



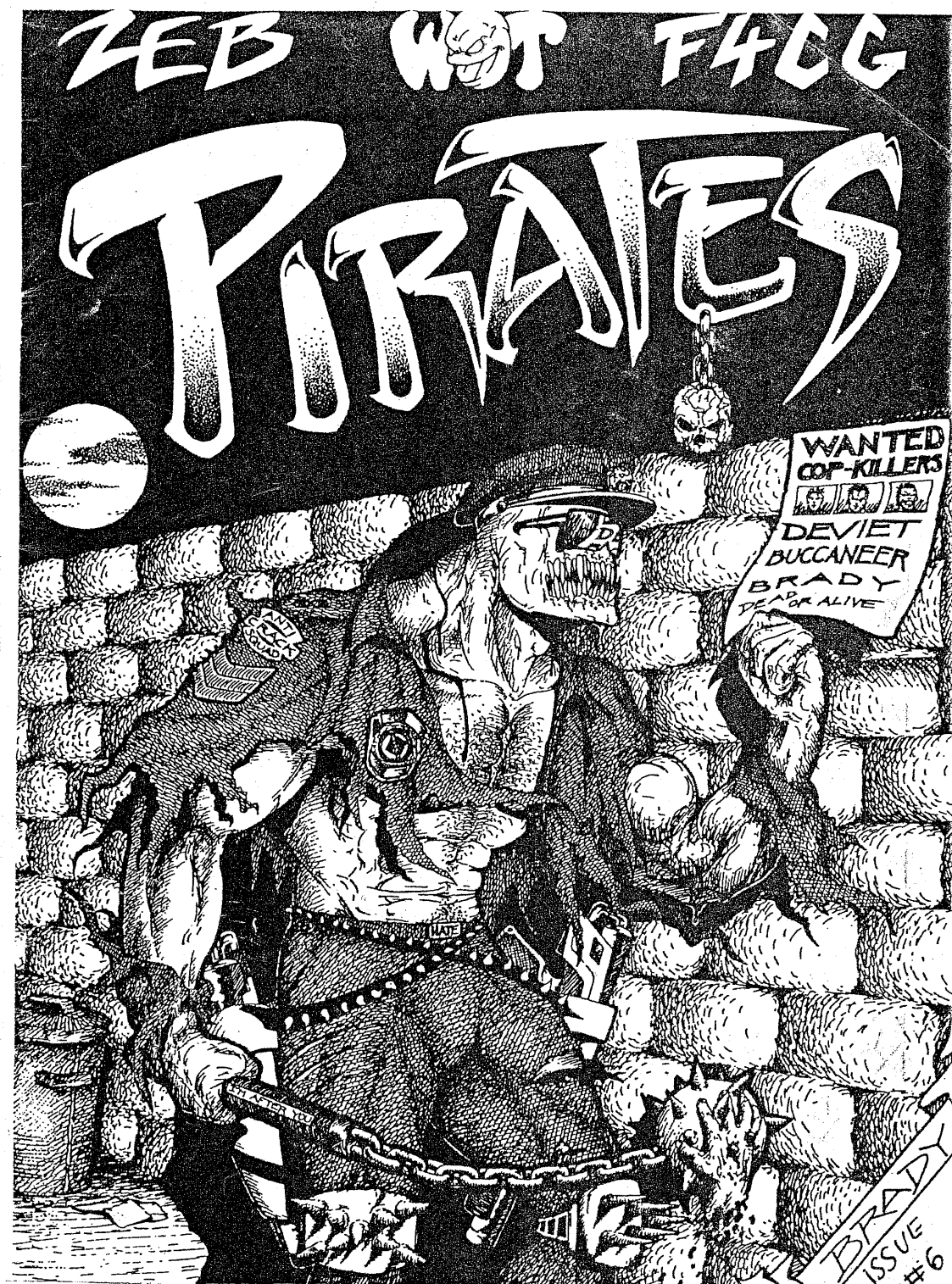
- The TRANSCOM & FAIRLIGHT Copy-Party will begin on Saturday, October 28th and will finish on Sunday 29th.
- YOU ARE ABLE TO WIN AN AMIGA 500 IN THE DEMO COMPETITION!
- Entrance prices: 50 FF for the French,  
20 FF for the foreigners,  
free for girls!

So if you want to get more informations about the Devil's Party write to  
TRANSCOM/CP - BP 143 - 7700 MOUSCRON 1 - BELGIUM

## THE SPECIAL ENQUIRY !

This time we want to elect the best crackers on the scene... We give you here 15 names of famous crackers, so this can help you but if you think of other cracker(s) don't hesitate... But always remember: *THEY MUST BE ACTIVE AT THE MOMENT !* So write your top-ten votes down on a paper and send it to your local-PIRATES-spreader... So here comes our 15 names which can help you (in NO fucking order!)...

TRI-DOS	of PANINARO	* MR. LEE	of 711	* DOGFRIEND	of DOM
SNACKY	of G*P	* ANITRACK	of COSMOS	* MIK	of DCS
DEEP PURPLE	of RTI	* UNKNOWN	of TRANSCOM	* MEGASNAIL	of NATO
FIRE-FOX	of RTI	* SYNDICATE	of DYNAMIX	* THE FLEET	of X-RAY
ACTION HQ	of ACTION	* SAURON	of ILLUSION	* ROCKSTAR	of (B)



# I have to say ...

Dear reader,

you hold now the 6th issue of PIRATES in your fingers. We hope you like it! As you might already saw that you are now able to vote for the Amiga-Charts, too. But won't leave the things as they are, no, we will introduce you in the following issue our new Amiga-section called SECTION A which will be directed by TRISTAR! So we need your help to make this section as good as possible, so write write write...! Also we wanna thank all these raw dudes who helped us to finish this issue. Thanks for all the letters, keep this on so we will also be able in the future to make the mag better and better... Don't stop sending! Besides, this time we had big troubles with our photocopies, so there are only 150 copies this time, but we will fix this very soon!

The Pirates Crew

## LEADER

IDEA : SOLAR & JUMPIE/F4CG  
 EDITOR: BAAL / ZENOBITS+WOT  
 ARTS : BRADY/WOT, AMM, AMOK, DRIVE  
 LAYOUT: OLAF, OLI, BAAL

PIRATES-HANDSHAKES FOR THEIR HELP GO TO...

BANZAI , ACTION , SPHINX , RAW DEAL , ONEWAY , CRAZY , TRANSCOM ,  
 TOUR DE FUTURE & REFLEX , VIRGIN , ELECT & DAMAGE , TRC & WWE ...

## GET IN TOUCH ...

WITH THE PIRATES CREW

### HOW I CAN ORDER YOUR MAG?

Just cut off the sheet at the end of this mag, and send it together with your votes for the charts and the money to the address which is printed on the sheet.

If you want to write or declare something, have any comments on the mag or just want your address published then write to one of the addresses which are printed below...

