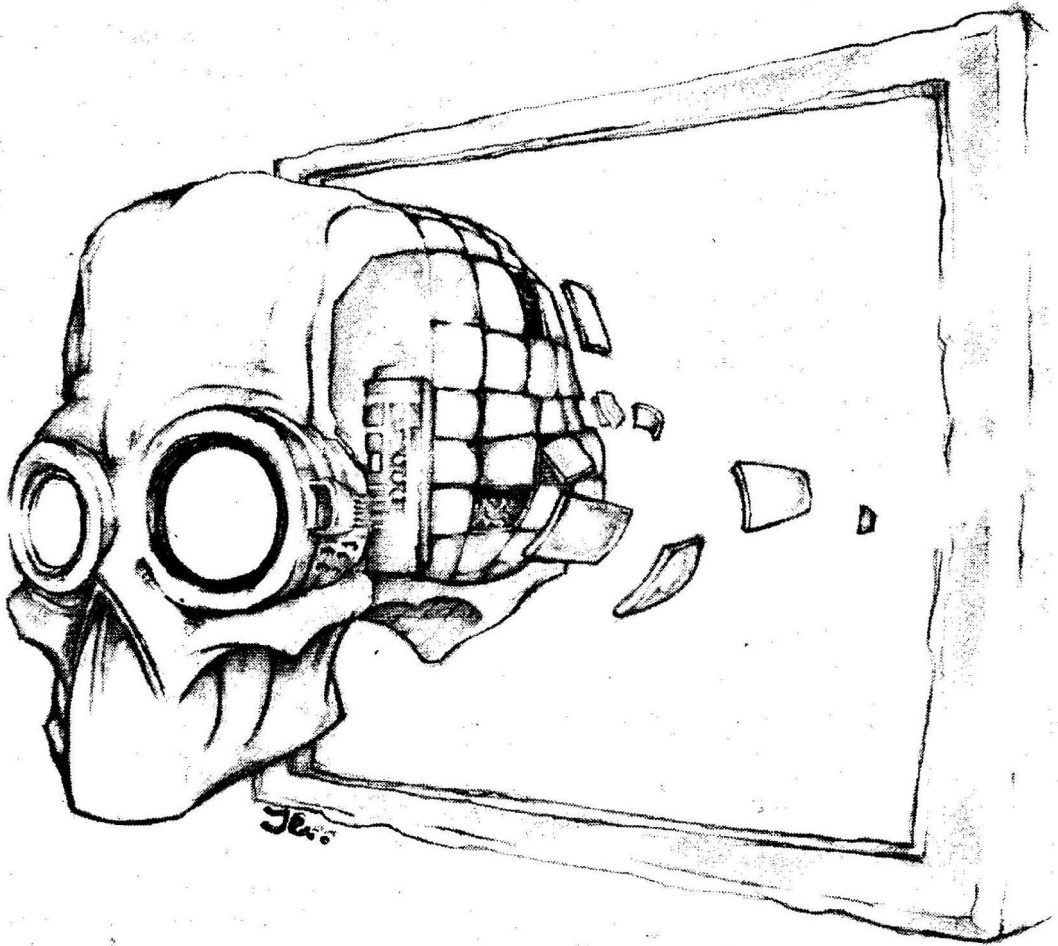


# HOPE #1



Keen Like Frogs

# Editorial

Heyho... finally it is done. You are holding the first issue of the Keen Like Frogs papermagazine 'HOPE' in your hands. People who know me for a few years now should know that I wanted to start a project like this one a long time ago and also know that nothing was done. Really a shame as many people wanted to help and quite a lot did. BUT the guys who wanted to do the really important jobs like helping me layouting the mag and making copies for free (!!!) didn't do anything. And even worse: pictures which were sent in were lost by a certain guy. Sorry to those who wanted to help me but were dissappointed. Btw. all graphics you see in this mag were drawn especially for it! MEGATHANKS must go to Jens Ewald (Cover), Gladstone (The bishop and Peebee) and to a Finnish guy with the initials TV who made all other pictures. MEGATHANKS also to Sagan/Thunderbolts who scanned all pictures within 24 hours (!!!) which others weren't able to do at all.

I had to kick some articles which were even more stupid than the included ones. Ofcourse I know that there are still many spaelling-misctaces but to be honst, I don't care! Before I forget. This mag (or at least this issue) is NOT for free! It's just covering the expenses but if there's somebody out there who can copy it for free, then it will be for free next time.

Send your articles, grafiks ... to:

Medicus / Keen Like Frogs

P.O.Box 210 151

55060 Mainz

Germany

i068@informatik.fh-wiesbaden.de

(there's no O in my email-addy!!!)



## Assembly 96 - Report

Although the Assembly hadn't been announced as much as the years before I heard of quite a lot of guys who wanted to go there. And as (computer)-parties in Summer are a lot more fun than in Winter I decided to go there somehow ;). And still... a few weeks before the Assembly I didn't have the slightest idea how I would be able to afford the plane-trip and the other highly priced extras (eg. 54 US\$ entrance-fee...). I don't know how I managed it but I found a well-paid summerjob and within two weeks I had earned enough to pay all the expenses. But still I hadn't planned anything like looking out for some cheap plane-tickets and other misc stuff. I contacted Alpha who also wanted to go there and he said he would be able to arrange a flight for 700 DM with a discount of up to 30% which wasn't too sure yet (the height of that discount). He also looked up some other offers but in the end we all chose a flight by Finnair which was priced 499 DM + 27 DM tax which was a really reasonable price for that trip (about 350 us\$).

So we (Climax / Amable, Raytrayza / Funk, Alpha / KLF and Medicus / KLF) met at 8 am on Friday at the FFM-Airport. Usually it would have been far too early as the flight went at 9.40 but as I had forgotten my passport it was just right (well, there still was some time to wait). Quite a tricky coincidence that I had my immatriculation just a few days before and therefore needed my passport and forgot to put it back to my pile of papers. Nevermind, it worked all out fine and after paying 20 DM (ripoff;) for a 'for the time being'-passport Alpha and I went to the Check-In.





