

F4CG

# PIRATES



BRADY  
ISSUE #9

# ABOUT OURSELVES



Dear reader,

here it is, just after two months(!)...The new PIRATES !! It's issue#9 and the next one will be number#10 which will be out in one or two months, that promised: The next issue will be a kind "of a "jubilee-issue", so it will contain a lot of articles, interviews, news, a new cover (finally!) and many more! So try to it, order now !! But this would take it's time...As this issue contains no real interview, the next one will contain four or six ones !! As you might have recognized this issue isn't as big as I thought, but anyway go on reading this issue now...

signed your Pirates Crew



IDEA : JUMPIE / P4CG  
EDITOR: CHRISTIAN WILMANN'S (BAAL/P4CG)  
ARTS : DYNAMIC/TRIAD, YANKEES, BRADY/WOT,  
ANOK, LONE RIDER, MARK/SUBWAY, SILVER/ERRORS  
LAYOUT: THORSTEN, OLI, BAAL

 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, the money (5 DM for three issues!) and ofcourse the address to send the mag to, to BAAL'S BOX (look below...).

**A MAG CAN ONLY SURVIVE WITH YOUR HELP!!!**

If you want to write or declare something, have any comments on the mag, want to vote for the charts or just want your address published then simply write or phone one of these guys...

**BAAL'S BOX**

AUF DEN PÖTHEN 47  
5620 VELBERT 15  
WEST-GERMANY

**JUMPIE**

1, ALLE DES FREESIAS, B 53  
1030 BRUXELLES  
BELGIUM

## ABOUT TELEPHONE ANARCHY EXCALIBUR/LEGEND BES

SPEAKING: Anthony of LEGEND

Like everybody already noticed the BES TELEPHONE ANARCHY is dead because Overmind, the sysop, has been caught and maybe has to pay 3000 US Dollars. So he putted away the BES. Anyway I still wanna do a review of this BES, because in my opinion it was one of the best (I'm not the only one says that!). At the beginning, Overmind has been in NEC, left that group when EXCALIBUR was formed and joined them. The BES existed about 6 months and had ca. 150 users. It was together with WILD WARES/XDS one of the best BES's in the states. The posts sub has been very funny all the time because everytime anybody had something cool to say. The wares on the BES have been very new and lame wares from lame groups have been deleted. Also I never saw a game two times on the drives. It's a pity that the BES is closed!

Other good BES's:

WILD WARES... 313-987-6637 EXODUS  
WARES CASTLE... 718-326-2214 G\*P  
LEGACY OF BRUTALITY... 409-721-5005 ILLUSION



## SOME WORDS ABOUT THE SCENE...

SPEAKING: Ashley and Duck Dunn of LOTUS

In this article we want to talk about the wars in the scene. Before people start a war, they should think about the reasons for getting other group(s) as enemies. Sometimes people start a war for nearly nothing. For example because of unproved rumours or some crap talk from one member of an all in all cool group. The first case is easy to avoid, if people would check better their infos. What about having a little chat with a member of the group you want to offend??? In the second case it would be better to think about, if it's really necessary to start a war... Well a war is never good for anyone, normally the fighting groups have only disadvantages. One is that other groups would get better because you only concentrate on slagging down the enemy group so you can't really work to hold your standard or to get even more better. Well, sometimes a war is understandable. We are now talking about serious things, e.g. ripping, recracking or sucking the cop's dicks (we guess ya know what we mean...). Now we reached another point, where all of us should start to think... "How to fight the other group?" At first we want to tell you how you should not do it... Never work together with the cops! Think about the consequences, if this behavior would get normal the scene would have no, we mean really no, chance to survive! So do Anti-Demos, try to publish the truth, slag on them in scrolls or fuck their girlfriends...!! But never work together with the cops, we think the scene would have less trouble with the green suckers, if everyone would keep this in his overfilled minds!



## ABOUT THE DUTCH SCENE...

### PEAKING: KRS&1/CULTURE

o,hip hop lovers here's KRS One of CULTURE.I'd like to tell you something about the dutch scene.Surely you all remember the days when the dutch groups were on the top, but this changed nowadays.For example the old dutch legend HOTLINE,which was the nummer1 group about three years ago.But as HOTLINE wasn't really active for about several months,verybody said that they stopped almost all cracking activities.But now hey are back with some nice cracks and also some, but only some, imports.But it seems that they'll be full back in hizz' in some months at's wait'n see...

ther dutch importing groups are: FALCON,CULTURE,STAGE,NUCLEAR,MANOWAR,nd finally SPHINX.

lso an old dutch legend, in opposite to HOTLINE on the demo-market, is COOP.They released their best demos for about 2 - 3 years ago, when hey were leading the demo-scene.At the moment they are still alive, ven if many members changed (remember that also some MON's belongs to COOP!).Also the last demo they released is about one and half a year ld.Some months ago they thought about releasing a new demo for the smo-competition on the DOM+UPFRONT-TRILOGY-Party.But at least they idn't.But SCOOP is or better was not the only good dutch demo-group as vere is for example ELACKMAIL, who had the break-through with their o-Phisticated-Series. The second So-Phisticated-Demo, e.g. contained ve highest amount of Rastap-Splitts ever made up to this demo. Or just ve a look on the latest So-Phisticated-Demo which bribe you with it's bulcus graphics made by some of the best graphicans , Robert and CRC. ve other dutch demo-creators are: DENSITY DESIGNS(just have a look : their latest demo Dignified!).THE RULING COMPANY and SPHINX (no prodions the last time).

to this there are also some of the best music-creators here in Hol-nd ... as there are ZOCC and the MANIACS OF NOISE (Yo Rein!). could talk many more hours about the dutch scene, but I've to leave w and so just some words at the end.Two years ago the dutch ene ruled the scene with it's fast bracking-groups (HOTLINE (now ck?!),ORION) and leading demo-creators (SCOOP,VISION).But nowadays ve fast cracking-groups are gone and fast importing-groups establis-id.I hope this will give you a better view of the scene in Holland ... member: All the lists of groups weren't ranked! If you were not mentioned in any list why bother having a group?! In case I have made any stakes (what I don't think!) and you're able to get some good proof, m willing to change my statement.

### GET IN TOUCH WITH STREZZ DESIGNS

Genius/Strezz Designs  
leeuwerikstraat 31  
7203 JB Zutphen

HOLLAND

We search for a new group to join...



## REACTIONS...

### SPEAKING: Anthrax/LEGEND

Lot's of people said my article about the german scene was shit! Well, there is still a bunch of groups which can't believe that there are groups which have a better potential than they have. One guy was blaming me because I said SUCCESS does make the best versions. This guy meant that GENESIS would do much better versions. Anyway, nowadays people just care about the trainers and if a group does put 10 real trainers into a game it's good. But if a group does put 50 senseless trainers into a game it's a perfect version. Well, coming to the point GENESIS does make a few best versions, but SUCCESS does do all good versions. And in my opinion SUCCESS was and is the group which does make the best versions of games. Okay??

Also I think it's a pity that lame groups which never cracked a game blame me for putting my old group PHOENIX into the list of the ELITE(!) even it has been existing for a few weeks that time. Well, should I put CREST into the german elite groups? No, that would be too unreal even CREST just does demos (normal standard demos in my opinion: Not so fantastic like everybody says!). CREST never did a good or a real new crack so it would be a lie if I would say CREST is a good cracker group! Also Roy/DYNAMIX blamed me for writing X-RAY would be the best importer group in Germany. Well, this guy should read my article better because I even said a word about importing in the whole article. Also I got trouble because I said that PHOENIX would be a good cracker group. So at this time I wrote the article, PHOENIX already released about 5 games in only 1 week, when 2 of them were first-releases! It's not my problem if people don't get our wares in time. The ELITE does...

But now about Germany now(!)....:

At the moment ACTION is no.1 even ALPHA FLIGHT pretends to be the no.1 because they released the non-working versions of North Sea Inferno first without any trainers. Also they pre-released Great Courts, which they got from ACTION and gave it to EXODUS. So you can't take AFL as a good cracker group. X-RAY & SUCCESS are very good at the moment, they crack many games, do good versions and are also very fast. GENESIS had a bunch of very fast cracks the last month but you can't take them as no.1, because they are a German/Swiss group and all the fast cracks have been done by the swiss guys. CRAZY doesn't seem to be very good anymore. They maybe have a lazy time at the moment. In my opinion the german charts looks like this: 1. ACTION, 2. X-RAY & SUCCESS, 3. GENESIS, 4. PACS (Metaplex was first from them!), 5. CRAZY

## MANOWAR POLICY

### SPEAKING: Yvo/MANOWAR

Yvo/MANOWAR here with some comments about the MANOWAR-policy... Our official memberstatus at the moment looks like this: (Holland) Tib, Yvo, Ghost, King, Dac, Duck, Scorp, Peter, Et and Comja (Switzerland). We had to kick our german section out for their lazyness. That doesn't mean we are in war with them, no, we are still good friends.

Hellios+Heatseeker joined CREST and about the rest we don't know much. As you perhaps have noticed, we in MANOWAR have been cracking very much recently. That's because Ghost is (besides Tib) cracking like hell and Peter and I (Yvo) are doing originals now. I even had to stop swapping caused by all the hot origies arriving at my postbox. Yo charts, here we come...! We had 13 releases in one week! And then we have our imports, demos etc.

The magazine ADDRESSES will be produced by ZOETERMEER now, so send your addy to ADDRESSES, P.O. BOX 6086, 2702 AB ZOETERMEER in HOLLAND. (Don't forget to put enough stamps on your letters!!)

# THE INTERVIEW !

## INTERVIEW WITH THE LAMER OF THE MONTH

PIRATES: What's your name and group?  
SLIME : I'm Slime of ATG.  
PIRATES: What's your job in ATG?  
SLIME : I'm swapper and Main-Editor of Corruption (ed.- another mag.)  
PIRATES: What's your age?  
SLIME : I'm 13 years old. (ed.- a "very old" and a "very important" member!)

PIRATES: How tall are you?  
SLIME : 1.63m (ed. - 153cm of lameness...)

PIRATES: What were your former groups and how did you manage to join ATG?  
SLIME : I were in COCAINE,IONIX,ORION and now ATG. How I managed to join ATG? I wrote a letter to Ebj of ATG in which I asked "What about joining ATG?".After a week I get a reply from Spc in which he told me that I can join.(ed. - Aha, that's the way. Now ATG got their "most important" member...)

PIRATES: What do you think about being "Lamer of the month"?  
SLIME : I'm proud to be the biggest lamer around and I think it's a success to in the PIRATES. (ed.- you'll be very famous now...)

PIRATES: What do you think about pimple squeezing?  
SLIME : I personally prefer it!(ed.-Well, it'll take him a looong time to squeeze all his pimples!)

PIRATES: Your best friends in the scene?  
SLIME : All ATG-members and Roy/DYNAMIX.(ed.- pccoor guys!)

PIRATES: What do think about drugs?  
SLIME : I hate `em but sometimes I like `em.(ed.- a really tough guy!)

PIRATES: Favorite TV-Series?  
SLIME : California Clan!(ed.-arrrrrgh!)

PIRATES: What do you think about ripping?  
SLIME : It's cool. I've ripped some demo-parts for a big german political party.(ed.-He probably wants to become the new Bundeskanzler by ripping...)

PIRATES: What's your political position?  
SLIME : All from the left to the right!(ed.- Yes.certainly. no other special problems?)

PIRATES: When did you get your first orgasm?  
SLIME : I got it when I saw a horror-movie.(ed.- Now even a PERVERT!?)

PIRATES: Was it caused by a girl or by your own hand?  
SLIME : No, it was caused by my brother!(ed.- this should be censcred!)

PIRATES: Did you ever had a close look on girls?  
SLIME : Yes yesterday . I saw my mother while using the shower.(ed.- quite strange family...!?)

Well that's all.Believe it or not. but all answers are correct!!! Anyway. if there's anyone out there. who would be interested in being the "Lamer Of The Month" should contact the PIRATES...

interview with Slime/ATG by DD&Asley/LOTUS

(ed.- the "ed.-"'s in the interview are the comments of DD&Asley/LOTUS)



# I have to say ...

GERMANY'S NO. 1 !!

SPEAKING: Nero/LEGEND

Since the dead of 711 no german group pretended to be germany's no.1 and there was really no group which deserved the place. The most of the best german groups aren't german, they have a lot of foreign members. Such groups are GENESIS, F4CG and LEGEND... The full german groups which are still doing quality cracks are ACTION, X-RAY+SUCCESS and sometimes DYNAMIX... But none of them never pretended to be the no.1! Now a group declared himself as germany's no.1! This group is called ALPHA FLIGHT. They seem to forget that it takes a little more to be germany's no.1 as getting some originals from MAGIC BYTES or BACHLER VERSAND pretty fast. They really forget that it also takes some skill in cracking and that's what they don't have.

Some examples... NORTH SEA INFERNO: A shit long version, no trainers and sometimes it crashes!!

GREAT COURTS: They got this game from Spitfire of ACTION who released it and EXCALIBUR got it out first.

Then AFL weren't able to crack it and asked ACTION for cracking this one for them. Spitfire told them to give it to EXODUS and released it. In the scroll they wrote that they beat LEGEND (Anthrax). So they proved again how brainless they are. LEGEND released GREAT COURTS on 01.03.90 and AFL got it till the 03.03.90!! LEGEND was also able to crack it by themself. And LEGEND don't need EXODUS for fixing some trainers in coz the cool cracker Max/AFL is unable...!!

If already a lame group like ALPHA FLIGHT pretends to be the no.1 the german scene is really going down...

## !! ADVERTISEMENT !!

### LOTUS

64 swapping

PLK.056247 C  
5650 SOLINGEN 19  
WEST-GERMANY

### F4CG

64 swapping

PLK.001996 A  
4460 NORDHORN 1  
WEST-GERMANY

### AUTHENTIC ARTS

for every kind of  
graphic, sound'n code

PLK.014209 A  
6078 NEU-ISENBURG  
WEST-GERMANY

### MANOWAR

64 swapping

SCORP  
HOFSTEE 7  
6641 VM BEUNINGEN  
HOLLAND

### TRIAD

64 swapping  
JONAS STRANDELL  
SPORTFISKARG 5B  
72348 VASTERAS  
SWEDEN

### SUCCESS

for reactions on the  
article'n other things  
ARROGANCE  
PLK.093777 C  
6374 Steinbach/TS.  
WEST-GERMANY

### ACCESS

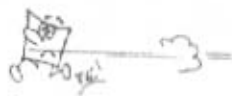
64 swapping  
DAVE SCHRANZ  
ZWANZGERBERG 3C  
9065 EBENTAL  
AUSTRIA

### PARAGON

64 swapping  
BJORN GISLASSON  
BELLMANGATAN 1B  
75428 UPPSALA  
SWEDEN

### MANOWAR

Originals, magazine  
stuff etc.  
YVO  
BROWERSWEG 71  
7351 BS HOENDERLOO  
HOLLAND





BY HAZOR & C&C

SPEAKING: Orc/BLACKMAIL/diArt

As you can see Hazor isn't with us this month, because he had some troubles at home, which he's fixing now! And as I'm under time-pressure, let us start now with the reviews...

WRIGGLE/NATO

This should be the last demo after Twister and Catcher made by the B.U.D.S for NATO. But as I got informed in the last minutes they left FAIRLIGHT and rejoined NATO (or was it Macron?!).  
But now for the demo itself...

The demo has got seven parts with 1 tune from JO, 5 Drax/VIBRANTS tunes and finally a golden oldie from JCH.  
The coding is cool and the graphics are not bad, higher average. The best is in my opinion the last part with the fast vectorballs, bobs or whatever they gave the name to it.

Ideas... 80  
Code... 80  
Design.. 75  
Overall. 80

XTC/STREZZ DESIGNS

A four parted (short/long) demo with cool graphics by those strezz guys.  
The coding is very lame and simple but with those graphics, who cares?!  
The best two artists are still looking for a good group, so why don't you contact them ??

Ideas... 50  
Code... 35  
Design.. 80  
Overall. 55

THE COMPILATION DISK/20CC

20CC is back with a new mega demo!  
All tunes which have been released from July 1988 till now are now on one disk.  
The demo contains also the tunes for the latest UPFRONT demo which is still not released.  
The graphics are done by me and Hein, so have a look at it yourself. The demo contains a FLI-logo (really fab!).

Ideas... 80  
Code... 70  
Design.. -- (it would not be fair!!)  
Overall. 75



## diArt

SPEAKING: Orc/BLACKMAIL/diArt

There is a new graphic group called diArt.  
diArt has two members: Hein Design / DENSITY  
Orc / BLACKMAIL

So if there is somebody who needs graphics for Demos, Games or what  
ever then just write to us at...

Richard of diArt  
v.Tillstreet 10  
7203 CP Zutphen  
Holland

or

Hein of diArt  
Rossinistraat 15  
5144 XV Waalwijk  
Holland

If you wanna vote for us in the graphic-charts then just vote for diArt  
and not for Hein or me seperately !!

Richard of diArt



# ⊕ have to say ...

A SHORT LOOK OVER THE BIG LAKE - THE CHANGES IN THE USA SCENE...

SPEAKING: Narc/LEGEND

The US-scene is mostly known for their import groups which takes in Europe cracked games, fix them NTSC and release them on their BBS's. For a long time now EXODUS was the no.1 import group in the states. But in the last month they got a strong opponent called EXCALIBUR. They released the most games as first and EXODUS became afraid of losing their no.1 position. So they started to fight with dirty tricks. They re-released EXCALIBUR-wares or left the NTSC fix just out to be the first. Then EXCALIBUR had bad luck... Overmind, the sysop of TELEPHONE ANARCHY got busted and had to close his BBS. But EXCALIBUR still had some first releases and kept fighting against EXODUS. So EXODUS and INC formed together "THE WINNERS" just to slag EXCALIBUR down. But it seems that only EXODUS is using THE WINNERS because INC is still releasing their imports with an INC intro in front of them...

At the moment EXODUS took the lead again coz of their dirty tricks. I personally think that nearly all guys know that they never could compete if they would fight in a fair way. It seems that they won this time but what will happen to them if a new import group will be formed and they'll use the same dirty tricks ??

The EXODUS guys should think about that and should go back to the old way were quality ruled and not lame none working AFL-releases...

# I have to say ...

## ARE TRAINERS A WASTE OF TIME ?

SPEAKING: The Arrogance of SUCCESS

Welcome folks to my first article for the PIRATES! Well, it probably seems more to be a statement than an article, but anyway do I hope you accept my opinion, although it is a bit extra-ordinary.

As you already know, I'm "The Arrogance/SUCCESS", notorious for the double- and triple-trainers. But instead of compliments for the eagerness for my cracks I mostly reward negative criticism, but what is more: Pure discrimination!

I'm that type of guy that neither cracks for the boards - my originals can never be the #1 -, nor for the charts, which are mostly overstocked with incompetent pretenders. In opposite I try to release always the best version of each game. I don't want to squander all my spare-time to make you angry about my versions, but to lighten you playing the different games. I spend on every game at least 3 hours for pure training (at least !!). Further more I think that not every so called "Cracker" is able to do such high-standard cracks, with reference to trainers and shortness. On the contrary, unlike the most of my (and of few other crackers') versions, ca.50% of each game's versions that are released contain several bugs. But why? The answer is: "Cracking is an art!". The "real" crackers are threatened by extinction. Many crackers nowadays are just pretenders, wannabe's! I don't know if you assign me to that category, that depends on your personal estimation. But isn't it the "trend" to be first on the states' boards? And this is probably the main reason for less quality! Can't the people just reward the quality versions that follow some days later? A last concession I have to draw is that LEGEND is probably the exception. They try to do "quality on the boards!".

Reactions wanted (address in the advertisement-corner!) !!

*The Arrogance/Success*



## DISK-MAGAZINE REVIEWS

SPEAKING: Baal of F40G

As there are such a lot of those disk-magazines going around, I thought it would be cool to review some of them.

The reviews should be objective, but all of you know that there can't be an 100% objective review, but I try to do 99% ones. hehehe. For this issue I reviewed LETHAL NEWS, FATAL NEWS and NEWS'N CHARTS. But as I recognized too late, I made a big mistake! I wanted to review every issue around 2-3 disk-magazines. And this ones should normally have nearly the same conditions. For example I wanted to review MAMBA, SEX'N CRIME and SCENE PRESS for the issue, but I didn't see that MAMBA and SCENE PRESS are just multi-parted mags and the SEX'N CRIME is just an one-parted one. It's logically that a multi-parted mag contains much more text than an one-parted one. The same it's this issue with the LETHAL NEWS... it's a multi one! So please forgive me for this, but I hope that will like this new section as much as I do...

If you have some ideas to make this section much better (e.g. a new review-system or so...) or any other comment, then simply write to me (address on the first page!) I will answer every(!) letter. Or just call me for some chat...

## LETHAL NEWS / BONZAI

LETHAL NEWS is a multi-parted magazine. It contains EDITOR'S PAGE, LETTERS+PREVIEWS, REPORTS, DEMO-REVIEWS, VIDEO-REVIEWS, INTERVIEWS, NEWS+RUMOUR CHARTS and finally the TRANSFER MARKET.

The EDITOR'S PAGE contains just the usual stuff... Credits, many thanks.. blablabla....

In opposite to this the LETTERS+PREVIEWS section is just cool. It's interesting to read those really nice and informative letters from several guys. This corner gives the readers the chance to articulate themselves. This section also includes a game-preview of the game from Nemesis/COSMOS named Elite Squad. It's a very objective review of this preview. In most cases that a preview is going to be reviewed in any magazine, there is just a song of praise about the fabulous(?) game and it's new and originally game-play. But this time it's all different. The reviewer depicts that the game-play and the skill of coding is nothing special.

The next section is the (PARTY-) REPORTS section. As there was nearly no party the last months, this section only includes a party-report of an Amiga-Party. Better than nothing, I would say! Anyway the way the report is written, is very good.

The DEMO-SECTION is done by the editors themselves. Five demos are reviewed, and I must say, in a very detailed way! And the marks are also objective (e.g. look at the review of the TRAPPED demo, even that the demo is done by the editors themselves!).

Also a VIDEO-REVIEW corner is included with this mag. It's done by Karate Kid/DOMINATORS who is one of the fastest in the video-bizz'... So the reviews in this corner are quite actual and on a high level, only new movies are reviewed.

INTERVIEWS are standard part of a magazine, but not of all (e.g. FATAL NEWS). This time two more or less interesting persons are interviewed... Next time an interview with the boss of a danish software-house is promised, so let's wait'n see.

The NEWS+RUMOURS corner contains very new and hot news. Some news are first, some are quite new and some are average. So the news-corner is on a much higher level than the other magazines which are also reviewed in this issue. It's one of the best NEWS+RUMOURS section which exists under the magazines.

The CHARTS aren't representative, 'cause of very less votes, as the editors already have written in the introduction: I think it's better to say that there weren't so much votes as expected, as to add only 100 points to each place of the charts. So it looks like there were enough votes to give a representative view of the scene.

And finally the last but not least section is the TRANSFER MARKET, which is nothing else than an advertisement-corner. So nothing special. All at all the outer appearance of the magazine is very cool! The main program is well designed and the comfortability of it is also okay. It's for sure that LETHAL NEWS will get one of the best disk-magazines together with MAMBA, SCENE PRESS and SEX'N CRIME.

|                 |     |
|-----------------|-----|
| Design.....     | 6.5 |
| Actuality....   | 9.0 |
| Authenticity..  | 9.5 |
| Comfortability. | 8.0 |
| Overall.....    | 8.0 |

The review is based on LETHAL NEWS #21

## FATAL NEWS / FATAL DESIGNS

The FATAL NEWS is a one-parted magazine. It contains several categories which are: CHARTS, GAME REVIEWS, NEWS+RUMOURS, ADDIES, FATAL DESIGN, EDITORSHIP, E-MAIL and PARTIES. So let's start and have a look on the first one which are the CHARTS...

All at all the charts are okay. All important categories are included, like... Cracking-Groups, Swapping-groups, Coding-Groups, Lamers, Musicians and finally Graphicsers. The charts seem to be not very objective in some parts, e.g. in the cracker-charts CENSOR is placed too high! I think that everyone would agree that CENSOR isn't the number#2 in cracking... And now for the GAME-REVIEWS... What's to say about this?! I personally think that game reviews doesn't fit into a scene-magazine, but it seems that some people like this. I think that, if you are interested in some game reviews, you should buy commercial software-magazines. Game reviews are ment to be a help for someone to buy a good original game, instead wasting money on a bad game. But who in the scene cares about how good an game is, you'll get the game anyway! Up to this, only one game is reviewed, but in avery detailed way I must say. So if you are interested in such things, the review is worth to be read.

The NEWS+RUMOURS section is, in my opinion, the most important part of a disk-magazine, because a disk-magazine can be finished in one day in opposite to a paper-magazine. The news in Fatal News #5 are all at all okay. This section includes some fast, less subjective and many average news. All at all I think this section is on a higher average level.

The ADDIES are also to be found in every mag. This time just average up to cool addresses printed. Some lame and some cool, a good mixture.

The FATAL DESIGN corner is just an advertising article for FATAL DESIGN, nothing special for your interest...

EDITORSHIP... The name tells it all!

In the E-MAIL corner Reactions, Credits and the usual things are included. Just an usual corner...

PARTY corner gives you some short info about the next coming parties... Not much details about the party are written, but enough to be well informed about where's something going on the days...

Other things about this mag... The design and style of the main-programm looks a bit like the one from S'n'C, a left-right moving logo above the text. The comfortability and the readability is all at all average up to very nice, even if the pages are too small. The FATAL NEWS contains only some interesting stuff (e.g. Charts, News+Rumours) that's not enough! Many things are missing what makes a good disk-magazine, usual things like Interviews and nice and new ideas. FATAL NEWS is just an average disk-magazine...

|                  |     |
|------------------|-----|
| Design.....      | 5.0 |
| Actuality.....   | 7.5 |
| Authenticity...  | 9.0 |
| Comfortability.. | 5.5 |
| Overall.....     | 6.5 |

The review is based on issue#5 of the FATAL NEWS.



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## NEWS'N CHARTS / QPAL

NEWS'N CHARTS is also one of these one-parted mags. The contents are of the latest issue are : INTRODUCTION, LIST OF TOPICS, NEWS, INTERVIEW, CHARTS, PORTRAIT, ADVERTISEMENTS, READERS' REACTIONS, PARTY ANNOUNCEMENTS, EDITOR TEXT.

In the first topic you'll be instructed how to use the new main-program of the mag right. The second one is just the table of contents which the magazine includes.

More interesting is the NEWS corner. Very much news are printed, all kind of news are mentioned, old, average and slightly some new ones. But some news which are printed at the beginning will be anual later. For example: "Whole PHOENIX joined DCS.", you can read first and then some lines downwards stands "The german section of DCS was kicked out...". I think only the latest news should be printed in such a mag, otherwise it would be a bit confusing. But all at all the NEWS section is on a good level. Nearly every single news is authentic.

The next section of this mag is the INTERVIEW section. Interview-partner this time is Colin of DCS. Even if it's lame to interview an editor of the own magazine, this interview is quite nice. It gives some standard informations about Colin, nothing special but nice, an average one.

The CHARTS are okay, even the disk-magazine chart is not very objective. NEWS'N CHARTS is placed higher than MAMBA...?! Hmmm... The NEWS'N CHARTS isn't a lame disk-magazine but is it really better than MAMBA? But it's to say that really much charts are included as there are ... Cracker-, Demogroup-, Singlecracker-, Coder-, Musican-, Graphican-, Sweeper-, Lamer-, Disk- and Papermagazine-Charts.

PORTRAIT section... hmmm... it sounds familiar. Anyway nice idea to portrait five, more or less famous people.

The ADVERTISEMENTS corner is quite nice, a bit small but anyway... nice. Only REACTIONS positive reactions are printed, where there really no negative reactions? Only short comments of some people about the mag are mentioned... If this section would be structured like a feedback it could be much better. A condition for this is that you all write or phone the editors, and tell them what you think of their magazine. It's the only way to make your favorite mag better...

The PARTY-ANNOUNCEMENT corner is a very small section which doesn't inform you very well, it's too small, too less details are said and not all further coming parties are included.

And finally the EDITOR TEXT includes besides the credits, address and other things, some last minute infos... nice.

Some different things about the magazine... The main-program is quite nice and comfortably. The only thing which is negative is that there is no option to change the scroll-speed of the text. But all at all the design is quite good...

|                    |     |
|--------------------|-----|
| Design.....        | 7.0 |
| Actuality.....     | 7.5 |
| Authenticity... .. | 8.5 |
| Comfortability..   | 6.5 |
| Overall.....       | 7.5 |



# I have to say ...

WHY AMERICANS ?!

SPEAKING: Dynamic/TRIAD

To start this article I would like to ask a question... "What do the Americans think of us in Europe?". The answer to that is very simple: They think we are some kind of slowbrained nerds, walking around in animal-skins. By the way, there was a TV-show about a year ago, where a Swedish reporter asked young and old Americans if they know where Sweden is... However, the reporter showed them a worldmap, which was only black and white to make it a bit more confusing, anyway, some of 'em pointed at Austria, some at Libya, and some even at Russia. The reporter understood that it was too difficult with Sweden, so he asked where the U.S.A is... One girl who was asked pointed straight to Canada!

Back to computer-business then, but unfortunately it's the same on that side. Please name one group in the states who can crack properly? They just release their goddamn NTSC-versions, which either fucks up during the intro or bangs while you have reached the second level. Aaaaargh...! So what can they do then? They can put their bugged rasterintro in front of an eurocrack, wow...! Or they just even put an intro which is bugged in front of an eurocrack, because a european group kissed their ass to make this intro for them. Oh yes, how about these old and always promised conferences?!

"Sorry guys don't have time for phreaking, gotta import a lot today..." I mean, what the fuck is their problem? They do not have to do a shit. The euro guys even call the Americans nowadays, so they do not have to do anything but have their modem up 24hrs... Oh wow, what a tough job guys!

To end this article I would like to say that thanks to the bloody Yanks we got these 90% versions of games, which we could live without. Just think about this:... What would happen if all european groups boycotted the U.S.A groups? Aaaaah, happy thought. They would all die...!

## THE COPYRIGHT LAW IN GERMANY...

As the Minister of Justice of Rheinland-Pfalz (Germany) Mr. Caesar (FDP) said that only two up to three per cent of the proceedings against crackers ends successfully, many proceedings were be dropped. A catalog of critiques should help the public prosecutors to difference between public-domain- and black-software. It should only be investigated if the games have a fixed standard of individuality and originality and if the editor or company clearly declares that it's illegal to copy this game, otherwise there would be no reason for an investigation. Mr. Caesar continued and gave some facts... from 1985 to 1988 there were 670 investigations in Rheinland-Pfalz, and in the year 1989 there were 565 (!) investigations, most of them were united with a raid of the residence and confiscation of many disks, computers and many more. 97 to 98 per cent of the proceedings were quashed because of insignificance. Many more than about thousand proceedings were instituted against computer freaks in whole Germany. The Max-Planck-Institut at the university in munich did an expert report, which tells something about when a game is protected and copying would be illegal. The aiming of this report is to avoid that big amount of proceedings.



# TO BE ON THE TOP

## CRACKER-CHART

| PLACE | GROUP           | SPEED   | QUALITY | QUANTITY | SYMPHATIC | OVERALL |
|-------|-----------------|---------|---------|----------|-----------|---------|
| 1)    | LEGEND          | / 132 / | 108 /   | 130 /    | 89 /      | 459 /   |
| 2)    | IKARI+TALENT    | / 137 / | 110 /   | 130 /    | 77 /      | 454 /   |
| 3)    | GENESIS+PROJECT | / 122 / | 114 /   | 118 /    | 95 /      | 449 /   |
| 4)    | ACTION          | / 169 / | 75 /    | 67 /     | 72 /      | 403 /   |
| 5)    | CRAZY           | / 105 / | 98 /    | 103 /    | 91 /      | 397 /   |
| 6)    | DOMINATORS      | / 108 / | 77 /    | 85 /     | 96 /      | 356 /   |
| 7)    | AFL             | / 92 /  | 88 /    | 89 /     | 85 /      | 354 /   |
| 8)    | ILLUSION        | / 95 /  | 95 /    | 79 /     | 77 /      | 346 /   |
| 9)    | SUCCESS & X-RAY | / 64 /  | 104 /   | 76 /     | 101 /     | 345 /   |
| 10)   | CENSOR          | / 88 /  | 72 /    | 59 /     | 95 /      | 344 /   |
| 11)   | F4CG            | / 84 /  | 79 /    | 75 /     | 98 /      | 335 /   |
| 12)   | LOTUS           | / 86 /  | 81 /    | 72 /     | 91 /      | 330 /   |
| 13)   | COSMOS          | / 87 /  | 86 /    | 67 /     | 86 /      | 326 /   |
| 14)   | PARAMCUNT       | / 76 /  | 74 /    | 67 /     | 75 /      | 292 /   |
| 15)   | CONTEX          | / 73 /  | 57 /    | 70 /     | 90 /      | 290 /   |

## THE BEST DISK-MAGAZINES

| PLACE | NAME            | POINTS |
|-------|-----------------|--------|
| 1)    | MAMEA           | 88     |
| 2)    | SEX'N CRIME     | 86     |
| 3)    | SCENE PRESS     | 67     |
| 4)    | RELAX           | 56     |
| 5)    | LETHAL NEWS     | 44     |
| 6)    | COCOCC          | 28     |
| 7)    | NEWS'N CHARTS   | 24     |
| 8)    | MAGNETIC DREAMS | 19     |
| 9)    | FATAL NEWS      | 17     |
| 10)   | ENDEMIC         | 12     |

## THE TEN BEST DEMO CREATORS

| PLACE | GROUP              | POINTS |
|-------|--------------------|--------|
| 1)    | CONTEX             | 66     |
| 2)    | FBI-CREW           | 57     |
| 3)    | CREST              | 53     |
| 4)    | BEYOND FORCE       | 49     |
| 5)    | BLACKMAIL          | 45     |
| 6)    | DENSITY            | 36     |
| 7)    | B.U.D.S / NATO     | 35     |
| 8)    | THE RULING COMPANY | 29     |
| 9)    | ORIGO              | 23     |
| 10)   | COSMOS DES.        | 17     |

## THE BEST FIVE IMPORTERS

| PLACE | GROUP          | POINTS |
|-------|----------------|--------|
| 1)    | LEGEND         | 45     |
| 2)    | FALCON         | 43     |
| 3)    | G*P            | 38     |
| 4)    | MANOWAR        | 29     |
| 5)    | IKARI & TALENT | 21     |

## THE TOP FIVE MUSICIANS

| PLACE | NAME             | POINTS |
|-------|------------------|--------|
| 1)    | JCH              | 27     |
| 2)    | MCN              | 25     |
| 3)    | VIBRANTS         | 19     |
| 4)    | ZCCC             | 14     |
| 5)    | MARKUS SCHNEIDER | 11     |

## THE TOP TEN DESIGNERS

| PLACE | NAME            | POINTS |
|-------|-----------------|--------|
| 1)    | HD / DENSITY    | 47     |
| 2)    | ORC / BLACKMAIL | 43     |
| 3)    | GOTCHA / CRAZY  | 35     |
| 4)    | ARTLINE DESIGN  | 21     |
| 5)    | TPA             | 15     |

## THE BEST DEMOS OF THE MONTH

| PLACE | NAME        | GROUP    |
|-------|-------------|----------|
| 1)    | SUM 4 FUN   | FBI-CREW |
| 2)    | MC DONALD'S | CREST    |
| 3)    | POOR        | BF&ORIGO |
| 4)    | JENNY#1     | LIGHT    |
| 5)    | MAGIC CAVES | SPHINX   |

## COMMENTS ON THE CHARTS...

- Cracker-Charts:** It was a hard fight between LEGEND and the IKARI+TALENT cooperation, but finally LEGEND has won the battle! Also GENESIS raised straight up, but that's mainly because of the short period Goblin travelled to the U.K. and got fast originals! So they will probably fall down the next month... ACTION is back, as there were never lost! Really fast cracks, and the quality increases, too. CRAZY only reached the place number 5 because I took all the votes which were for the G\*P+CRAZY cooperation for both. So CRAZY got points which they don't deserve. AFL ranked on #7...?! What's that? Read some lines about them in this issue... ILLUSION is back! The had one first-release after nearly 2 months of absence. LOTUS entered as they are doing quite nice, not fast but good cracks. PARAMOUNT is also in after a series of fast'n quite nice quality releases.
- Disk-Magazines:** MAMBA is still number one. Lethal news entered the charts directly after the first issue... But all at all the usual mags in...
- Demo-Creators :** After their latest demo Sun 4 Fun FBI-CREW from Hungary managed to enter the charts straight at position number #2. Great! Also CREST raised after their latest demo Mc.Donald's which is also number #2 at the demo-charts. The big surprise is that BEYOND FORCE raised some places.
- Importer-Charts:** LEGEND climbed, as in the cracker-charts up to number #1! IKARI & TALENT are only number #5. Many people don't know that they are importing. FALCON dropped from #1 to #2 but probably they'll drop more places in the future because several members left FALCON and formed CULTURE. Have a look on them, they are going to get your ass off! Also have a look on the not so wellknown group called STAGE. They are quite fast in importing...
- Demo-Charts :** Sun 4 Fun from FBI-Crew this month's number uno! Some steps afterwards the Mc.Donald's demo from CREST is placed. Also a very nice one. It seems that there are not to be much right good demos this month as there are just three older ones are placed, they are good but a bit old...

### For the next month we need more votes!

So fill out your vote-sheet, which is included within every PIRATES issue, and send it back to your local PIRATES-spreeder (e.g. LEGEND, LOTUS, P4CS (of course: ...)). So we are able to do better and better charts each month!

### A short comment on the votes for the cracker-chart:

As you can see we have changed the voting-system for the cracker-chart in some points. You are able to give points now instead of ranking the groups. You can give points in four categories: SPEED, QUALITY, QUANTITY and SYMPHATIC. The name of the first three categories tells all about their function, something different is the SYMPHATIC-category. This category is ment to a very subjective one in opposite to the first three ones, which are ment for really objective votes! How you like or dislike a group you can express with your points in this(!) category...



- Chris of BEAT MACHINE joined the 20TH CENTURY COMPOSERS.
- SPHINK is nearly dead! All the german members like Be-Man left for ALPHA FLIGHT. SPHINK is now only consisting out of Johnny Boy, Skater and finally Dennis.
- Asterix joined EXCALIBUR.
- The rumours which told that Dogfriend of DOMINATORS will stop are total shit.
- Marcus left AFL and joined ACTION.
- As Sexton was kicked out of GENESIS he formed his own group named ABSTRACT, which is actually in cooperation with DYNAMIX.
- FANTASY is going to be dead very soon. After the almighty Tristan left only Technique and Flyboy remained. And as Technique announced that he is going to drop all those things FANTASY is going down.
- LIGHT will put up an Euro-HQ. Even there is an PARAMOUNT Euro-HQ existing here in Germany.
- Mr. German joined UNICESS.
- There are some strange things happened between PARAMOUNT and AFL. As Sting of PARAMOUNT disliked AFL he spreaded some re-cracks under the name of AFL (e.g. NO MERCY originally by GENESIS and re-cracked by him). Then he spreaded false news and phoned some people under the name of a "new" AFL-member called Ross (who should belonged to RE-SPECT... not true at all!) And finally he sended some cheated votes under different names to several magazines. Up to this Sting has also trouble with RRR of the DEPRADATORS, because RRR didn't pay money for an original. (ed.- please have a look on a news which said that AFL re-cracked Kilometres impossible... perhaps it was Sting/PARAMOUNT who did this re-crack!)
- There is a new group in Sweden called THE CHAMPS. They have nothing to do with the old CHAMPS from the Amiga. Members are: Some old ONEWAY members, Spacie ex. GENESIS\*PROJECT and Mastermind who's in THE CHAMPS but also still in HORIZON.
- Three new members in GENESIS\*PROJECT! Gizmo (who had already made graphics for the game COZE), Deek and Tdm who were former members of MASTERS OF REALITY. It wasn't any illegal group, it was just a "cooing-federation" just like e.g. Ian+Mic or Ash+Dave.

#### RAZOR NOW...

- I (Razor) first left RAW DEAL INC. then I joined ONEWAY but left them after three days to join finally PARAGON.
- Also Tracer first left ONEWAY, why I don't know. Then he rejoined ONEWAY, and then he left them again and joined the new group called SALEZAR. Also Euzkera ex. CENSOR is a member of SALEZAR, which mean that the FATAL NEWS will now be released under the SALEZAR label. Stanz ex-member of ZEROPAGE left and joined also the new SALEZAR.
- Galleon of ONEWAY has now stopped all computing as well as his work on the Cruelcruncher. So there will be no more crunchers from him in the future.
- ONEWAY will soon be active as modem-traders as Questor soon will buy a 2400 baud modem.
- Xerox (ex. FIRE-EAGLE) is back! Perhaps he'll join ONEWAY...
- ONEWAY has got a new unreleased Hackpack! It contains: Zipper V5.0, Fast Cruel, a new Levelpacker with a 100% working depacker, Cruel 2.5, and some unreleased Charpackers... Call ONEWAY for it!
- SALEZAR blamed PARAGON for re-cracking Psych Hopper. In fact Tracer supplied PARAGON the original, but he had put a short text in the memory so that it looks like PARAGON re-cracked it from SALEZAR.
- The new memberstatus of ONEWAY looks like this after some changes... Questor, Zizyphus, Moppe, Echo, Hound, Angus, Visual and Skyflash.

MANY THANKS TO RAZOR FOR HIS GOSSIP, NO MORE SPACE !!!

# THE NEWS ...

## BAAL'S BOX

- In about 2 months MANOWAR will release a preview of their game which is done by Ecs.Suz and Tib.
- DeeJay left CRAZY and joined their former cooperation partner LOTUS.
- ALPHA FLIGHT recracked the Italiano game Kilometres Impossible which was originally cracked by TRANSCOM. Have a look at \$0100 in APL's version...
- TSS of HOTLINE turned down a job for a Software House.
- New members in MANOWAR named King and Ghost.
- COSMOS DESIGNS are busy coding their game called Ball Fever. They are also planning to code a new shoot'em-up, the name isn't fixed yet.
- A guy from Norway named Blaster pretends to be a DOMINATORS member, even as he was never in DOMINATORS.
- Sonny and Trap left the SUCCESS + X-RAY cooperation and reformed their former group BONZAI. The memberstatus looks like this: Sonny, Trap, The Crush, Dice, Walt (the last four are ex.BLACK LORDS members) and finally Fox, who is still an UPFRONT member but also in BONZAI.
- Euzkera left CENSOR! This was caused by some trouble about his magazine FATAL NEWS. CENSOR complained on FATAL NEWS being released under the FATAL DESIGN label.
- Sonix and Red of WVE left and joined COSMOS.
- DERBYSHIRE RAM is dead! The only member Barry, as DERBYSHIRE RAM only consisted of one man, decided to join the DOMINATORS. Also Tecon from Denmark joined the old danish legend DOMINATORS as a graphics-man.
- Firefox, Deep Purple, Dean and Richie from ROUGH TRADE INC. joined ILLUSION. At the same time Comic, Killroy, Gene and Firkin were kicked out of ILLUSION. They formed their own group called UNISEX, but nothing ever was to be seen from them till now. After UNISEX's start wasn't successful they thought about to reform the old EROS. In case that EROS would have been reformed, Paco announced to start again. But after some time they are back now in ILLUSION.
- ATG is doing a new disk-magazine called CORRUPTION.
- SHADE joined TFC.
- The german section of MANOWAR was kicked out because of lazyness. That's the absolute the only reason, so they are and will be good friends of MANOWAR (Holland).
- The yugos from VICTORY joined TRANSCOM.
- As you could saw a pretty time ago many Anti-Maniac-Demos from PARAMOUNT, it's surprising that this guy who former was called Maniac is back now in PARAMOUNT but under a new handle (something like Dynamic).
- TSS of HOTLINE and Yvo/MANOWAR both appear in a Pepsi-commercial on Hongkong Television.
- Stinger from France left GENESIS and re-joined TRANSCOM.
- News from the SUCCESS & X-RAY cooperation... SUCCESS is now only consisting out of two members: Arrogance and Pyle. Instead of this Mca, Pyrax, Exe (all three are graphics and ex.SUCCESS-members), Shire (sound maniac and ex.MEGABLAST) and finally Thorsten (coding) became legal and formed a new legal group called AUTHENTIC ARTS. X-RAY's Fleet is dead! Everybody goes under his own name now. After TJ Lazer stopped X-RAY consists now only of Craysagon and Slasher.



# THE PARTY!

TITAN-PARTY REPORT

Our Reporter: Marc/LEGEND

The Date: 3rd up to the 4th of February '90!

The TITAN-COPY-PARTY took place in Siegelbach near Bad Rappenau. Most of the organisation was totally terrible. There exists no train station in Siegelbach so you had to drive by train to the next bigger town and take the bus. The party place was a nice sports hall with different rooms for computing, sleeping and a little room where you could leave your bags etc.! In the sleeping room was a little video-system so you were able to watch some old and lame movies. For entering the whole party you had to pay 5 german marks (about 2.5\$). Even the press had to pay this entrance money (Fuck you guys from TITAN!!! Only very less known groups showed up at this party. There were: BEATMACHINE and his friends from MOP, LEGEND, OPAL, F40G, SUCCESS, BABOONS, ALCOHOLICS and some more... Absolutely no cool stuff was spreaded!! OPAL wanted to release their mag but they couldn't find a bug in the system. LEGEND only showed some new imports. Other groups were cracking (?) old games like THE CHAMP and MAZEMANIA... BEATMACHINE showed some nice music-demos...

During the night a big storm came over the village and the electric power broke down 3(!) times. The next shock was that TITAN had not enough food for the second day so you had to search for a pub. At 11:30 o'clock on the second day was the deadline for the demo-competition. The results were: 1. OPAL - 2. ALIVE - 3. SUCCESS & BABOONS. The guys from SUCCESS & BABOONS were very sure that they'll win the competition so they went mad after they lost and drove away. After this the party was nearly over. The other guys left now one by one. Thanks to MOP for driving us to the train station. This party was definitely one of the lamest in 1990.

## AFTER THE COOP ENDED...

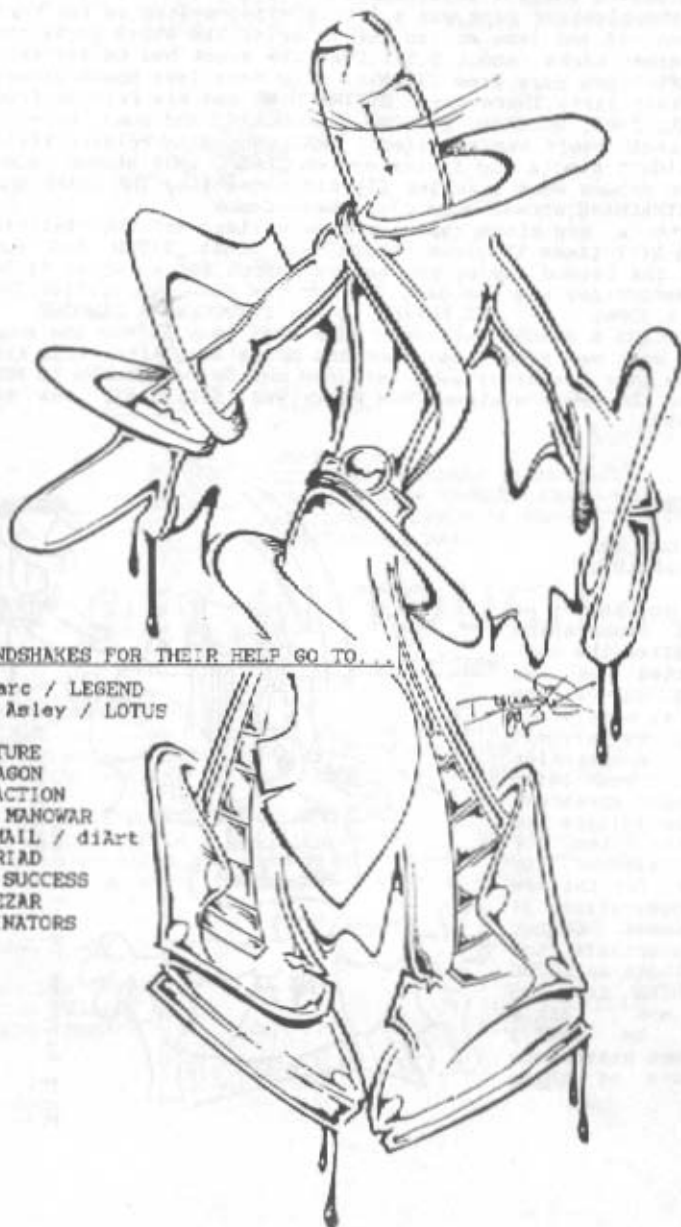
SPEAKING: Duck Dunn and  
Asley of LOTUS

Well, as all of you know, we in LOTUS were in cooperation with CRAZY. But after the cooperation splitted up we (LOTUS) dropped out of the charts in several mags. We do not want to accuse anyone, but as the cooperation splitted up just a week before most of the mags appeared, we think that the editors of the mags took the votes for the CRAZY+LOTUS sighter for CRAZY alone or for the new CRAZY+GENESIS cooperation! If you feel addressed, do not take this little article too serious. But it looks as LOTUS never did anything for the cooperation and that's wrong. We would be really happy to see some statements from some editors of those mags.



This happens to all losers...  
MANOWAP

# I'M A REBEL



PIRATES-HANDSHAKES FOR THEIR HELP GO TO...

Anthrax & Marc / LEGEND  
Duck Dunn & Asley / LOTUS  
Omg / AMCK  
KRS#1 / CULTURE  
Razor / PARAGON  
Spitfire / ACTION  
Yvo & Tib / MANOWAR  
Orc / BLACKMAIL / diArt  
Dynamic / TRIAD  
Arrogance / SUCCESS  
Stanz / SALEZAR  
Mitch / DOMINATORS