BAAL'S BOX

PLK.084775 A  
 5620 VELBERT 1  
 WEST-GERMANY

X49-(0)2053-7662  
 (CHRISTIAN)

JUMPIE

1, ALLE DES FREESIAS, B 53  
 1030 BRUXELLES  
 BELGIUM

X32-2-242-5541  
 (JEAN-PHILLIPE)



### C64 VOTES

#### CRACKER-CHART

NAME	PLACE(1-15)
1.711	/
2.ACTION	/
3.BYTERAPERS	/
4.COSMOS	/
5.CRAZY	/
6.DCS	/
7.DOMINATORS	/
8.DYNAMIX	/
9.F4CG	/
10.FALCON	/
11.FAIRLIGHT	/
12.G*P	/
13.HOTLINE	/
14.ILLUSION	/
15.NATO	/
16.PANINARO	/
17.RTI	/
18.TALENT	/
19.TRANSCOM	/
20.ZEB+WOT	/
21.	/ }two groups of
22.	/ }your own

(don't vote for yourself) choice

### AMIGA VOTES

CRACKER-CHART NAME	POINTS(1-10)
1.ACCUMULATORS	/
2.ALPHA FLIGHT	/
3.BLACK MONKS	/
4.BS1	/
5.DEFJAM	/
6.ECLIPSE	/
7.ORACLE	/
8.PARANOIMIA	/
9.PIRANHAS	/
10.QUARTEX	/
11.RED SECTOR	/
12.THE BAND	/
13.THREAT	/
14.TRISTAR	/
15.VISION FACTORY	/
16.	/ }three groups
17.	/ }of your own
18.	/ }choice!

(don't vote for yourself)

### I WANNA ORDER YOUR MAG

If you want to order the next two issues of PIRATES then you only have to fill in the form below and send this sheet together with 5 DM to: PIRATES, PLK.084775 A, 5620 VELBERT, WEST-GERMANY

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

### YOUR TOP FIVE DEMO CREATORS

- 1.
- 2.
- 3.

### YOUR TOP FIVE MUSICANS

- 1.
- 2.
- 3.
- 4.
- 5.

### THE GREATEST LAMERS

- 1.
- 2.
- 3.

### THE BEST DEMOS OF THE MONTH

- 1.
- 2.
- 3.

### THE BEST GAMES OF THE MONTH

- 1.
- 2.
- 3.

### YOUR TOP FIVE DEMO CREATORS

- 1.
- 2.
- 3.
- 4.
- 5.

### THE BEST DEMOS OF THE MONTH

- 1.
- 2.
- 3.
- 4.
- 5.

### THE GREATEST LAMERS

- 1.
- 2.
- 3.

### THE BEST GAMES OF THE MONTH

- 1.
- 2.
- 3.



# I have to say ...

# THE PARTY!

SPEAKING: ACTION HQ

CONTEX COPY-PARTY

There's not much to say about this so called mag-just watch other people's reaction-We mostly agree.  
 Well in our opinion Sex'n Crime is just to make propaganda for GP+FE and friends of them.If they like someone (like Scrap/CONTEX) they do also a good propaganda for him.And if they don't like anyone,they try to slag off him.But this is only one of the things we don't like.Just take the charts, they are a very bad joke,and you must have much humour to get a laugh by seeing them.We think as 99% of the rest (1% are friends- or members of GP+FE) that's it just propaganda-shit!Or do you really think GP+FE is Germany's #1 before 711, ACTION & DYNAMIX ?! Or look at 'the best crax of the month'. #1+#2 DOMINATORS and who else should be on #3 except GP+FE?! But there's one thing they forgot-their "VENDETTA+15" was cracked and double trained by ACTION HQ.Sure they put 13 more trainers on it,but anyway...Why they haven't a look on other great versions from other groups? They wrote about a competition between F4CG and DYNAMIX in their fith issue.Both claimed to have the best VIGILANTE crack.Okay,DYNAMIX's version was better but about a week after F4CG's crack!And why didn't they put 711's version of PHOBIA in this chart?!Every group (sadly us,too) cracked the incomplete Disk-Version,but then 711 came and cracked the fucking hard Tape-Version include all levels!Also have a look on their version of FORGOTTEN WORLDS, which was the only level packed one!Enough propaganda for 711, but some guys still don't seem to understand what is the order in germany.So AMOK,the next time you write your mag,better be really objective and do not favour your personal friends!  
 P.S.:About "Wrong News"-No one can beware of that-Not us or even you, but beware of slugging people(Just remember issue#5,where you asked us to kill all other pseudo mags together).We don't want to kill other mags not even if they slag ACTION down.That's business and a part of live!Anyway,your mag also has soem good things(like the look), but nevertheless-No hard feelings,okay? Change the thing with the propaganda and your mag can be one of the best Disk-Magazines...

The Party: CONTEX COPY-PARTY  
 Reporter : STONE/BANZAI  
 Date : 26-30 OF JUNE  
 Place : OULUNSALO/FINLAND

In the middle of may, I talked to Flex of CONTEX on the phone and I told him that I will travel to Finland in the middle of June, and I was wondering if he could manage to arrange a miniparty at his place.And at the 3rd of June he said "Okay!"...  
 On the 26th of June, at 12.30 I arrived at the party-place and the first person I saw was Grendel/BYTERAPERS, who was as crazy as usual. Then I got known with all the coool dudes up there...  
 Two real cool demos were released at the party: DESEASE/CONTEX and MOS-QUITO/Z-CIRCLE !  
 I met some real cool dudes up there like... Flex, Apollyon, Judge and Scorpion of CONTEX, Tms, Viz and Wallie of the Z-CIRCLE, Grendel of BYTERAPERS, Crusher of COMPLEX, Ruzzo of BROWBEAT and the usual rest...  
 I and Grendel were splashing lodsa soap on eachother and we had great fun at the party...  
 Special (party-)greetts to: Grendel, Tms, Flex, Apollyon and Scorpion for for giving me the feeling that Oulo would be my home...  
 Okay that's all... Parties rule!  
 I will give this party 7 out of 10!

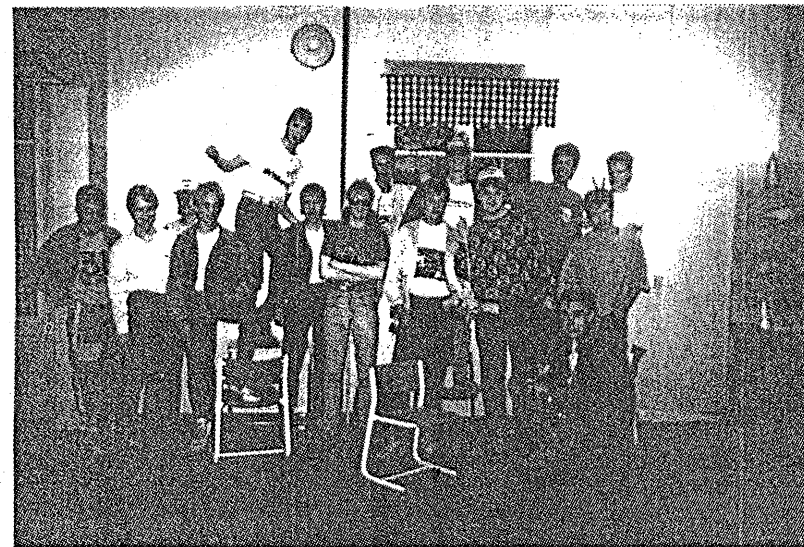
## PIRATES!

ONLY FOR FOREWARNED PEOPLE!!!

IN THE NEXT ISSUE OF PIRATES WE WILL BRING YOU...

- Interview with Tri-Dos/PANINARO
- Demo section by BANZAI & BEYOND FORCE
- Section A - reports, interviews and backgrounds...
- Do-it-yourself: An universal Track-Display

and many more...



