

Amiga

TWR-92



DANEY

ARISE

Yoo, friends !!!!

Here's Twoflower and Dane with the first issue of the papermag called 'Arise'.....

Whilst this is the first issue, we first like to thank some of our contacts and friends for supporting us on this mag, or just for supporting us for something !

We want to thank :

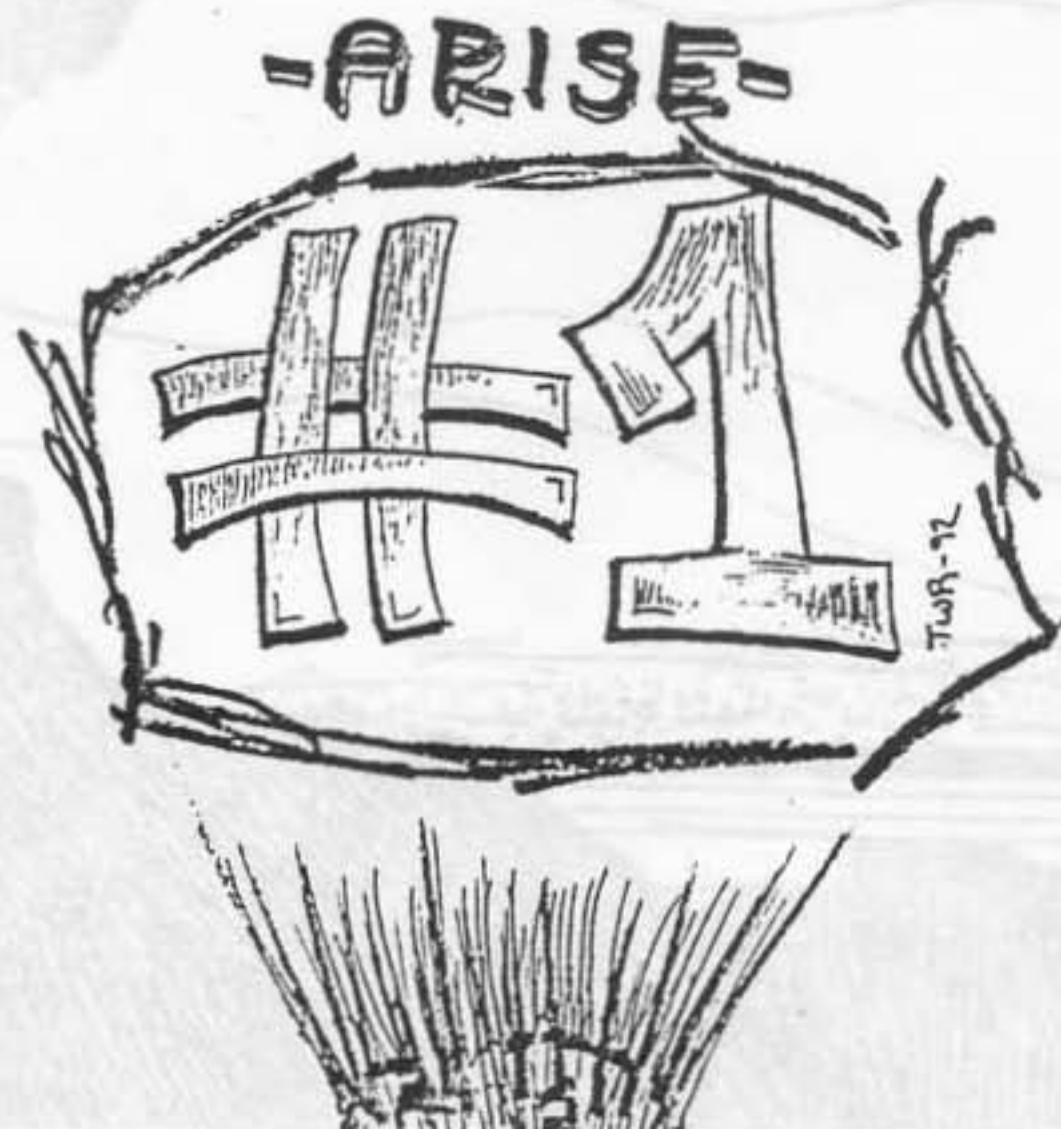
MJ of Maniax	(Thanx for everything matey !!)
Avalon of Wrath Designs	(Nice music in Legoland 2, I think !!)
Omni of Akroyd	(When are you back on scene, pal ?)
Tampax of Smarties	(Nice sendings, keep it up !)
Nexus of Jam	(I just loove your crax, keep it up !)
Lobo of Wrath Designs	(Nice sending, I vote !!)
Cool MC of Power	(Thanx for maybe fixing a modem matey!)
Cryple of Creators/Shape	(Hope to swap with you !!)
Nantco of NDC	(First sending from me to you !)
Vain of Orbs	(Same as above, hope u like this!)
Zak of Parados	(Make a quick reply pal !!)

And also to all other contacts :
Keep your cool sendings up dudes !!!
It's fun to swap with you all !!!