We waited for nearly an hour and neither Climax nor Raytrayza were in sight. Well, they had been waiting outside and somehow didn't see us entering the departure waiting-zone. The flight was really a lot of fun and the meal they served was great (although it wasn't too much). I really enjoyed the Lapin Kulta they gave away when you asked for one (or two;). After arriving at Helsinki Airport we waited for our luggage and Climax and I started to make some jokes (some could also say compliments) about a girl which had been on the same flight together with her parents. We didn't care to lower our voices cause "Those Finns don't understand us anyway". Well, later we noticed that it was a German family doing their holiday in Helsinki. Quite embarrassing but aren't we just some stupid antisocials from Germany? Guess so! At Helsinki-Airport we met Digisnab/Funk and some other freaks from Berlin and together we ordered 2 taxis which took us to the fair-centre. My first impression of the fair-centre was 'Woow'. But when I looked in the main-hall (actually there was only one) I thought something like 'That just can't be all'. The facilities at the party-place were really great. You could either buy some stuff from a kind of McDonalds, or some highly overpriced pizza-pieces from Pizza Hut or some kaki pussies (certain guys should know;). The centre itself was quite modern and I liked the internal rules that smoking is only allowed in small cabins. Guess you should know that I'm a non-smoker!?. During the next few hours nothing dramatically happened and so I handed in the video 'Radio Silent' for the wild competition (which was ranked 2nd in the end). The first real event which was a smasher (in my opinion) was the c64 demo-competition. Ok, the music- and gfx-compos for the c64 weren't bad at all (some great grafiks and musics indeed) but the demo-compo showed what is possible (or impossible). I won't give you any explanations about the demos itself although I wrote a kind of online demo-report but you just have to watch those demos yourself. The demo by Byterapers was the best, no doubt. They showed 5 demos and all were really good (no fun-demos like last year were released). Quite dissappointing that the German group Reflex which won TP4/TP5 democompo was placed 5th... but



the results were fair. That was all official party-stuff for the first day. The next day Climax and I went to a local supermarket to buy some food and coke. There we met Mainframe/Mindprobe who said that they would create an Assembly96 report. I'm quite curious to see it (perhaps you'll find our faces inside;).



Back at the party-place: a few hours had passed, so we decided to find a place where we could get some kind of junkfood to eat. The McDonalds-klone at the party-place was by far too expensive for our limited budget and so was the Pizza-Hut. We decided to find some kind of pizzeria outside. For some unknown reasons we weren't able to find that nearby situated pizzeria although it should have been easy to find. We asked some locals if they could tell us where the place was but it

seemed that they didn't know (or didn't want to tell us;). After wondering around a while we found it... at last. So Climax and I walked inside with a bottle of beer in our hands and looked at the menu-card. The guy who served us was very helpful and friendly and the price for the pizza itself were quite reasonable. You could also get some free salad, so he named it but it was just some screwed up stuff (which tasted quite ok, though). Back at the party-place we waited for the compos to start. You could have a great view when you went upstairs to the gallery and so we went there to watch the intro-compos (4k, 64k, amiga, pc) and the next day the demo-compo for pc. However, that evening the wild-compo should take place and I was quite curious to see what kind of contributions would be shown. The wild-compos at the Party 4 and 5 had been really great with many cool



animation-videos, vc20s and super nintendos displaying some demos and some other heavy equipment showing their stuff to the audience... but this wild-compo was pure shit (actually the worst I have seen till today). There were quite a few contributions and all except for one (now guess, I told you before!;) were just some lousy homemade videos. Nice to show at a local video-film festival or stuff like that but not at a computer-party like Assembly. In the end the only animation (and a quite cool one too!) won the 2nd place while a joke-video (which was quite funny/crazy, indeed) was first. After the wildcompo, it was Saturday evening we decided to go downtown with some Finnish guys to drink some beers and have some fun. So we (Raytrayza, Digisnab, Climax and Medicus) went together with some guys from several Finnish groups to a nearby situated pub and drank some beers. It was dull and boring there so we decided to go to the center of Helsinki (was it the center?) and so we did. Not all ofcourse, I don't know where the other guys went but Climax, Excrement/Interamnia, Jap/Jamm (I am sure his handle is wrong) and I went to a really cool disco and drank some beers. Guess we were quite happy that nobody was able to understand what we where yelling all the time or we would have been in quite some trouble (or would have spent an enourmous night, one never knows;). Very very low standard but nevertheless... it was fun. Btw. did I tell you that Excrement paid for the taxi-fair? Thanks a lot dude, we owe you something! We also taught Jap some German (only the important words ofcourse) and when we were going down the escalator he shouted the f-word (in German ofcourse) at least 20 times and we are quite shure 2 girls understood what he said cause they turned around and looked in a quite disgusted way ;). Excrement had drunken quite a lot (guess that's the reason why he paid for the taxi;) and therefore wasn't allowed to enter the party-place. He should wait for at least 30 minutes.

Somehow Assembly ended some days (or hours, dunno) later and we (Alpha, Climax, Digisnab, Raytrayza and I (Medicus, that is;)) went to the nearest busstop in order to drive to center of Helsinki to find a youth hostel where we could spend the night.



But before we could enter the bus Digisnab noticed that he missed some things (well, he was reminded by some guys from Cubic Team). So he went back to the party-place and brought back some things (including a bag of bananas;). Then he noticed that his jacket was missing and although he had seen exactly the same at the party-place he didn't bring it along with him. Well, to make it short... when he ran there the 2nd time the doors were locked. Better luck next year;). Hope you don't miss anything else. Now we were ready to go. And so we did... after carrying our luggage for quite some time (time seems to pass slower when you do uncomfortable things;) we found, or better said were lead to, a youth hostel quite near to the center. After inspecting the rooms and noticing that youth hostels are cheaper in Germany (grin) I tested the toilet by getting rid of a 35 FIM Spaghetti Bolognese the same way I had consumed it just a few hours before. Later that evening we met some American scene-dudes and some organizers (or something like that) at a pub in Helsinki. I didn't really enjoy it as I felt quite miserable but going to sleep was out of the way;). We didn't stay too long and went to bed quite punctually... BUT not punctually enough to get up in time for breakfast. It's quite amusing that Digisnab and Ray had breakfast. Who cares, real men don't need breakfast. So we had a real delicious and healthy meal at Mc Donalds. Luckily enough Digisnab had to catch a flight 2 hours before our flight and therefore we were very early at Helsinki-Airport. Why did I mention this? Well, as I said before I had a Spaghetti Bolognese the day before and my stomache was grumbling and besides feeling damned weak I had great pain. I guess this is the right point to thank the guys who comforted me and especially to Alpha who showed some really great organizing talents (you should have lead Legend Design, it would still be alive and kicking ;). Btw. I would like to do something which hasn't happened before (I think/hope), I dedicate this article to those guys: Alpha (+his handy;), Climax and Ray. Thanks a lot!!! All in all the trip to Helsinki was really worth it. The Assembly itself was quite boring and too small to be called the biggest scene-event in the world.