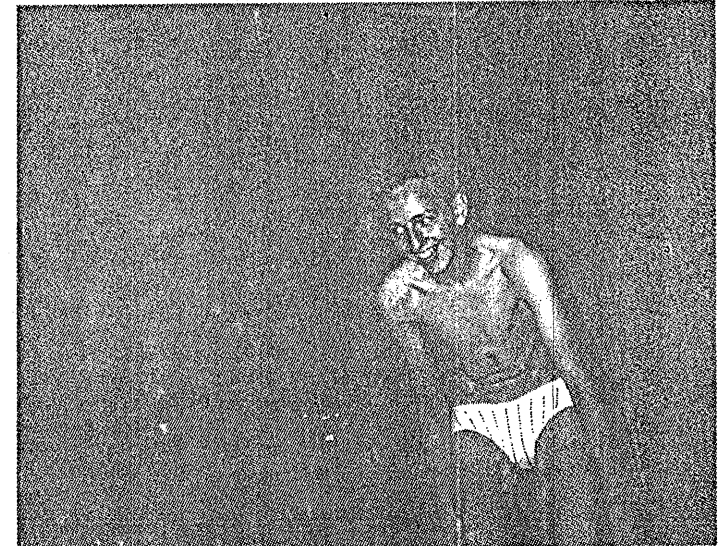
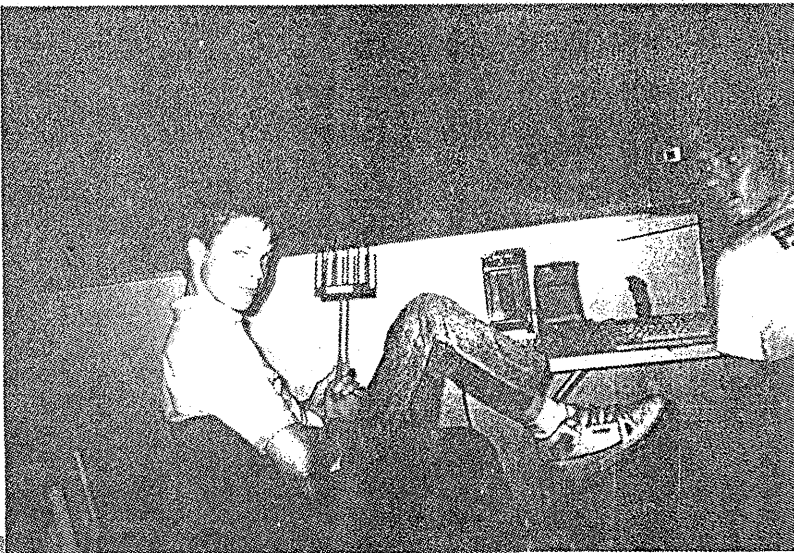
The whole party-gang (from the left) ...  
 Vricorn , Zany/CONTEX , Zarex/BROWBEAT , Judge/CONTEX , Crusher & Apollyon/CONTEX , Scorpion/CONTEX , Zuuni/BROWBEAT , Viz/Z-CIRCLE Tmb/BYTERAPERS , Ruzzo/BROWBEAT , Wallie/Z-CIRCLE , Tms/Z-CIRCLE, Flex/CONTEX and on the 3-wheeled bike...Grendel/BYTERAPERS!

# THE DOCUMENT I

DRAKE(ex 2000 AD)/VIRGIN's strip-tease at the 2000 AD party/end of June

From the left...

Flex/CONTEX  
and  
Crusher/COMPLEX



...take it easy Brian and laugh with us!

From the left:

Wallie , Viz,  
TMS/Z-CIRCLE

and

behind TMS is  
Grendel / (B)

## THE AUSSIE SCENE

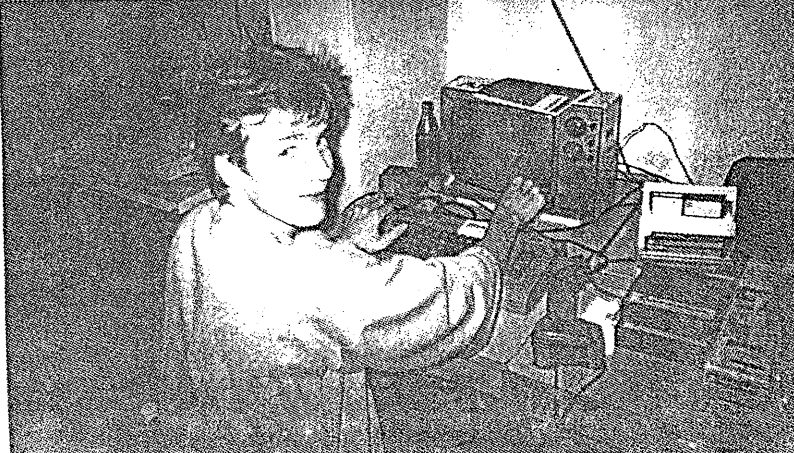
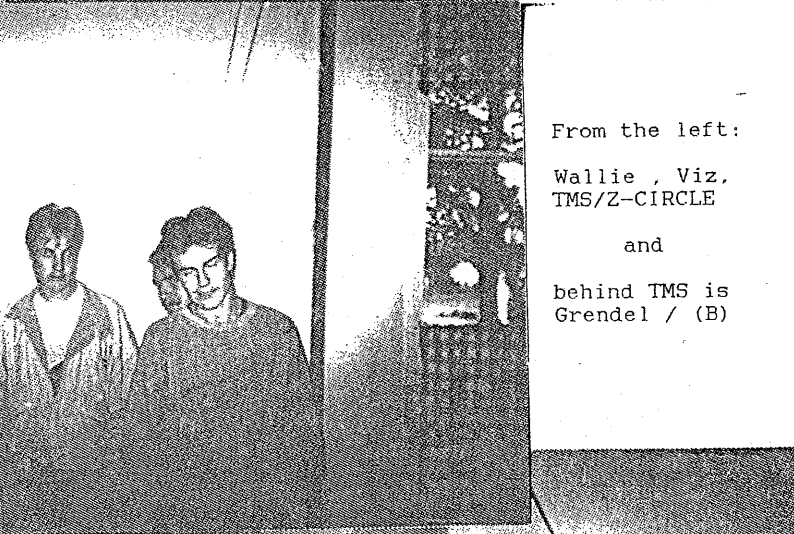
SPEAKING: BUCCANEER/WOT

Since the inception of the 64 to our shores the scene in Australia has lacked a sense of direction. That is up until now where there are a few groups starting to make an impression onto the hackers scene. The last 18 months has seen quite a few groups stop completely on the 64 to move over to the big brother Amiga. These include ACS and THE INNER CIRCLE who have formed the undisputed No1 group in OZ on Amiga called ACU. THE FUTURE CRACKERS formed ATTRIUM and list goes on. The 64 scene in Australia has been dominated by the Aussie WARRIORS OF TIME since those groups fell away to the Amiga. THE FORCE has been around for quite some time now but have not left such a big impression for the amount of time they have occupied the scene. Then there are the small-time groups like QCF, AUSTRALIAN DYNAMIC DUO, JADE(now FORCE members), THE EXCELLENCE CREW(can't get much more smalltime than these lamers). Now bursts onto the scene a cool co-operation group made up of TOUR DE FUTURE and REFLEX, these guys are really starting to make the rest sit up and take notice, finally WOT has some aussie competition. TOUR DE FUTURE are Sydney based and were a Graffiti group before venturing onto the 64 scene where as REFLEX are a Melbourne based group who have come a long way since making their debut in the Aussie demo competition earlier this year.