That's all for now about this part of the mag !!

Try some of these pages instead :

2. Editorial..
3. About votes and so....
- 4+5. About magazines.....
6. Charts of the month !
7. Adverts..
8. Future of the '64.
9. Scene history!
- 10+11 Cool games...
11. About groupjumping..
12. Last words..
13. Last laughs !!



EDITORIAL

Welcome to the Editorial Chapter for the first issue of 'Arise'.
We hope we can publish atleast one issue per month of it, but it will depend on how much time we can spend on it.

The editors of this mag are : Dane and Twoflower....
We are only two editors right now and we think that we will need more editors, or people who can paint (on paper or PC/Amiga gfx), write articles, or just can get some new and fresh ideas to this mag !!!

We will try to publish it all !!

In this issue, we have some chapters that we'll hope you will like, but don't blame us if the stuff in it isn't that good, coz this is the first issue of it, and we haven't had so much time on us to edit it.

This is also a 'try' to see how you people react on this mag !
If you think it is cool and well edited, then we can think about expanding it, and maybe do it more often, but all that lies in the future....
But first of all, send your reactions about this to us first, so we can adjust this mag after your wishes...

So, for all reactions, adverts, articles, gfx or just for a cool swap and friend, try :

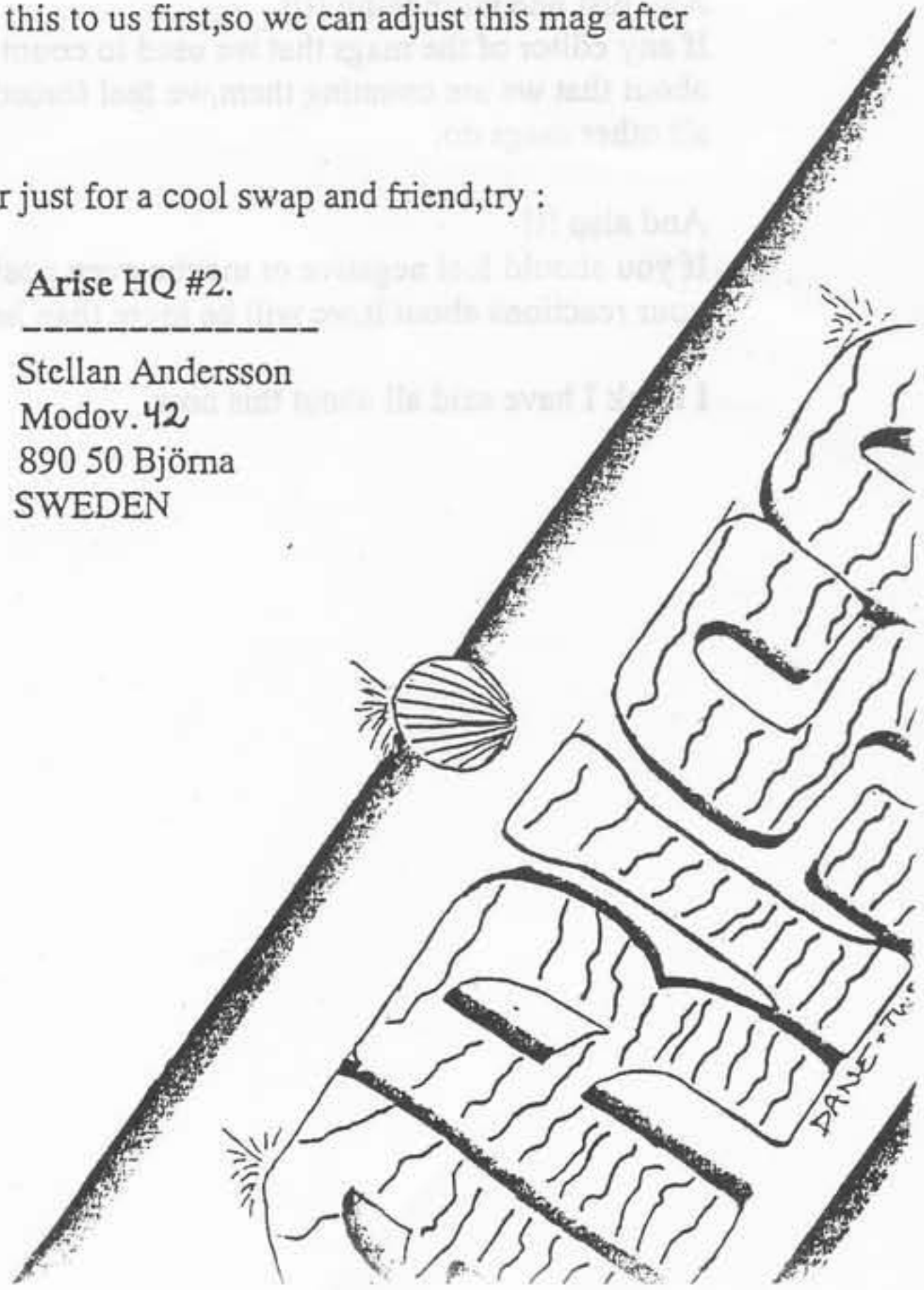
Arise HQ #1.