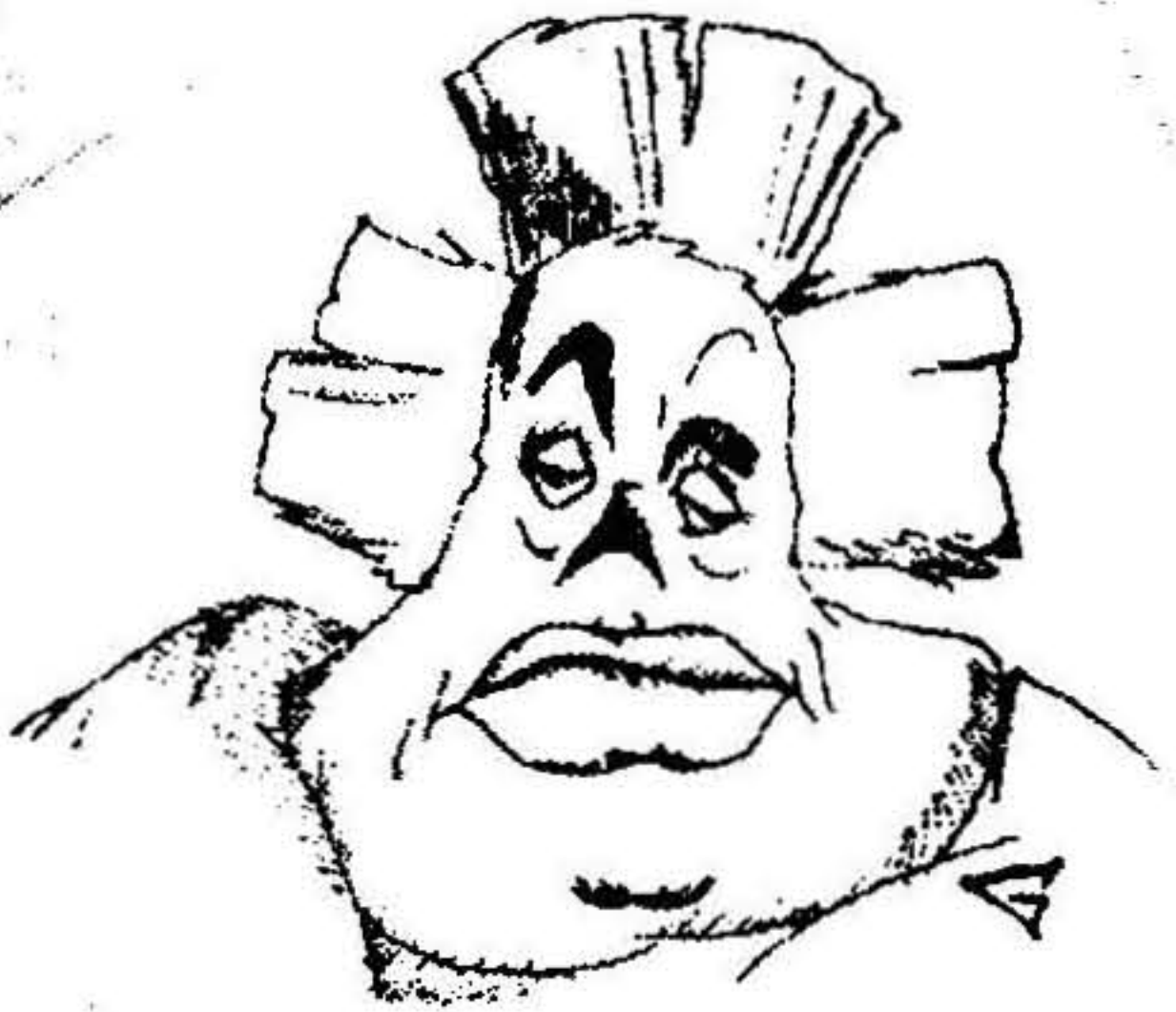


# Autodesk sues demogroups

I found this article in a local newspaper and because of its 'hot' contents I will just copy it as it is and won't add any remarks etc.

## **Autodesk takes first steps against pirates**

Houston, Texas. An American firm called Autodesk have reported that their product 'Autodesk 3d Studio' is being used by several so-called 'demo-freaks' to create objects which are used in their demonstration-programs. Paul Shriver, Vicepresident of Autodesk Co. assures these facts with his words "[...] and yes, we have noticed it ourselves but still we can't do anything against it as there is no proof that they are using illegal copies of our product. However, we are going to take steps against



dedicated  
2  
peetsee

programmers which used our copyrighted objects such as: mask, duck, dolphin and some others. The torus however, which seems to be used quite often is produced with a mathematical formular which makes it free to use by everyone". Asking Shriver which steps are going to be made against those thieves where stated with a smile

"First of all we are going to check out whether that program has been used in so-called competitions and if that product has won anything with our work. We are collecting many textfiles from several nets and within the next month many groups will receive a letter from us forcing them to stop the usage of our copyrighted objects". After asking the vicepresident whether it is really nessacary to take such steps towards (mostly even underaged) demonstration-programmers he answered "Surely not and they should not believe everything written in a diskmag;)"



# How to create your own CD-Rom...

It's always the same... just when you've collected a huge pile of great modules or grafiks your hd makes some funny noises and 90% of your collection goes down the drain (and the 10% you can restore is useless, crap,... but read my other article concerning this;). I've always wanted to create my own CD-Roms but it failed cause of... the price! Producing single CD-Roms can be quite cheap if you know someone who can write them but if you don't you must include a (still) damned expensive scsi-hd and the writer itself to your endless growing list. You can also try to produce one of those 'gimme your money' scene-cds but then you must find something useful to put on those cds as not everyone wants to buy your private x-rated collection. And now... everyone has been ragging on Assembly Organizing and Sound Solutions (RIP), what would we be without them? A bunch of happy freaks with a huge pile of disks? Guess so!