WARRIORS OF TIME is now starting to venture out to the Amiga scene as well over here in OZ, as there are now 5 Amiga members: Buccaneer, Deviet, Wazza, Mogwai and Dictator, there is also a new 64 member, the cool graphics guy Brady.

Let's hope the aussie scene will continue to improve at the same rate of the improvement shown in the last 6 months.

TMS / Z-CIRCLE



# THE NEWS ...

## BAAL'S BOX

- LEVEL 99 is now a legal group, caused by some troubles with the cops. That's the reason why the co-demo between LEVEL 99, ABNORMAL, BEYOND FORCE and F4CG hasn't been released yet. The cops took some disks with LEVEL 99's parts for the co-demo. Seventh (the swedish member) left the C64 in order to buy an Amiga, so he left LEVEL 99.
- BYTESTAR is dead. The germans joined DETAIL, the danes formed X-FACTOR
- Colin (ex MANOWAR) joined WWE before he left to join VIRGIN.
- Drake, Rocha and Nam (ex 2000 AD) joined VIRGIN, followed by Zaz (ex ELITE).
- Sensei/CONTEX quit the 64 to go on the (L)Amiga.
- FUTURE changed their name in ILLUSION. I'm wondering why choosing a name which has been used already twice in the past while their group is quite good!
- BANZAI is a new demo group which consists of Trap (ex DOM), Luxor, Lotus and Sony (ex 2000 AD), Stone (ex ABNORMAL). Just look out for their soon coming first demo called LETHAL DISPLAY.
- THANATOS, the cool danish coders joined PULSAR.
- CREST left the ZEB&WOT cooperation.
- Two members of ASSAULT/US of A were caught, because of cheating with AT&T, Visa, Master... The consequence: 9 months in jail!
- BABYGANG lost their most active members: Wolf and Naf. They want to be legal now.
- Baal(myself) of the ZEB&WOT cooperation was caught by the cops. I am now legal, while DO-X/ZEB&WOT took over all my contacts!
- FEDERATION AGAINST LAMERS! They want to keep themselves unknown but they will contact some of you (only top coolies!).
- Ray and Dr. Error were kicked out of DETAIL because of lameness. Aero and Ozone left before they could be kicked. So the memberlist of DETAIL looks like that: Derange, Pentagon, Trantor, Nucleus, Stryper, Scarry, Citizen and Roy!
- Blittersplitter (ex ALABAMA) joined GIANT.
- After some changes in ONEWAY the member-status looks like this... Questor, Zizyphus, Moppe, Spacie, Core, Gruwl and Galleon.
- Some ex ERRORS members formed a new group called ORACLE. After some time they recognized that there is also an ORACLE on the Amiga, so they changed their name into POISON.
- Crime (ex DCS) joined CONTEX.
- Do you know Leech/COLDCUT ?! If not just remember... Swaplord/DANE-CREW, Swaplord/GRAVITY 3003, Steel/CRIME, Steel/STEEL, Dimitri/DOMINATORS, Dimitri/DANECREW (again...) ... anyway, all this to tell you that he stopped all computer activities! This was followed by DC's death!
- A UPFRONT+TRILOGY+DOMINATORS-Party will be hold around X-mas.
- LEGEND is back on stage after some months of absence. They still claim to be #1 in Belgium.
- After LIONS' death Slasher joined the reformed X-RAY.
- Anthrax left CHANNEL 42 and joined FALCON.
- TOUR DE FUTURE & REFLEX and WOT from Down Under are now in war with THE FORCE.
- Hobbit of FAIRLIGHT joined F4CG on the 64 but is still an "Amiga-FLT'er". So the next time you'll see his giga cool grafix exclusive in the PIRATES magazine.
- GP+FE cooperation is broken since FIRE-EAGLE dropped completely the 64. Eric left FE and joined SPHINX (Amiga) while Roger went on the PC.
- Oli of the ZEB&WOT was visited by the cops lately, but they couldn't find anything. So nothing happened...

# THE INTERVIEW !

Let me first introduce today's special guest: It's Markus Schneider, the founder of the music-company "LORDS OF SONICS". He is 18 years old, just left school and you might know him from some parties but at least because of his cool tunes.

PIRATES: Markus, please tell us s.th. about the start of your career.

MARKUS : I got my C64 in 1984. First I only played games and later I started to make demos and stuff like that. I was a member of some groups, but then I got to know Jens Bilden, who composed good musics with the soundmonitor. As this routine is not the very best, I started to program my own one and two months later my first music-routine was finished. We founded LORDS OF SONICS and made some tunes for demos. In 1988 we got into contact with Magic Disk and they wanted to buy our musics. From this time on I contacted many software-houses and today we are working for seven of them as freelancers.

PIRATES: And what are your future plans? Will you stay on 64?

MARKUS : Above all I will write four more games. One of them with MR. CURSOR and probably I'll convert Nebulus II for Hewson to the 64. Moreover I want to write a music-routine on Amiga and then I will change to this computer. But I won't quit the 64 totally! Later I might work for a software-house and I already have an offer from DOUBLE DENSITY.

PIRATES: What is your attitude towards the scene?

MARKUS : Many good people stopped computing, changed to another system or work for software-companies. So there are not many, but still some cool groups (for example UPFRONT, HORIZON, BEYOND FORCE...). Besides I think it's ridiculous that that everybody in the scene has his own magazine to become more popular. Many of them only write bullshit.

PIRATES: What are your favorite demos, magazines, software-houses...?

MARKUS : My favorite demos are Double Density (MR. Cursor), Mixer (UPFRONT), Metamorphosis (BEYOND FORCE) and I like the magazine Illegal (I didn't get too many others). The best software-houses are, in my opinion, Thalamus, Cinemaware and Hewson.

PIRATES: Which composers do you accept next to you?

MARKUS : MANIACS OF NOISE (although their musics always sound the same), CHRIS HULSBECK and RAMIRO VACA (Hi friends), FLEXIBLE ARTS, FAME (Hello mates) and of course the old legends Rob and Martin.

PIRATES: How many sounds have you written so far?

MARKUS : We made 19 musics for games and loads of demomusics etc. (about 100). Unfortunately only 4 have been released up to now and that's why the scene doesn't know us well.

PIRATES: Which styles of music do you listen to?

MARKUS : I listen to nearly every kind of music. Nothing special, but I like film musics (for example Mike Post and Carpenter). However I don't have too much time, because I have to work the whole day on computer. That's why I also don't have any special hobbies except parties and holidays.

PIRATES: Is there anything you want to enclose at the end now?

MARKUS : I want to greet all those, who support me producing musics and games (Mr. Cursor, Mario van Zeist, God&Hake, Walter, Thomas Beckert, X-Ample, Radwar, Oliver Blasnik and all the others). P.S.: Look out for my next demo which will be released in the near future.

PIRATES: Okay Markus. Thank you for this interview and all the best for you in the future...

IF YOU ARE INTERESTED IN BUYING MUSICS FOR GAMES FROM LORDS OF SONICS THEN CALL: 05056/1322. interview by Sonic/Wot

## WHAT A HUMAN CAN SAY...

Macryf of ACTION in a personal letter to Jumpie:  
"Parents are shit idea of God! I will kill them, I will visit you and so we can play football and see who is better!"