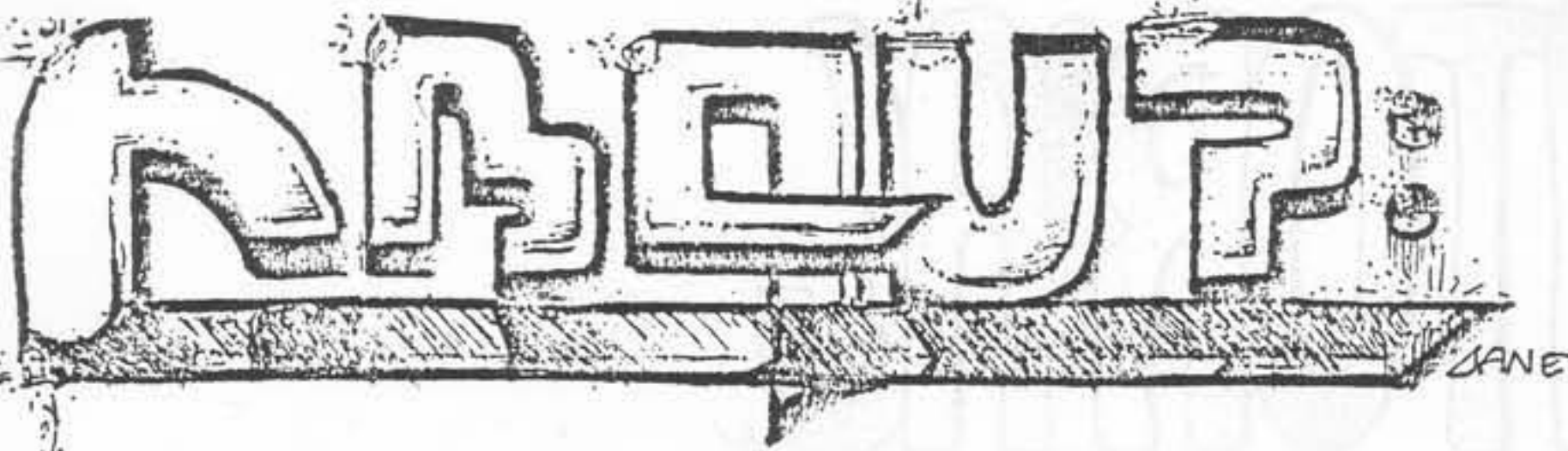
Micael Backlund
PL 1122
890 50 Björna.
SWEDEN

or to

Arise HQ #2.

Stellan Andersson
Modov. 42
890 50 Björna
SWEDEN





VOTES
&
SO

Welcome to this chapter who is named to explain about the voting and how the charts will work in this mag.

First of all,we thought about making an own votesheet for this,but as I saw what hell it is to get in all the votesheets to the mag again,therefore we thought about solving it in another way.....

And we did !!!

We solved it in the way some guys in Rebels and some in other groups thought of solving this problem....

You simply take 5-6 slumped mags,and you take their charts,put them together and divide the result you'll get with the number of mags you got.

The one who now got the lowest number gets the first place,the one who gets the lowest after the first-placed,gets the second place and so on....

It's really simple !!!

And just one more thing !!!!

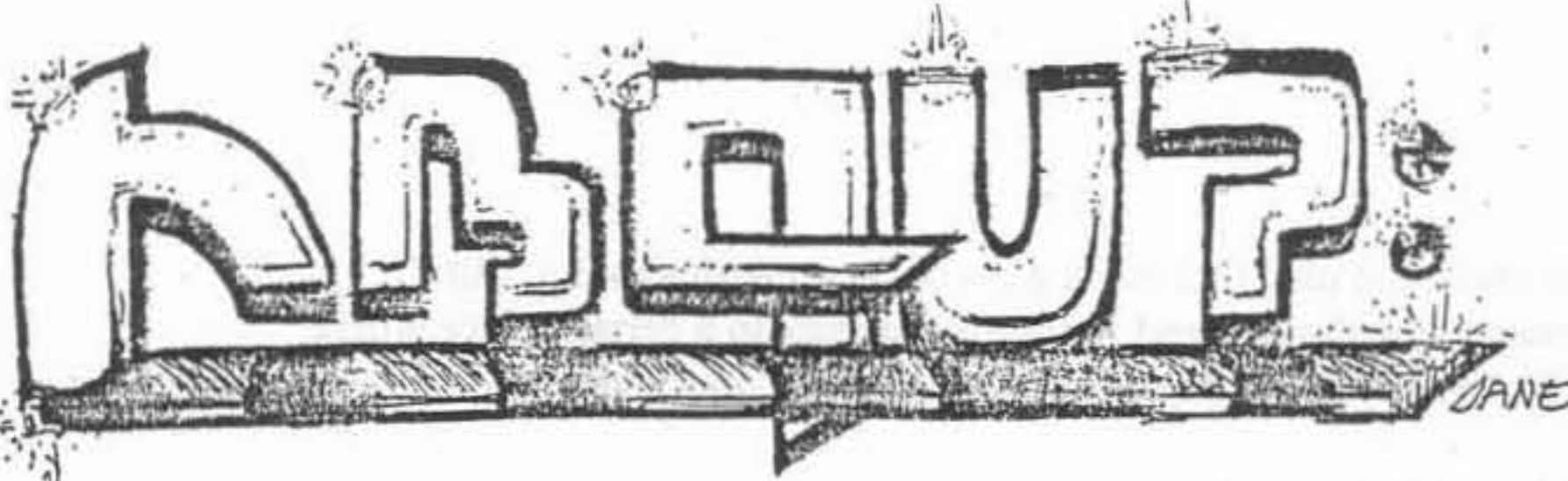
If any editor of the mags that we used to count out our results should complain about that we are counting them,we feel forced to dump this idea and do votesheets as all other mags do.