Back to the mainroute of this article. You've got many many modules you would like to have on cd? Or graphics? Just copy them on some disks and give them to the organizers at parties like 'Assembly' or 'The Party'. Ofcourse they will disqualify 'your' entries but nevertheless... they will be included on the next cd-rom. And besides your wanted files you've got all the other party-stuff which you can show to your friends. Please don't tell me that this isn't a really cool and damned cheap way to create own cds. It's easier than running around to find the right producers for your cd-print, inlay, stickers and other crap.



## Cheating the Charts

It's very easy... since voting can be quite expensive every voter is forced to cheat the charts from time to time. Ofcourse it's illegal and when a diskmag-editor catches you it can turn out to be quite expensive for you in the end. But don't think you'll get caught when you follow my advices. Never write your real name on the votesheet. Use a handle or an abreveation which everyone knows. Cheating is easy and you just need a small arsenal of tools to make cheating perfect. Getting started... first of all you should take an unused (very important) votesheet and smear some kind of glue onto the free fields. Let it dry and then send it to your contacts. Ask them to fill in the charts and send those sheets back to the spreader (in other words: back to you!). As soon as you've got those sheets back you can start cheating. Just rub away some of the filled in lines like 'Number 1 Intro' etc. Your imagination is the limit. Take a biro and fill in your name... be shure to be number 1 (or 2;) in the charts very very soon. And now consider the huge amount of money you save doing this. Start cheating now... Diskmag-editors don't deserve fair charts.

Somehow I've got the feeling I mixed 2 articles... Nevermind you read it anyway, didn't you ;)

## The High Voltage Sid Collection

- get it now!!!

If you are one of those guys who love c64 music and collect every single sid (psid) you can get then the 'High Voltage Sid Collection' is really a **MUST HAVE** for you. Some days ago when I was wondering around in the net I found a link to a really intersting c64 homepage which had the incredible amount of 9 disks (+ 1 update disk) packed with more than 4000 sid-tunes online. This was/is the so-called 'High Voltage Sid Collection'.



Being amazed of the huge amount (about 14 mb of packed tunes) I leeched all archives just to check them out. At home I looked through the directories and must say this collection is really huge and well sorted. They have even contacted famous musicians like Rob Hubbard, Martin Galway, Jeroen Tel, David Whittaker, Wally Beben and some other famous c64 musicians who validated the collection (by finding tunes which weren't made by them or which were sorted wrongly). You can also find some 'unreleased' tunes from musicians who sent in their whole collection. If you want to contribute some tunes or if you are an old c64 musician and want to support them by giving them all your composed tunes then you should contact 'The Shark of INC' or 'Rambones/TST'. Enough crap written for today. Leech that collection and check it out yourself.

Send your Sids to:

*The Shark of INC*  
<shark@dhp.com>,  
<inc@asu.edu>

*Rambones/TST*  
<nmioaon@vip.cybercity.dk>

Compiled by:

*The Shark of INC,*  
*Rambones/TST, Bod/Talent*  
<darren@talent.demon.co.uk>

Assisted by:

*Adam Lorentzon*  
<d93-alo@nada.kth.se>

*Michael Schwendt* <3schwend@informatik.uni-hamburg.de>

Get the High Voltage Sid Collection from:

The InSID Asylum -> <http://www.dhp.com/~shark/c64music/>  
And Sidplay from: <http://www.student.nada.kth.se/~d93-alo/c64/>





## Partyreport: Mekka 96

The trip started like always. I didn't know how to get there and on Friday, at 2 PM r0k called me and said 'If you want to come to Mekka than be here at 3 o'clock'. Great. I gathered a sleepingbag and some clothes to change and off I went. I didn't know what I should expect as the last 2 German parties I had visited had been an absolute disaster. When I arrived at r0k's place Smal, .Max, and Chicken/? were already there. After a while we started our journey to Hamburg. Chicken and .Max picked up Alpha (who was still in LD at that time) and the rest drove to Nordkaff to pick up Flite. Btw did I mention that the car we were driving with had a really great colour (green-yellowish). After about 6 hours we arrived at the party-place and the first impression was 'Nice'. The building was ok but the place itself was a bit small. Perhaps I had expected too much for a first party. However, after sitting around for a while r0k had the great idea to organize some beer from ST90 (thanks, guys!). While most KLF members where being creative others just hang around drinking beer and watching what others were doing. I won't mention the music-compos as they were...mmmhhh let's say ... quite unentertaining. And during the multichannel compo Vader and I went to the nearest filling-station to organize some food and beer. The graphic-compo took place and only 3 pictures were worth looking at. The ansi-compo was boring... although the quality was quite high... btw SMA1 received the 2nd place in the ansi-compo. First was Blacknight with a converted/scanned... ascii. I guess most guys don't know how to create '\$'-asciis. The introcompo was average and only one outstanding production was presented (Essence/Funk). Somehow that music really reminded me of some Orange-intros. Nevertheless... a deserved first place. The 2nd place was the intro from Resistance which wasn't too bad either but sucked during the presentation. I guess it was just another incompatibility between the projector-driver and the intro itself;). Btw, my contribution for the word of the year is 'incompatibility' (great word, eh?). I don't know who received the 3rd place but I



don't really care too much... read result-files or get a new Shock Resultpack or do whatever you want. The democompetition was better than the intro-compo but still it wasn't anything memorable. 3 productions worth being downloaded were released by Fatal Justice (1st), Strontium90 (2nd) and Hybrid (3rd). All in all quite neat productions but still... nothing special. The outstanding competition of that party is/was and will ever be... the 32k gamecompo. I'm not writing this because KLF won the 1st place. It's true. Most games were average/good and some of them were really great. I am really looking forward to the Wired gamecompo. My favourite games from the Mekka 32k-compo were K-Hype (1st) although it gets boring quite fast... quite unfinished but only 20 k large (including music), Boulderdash (great idea with that cracker-intro!) and that car-racing game (with a neat chiptune it should have been 1st but without any sound at all just a bit dull).



To sum it up... Mekka 96 was really worth the trip and be shure to meet me next year at Mekka 97. I really HOPE that the organizers of Symposium will find a solution together with the Mekka organizers and arrange a party together. The Mekka party-place wasn't bad at all but it was just too small and without any showers. And then the food/drink-supply was really low. You couldn't get

anything on Saturday afternoon and the only solution was a filling-station during the day. Mekka was great... be there next year!