Stone of BANZAI:  
"I don't know why some people want to slag other people off. I think that the Computer is a hobby for the afternoon and not for the whole day. But there are also some people who take this hobby very serious!"

ACTION HQ in Vendetta's intro-depack text:  
"Zadex of PARAMOUNT is a lamer!"

-scrolltext:  
"Vendetta was frozen by US (Gold)!!"



Jumpie of F4CG:  
"While nearly everybody is calling himself 'Germany's #1', 711 didn't say anything and is ruling the cracking scene gathering speed, quality and quantity!"

Have you seen the Coococ's charts of June ?!  
" #1. TRIAD , #2.2000 AD ... "  
The SHAPE-Crew claim to get a real lot of vote-sheets... Yep!...

## NEW GAMES

### NEW TITLES COMING SOON...

BATMAN by OCEAN will probably come out at the same time as the film will start here in Europe. The rather nice "beat'em up" soon for your 64, a later Amiga version will follow...

VROOM from LANKHOR will be a new "Polo Position" game with real nice grafix, it's also possible for two players to play it by modem. Amiga! MAZEMANIA from HEWSON a new "Labyrinth-Game" with icons, bad guys and a lot of different levels. Soon for your 64...

STRIDER a conversation from the CAPCOM-Coin-Up with five levels and a lot of action, soon for your Amiga...

NEW ZEALAND STORY from OCEAN is a real nice Jump and Run game which will soon come for your AMIGA and 64...

INDIANA JONES and the last crusade by US GOLD. The same style like the first one with even more action! (64 and Amiga)

Other games...

PSYGNOSIS: The Chariot Game and the official Jason and the argonauts ( both Amiga)

APB for the Amiga, BLOODWYCHE by Imageworks on 64, CASTLE WARRIOR by Delphine for Amiga, SUPER WONDERBOY by Activision (Amiga+64), LOOM from Lucasfilm Games (Amiga)...



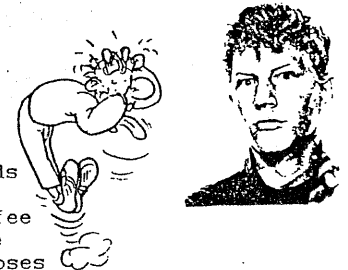
### COOPERATION !

SPEAKING: ACTION JACKSON and THE SLEDGEHAMMER / TRC & WWE

THE RULING COMPANY and WORLD WIDE EXPRESSIVE joined forces together... At the moment we are 42 members! In the future we'll release some mega-cool demos and cracks! And at the end of the year, we'll release a few of our own games and I can tell you that they'll be cool...

## THE PORTRAIT

NICKNAME: Stone  
GROUP: Banzai  
FUNCTION: Swapper, Grafix-Man  
NATIONALITY: Norwegian  
AGE: 15  
SEX: Male  
COMPUTER(S): C64  
HOBBIES: Computer, go fishing, go out with my friends  
FAVORITE FOOD: Pizza, french frites  
FAVORITE DRINK: Karsk (69% spirit, coffee and some sugar!), Coke  
FAVORITE MUSIC: Iron Maiden, Guns'n Roses  
FAVORITE FILM(S): Nightmare I-IV, Zombie I-II  
BEST GAME(S): Armalyte, Wizball, Defender of the Crown  
POLITICAL POSITION: none  
GREATEST EXPERIENCE: The day I got my computer!  
BIGGEST DISAPPOINTMENT: As Human/CFR gave me a fucking in one of his scrolls!  
PERSONAL SLOGAN: Always on the way up, I will never stop!  
BEST FRIENDS IN THE SCENE: Flex/CONTEX, Baal/ZEB, Trap/BANZAI, Zth/ANM, Tms/Z-CIRCLE, Buccaneer/WOT, Badger+Zagor/HZ, Anthrax/FALCON, Questor/ONEWAY  
MOST DISLIKED PERSON(S): No comment!



## !! ADVERTISEMENT !!

PULSAR  
Amiga swapping  
Tmb/PULSAR  
P.O. BOX 25  
1217 VIENNA  
AUSTRIA

ZENOBITS+WOT  
Amiga swapping

PLK.011335 C  
5090 LEVERKUSEN  
WEST-GERMANY

VIRGIN  
64 swapping  
Nam/VIRGIN  
POSTE RESTANTE K17  
2300 KBM 5  
DENMARK

BANZAI  
64 swapping  
Stone/BANZAI  
MIDDELFARTSV.15  
7620 SKOGN  
NORWAY

FALCON  
64 swapping

PLK.042868 B  
6200 WIESBADEN  
WEST-GERMANY

ALPHA FLIGHT  
Amiga swapping

PLK.068271 A  
5620 VELBERT  
WEST-GERMANY

### ELECT & DAMAGE INTRO COMPETITION

The rules for the ELECT+DAMAGE intro-competition:  
- Your intro should not be used anywhere before.  
- The intro's location should be \$0800-\$3800  
- The competition's deadline is the 30th of September 1989  
Please send your contribution to...

INTRO-COMPETITION  
POSTE RESTANTE  
1000 BERLIN 20  
WEST-GERMANY



# THE PARTY!

The Party: CRAZY COPY-PARTY  
Reporter : PETER/CRAZY  
Date : 4TH - 6TH OF AUGUST  
Place : LE LOCLE/SWITZERLAND

I and two dudes from UNIBIT left my house in the morning of 4th. After some problems we arrived in Le Locle. We met some other guys at the train station and walked together to the party place. Just when we arrived, a dude from POLTERGEIST came along to me and asked me whether I can crack Rodeo Games. Two hours later I cracked it (remember that PGT! You wrote in your levelpacked version that it was cracked by PGT). In the meantime a lot of other groups arrived, groups like... CRAZY (of course), VIRGIN, DYNAMIX, CHANNEL 42, 711, UNIBIT, PGT, G\*P...! 711 had a fight with some lamers from Le Locle, the CRAZY members proved that they aren't only great crackers, coders or swappers, no they also proved who are the best beerdrinkers (yeah, Paul and Jeffie, let's have a competition!) UNIBIT and some other dudes made too much noise, so the police showed up. But they only said that we should be a bit more quiet. Then soon it went Sunday... The long awaited dudes from BLASTERS didn't showed up. Some lamers tried to make live-cracks, a lot of guys were coding their contribution for the demo-competition... a lot of guys were drunken. CRAZY imported a new US game which had to be fixed (thnaks to Warewolf, Stormy and Pudwerx for some help), the assholes from PULSAR didn't know what's a good behavior. The competition results were: 1. CREST, 2. MODERN ARTS and 3. G\*P...

So it was time to travel home... The party was cool, many cool dudes from the 64 + Amiga showed up! The next CRAZY-COPY-PARTY will probably take place around the 1st of October near Basel, so don't miss it!

## I have to say ...

### SPEAKING: RAZOR/RAW DEAL

As you already know I left ONEWAY and joined RAW DEAL. Maybe you've heard rumours that I've been kicked out of ONEWAY, but that's just bullshit! Yes, it's true that they told me that I was kicked, but that was after I had left the group. I left ONEWAY because of too many lame members, which I thought (and still think) didn't fit into the group. First I thought of building a new group together with Galleon, but since I heard he won't produce any more crunchers, I thought that this was no idea, so I decided to drop the whole shit and just join another group. Another reason for not staying in ONEWAY is that I wanted to join (or form) a new group that could be a little faster in cracking, and a group that really satisfies me.