And also !!!

If you should feel negative or maybe even positive about this idea of ours,then send us your reactions about it,we will be more than happy to publish it !!!

I think I have said all about this now.

/ Twoflower



MAGAZINES!

Welcome to this chapter that we have decided to call : About magazines.....

This is a matter that touches all of us,because it can't be a single guy on the scene who haven't read one of all these cool mags who is now existing.....

The reason why I take this up for discussion is the problems that follows these mags..

To begin with the first one....

All mags competes in a event called : We can write more texts than any other mag and we don't mind if the text has been written before in some other cool mag...

Get my point ???

In the editorial of every mag the editors is telling the readers the readers that they for example has more text than other mags.....

So whats the meaning with that ????

Personally,I have read the same things in atleast 4-5 different mags,and you can get quite pissed when you're searching for their point of viewing it and find that they don't have their own opinion about it at all..... They simply use the same as all the other mags.....

The other thing about this amount of text in all these disk mags (i'm not talking about paper mags in this point!),you see,if you for example takes Brutal Recall,(Who is a fucking cool mag,no offence ment!) who contains of a lot of chapters which indeed is interesting,but anyway,it takes about 2 and a half hour for a person to read all the text that stands in that mag.....

And talking about that!

If all these mags continues to increase their amount of text like this,fuck knows how much text they will end up with !!!!

And who will care to read it all ???

The next thing I want to take up for discussion is votesheets !!

Do some of you know how many mags there exists ????

I don't !!! But in some mag (sorry,I don't remember which!) there stood the amount of mags,and I was shocked,coz there was not exactly 'a few' of them.....

If you think that atleast 80% of these mags publishes charts based on their own votesheets you will still get a very large amount of sheets !!!

But I still can't agree about the idea that some guys came up with, about a 'Euro' chart, where all the magazines should send in their votesheets to a certain place, where someone counts the votes and then send the final result to the mag staffs....

That wouldn't work by several reasons.....

One thing would be that this process should take quite much time !!!

First the votesheets would be spread by different mags, and returned to the mags by the spreaders....

Then the staffs will send it in, at the time they would publish their own results.

Then the person who counts them must send back to all in time so they can get in before the official releasedate for the mags...

And according to the fact that the mags aren't released at the same time, the latest released mags will get fucking old charts that almost everyone have seen before.....

So I can't see a solution there !!!!!

And if this 'counting' person will take a vacation some time, quit the scene or do anything drastic like that, the whole system would fuck up !!!!!

Well, that's about my opinion about this !!!!!

Send in your reactions about it !!!!!

/ Twoflower



Charts

OF THE MONTH ...

Here is the page called "Charts of the month"

If you wonder how the votes are counted, then read "About votes...." on page 3.

The categories are :

- Best Crackinggroups....
- Best single crackers....
- Best musicians....
- Best swappers...
- Best Demogroups....
- Best graphicicians....
- Best coders...

Now, read and weep...

Best 5 Crackinggroups.....

1. *Legend*
2. *Talent*
3. *Dominators*
4. *Enigma*
5. *Genesis Project*

Best 5 Demogroups.....

1. *Flash Inc.*
2. *Light*
3. *Crest*
4. *Blackmail*
5. *Camelot*

Best 5 single crackers.....

1. *Powerplant*
2. *Doc*
3. *Bod*
4. *XXX*
5. *Dogfriend*

Best 5 Graphicicians.....

1. *Hein Design*
2. *Gotcha*
3. *Bizzmo*
4. *Ogami*
5. *Dragon + Redstar*

Best 5 single coders.....

1. *Zodiac*
2. *Flamingo*
3. *Crossbow*
4. *Glasnost*
5. *Walt*

Best 5 musicians.....

1. *Jeroen Tel*
2. *Drax*
3. *Reyn Ouwehand*
4. *JCH*
5. *Danko*

Best 5 Swappers.....

1. *R.C.S*
2. *Baze*
3. *Aslive*
4. *Incubus*
5. *Nightshade + Voyage*

ADVERTS?

And by now, while reading this, you must have reached the Adverts page.

-We aint got no adverts!