*(Ed. Mekka and Symposium merged quite some time ago, which is a really good idea! BUT instead of chosing another name the PC-Guys call it "Mekka Symposium" and the Amiga-Guys call it "Symposium Mekka". Hope this will change soon!)*



# How to create your own Party

## - AT HOME!

Visiting parties is often very expensive and travelling to all big events isn't possible so why not create a neat computer-party at home then? First of all the location has to be 'fixed' and as computer-parties are always quite messy just tip up your rubbish-bin and screw up some disks, papers and everything you find. After this your room may look a bit messy but that's not enough... the tags, graffities and stickers (uhh) from several groups are missing. Get a spraying-can and some big pens and scribble all kind of mess on your walls. Next step is to leave the toilets in a really bad condition. Take some toilet-rolls and drown them in the toilet and flush a few times. Now you've got a wet floor and that's how it is on all parties. Don't forget to write some crap on the door of your bathroom. Now you've prepared the place and a certain party-feeling should come up now... just a little thing is missing... **BLASTING** music from all over. Pump up the volume of your stereo and get some additional radios + cd-players and make some real noise. Don't forget to play gabba/metal/techno/pop at the same time and let them randomly change the length of the music... or did you really want to listen to a song to the end? Nahh! Now emulate the arriving at the place. Pack you whole equipment into your car and when you arrive you either have to forget something very difficult to replace or a part of your equipment has to be out of order when you install it at the party-place (after carrying it 2.5 km wide through deep, ugly and wet snow). Now you can either start finishing your intro but then you shouldn't forget to lay the deadline exactly a few minutes before you would be able to finish it. You will have to run to the information-desk ever so often to ask for some additional time **BUT** if you want to have a real party-feeling then that certain information-desk has to be far away and the fellows at the information (ask your parents or sister/brother) shouldn't be able to understand you straight away or must be unfriendly, stupid idiots. What next? Well, ask you



local supermarket to raise all prices to 300% and let them have a minimum selection of drinks (no alcohol ofcourse) and food. Everything should be like the real party-restaurants! Other things you should keep in mind are to delay all compos and lower the price-money. And after 3 or 4 sleepless days/nights you can officially end your party. Have fun cleaning up the mess then ;). And if you've made everything 100% right then you should have a lot of money on your account after the party... (No, we do NOT earn anything... 50 US\$ entrance-fee are just about enough to cover our costs...)???

## Ordering from Pearl Agency

This article will most probably only interest people in Germany, Austria or Switzerland as Pearl Agency isn't known in other countries (I think, hope...;). I am quite shure that most computer-freaks from these countries know the Swiss firm called Pearl Agency which sells all kind of hardware and software. The original intension of that firm was to sell (or distribute which IS the same with a different name) PD-software and Shareware. Nowadays they produce all kind of crappy CD-Roms and have got an own magazine where they introduce all kind of shareware which you can find on their CD-Rom, too. I don't know how the situation in other countries is but here in Germany you can't buy GUS-Soundcards at every computer-store (unlike SB-Cards). Well, as Pearl Agency offered the Gravis Ultrasound Max for 288 DM which is the standard-price, I decided to order it. The order was sent out via fax and less than 3 days later I received a parcel. "Great!" I thought. BUT! Instead of sending a Gravis Ultrasound Max-Card they sent a clone which should be Ultrasound Compatible. The colour was the same ;) and the chips were from Gravis but I didn't pay for a clone... I wanted the original, EVEN if both were 100% the same (in quality). Just imagine if you order a Pentium at Compaq and receive a



Highscreen-Pentium with an explanation "They are both Pentiums, aren't they?". Usually the GUS-Package contains printed manuals, installation-disks/cds and other guides. This package from Pearl Agency included just a leaflet (badly copied!), a CD-Rom with a paper-wrapping around it and the card itself, ofcourse. Where was the manual? Where were all the extras? Missing? No! All the software was on that CD-Rom and they were even cheaky enough to write 'Manual on CD in directory \Handbook\Handbook.WRI'. Damned cool! I've learnt out of it... I will never order anything from Pearl Agency again. Ahhh, what I nearly forgot... they sent a printed bill where they wrote 'Gravis Ultrasound Max' in the description-line. You couldn't read Gravis anywhere on the package (I think it was named ViperMax or something like that). FUCK PEARL AGENCY!

## dA pIrAte-SzEne \$ux!?

The voices are getting louder and many of those guys who have been quiet for a long time say 'The demoscene isn't what it used to be'. No one can deny it, the demoscene changes from year to year or even from one month to another. A so-called elite group which climbs up in the charts can be forgotten in a short time. But that's not the point of this article... seems as if I'm drifting away a bit. It's true that the demoscene isn't what it used to be and one of the reasons might be that many new groups are formed which release 1 quality product and are gone for quite a long while after that. More and more groups are being formed and it's really hard to keep up to date on all the happenings. And why the f\*\*k did I write 'Pirate-scene sux!?' in the first line? Just have a look... if you think that the demo-scene isn't what it used to be (meant in a





negative way) then look at the pirate-scene. I haven't been active in the illegal scene and can only report from what I've seen as an outsider. Just recently I looked through some filelists of a friend and called another friend's BBS and after that I came to the conclusion... Most guys in the pirate-scene are totally nuts. Quake was released by 3 groups on the same day. Nothing bad about that, it shows that those guys can be fast (in contrary to many demo-sceners;) BUT just a day or two later a pack containing a few disks is released with the words 'All WAV files from Quake'. Really nuts! Everyone can start a ripper and those guys who haven't got ripper which is able to get some wav out of and unpacked data-file most probably haven't got any converter to convert those wavs. That was just one release... and now please explain to me what a 'Final Pre-Release' is? Is it a final version or a pre-release? And who needs a CD-Rom game with 50x1.5 MB disks? Who needs a VW-Polo (German car) information-package for Windows which is just 30 disks large? Another thing is all those fakes which are getting released by some guys who need credits to leech another 150 disks (3 games, that is;) or to be in the top-uploader charts which makes them a little more famous. I've come to the conclusion that the majority of pirates out there just want to release something fast and don't even mind releasing a scanned pictures of their grandma. It seems that there's just a small handfull of talented freaks out there which take it as a challenge and use softice + hiew more often than pkzip + edit. To sum it up... I'll rather stay with 'FT2'-nibbles which is, besides very addictive, a legal variant of computer-entertainment.

Btw. You can challenge me in FT2-Nibbles if you want... just look out for me at the next party you visit.



## Politics, BSE,... Scene !?

Crazy name for an article? Yes, for sure it is and the reason for writing my opinion about several more or less political things is because of the N-Factor diskmag 'Autark' which I received some days ago (well, it was an official preview but nevermind). This mag looks quite promising and which is different to other mags, they will also have a political corner where you can write everything what you think is good/bad in (inter)national politics and you can give your own opinion. Somehow a bit strange but their articles will be published in whatever language you want (nothing bad about that) but in the German introduction-text the author Leather Rebel wrote that everyone who doesn't send an article will have to eat at least 3 British steaks and spend his holiday in Mohoroa. Ofcourse this was meant as a joke but this shows again, that there are guys who are afraid of that illness called 'Mad Cows Disease' and don't eat any cattle-meat anymore. Shurely you have to be careful what you buy and what you consume but do you really think that this will prevent you from dying an evil rotten death? I've heard from the illness 'Mad Cows Disease' more that 6 years ago and at that time nobody spoke about it as it was impossible that humans could be infected... some were wondering about it, though. And even nearly 2 years ago when everyone said 'It IS possible that humans can be infected' everyone eat his steaks and sausages and made grill-parties and was happy like hell... it wasn't official at that time so who gives a fuck about BSE? Just a few months ago when the pressure from scientists and the public was just too high the English government HAD to say that the 'Mad Cows disease' CAN become a problem for humans. From that moment on everyone was going mad. Nobody bought any cattle-meat anymore and you could feel the fear. Every crappy newsmag was full with reports 'Ah fuck... we all are going to die' ... perhaps I'm a bit exagerating it but it really got onto my nerves. The incobation-time for 'Mad Cows Disease' is said to be more than 10 years (or even more) and if there are some cases of that illness already today... have fun in 10 years then ;). I really don't



see any need to get hysteric. Ofcourse that boycott of British meat was a good decision but don't be too shure that your local butcher hasn't got any British meat for sale. Farmers just have to export to countries next to Germany and then it isn't British meat anymore. It's a bit like the problem with the asyl-politic. When a foreigner isn't allowed to come to go to a European country and gets sent back to he can easily go to eg. France and buy a train-ticket to that country. Back to the Autark-text. He also wrote something about some guys who discussed the boycott of French productions on the DGI. I bet it was the idea of a German sysop who thinks he is doing a great favour to everyone. It's always the same. Germans think they have to be against everything and show sympathy by doing the wrong things. I bet Chirac would have stopped immediately when all Noon, Impact Studios and Pulse-demos (just to name a few) got deleted from some lame German BBS. Wooowww..

Note to Leather Rebel:

I won't spend my holiday in Mohoroa as I guess it will be quite expensive and not too good for my health. Nice idea creating a 'different' subject in Autark.

PS: Notice that BSE is the same as 'Mad Cows Disease' which is the official name for that illness. The 'same' illness was discovered in the 70s and at that time only sheep got it. Back then the name was 'scrapy'. Enough brabbling... Write your opinion... if you want.



## Releases nobody leeches ...

May sound a bit hard when you read it but don't you think it's true? There are many groups which release something just because of the sake of releasing something and what they release is mostly crap. I don't talk about those so-called 'demogroups' but all those new formed 'Ansi' and 'Music'-labels which mostly just release a single (mostly bad) song just to have a release. In Germany most BBS' are full of modules which nobody leeches and just a few guys upload them to get some extra-credits. Why can't they just gather a few modules together and find someone to code a small selector? Sources for players are available everywhere! And if that won't work they could use the FC-Player as a last solution instead of just Zipping another XM together with an Info-file and a File\_id which says things like 'Great... Leech this...' and things like that. I don't think that all those musicians are bad but they invest too less effort in their release. But what I think is worse are all those textfiles which are spread by different group with suicide-tips, fake phreaking tips and other crap like that. All this stuff is just traded because of the credits and only leeches because they can be uploaded somewhere else. Just recently I received a tape from one of my contacts and there I found some of those certain 'crap'-files. I'll give you an example... you won't believe it but texts like 'We are going to create a nuclear bomb' are really spread in Germany... Luckily enough those texts are written in German too so not too many foreigners understand them. It's always the same... sysops aren't SYStem OPeratorS anymore as they used to be. They are stuff-collectors and happy for every file they can get. The only thing I can tell producers of single music-files is 'It really is not worth it'. They should ask other people for help and try to create a kind of music-disk instead and invest some more time. The only modules I have ever leeches where those so-called 'Winner of XXX-Party' or 'Done by [name of wellknown composer]' - modules and I know quite a lot of guys who think the same.



# Shit happens ...

## **1. Computers:**

- You never make backups but when you just made one your HD crashes and you lose all data.
- You are happy to have a backup and then see that your tape is damaged.
- You manage to repair some errors and to get back some data.
- Ofcourse this data is totally unimportant and you are able to restore exactly the same data on your HD.

## **2. Private:**

- When you want to catch the last bus back home it's quite sure that you will miss it.
- If you don't miss it you'll notice after a while that you got on the wrong bus by mistake.
- And if you catch the right bus then it will be held up by something really unbelievable like wandering dolphins and you would have been faster walking.

## **3. School:**

- You learn for a test and think you know everything.
- You notice that you know everything but it's the wrong subject.
- And if you know everything of the right subject be sure that the teacher will lose your test and you will have to write that exam again.
- After writing the test you will notice that you made many stupid mistakes.
- But you will notice it when it's too late and you've already given the test to your teacher.

## **4. Video:**

- If you buy a video-recorder be sure that it will break exactly one day after the guarantee isn't valid anymore.
- If not then you won't find the bill and you aren't able to exchange it.
- And if everything goes alright then you will notice that the instructions-manual is printed in Japanese.



- Ofcourse there is no possibility to get an English copy of that manual.
- And if it's possible it will get lost in the post.
- And if not then it will be the manual for the former model which is totally different to yours.

### 5. Programming:

- When you think you've coded a new effect and are proud as hell you will find exactly the same effect in an old demo from 1992.
- And if that effect is really new and hasn't been used before and you decide to create a demo 'around' it then the demo which will be shown before yours at a party will have a much cooler version of that effect.
- And if even this doesn't happen then your harddisk will make some funny noises (go back to point 1).



 astone



# Invitation: Tea-Party 2004

Like all the years before we the organizers (Bill/Microsoft, Andy/Intel and various helpers from Novell, Borland and 3M) invite you to the scene-event of the year:

## **T E A - P A R T Y 2004**

As always this great event will take place in the largest conference-centre of Scandinavia. There's enough place for 50.000 people (+computers). The price-money will be highered this year so it's really worth to contribute at our great competitions.

**4k DLL - compo:** Here you have to create a dynamic link library for Windows 00, more effects and originality will increase your chance of winning. It has to be useable with our chosen programs.

**64k network-program:** It has to be able to be used by at least 10 freaks. We'll show a maximum of 10 users. Ofcourse we won't interrupt the transfer abruptly. We'll fade out at the 10th user. Remember, people may use it for more than 10 users in their own private network.

**640 MB Demo:** No pure code allowed, .AVI, and .FLI - files will be shown with Cubic-Player 9.2, so if you want to use another format bring your own player. Sound can be delivered on CD.

## Features:

### **Party-Shirts:**

Nostalgic black&white printed shirts just like those 'scene'-party from the last century.



### **Video-Room:**

Here we'll show you the newest videos from our buisness-meetings in the HQs of each firm. Jolly interesting, indeed!

### **Sleeping-Hotel:**

We've managed to arrange a great deal with several large hotels in the near area, so if you are tired you can just take a taxi to one of these and sleep for a few hours.

### **Party-Network:**

Ofcourse there'll be one and as every year we will feed this network with newest test-products from our firms. So be there and bring a few gigs of hd-space with you.

## Underground Conference 2 (Digital Woodstock)

It all started like it should (and always does;). I couldn't manage to get hold of Hotblack, who wanted to drive to the party and when I nearly wanted to contact another driver he called back and told me that we would pick up r0k first. So we went to Wiesbaden and fetched things like: a banner, a projector and a demogroup-organizer. Before getting to the party-place conversations like 'You can get there quicker' and an intense (more or less) search for that certain shortcut began. It ended in 'Ok, let's take the route-description...'. Nevermind... when we arrived at the party-place it was nearly dark and I was quite surprised that so many guys had brought there computer with them. Mmh I thought it was supposed to be a meeting of computer-nerds in a relaxed atmosphere. The projector was installed and we could all have a look at a brilliant display. The picture was unbelievably good, a shame that there wasn't any possibility to install a bigger screen. The PA-equipment wasn't



Back to the real report... after the bigscreen had been installed by the 'KLF organizing department' and 'KLF coding division', we noticed that not every computer is suitable as a compo-machine. (and those with 'Mr.Bios' inside definately NOT!)



Many crashes during the presentation of older demos and intros made the responsible to do the only right thing... to fetch another machine. The evening went on and after my 2nd or 3rd beer some other KLF-members such as The Baudbandit and

.max arrived together with Underexposure /MFT and Chicken/T4F arrived at the party-place. TBB the wellknown "offline"-Sysop had to do some duties like selling beer and letting people pay their entrance-fee... beer has been as cheap as never. After drinking some beer Underexposure and I had the great idea to arrange a compo... the 'cardboard-plate throwing'-compo. However... the results looks like this: 1. Medicus, 2. Underexposure. The price was a free beer sponsored by TBB;). Some time later most KLFers went and it was quite boring from that place on and after sitting and running around in a cold tent r0k, r0m and I decided to take the gas-heating to the kitchen which was in a building at the party-place. The hours went and the new day begun and at about 12 AM I could drive to the railway-station with the UC2E shuttle-bus. There I met Climax/Amable who had just arrived (ehh, or 2 hours earlier;) and after promissing that I would come that evening I went to my train and drove home. You should know that I wrote exams just 2 days later and hadn't learnt too much. Well, I arrived at home at about 2 PM on Friday and slept for quite some time. I woke up and felt quite bad so I didn't even try to call up



someone who could drive there. To sum it up... the party wasn't bad at all and if it would have been as hot as it was the last few days (June) then it would have been a really great party. I've read some textfiles from unknown guys who rag on the organizing and the party-place and tent and everything you can think of. I always thought that this party was meant as a 'different' demoparty without any strict rules and everything which isn't allowed at other parties is allowed there. For those who thought that UC2 was meant as a real demoparty... tough luck. It was a fun-party to meet and drink in a relaxed atmosphere. Really a shame that it was so damned fucking cold. Would have been really great otherwise.

## Bookreview: The Green Mile (by Stephen King)

"The Green Mile" was the first book from Stephen King I ever read. Just a few days ago when I looked around in the English book-shop here in Mainz I discovered a whole bunch of new books written by Stephen King. And so I decided to buy the first Episode (out of 6). In the introduction he wrote that he got the idea from Dickens who also used to publish his books in Episodes instead of one large novel. He gave different reasons for this like you couldn't read it in one go and had to wait till the other episodes where released and therefore had more fun enjoying his novel. Well, I guess it's just for the extra-bucks he makes this way (no bad idea, indeed;). Every Episode costs 5 German Marks or 2 English Pounds and is about 95 pages large. This amounts to 30 DM for a 570 pages large novel which is 'just' twice the price which other novels of that size cost. Now to the book(s) itself. I won't write anything concerning the story because if you want to read it would take a lot of entertainment.



I will just give you a rough description. The story is about an old man who writes his memoirs in an old-age pension. He was a former prison-officer in the 1930s. The part of the prison he worked was called the 'Green Mile' and this was the part where death-sentenced prisoners were kept. Enough... read it yourself if you want. King writes quite understandable and doesn't use too many complicated words but sometimes in the first 2 or 3 books he switches scenes too often and 'jumps' around in time. For instance a guy who was already sentenced to death in one episode is suddenly alive in another and he writes about his death. But this changes later, or did I just get used to it?;) This is the only weak point in his novel (episode-novel or how you want to call it). The book isn't too violent (except for a few scenes) although King is quite famous for his horror-shockers. All in all I must say that it really is a good book to read and has got the enormous advantage that you can take single episodes with you on the bus/train etc. but you also paid for this advantage.