Okay let's end this with a few hellos to my best friends: Grayhawk/FLT, Baal/ZEB+WOT, Radix/HTL, Magic/C42, Harry/711, Scratch/TRIANGLE, Arny/COSMOS, Gadget/ACTION, Jimmy/RTI, Anthrax/FALCON, Fletch/IKARI, Lenin/X-RAY...

### SPEAKING: QUESTOR+SPACIE/ONEWAY

Razor was kicked out of ONEWAY, even if Razor dispute this. A short time after he was kicked out of ONEWAY he joined X-RAY. But after two days he was kicked again and was for several days without any group. But after some days he found a new group to join, RAW DEAL INC.! But for how long?

### EDITORS VOICE...

We just printed both articles to show how different the two sides see the situation. But remember that it's always the same thing, if s.o. left the group. Some say that he was kicked, and he say that he left voluntary.

# THE PARTY!

VENLO REPORT + INTERVIEW WITH CHARLES DEENEN/MON

Before starting with the report itself, let me tell you this... The day before we (Jumpie, Solar, Justice, The Wim and Skin) had a little meeting at Jumpie's place. We made our demo Someone Somewhere in Summer-time. You probably all saw that the (fucking) speedloader wasn't working unfortunatley! We tried to fix it till 5.30am but we didn't succeed. Finally we thought exactly the same as Trap/BANZAI ... 'Fuck all speedloaders!' Okay, let's go to the real report now...

After all the months of absence (the last one we went to Venlo was the february meeting), we finally decided to move our asses to VENLO. We found a new victim to drive us overthere to Venlo-Meeting. We were Solar (me), Justice and Jumpie. We arrived at 11.20am. After installing our hardware we began to walk for a half hour around and (as usual) we remarked that the percentage of lamers unhappily raised again since the meeting in February (AAAARGH!). Anyway, there were also some nice guys like Sledge/HOTLINE (Thanx guy!), Spitfire & Gadget/ACTION, The Edge/LAZER (who came from Austria! His next direction was FINLAND!), SPHINX (NL+WG), UNIBIT (Hi Croorc and Tape-ed.JMP!), BLACKMAIL (Who nearly re-leased their SO-PHISTICATED III but failed because of one of those stupid speedloaders!), DRIVE, NATO, VISION, ARRAY, STARDOM, FE & GP, X-RATED, MAGICNEWS-CREW and the fab leader of MON, Charles Deenen. Some remarkable absence from ZEB+WOT (our Pirates' Brothers!), 711 (who were busy with MAGIC DISK that day -ed JMP) and AMOK (on holiday!). What could we copy there? Vigilante+++/F4CG, LTK+5/PANINARO, Poket Rocket a fresh import from UNIBIT, a nice 2 side-demo from SPHINX, SSS from F4CG and Magicnews. When we returned to Belgium we could scratch the half of the stuff as nothing was copied finally... Well while Justice was having some fun with the weirds from ACTION and while Jumpie was spreading our production encouraged by his jumping fan club led by Dragon/SPHINX (image ten guys mainly from SPHINX and UNIBIT jumping and shouting "Jumpie, Jumpie, Jumpie"!).

I met the extremely nice dude, Charles Deenen and here comes an interview with him...

PIRATES: *This is the most asked question ... but anyway, how did everything begin?*

CHARLES: Well, it started very ordinary at the age of 12-13 (a long time ago!), I bought my 64 in a shop like everybody else, and after that I started coding and composing.

PIRATES: *What gave you the idea of starting to compose?*

CHARLES: Jeroen Tel gave me the offence to start compose, so I've to be indebted to him for this! Sometimes he can make some tunes a day. But also the amount of the money has a lot to do with it!

PIRATES: *Can you live by the money you earn with your music?*

CHARLES: Well, as I just mentioned I mainly started because of the money. You can live by the money but you've to look what you're doing with it. Especially on the 64 the money you get for a tune isn't that big as on the Amiga.



# THE NEWS ...

DUTCH GOSSIP BY DRAGON/SHINX

PIRATES: How did you get the idea of building M.O.N.?  
CHARLES: It started rather strange! I think it was in 1987, just before the PCS-Show. We were in our room in the hotel and talked about it and here we are!  
PIRATES: What are your future plans?!

CHARLES: I'll stop completely on the C64 and on the Amiga! Johannes Bjerregaard and Frederic will continue with MON!  
PIRATES: What do (did) you do in MON?  
CHARLES: Well, you could call me "The Boss" of MON. I don't compose much mostly I do the "paper works".

PIRATES: We all saw the release of MON with the music for OUTFRAN II... Some rumours reached us and told the MON-Crew were in jail (e.d. BUSINESS). What can we all think about that?  
CHARLES: PROBE (for who we made this music) was very angry because we spreaded it. None of the MON staff was or is in jail but we had to pay a big, really big, amount of money... I can't say how much but it was a lot!

PIRATES: What do you think of J.C.H.?  
CHARLES: I think he is a beginner as a musician, he's a friend of J. Bjerregaard but he doesn't have much knowledge of composing musics. Anyway, he made a few nice tunes but it's too much for the public and he doesn't compose on feeling.

PIRATES: What can we expect from MON in the future?  
CHARLES: J. Bjerregaard is busy on the musics for MITH, NEBULUS II (Amiga) and FLIBAN QUEST. Frederic is doing AFTERBURNER and IN...V SPACE. Jeroen Tel: HOT ROAD (64) but it had to be finished already on 26.7 and also expected from him OUTFRAN Europe-Tune. You can see in a real short time 2400 AD an Afterburner with music from MON.

PIRATES: Do you heard anything about the legendary Rob Hubbard lately?  
CHARLES: Yes, he's not active on the C64 anymore but aswell on the PC and Amiga as in former times on the C64.

PIRATES: What do think of the C64 and who are the greatest demo-coders on the C64?  
CHARLES: I personally think the C64 is complete trash. Waste of time and money! I like the demos from SHAPE and UNIBIT.

PIRATES: How long will the C64 stay alive?  
CHARLES: I think the C64 will die in two weeks! (at the time you read this... Fuck it! C64 rules! -ed. Pirates)  
Anyway, I can tell you this:  
ACTIVISION will go on making games until they don't earn any money with 'em.  
SYSTEM 3 will continue 1 year.  
HEWSON is broken as they have to pay money to everybody.

PIRATES: Okay, Charles! I really have to thank you for this great interview!  
CHARLES: No! Thanx!