-What are...NO ADVERTS!!!

Hum...Well,then we'll have to throw in some other stuff instead.

-I got some art here...

And thats the story of our Advert page for this first issue of ARISE.

So please send them in to us!!! (Addies in editorial.)

JET & STROBE -
ORDINARY SUPERHERO



THIS IS D'ARC - VILLAIN IN
THE GOLDEN CIRCLE...

all of the above by
Dane...





What is the future of the 64 ?

Is this second computer in the Commodore family on it's last season, or will it survive the 90's ?

Before stating anything, let's look back to the history of this toaster look-a-like.

The early 80's were the years when the 64 became everyone's. (almost) Games like "Choplifter", "Pacman" + many more, were the only things that television screens showed at the moment.

Nowadays, the only really known homecomputer starts with (L) A and ends with MIGA.

Unfortunately...

Not to speak bad about the A500, but if it hadn't been for those blasted game consols, then I believe A500 and the sixtyfour could have been the two computers ruling the market.

(Yeah, I mean both.)

I also think that engineers, with a little time and money, could find new ways (cheap ways), to gain more memory on the 64.

But now, let's continue with history class.

85/86 were the years when some of the first cracking groups were formed.

Sweden had some of the best, odd as it may be.

But as you can read in Scene History - Cracking groups have an ability to either split or rename.

So almost none of those first ones are now operating.

One of my other opinions is that one thing that could save "la soixantequatre", are the demogroups themselves.

Just think of all the hot talents out there.

What if they were to create games on the 64 for the programhouses...

Many are doing it now, but I mean good, real quality games.

C64 would get a real kick out of that...

There's nothing wrong with the Amiga, but I just think that the 64 needs some time in the spotlight, too.

(At least in commercial computermagazines...)

If U have any other opinions regarding the sixtyfours future, then write to us here at ARISE.(Addys somewhere else in this mag.)

The same goes if you have any ideas what to write about.

We would be really impressed if you'd send some own stuff.

Of course we would try to publish it sometimes.

For you, this is Dane signing off...

- SCENE -

HISTORY

TWE
DANE

Yes, welcome to this chapter that we have decided to call : Scene History.....

The meaning of bringing up this matter is that this '64 scene is old....
Very old....

If i aint got all wrong, i think the first guys on this scene came up around 1984-85
sometime, but many groups were formed around 86...

As you allready knows, this scene is much older than the (L)Amiga scene and the PC
scene added together, and it got a wonderful story behind it.....
Anyway, all people may not have been around since the beginning....

If you take me for example.....

Therefore, i thought....
'Do anyone really care about the history of the 64'.....

Well, some people do, and some people don't.....

The people who really cares about their history is for example the swedish groups :
Triad and FairLight. Triad has almost the same intro they had in 86-87 and FLT still
uses their intro since 1987.....

Well, I know, they don't just use it because they care about their history, it's also a bit
tradition in that.....

The people who don't seem to care about the history of the sixtyfour is the people who
simply ripp off the names from old cool and certainly dead groups.....
Don't they realise that those groups have a history of their own, and there is no need to
build on that history with new lame stuff coming from guys that not even been in the
group in the old days.....

No, let the dead groups continue to be dead.....
If some lame guys try to build on a legend instead of trying to create one by
themselves, then they for sure are lame.....

But that's my opinion.....

/ Twoflower

cool games

Twe

Howdy again !!!!!

Again we are striking back on you with another chapter, this time called : Cool Games..

Is there existing any cool games on the 64 ??????

Yes it exists a big lot of those, although, there isn't too many produced these days.....

To hook on some words Dane told you earlier in this issue.....

The demogroups around should start producing games, some already does, but the quality of the games aren't really exciting.....

Well, I think he has right in that opinion !!!

A lot of groups are really doing games now, for two reasons :

To keep the scene going, and make some money out of it !!!!!!

The dudes who make 'em don't think about getting famous by a game or be accepted as a good gamecoder.....

Sad, very sad.....

Well, say what you want, but there is some points of light released like 'Vioris' or 'Snake Mania', funny games, although they lack of new ideas, but what can you do about it ?????

So, now I wonder, why don't the gamemaking groups make good, quality games !!!!!

If they put all the work that all these people have made on astonishing and recordbreaking demos, on the games they are producing, they would be brilliant !!!!!!

For example.....

If you have got a copy of a nice demo made by the Finnish (?) groups Eurasia and Collision, called 'The Plague' it's a nice demo, especially if you look on the graphics that's loaded between the levels and the parts in the demo, made by Paladin.

As I earlier said, it is nice and cool, but in the end of the demo there is a game, coded by Paladin/Collision called 'Worm'.....

First, when I saw what was coming I thought .

'Cooooool !!!! A game made by this graphics-master, I can't wait to see it !!!!!'

But what a disappointment.....

The first shot on the game was a ordinary game intro with a logo and some text !!!!!

The logo looked like something like graphics made by a six year old kid !!!!!

I'm now not saying that this guy cannot make gfx, coz he really can !!!!!