Author: Stephen King  
Published by: Penguin



The Green Mile Part 1 - The Two Dead Girls, ISBN 0-14-025856-6

The Green Mile Part 2 - The Mouse on the Mile, ISBN 0-14-025857-4

The Green Mile Part 3 - Coffey's Hands, ISBN 0-14-025858-2

The Green Mile Part 4 - The Bad Death of Eduard Delacroix, ISBN 0-14-025859-0

The Green Mile Part 5 - Night Journey, ISBN 0-14-025860-4

The Green Mile Part 6 - Coffey on the Mile, ISBN 0-14-025681-2



# Wired 96 Party-Report

The trip to Wired could have been so easy but ... well it wasn't. At least I knew early enough how to get there (11.30 PM the night before to be precise). It all started on November the 1st. I had to go to school (or university, don't know how you call it... it's that place where a bunch of KLF-members spent/will spend the best years of their life) although all inhabitants of my town had a free day. Yes, it sucks if you have to go to another town and everyone has to go to work there. Okido, after a few hours of boredom and lecture-stuff I went back to Mainz (yeah, that's my ruling home-town!) to meet Welte/Masque, Purge... and start our trip to Belgium. Anyhow, just a little thing was missing (the car!) and we waited some time till Scamp and ROM of Vacuum came with a really weird French car. So then we drove to Bingen (a small kaff in the sumpf;) to pick up the huge(!) amount of equipment.



Finally after a few hours delay we could REALLY start our trip to Mons. It all went quite fine and nothing too dramatic happened on our way. The next stop my weak brain remembers was a McDonalds with a really goodlooking servant (too bad that she couldn't speak a single word of English/German that sweet little dumb) and we noticed that neither of us was able to speak even the most basic French. I always thought that McDonalds was the easiest way to get something

cardboard-alike everywhere... but I was wrong. The girlie asked Scamp something and ROM said 'She wants to know if you want



to pay in German or Belguim money'. Well, later we found out that she had asked Scamp what sauce he wanted to have with his nuggets (quite close, R0M;). When we arrived at the party-place all VIPs (Imphobia, Amable, Pop2pop) where already there having some great fun. The hall was quite ok but why do I always think 'I thought it would be bigger'? The food-supply was great and the price was really ok. **For the first time there was something eatable for a reasonable price!** On the 2nd day I noticed that Carlsberg is quite expensive in Belgium after paying 780 BFRs for a crate... Who cares, you only live once (unless you've got a trainer installed). Suprisingly enough quite a lot of guys from foreign countries were there and also the Spanish guy I had seen at Mekka and Assembly was also there. Let's go over to the competition. I missed the grafiks-compo and wasn't interested in the music-compos but the 64k intro-compo was really great. Just get Paper from Psychic Link, it's a **MUSTHAVE!** (although I heard that the idea was copied (as always) from Amiga). Amable's intro was shown was and you could notice some amateur-organzing. First they didn't play the music, then it wasn't turned up enough and in the middle they announced something like 'XXX come to the blabla, your mum is waiting'. Otherwise the organizing was really ok (really not bad!) and the facilities like warm showers (quite seldom at computer-parties;) were cool. I also liked the fact that the organizers didn't act like TP-organizers (confiscating alcohol and drinking it themselves). Before I end this lousy article I will write about something really funny. It was shortly before the surprise music-compo somewhen in the morning (or night?) and I was playing a game of Dynablaster against DeepFreezer. The whole time a guy with sunglasses was sitting near us but suddenly he stood up and run to the entrance quite hastily. A few secs later Venior came laughing and said that that guy had puked right infront of Darkness' feet (Hard life being an organizer:). The trip back to Germany was quite ok and nothing too dramatic (or interesting) happend. Read other articles if you want to be informed. All in all Wired was really great!



# Funny Phrases

## **Akira / Pulse:**

If You have any texts, try to send them before 15-20 september (this year), ok?

*(Ed. Seems as if Akira had to explain everything to his editors).*

## **Atomant/Hoe:**

Of course the computer programming isn't assembly or something like this, it's only Pascal and programming mean databases ;))))). That much about school...;))

*(Ed. I can fully understand it!)*

## **Caramel/Fascination:**

Could you tell Medicus that I appreciate that he appreciates that I appreciate that he appreciates my tune in Splash? (You could also tell him that I'd appreciate it if he could appreciate the notion to write me a letter and tell me all about his appreciation of the tune which already stated I appreciate that he appreciates that I appreciate that appreciates?) Or you could appreciate the notion of not telling him that I appreciate that he etc. etc. etc. etc.

*(Ed. I appreciate it!)*

## **Criman/Jamm:**

It's funny -- when you answer to nobody, nobody sends you stuff.

*(Ed. Got the point!?)*

## **Criman/Jamm:**

"I'm not just a lazy bastard -- I'm also a pittyful lamer who gets nothing done.." [me at the moment]

*(Ed. Me too!!!)*

## **Fortune/Fascination:**

...but Turo is property of Fascination, so others won't get one.

*(Ed. Every editor should have a Turo for himself! ;)*



### **Deep Freezer/Fuel:**

For example, you can surf to the pages on which the CNCD demo is online, with screenshots from every effect.

*(Ed. Can you also leech the demo? Perhaps they've forgotten that option in the multimedia-rush!?)*

### **Pro/Urrinate:**

:Label

magic64f

goto label

and I set the setup not to check the keyboard and threw it away coz I don't need it, I can watch MC64 without it ;))))))))))

*(Ed. Congratulations! You've found a cheap way of building your own multimedia-environment! ;)*

### **Robo/Absence:**

That's right, i'm musican. I'm producing some awful noises with:

A) my girl

B) my toilet

C) my Fast Tracker 2

*(Ed. Does your Fast Tracker also groan, moan or rumble? ;)*

### **SimFarm (DOS) - Textfile:**

**COPY PROTECTION:**

SimFarm is NOT copy protected. Please, please, oh pretty please do not give away copies of SimFarm to your friends. Heck, don't give copies to your enemies either. Illegal copies do terrible things to wholesome software companies like us, and will make us raise our prices. Besides, if we find out you gave away an illegal copy of SimFarm, we'll tell your mother. THEN you'll be in BIG trouble...

*(Ed. No comment here...)*