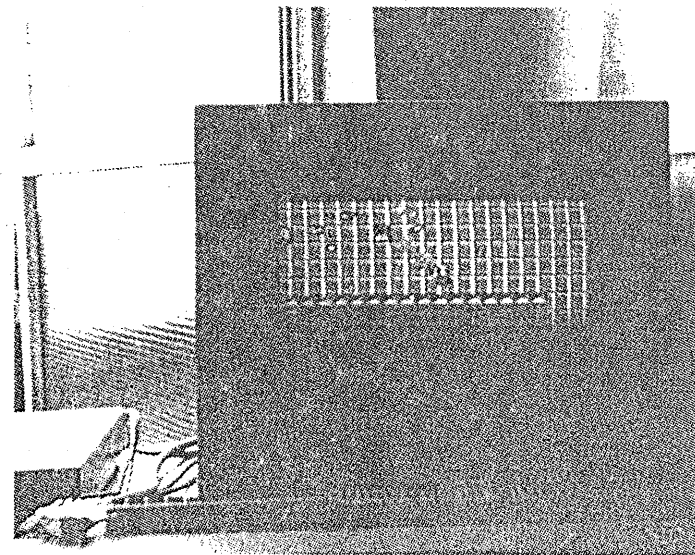
Well, you surely wonder why he likes the demos from UNIBIT, we know it but you never won't... he he! That's one of advantages of being a editor for a magazine...  
So, after this we did our way to the good old frite's kingdom followed by rather short sleep-time because of what we call... our weekly... spread-night! C you on Venlo-August!

interview by Solar/F4CG

Hot news is that some HOTLINE members left, and these are XXX and Bod (the english section!) and they built the new great group TALENT, after they got in troubles with some other HOTLINE'rs. Well, the competition for the Netherlands #1 is really interesting as there are top groups like PANINARO, FALCON, UNIBIT and SPHINX! But fact is that in most cases the real crackers of each group are in a foreign country. Anyway I think HOTLINE will keep his #1 place around here.  
And when we're talking about the best demo-group in Holland, it's even more difficult because they are so many! (Not to mention the immensely big amount of lame ones!) ... Anyway to name some of the best... BLACK-MAIL, RULING COMPANY (now in coop with WWE), UNIBIT, SPHINX, SCOOP (if active?!) and the JUDGES (like SCOOP!)... that's it!

## NEW GAMES

PUFFY'S SAGA is coded by The Wim/F4CG and will be released at the end of August under the UBI-SOFT label. We already played it several times and we must say that it looks very promising. The gameplay is a kind of funny GAUNTLET, you are a little jumping beast in the midst of bad guys to destroy, loads of levels and items to pick up. Your mission is to save your girl-friend Puffyn. Real cool graphics and nice nice tunes round off the game. At all it's to say that it is a hard mission, that requires a lot of strategy and skill...  
It's pretty cool so buy it and play it! Soon in the Software-shops near you!  
NOTE TO PUFFY'S SAGA: The first version of PUFFY'S SAGA was coded some time ago by Ram/CFR. But after Mad All/CFR+711 released a preview, UBI-SOFT decided to drop the project, but not for a long time...



THIS PICTURE SHOWS A LEVEL OF PUFFY'S SAGA (SORRY FOR THE BAD QUALITY!)



# THE PARTY!

The Party: **TEC COPY-PARTY**  
 Reporters: **MATT (speaking), BOSS & BULLET OF TDF+RFX**  
 Date : **1ST AND 2ND OF JULY**  
 Place : **SYDNEY/AUSTRALIA**

We arrived early in the morning and I (Matt) arrived there with... Xlr8 & Mystic of TDF+RFX, Hex-Hacker & Snoop of TSS 6802. Not long after the cool guys from Victoria arrived... these were Boss & Bullet of TDF+RFX and Colwyn & Scout of THE FORCE. It was really good because finally all us groups finally got meet together. The hall began to fill up with more and more people, so that by the end of the day the following groups had turned up...

TOUR DE FUTURE + REFLEX	(C64)
THE EXCELLENCE CREW	(C64+AMIGA)
THE FORCE	(C64)
THE SOFT-SMASHERS 6802	(C64)
THE INNER CIRCLE	(AMIGA)
AUSTRALIAN CRACKERS UNITED	(AMIGA)
COLD FUSION CREW	(AMIGA)



and of course your usual crowd of lamers!

Kilenemy of QCF could not attend the party but sent down his apologies and entries for the demo competition. The party was also an excellent time to announce that he has now left QUEENSLAND COPY FEDERATION and joined us (TDF+RFX).

At the beginning of the day (Saturday) we were mostly talking to each other and jabbin about on the computers. The Amigas continually stunned us with their amazing grafix, sound and especially the 3D vector grafix demos, however I must say that there seems to be no cracking like on the C64 on the Amiga. Most of the Amiga games seem to be just copies of the original with protection removed and intros added, quite different from the C64 scene as we are used too.

Saturday moved quite fast. Bullet did not bring his monitor and so him and Hex-Hacker went on a little journey across Sydney in search of one. As they returned, we were happily munching out on pizza. Bullet and Hex-Hacker were fuckin pissed off about missing out on pizza. They travelled to the shops but nothing good was for sale. Not long after this the action happened. About 10.30pm Xlr8, Mystic and Snoop went out to show their artistic talent, but by 1.30am we were beginning to get a bit worried that they haven't returned. They turned up, having been found by the police with spraycans etc and a butterfly knife, they were in little troubles and had to leave then, but eventually they were let off by the police with a warning. We were very worried that the cops might come down to the party and raid it, but this kind of thing doesn't happen much in Australia.

During the night we finished a new intro, Bullet coded his ranx screen, Ziggy coded on his demo, Teh of CFC coded on his Amiga intro and the rest mainly played games while the biggest lamers sat up copying them. But things were not to happy for Bullet and Hex-Hacker who had little to eat since lunch on saturday, so about 6am we all ran up to the shops and none were open except for a lamer newsagent which only sold chocolate bars etc... that had to do! We were all 'pigging out' on the junky stuff. After that we all sat round finishing off our demos, some people coded, some crunched and some had problems with their packers. At 12pm, the demo comp started... first THE FORCES's demo was shown, then our demos, Kilenemy's entry, AUSTRALIAN DYNAMIC DUO's contribution and some more of our stuff then finally THE EXCELLENCE CREW's demos were showed.

The TSS 6802 demos could not be entered because Snoop accidentally took their demo disk home. All in all there was some good demos but one big group used many ripped routines, but the TDF+RFX, QCF (now... TDF+RFX) and TEC were very cool. It was a pity that WOT and ADD could not make it for the party because it would have been a lot more better! The results for the demo competition are not known yet.

The party ended about 3pm on Sunday and we all left, many of us suffering because of a lack of sleep. After the party some of the Victorian guys stayed in Sydney for a few days before going back home.

The party was a pretty good success but I think that it would have been a lot more better if all Australian groups turned up to it, but hopefully if there will be one in the future then it could happen. The biggest problem in Australia is the distance that must be travelled to the party place. For example Boss and Bullet travelled for over 15 hours and that what would have been travelled by Kilenemy or other Queensland or South Australian guys is much bigger, in fact Kilenemy's trip would have taken over 24 hrs! However it would be good to have Australia wide conference calls to sort of solve this problem.

Anyway, without any doubt the party was good for all involved and more would be appreciated but probably in a different part of the country. Finally, we must thank Buccaneer for helping us to get this published and also to the whole WOT/Australia group for being so cool!