Just check out the AFli Collision logo he made in one part.....
To go on with the game,the graphics weren't good in there either.
The code in the game was ok,but the idea was the same old 'A worm that grows
everytime you take something'-idea.....

I mean,why doesn't this guy make as good quality on the game as on the rest of the
otherwise cool and nice demo ??????
Well,I don't know if the game is old or so,but if i should have put it in a demo like that
I should atleast have improved it !!!!!

Not that i can,but anyway !!!!

So,i think the gameproducing groups should make better games that they spend a little
more time that they used to on !!!!!

Well,that's my opinion.....
Let me hear about your !!!

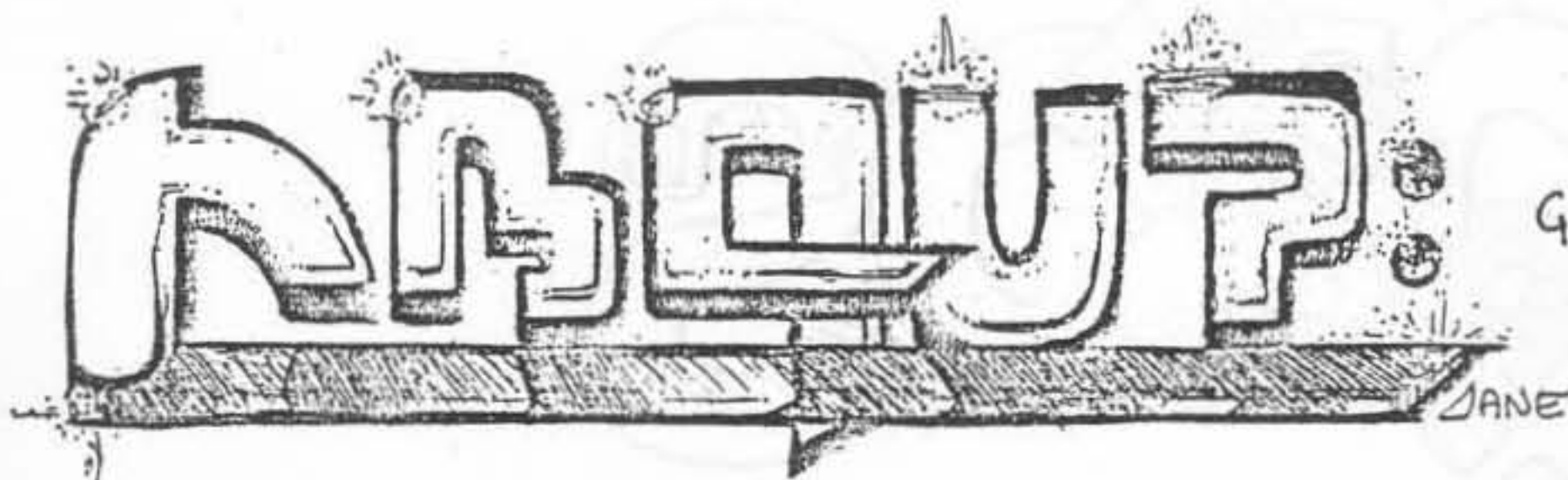


/Twoflower

LIGHTMASTER-ONE OF THE MEMBERS IN THE GOLDEN CIRCLE

/DANE

DANE '92



So, you have now atleast reached the final chapter, edited a hot day by Twoflower....

This time the logo tells you.....
About Groupjumping !!!

Yes, this is a matter that concerns us all, coz right now, i'm sure that in which case 95% of you guys reading this are members or have been members in more or less famous groups.

The reason for bringing up this matter is that I get so pissed on all these guys who have very big ambitions and tries to be better just by joining a cool group, and then finds another group who is better than the first, and totally give the hell in the guys who were in the group they used to be in.....

That just split old and good friendship for nothing except a little status.....

Another thing about groups who makes me pissed is for example leaders who shits in having contact with the other groupmembers, doing almost nothing, just being inactive, or acting lame and lazy (Yoo Hunter...), but that's not the point.....

The point is that I think that the groups should have more contact with eachother, like having meetings together, go on pardies and so on.....

It's too little of that nowadays.....

And to all you groups out there : 'Stick together dudes !!!'

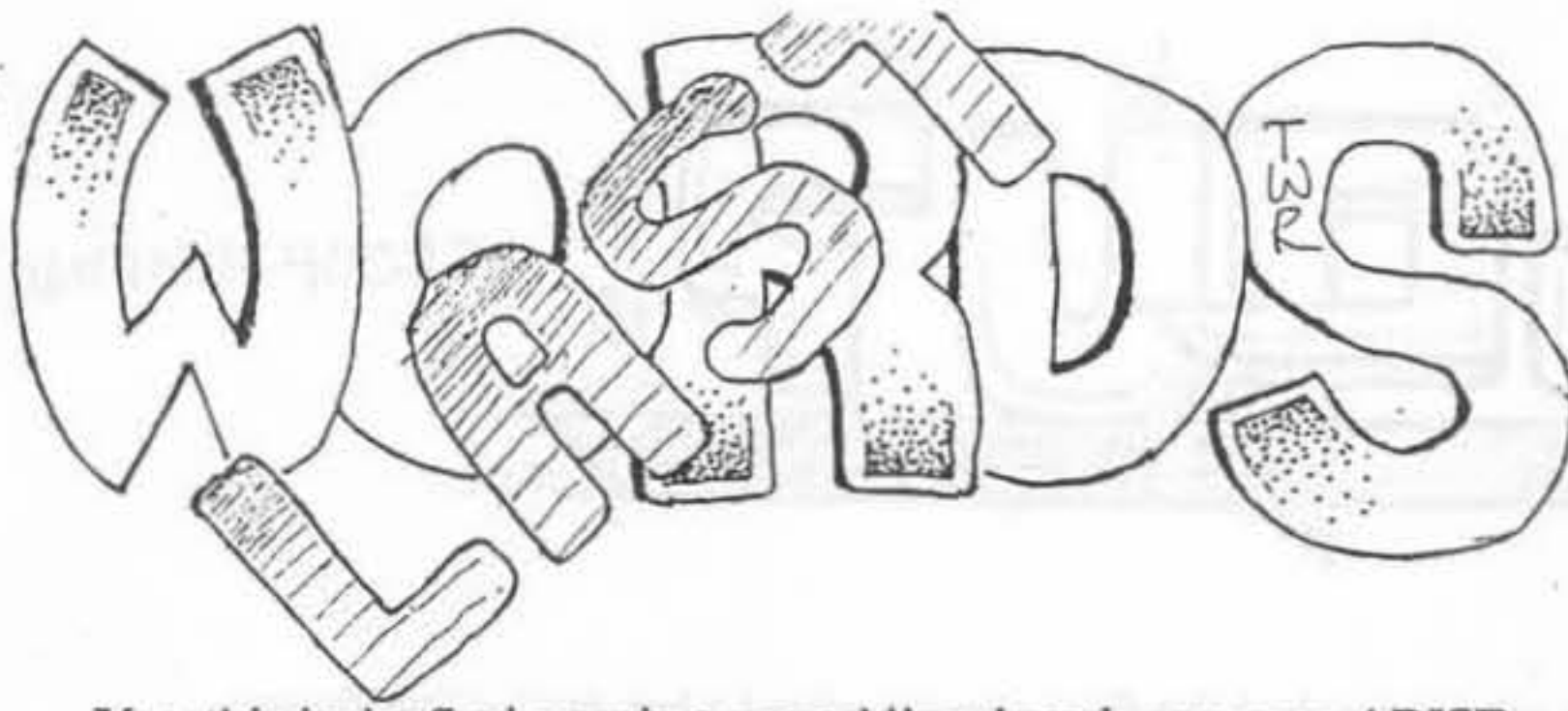
Well, I think i have said all for this time.....

And all you people out there !!!!!
Don't forget to send in some reactions about this, or your own stuff to be published in this little magazine.....

And last now, before the really final words :
I hope you have enjoyed reading this as much as we have enjoyed to write this stuff !!!

Now turn the page and read the Last Words
Dane

/Twoflower and



Yes, this is the final page in our sparkling, brand-new mag ARISE.
It has been very fun doin' it. (Except for the logos...)
Yet again we thank all of our contacts for helping us get the inspiration needed for this awesome first issue. And yet again we demand you to write to the addys in the Adverts page.

One more thing !
Have you noticed that when Sweden is doing a bad "VM", then it is called "their loss".
But when Sweden wins the World Hockey Championships, then it is "our victory"!!!
It sucks!
Long live Swedish hockeyplayers!!! (especially Peter Forsberg) / Dane

Well oh well....
There were Dane's contribution to these final words.....
Before I end it for this time I want to explain some things that have occurred in the mag.....
First of all : The Adverts.....
There aren't any adverts in this magazine !!!!
None at all !!!
That's because we felt that we could not print our contacts addy's without their approval, and therefore we have to wait until the next issue of ARISE until any addys will show up..... It's sad but true.....

Another thing to bring up on this last page is.....
The Credits.....

All txt and gfx by Dane and Twoflower.....
All music by Elvis Presley (A little joke.... Isn't that what we all live for ????)
Charset by my cool Canon AIR-LPB-4+ laserprinter.....
And this text is edited on a IBM PS.2.....
Ins(pirated) by James Brown... (But he's dead...)
That's all credits.....

Yes !
The cover of this mag is from Danes own comic, The Golden Circle...
But he looves the Marvel Muties too.....

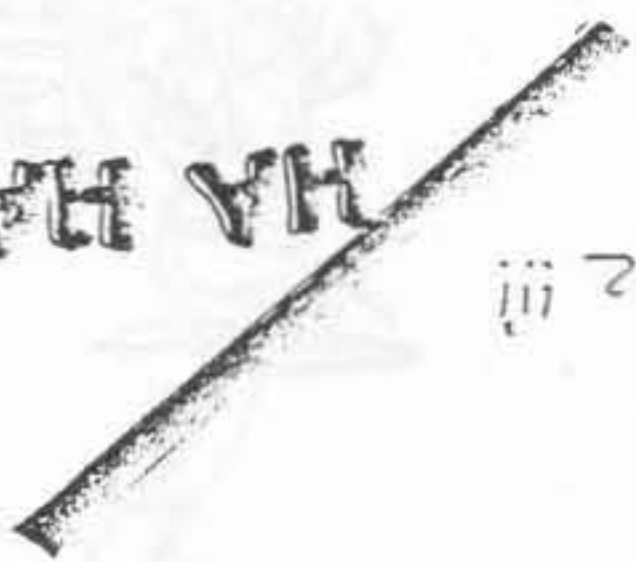
And I loove techno !!!!!
So send some to me if you got any cool technotapez.....

Now I for sure have been writing all the things I surely can imagine... / Twoflower

Ok mates..... Later Terminator !!!

LAST LAUGHS

HA HA HA

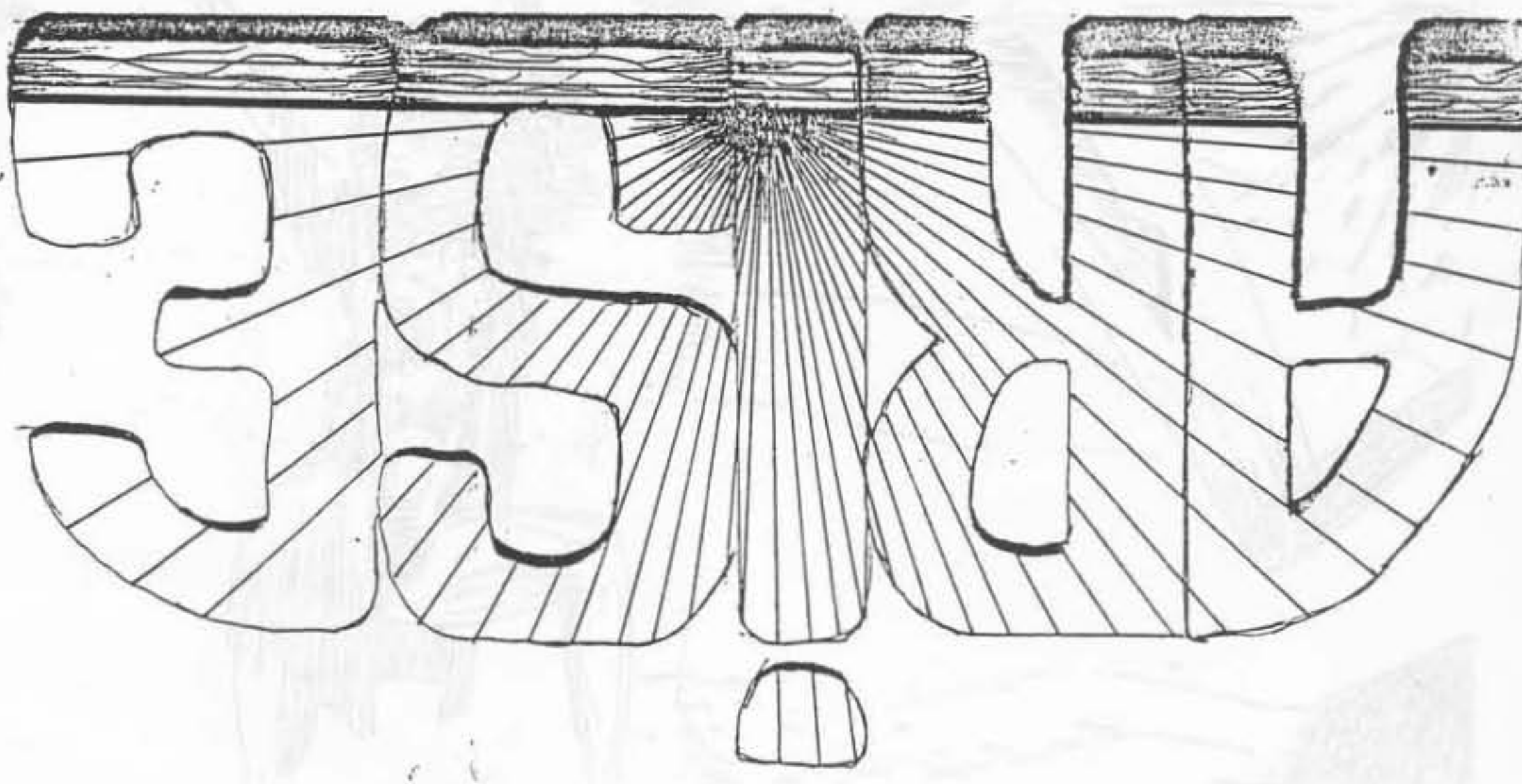


See ya...
...in #2
iii

UPSIDE - DOWN
iii

TURNS YOU

TMP
to
DATE



This issue is spreaded by:
WINGO/OXYFON
AND WRATH