## WHAT A HUMAN CAN SAY...

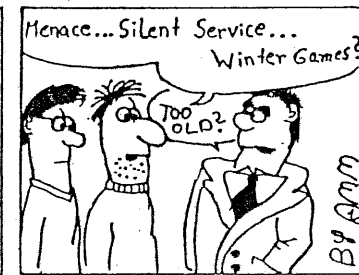
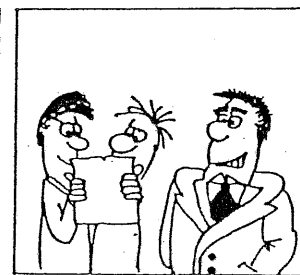
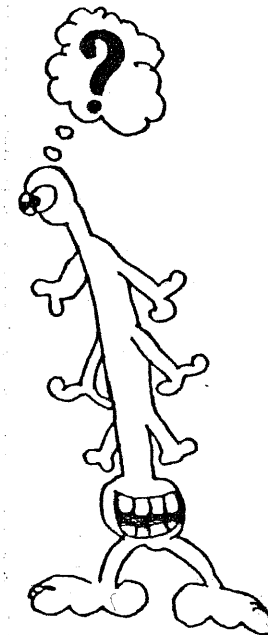
Macryf of ACTION in a personal letter to Jumpie:  
 "Parents are shit idea of God! I will kill them,  
 I will visit you and so we can play football and see who is better!"

Stone of BANZAI:  
 "I don't know why some people want to slag other people off. I think that the Computer is a hobby for the afternoon and not for the whole day. But there are some people who take this hobby too serious!"

ACTION HQ in Vendetta's intro-depack text:  
 "Zadex of PARAMOUNT is a lamer!"  
 -scrolltext:  
 "Vendetta was frozen by US (Gold)!!"

Jumpie of F4CG:  
 "While nearly everybody is calling himself Germany's #1, 711 didn't say anything and is ruling the cracking scene gathering speed, quality and quantity!"

Have you seen the Coococ's charts of June ?!  
 " #1. TRIAD , #2. 2000-AD ... "  
 The SHAPE-Crew claim to get a real lot of vote-sheets... Yep!...



By Amm

# TO BE ON THE TOP (64)

## CRACKER CHARTS

PLACE	GROUP	POINTS
1)	PANINARO (4)	218
2)	HOTLINE (7)	201
3)	ACTION (5)	197
4)	711 (1)	187
5)	F4CG (14)	173
6)	DOMINATORS (13)	164
7)	FAIRLIGHT (2)	123
8)	COSMOS (12)	106
9)	GENESIS (6)	104
10)	DCS (-)	95
11)	NATO (15)	82
12)	RTI (3)	77
13)	IKARI (8)	71
14)	TRANSCOM (9)	67
15)	ZEB & WOT (10)	61

## THE FIVE BEST MUSICANS

PLACE	NAME
1)	MANIACS OF NOISE
2)	20 CENTURY COMPOSERS
3)	LORDS OF SONICS
4)	J.C.H
5)	CHRIS/BEAT MACHINE

## COMMENTS ON THE CHARTS...

Cracker-charts: Paninaro raised to the top...Tri-Dos influence! Hotline will probably fall as they lost their english members XXX and Bod.Pulsar is out while DCS and Sphinx made their entrance seriously (again)! Ikari and Fairlight're still in but only because of their name! Dynamix and Illusion will probably make their entrance next month... Strange falling from Rough Trade...

Demo Creators: Horizon still the #1 but MDG is on their trail!Some remarkable entrances from Blackmail and Context...

Best Demos: Originality rules!Great demo from Blackmail! Einstein IV from Cosmos passed shortly the first place...

Well guys that's it for this section, this were the real votes and not our own ones like in many other magazines! Please help us while fill, and send back your votes, because we really need'em...So we can make the charts as fair as possible.A last note, do not vote for people if you think they do much but only if you see much of that group, in one word - be fair!

## SPEAKING: JUMPIE/F4CG

What happened in F4CG the last time? Well two cool danish guys joined us, and they are IVORY (musician) and STACK (coder) both ex.2000 AD'ers. Also some new belgian coders joined us...SPEEDY,REBEL,SKIN and also a new swapper JUSTICE (not JUST-ICE!). Well,some people told that we became bigheaded,never think this! It's true we did an error by putting "EUROPE'S #1" in the intro of Jaws+++. But after some wise talkings we objectively pulled it out.Anyway other great news are that a mega-party will be organized by: G\*P - CONTEX - AMOK - F4CG ! Yep, you read it right...four great groups united to held (one of) the best copy-parties of 1989! Invitations soon...

## THE TEN BEST DEMO CREATORS

PLACE	GROUP	POINTS
1)	HORIZON (1)	102
2)	MDG (2)	93
3)	MR.CURSOR (8)	91
4)	UPFRONT (4)	86
5)	BEYOND FORCE (3)	79
6)	ABNORMAL (5)	68
7)	SHADOWS (-)	65
8)	BLACKMAIL (-)	49
9)	SPHINX (10)	44
10)	CONTEX (-)	38

## THE DEMO CHARTS

PLACE	NAME	GROUP
1)	SO-PHISTICATED III	BML
2)	EINSTEIN IV	COSMOS
3)	MIXER	UPFRONT
4)	DOUBLE DENSITY	MR.CURSOR
5)	YOUTHQUAKE	CONTEX

## THE BEST GAMES OF THE MONTH

PLACE	GAME
1)	DOMINATOR
2)	SPHERICAL
3)	PHOBIA

## TO BE A COMMIE OR NOT TO BE ???

As you perhaps know Hungary is behind the iron curtain and has a socialistic form of government (Shit!).It means that you have to travel to Austria or West-Germany if you would like to buy a Commodore sixty-four or an Amiga or if you just wanna get some food for your little machine (Shit again!).You can not manage to get a new car (even a russian wreck!) or a telephone if you aren't COMMUNIST! (Have you seen the NO COMMIES demo? Part two is coming soon!) ...But nowadays something is changing... The communist-TERROR is over now! Some anticommunist-warriors are coming like... QUALITY, FBI-CREW and REDS (it's just a name for misleading the enemy!)

The opinion of the "upper ten" about commies:

- Shit, Shit, Shit !!! (QUALITY)  
 - Impotent GAYZ !!! (FBI-CREW)  
 - For the best kill the rest! (REDS) ... sorry for this bad joke!  
 -ATTENTION - ATTENTION - ATTENTION - ATTENTION - ATTENTION - ATTENTION-  
 If you are a really anticommunist, please dispatch a commie and send his cut head or ear or some of his (her?!) fuckin' discs to the hungarian "upper ten"! And if you are lucky enough you can win a bottle of pälinka (100% alcohol!) or a glowin' night with a chick (the biggest bust and vagina ever!) or you'll just have a cool friend in Hungary... So keep cool mates and let's begin the WAR !!!

## STEREO OUTPUT FOR YOUR 64 OR 128

### SPEAKING: MUGGER OF ZEB+WOT

With this little construction your C64 or C128 can have a Stereo Output.

All the resistances you need are ceramic resistances (you can also use metalfilm-resistances). The property of this resistances must be: < watt maximum load and maximum 5% toleration.The capacitors must be unpoled (foil or ceramic).

Now here's a short list of all the materials you need:

R: 4 \* 3.3K 1 \* 220R 1 \* 470R 1 \* 2.2K  
 C: 2 \* 100nF 2 \* 1uF  
 and two 5 pin DIN connections.

As output you can also use cinch-connections. You only have to solder A1 and Ar at the middle of the plug. Unfortunately the right channel sends frequencies like 20Hz up to 200Hz but the left channel sends frequencies over 5KHz. On that account the right channel is lower than the left one. So use a two channel equalizer to suppress this.

Here's a little draft for this construction:

