



# Editorial



JUST SOME FEW WORDS AND COMMENTS FROM THE EDITORS:

## GUNNAR/BLASTERS

WE ARE PROUD 2 PRESENT THE FIFTH TIME A MAG FULL OF NEWEST INFORMATION. BUT THIS IS ONLY THE SECOND ISSUE BY THE NATO & BLASTERS LABEL. AFTER OUR LAST ISSUE, WE'VE GOT A LOT OF CONGRATULATIONS WHICH MADE US VERY PROUD LIKE: 'THE BEST ISSUE OF ALL', 'GO ON GUYS' OR ONLY 'COOOO'. WE THANK YOU FOR EVERYTHING. I HOPE THAT WE GOT OUR STANDARD AND YOU'LL ENJOY THIS ISSUE AS THE LAST.

ONE LAST THING: IN THE LATEST ISSUE OF P.E.N.I.S. (NR.3 AMIGA MAG ON DISC) YOU WERE PROBABLY SUPRISED ABOUT THE INTERVIEW ... WAS IT STOLEN FROM THE SMASHER? NO! I GAVE THE AGREEMENT AND THEY USED IT! NOW THEY ASKED US TO COOPERATE... WITH PLEASURE GUYS! I PERSONALLY LIKED THE P.E.N.I.S. FROM THE FIRST ISSUE ON SO IT'S A BIG HONOUR TO WRITE FOR ANOTHER MAG: THE P.E.N.I.S. BUT REMEMBER ALL YOU READERS: DON'T WORRY, WE PRETENT TO BE A C-64 MAG NOT AN AMIGA MAG (80% - 20%)! GREETZ TO ALL EDITORS OF P.E.N.I.S.!

Gunnar Marx

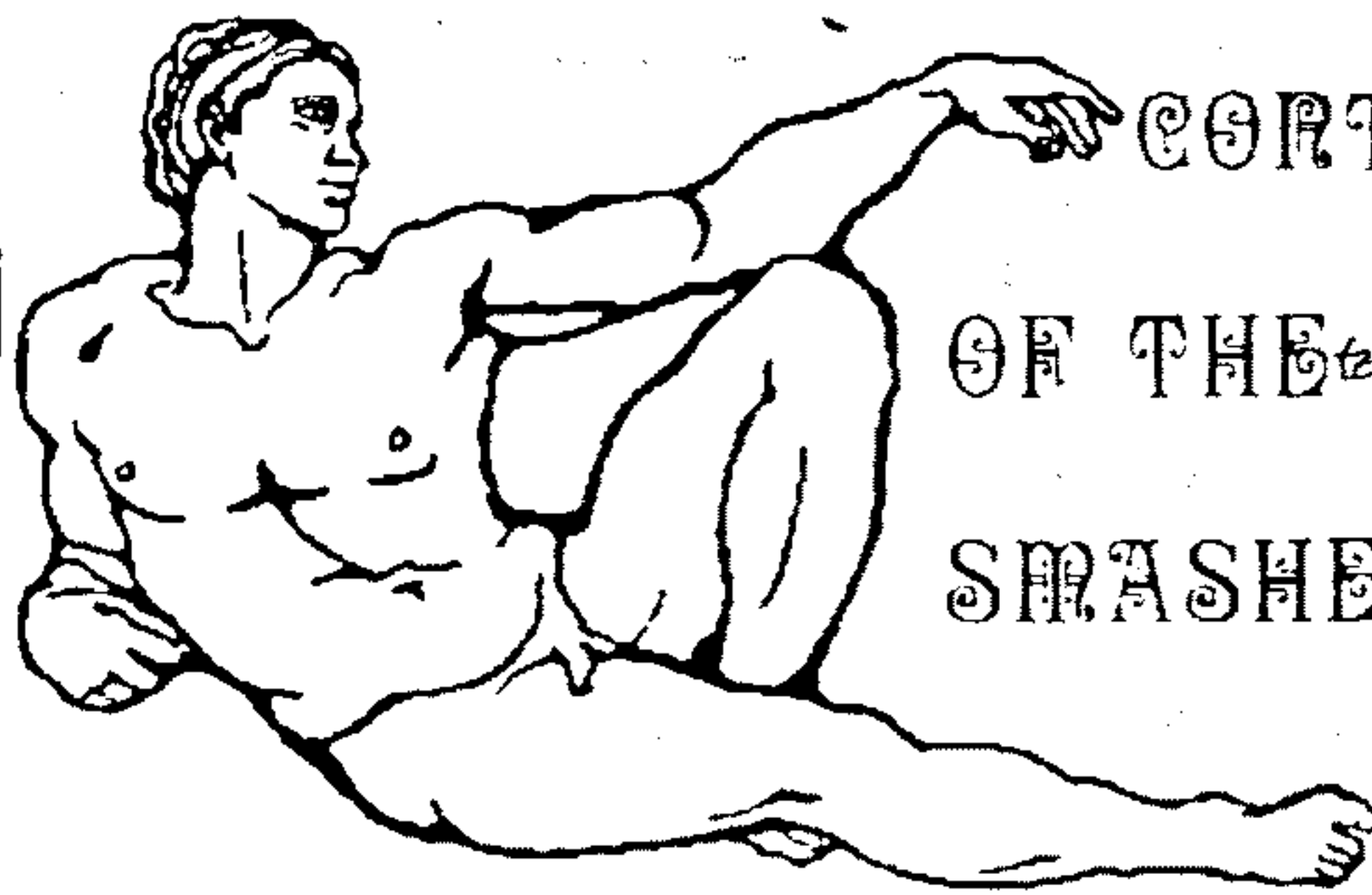
## GRECO/NATO

THE MOST IMPORTANT WAS ALREADY SAID BY GUNNAR, BUT I'VE TO TELL YOU SOME OTHER IMPORTANT THINGS. NATO ISN'T DEAD (ONLY 4 A SHORT TIME) BECAUSE MEGASNAIL DIDN'T DECIDE TO START THE NEW GROUP CALLED IOTA AS HE SAID ON THE CONFERENCES. NOW SOME DECLARATIONS OF THE LAST ISSUE OF THE SEX'N'CRIME OF AMOK, THEY HAVE WRITTEN THAT NOSAH WANTED TO QUIT THE IQUANA AND HE SHOULD WORK FOR THE SMASHER. I DON'T KNOW, AMOK, WHERE DID YOU HEAR THIS (AND OTHER THINGS). BUT TRUE IS THAT A LONG TIME AGO WHEN NOSAH JOINED NATO, JEFF SMART CALLED HIM AND SAID TO NOSAH THAT I'VE SAID TO JEFF THAT IN NATO IS ONLY PLACE 4 ONE MAG AND THAT THE IQUANA IS SHIT. THE REASON FOR JEFF'S LIE IS THAT HE DISLIKES NATO AND HE DIDN'T WANT NOSAH IN OUR GROUP BECAUSE JEFF LIKES THE IQUANA AND NOSAH (NOSAH TOLD ME THIS ALL ON A CONFERENCE, BY THE WAY SEND ME THE NEWEST ISSUE OF YOUR MAG 'CAUSE I HAVN'T SEEN ONE YET, NOSAH!). BESIDES AMOK HAS WRITTEN THAT I'VE SAID TO THE PIRATES THAT NATO IS THE NO.1, THEY'VE GOT THE BEST INTRO, BEST DEMOS, BIA BIA ... LET ME THINK... I BET THAT YOU HAVE HEARD THIS OF BAAL/ZENOBITS WHO ONLY WANTED TO HURT NATO AND OF COURSE ME (I WAS THE LEADER AND FOUNDER OF ZED AND I'VE LEFT MY GROUP LIKE YAZZI) BECAUSE OF BAAL, SO NEXT TIME THINK A LITTLE BIT ABOUT THAT WHAT B.O. IS TELLING YOU. BY THE WAY F400, YOUR MAG WAS REALLY COOL TILL YOU GAVE IT TO BAAL. THE LAST ISSUE WASN'T TOILET PAPER, OH NO!!! IT WAS USED TOILET PAPER!!! AND BITH ELSE TO SAY TO AMOK! (YOU HAVE WRITTEN THAT T) LASER AND SOME OTHER NAMEPS OF ARRAY HAVE JOINED NATO! TRUE IS THAT ONLY T) LASER (ONLY A MAILTRADER, BUT WHO CARES BECAUSE NATO HAS TRADED ONLY WITH MODEM) AND RYGAR HAVE JOINED NATO, AND THEIR LAST GROUP WASN'T ARRAY, BOTH WERE MEMBERS IN SEVEN ELEVEN. AND ALSO YOU'VE SAID THAT THEY ARE NAMEPS. I THINK YOU ARE ALONE WITH THIS OPINION BECAUSE RYGAR IS ONE OF THE BEST CRACKERS IN GERMANY (QUOTATION OF MR.LEE/711 AND MEGASNAIL!!!).

BUT ANYWAY, OLIVER, YOUR MAG ISN'T BAD AND I'M EXDECTING YOUR NEWEST ISSUE THIS DAYS. OKAY AFTER THIS SHORT INTRODUCTION GO ON READING OUR MAG. LBR CUJEEZ

James' Shop





# COURTESY OF THE SMASHER



## ISSUE FIVE

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*If you want to write something, e.g. start a new series, party reports and invitations, to advertise, to declare something, send us your articles soon (It would be better for us if you send them on disc in ASC II, Screen Code or as Vizawrite format!).*

*Send photos to your articles!*

*(Better are blackwhite photos)*

# INTERVIEW WITH ZOCC

I think that no other paper made an interview with 20 Century Composers so I supposed that it was really time for it! Let's start..

**Gunnar/Smasher:** Hi cool guys, last time Venlo I promised u an interview, here we go. First of all introduce yourself.

**Falco Paul:** I'm 19 years old (9270), my jobs're coding, helping, mixing, composing and soundediting.

**Edwin van Santen:** I was born on 9973, guess yourself how old (young). I'm competent 4 coding and composing!

**(G):** In the last month people began to like your sounds ... In former times they hated ZOCC mainly 4 all their conversions from original musics (Eric Clapton, Airwolf, Big Fun, Push it, Knight Rider, Dallas, A-Team, etc.. and especially copying MOEN compositions and voices). What do you say the public reactions.

**(JP):** I guess only german guys say this, normally they like it.

**(EVS):** They same, but I've to add that we made conversions for testing the routine.

**(G):** Can you tell me how u like other musicians like MOEN, JCH, JAME... Is there any competition?

**(JP):** We like Mamacs of Noise and we've a good relation-ship to them. Our comment to JAME: We only like one tune of them (The editor. Dynamic Range). JCH sucks, we don't love any tune of him!

**(G):** What was the best experience in your life?

**(JP):** Being born!

**(EVS):** Every single hollyday.

**(G):** Why don't you make musics 4 games?

**(JP):** MOEN is taking all the games from England and german firms take mostly german composers, but probably MOEN will leave the 64 scene soon and we'll take over. They will make musics 4 video promotions and on other computers.

**(G):** What're you doing in spare time?

**(JP):** I don't have any because of my job, but if I would've some I wouldn't know what to do with it!

**(EVS):** I mostly go out with friends.

**(G):** Do you have any future plans?

**(JP):** No future plans, but if the 64 dies I'll change onto other computers.

**(EVS):** Go on with musacs. I also have many friends n real musics and s.t. we go into a studio and fuck s.th.

**(G):** Where do you wanna live?

**(JP):** At my mom (low rent, free food..)

**(EVS):** If I would've the choice Hawaii (surfing..)

**(JP):** You can't surf dust!

**(EVS):** Only a dream.

**(G):** What do like most from people?

**(JP):** If they don't cheat me they're okay.

**(EVS):** Be fair and nice.

**(G):** Your personal biggest mistake?

**(JP):** Releasing 'Big Fun'

**(EVS):** Sleeping at Falco's home.

**(G):** Do you have a motto?

**(JP):** As long as I get the best I don't care 4 the rest.

**(EVS):** Live on and don't care of mistakes.

**(G):** Why do you make musics only on C64? There are other opportunities as Amiga, ST, Archimedes ...

**(JP):** I have a ST but it has got a lousy sound-chip (the editor: An Amstrad sound chip) and on the Amiga there is no real feeling.



(G): In the last months you released Spikerhoek III, why and will there come more of them?

(JF): No more! The reason for doing it was because people phoned us and said that they want to have it, Spikerhoek is a TV serie in Netherland and everybody like the music. But we hate it!

(G): What about your spreaded music routine?

later on Madsquad and Bros.

(G): Do you play in a band or're you making house musics?

(JF): Niet.

(EVS): Sometimes I travel to Den Haag (the editor: capital of Holland) to a music studio.

(G): As usual, tell me ur favourites!

Falco Paul:

64 game: Project Firestart

Song: like a lot.

Cracker: Paninaro

Demo: So-phisticated 3

TV: I don't watch often TV!

Movie: Spagh. Western

Girl: good looking ones

Enemy: Century

Book: Programmer bible

Animal: Cats

Magazine: Smasher (the editors: It's true!)

Country: Netherland

Star: Me

Friends: Everybody who is nice 2 me.

Edwin van Santen:

64 game: No

Song: like a lot

Cracker: Paninaro

Demo: So-phisticated 3

TV show: I don't watch often TV!

Movie: Action movies

Girl: blond with blue eyes

Enemy: a local lamer: Eddie V.

Book: programmer bible

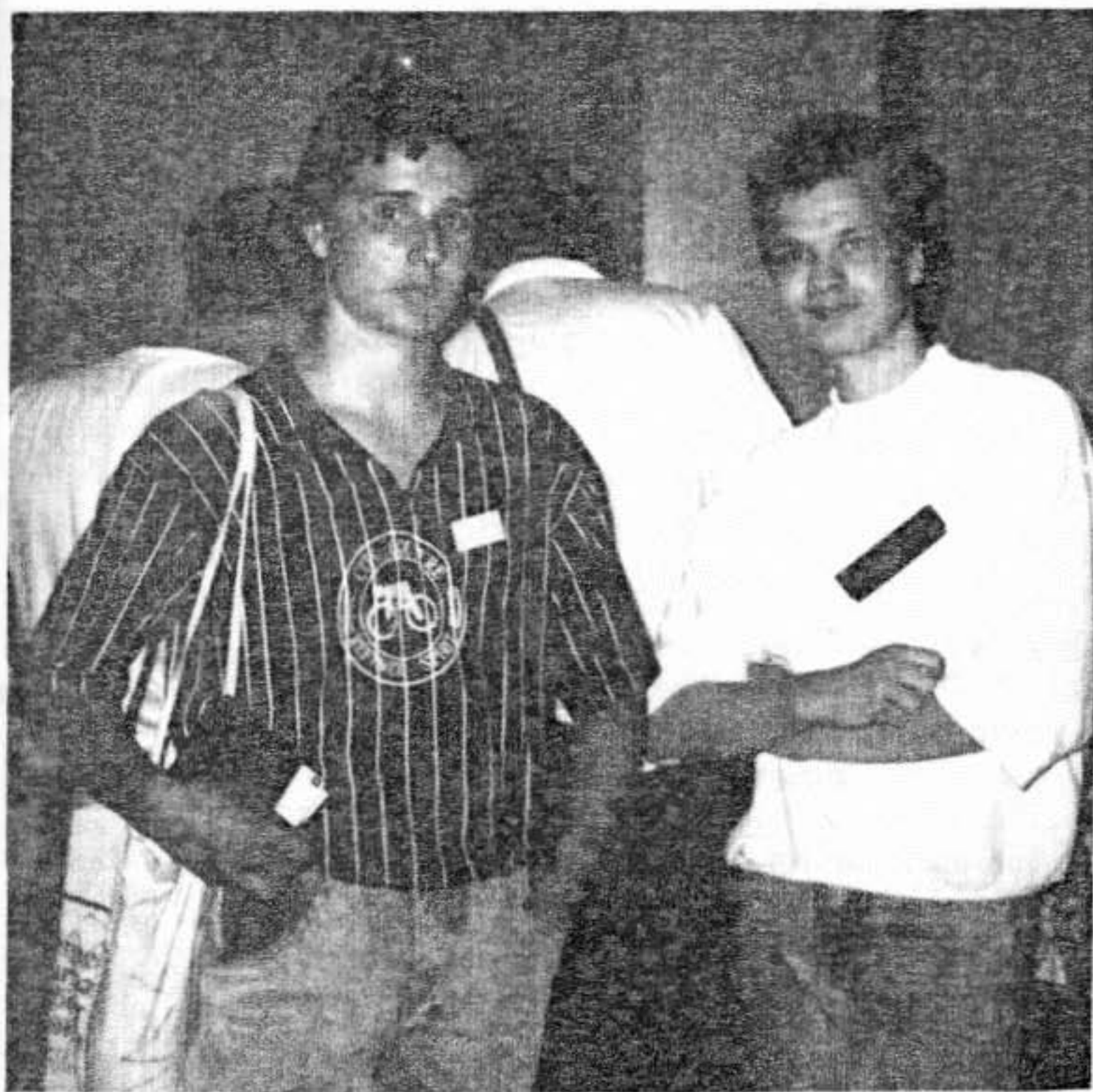
Animal: cats (we've got three)

Magazine: Nothing (the editors: till now!)

Country: Hawaii (the editors: Country??)

Star: No one

Friends: All the guys who bring me computers (I've got 5)



## Edwin van Santen and Falco Paul

(JF): It was stolen by one member of Century but it's so old and ten times worthier than Fut.Composer.

(G): Let's talk about the past .. What've you done before and who had the idea to create a music group?

(JF): I used to be in Bros (Intro coding), I also made a game and it was my idea to invent 20CC.

(EVS): I started in lamer groups

(G): Do you want to declare something at the end?

(JP): If you find anyone who want to edit from our routine: **Fuck off**. Do not start new music groups because it takes one year till the breakthrough. Future Composer is lame, we hate it. If you are really good you will probably come out some day.

(G): Thank!



by GunnarBlasters in Venlo).

## STRIKE FORCE COPY PARTY

Date: 02-04 June, 1989

Location: Wellington, New Zealand

This was only the second ever New Zealand (N.Z.) copy party. The first was held in February this year and was a bit of a disaster because of a lack of machines - at one time there was only two Amigas and one C64 there! This party promised to be good because people had learnt from mistakes of the previous one.

We had to drive 600 km south to get to Wellington, where the party was held. Only three Nukebuster members went - Porsche (that's me!), Express, and Manyator). We all stayed at Cosmac of Legend's house for 2 nights before the party really got going. The venue was social club rooms in a big fruit market hall. We all went there on Saturday and had a cool time. We coded our demos and wrote long scrolltexts. Lots of alcohol was consumed especially by Warrior of Strike Force.

Sunday was 'Lamery day' when all the lamers came along. N.Z. is only a small place and when all the cool groups were there - Nukebusters - Strike Force - Sly - Legend. It was still very quiet so we had to have 'lamery day'. Down one end of the place was a 5 meter drop which we called the lamery legs. No lamers took the jump unfortunately. There was a lame group called Introspective, so Warrior of Strike Force snaked over one of their members called Talisman. Then we stole 20 of Talisman's discs and broke them. Express of Nukebusters got his arse kicked by Sly for pulling out Sly's disc while he was saving his sourcecodes.

We left Wellington on Sunday night but our car broke down and we had to spend the night in the middle of no-where. Special greetings go to: Sly, Warrior+Mutlay of Strike-Force for being real cool friends. The bad thing about the party was 14 Amigas but zero 64's. The C64 is really dying in New Zealand. Signed: Porsche/NB.



# Horizon & Equinoxe Copyparty

The party was held 12-15.05.1989 in Eskilstuna in Sweden and it started at 18.00 on friday. I and 2 other guys of Beyond Force took a ship from Turku (Finland) to Stockholm at 10.00 friday morning. The trip was very boring on the ship, nothing happened. About 20.00 we arrived to Stockholm. We caught a taxi and drove to the central station. At the central station we asked when will go the next train to Eskilstuna and they said that we have to wait to the saturday morning coz the next train will leave at 9.30 am. Shit! We tried to find a place where we can stay all the night, we tried to sleep at the station but they closed the place so we have to left the station. At least we took a room of a quite cheap hotel and slept the whole night there. In the morning our trip continued with train and we met 2 nice guys there! They were Goblin and Elric of Light/Agile!!! Atleast we arrived to Eskilstuna where the party place was! After driving a bit with a taxi we came to the party place! It was like an normal party : Few cool guys and very many lamers ... and there was also very hot in that place (and the smell was really awful!!) I met there some really cool guys like : Grendel/Bytefuckers(the old party pig!!; Stone/Abnormal; Dipper,Bacchus,Pernod/Fairlight and so on! I found some liquorice in my bag and then i got very good idea! I took solomon's lighter and burned the liquorice a bit so it tasted like shit! Then Grendel and me went to Flt's place and saw bacchus who has done something with his commy! We offered him a bit liquorice, he smiled very happily and took our liquorice! We went a few meters away coz we started to laugh to Bacchus! We looked while he ate the liquorice. The smile disappeared from bacchus's face, he turned to us and looked like a very angry beast and showed his middlefinger to us... later on he said that he want to see our faces never again! We offered some liquorice also to an other guy but he didn't react in any way! He said that it tasted very good(???) The shittiest thing of the party was that there wasn't any boozing! Otherwize it was rather nice party (if you forget the smell and lamers!!).There was also very good videos! Guys from Spectre showed some really cool horror pictures there! Really cool! I liked that very much... The democompetition was fair this time(not like at the Ikari/Zargon party!) Here're the results: 1. Horizon 2. Triad 3. Fairlight (i hope that i remembered the results right!) We released only a little demo there and it wasn't in the competition! The party stopped on monday! We have much funnier trip back to the party! First we held a little railway station party while waiting for the train! There was made also a small railway station demo! And again bacchus of Flt was unlucky! This time he got some spray serpentine on his face! (Grendel again!) Grendel sprayed also 3d/Triad in the Stockholms underground station. On the ship didn't happen very much coz we were sleeping almost all the time expect one thing! Guys from (B) and other Beyond members tried to throw me out of the ship but they didn't! 4 guys is not enough to hold 1 hazor! that was all about this party trip!

Hellos to all my friends!! Signing: Hazor/Beyond Force



# June/July '89

Points + / - Avg.Dev.

Explanations:

Rank	Group	Points	+ / -	Avg.Dev.	Explanation
01.(04)	HOTLINE	8.19	(+2.81)	1.01	The voters gave points between zero and ten. The first number stands for the average of all points. The 2nd number in the charts stands for the average deviation of all points given of each group. 'cause some guyz gave to some groups sympathy or hate points I thought to rub the highest and the two lowest points of each group. < the next cracker charts u can vote of coz to Talent, DCS and X-Ray, some groups'll be dropped.
02.(01)	NATO	8.05	(+0.76)	0.78	
03.(02)	SEVEN ELEVEN	7.45	(+1.45)	1.17	
04.(--)	Paninaro	7.37	(+7.37)	1.90	
04.(11)	Dominatorz	5.96	(+1.60)	2.25	
06.(04)	Fairlight	5.86	(+0.48)	2.14	
07.(06)	9 Touch of Class	5.82	(+0.49)	1.76	
08.(28)	North East Crackers	5.76	(+2.24)	1.48	
09.(14)	F4CG	5.33	(+0.47)	2.04	
10.(03)	Pulyar	4.99	(-0.84)	2.40	
11.(26)	9ction	4.81	(+2.84)	2.00	
12.(07)	Tranycom	4.74	(-0.18)	2.11	
13.(27)	Sphinx	4.69	(+2.39)	2.30	
14.(13)	Crazy	4.67	(+0.47)	2.04	
15.(--)	Unibit	4.65	(+4.65)	1.64	
16.(19)	Cosmos	4.40	(+0.99)	2.86	
17.(--)	Excess	4.29	(+4.29)	1.90	
18.(21)	Rough Trade	4.15	(+0.96)	2.35	
19.(10)	Ikari	3.95	(-0.87)	2.51	
20.(29)	TSM	3.81	(+1.70)	1.92	
21.(--)	RSI	3.78	(+3.78)	2.17	
22.(07)	GP / FE	3.59	(-1.41)	2.25	
22.(18)	W.O.T.	3.56	(+0.06)	2.48	
24.(22)	The Blasters Inc.	3.37	(+0.31)	2.06	
25.(22)	Paramount	3.03	(-0.03)	2.20	



### Comment:

Don't forget that the votes were made in the last two months so Hotline came on place one. My opinion is that it's difficult to determine a group on place one because I think that in England DCS, Paninaro, Talent, Nato and RSI are releasing mostly all games on the same day and it's only a question of minutes who's first on the BBS's. In Germany is 9ction the first in getting originals, but 711 is better in cracking and their releases are first in the states. And in the states do exist only two real crackgroups: NEC and 9TC. One thing to say at least: If there is s.o. who thinks that I'm manipulating (9MOH!), he can meet me in Venlo and can have a look onto the voting paper.

### Greco of Nato

Thanks to 711, 9ction, Blackmail, Blasters, Crazy, Dominators, Dynamix, Dust, Exodus, Hotline, Nato, North East Crackers, Oneway, Paninaro, Paramount, RSI, Unibit and Virgin for voting.



# DEMO CHARTS

1) SO-PHISTICATED 999 OF BLACKMARRL+2000+JANARY



1) MIXER OF UPFRONT



3) ROB HUBBARD COLLECTION BY SPHINX

DEMO-CHARTS

- |     |                   |                |
|-----|-------------------|----------------|
| 04) | Double Density    | Mr Cursor      |
| 05) | Youthquake!       | Contex         |
| 06) | Wasted years      | The Shadows    |
| 07) | Brainstorm 3      | Megastyle Inc. |
| 08) | Bound 2 b best    | Xahh           |
| 09) | No booze..        | Triad          |
| 10) | Demented Children | Shape          |
| 11) | Einstein 4        | Cosmos         |
| 12) | Suitable          | Raw Deal Inc.  |
| 13) | Westend           | Starion        |
| 14) | Argonic           | Argon          |
| 15) | Thanatic          | Thanatos       |
| 16) | Like a Prayer     | Ruling Company |
| 17) | Die Wondering     | Crazy          |
| 18) | Sign the Divine   | Agile          |
| 19) | Wraximer 5        | Nato           |
| 20) | Harbinger         | Agile          |
| 21) | Ratio 80          | X-Rated        |
| 22) | Disease           | Contex         |
| 23) | DYCP Mania        | Sphinx         |
| 24) | Obelisk II        | Oneway         |
| 25) | Underground       | SP / JE        |

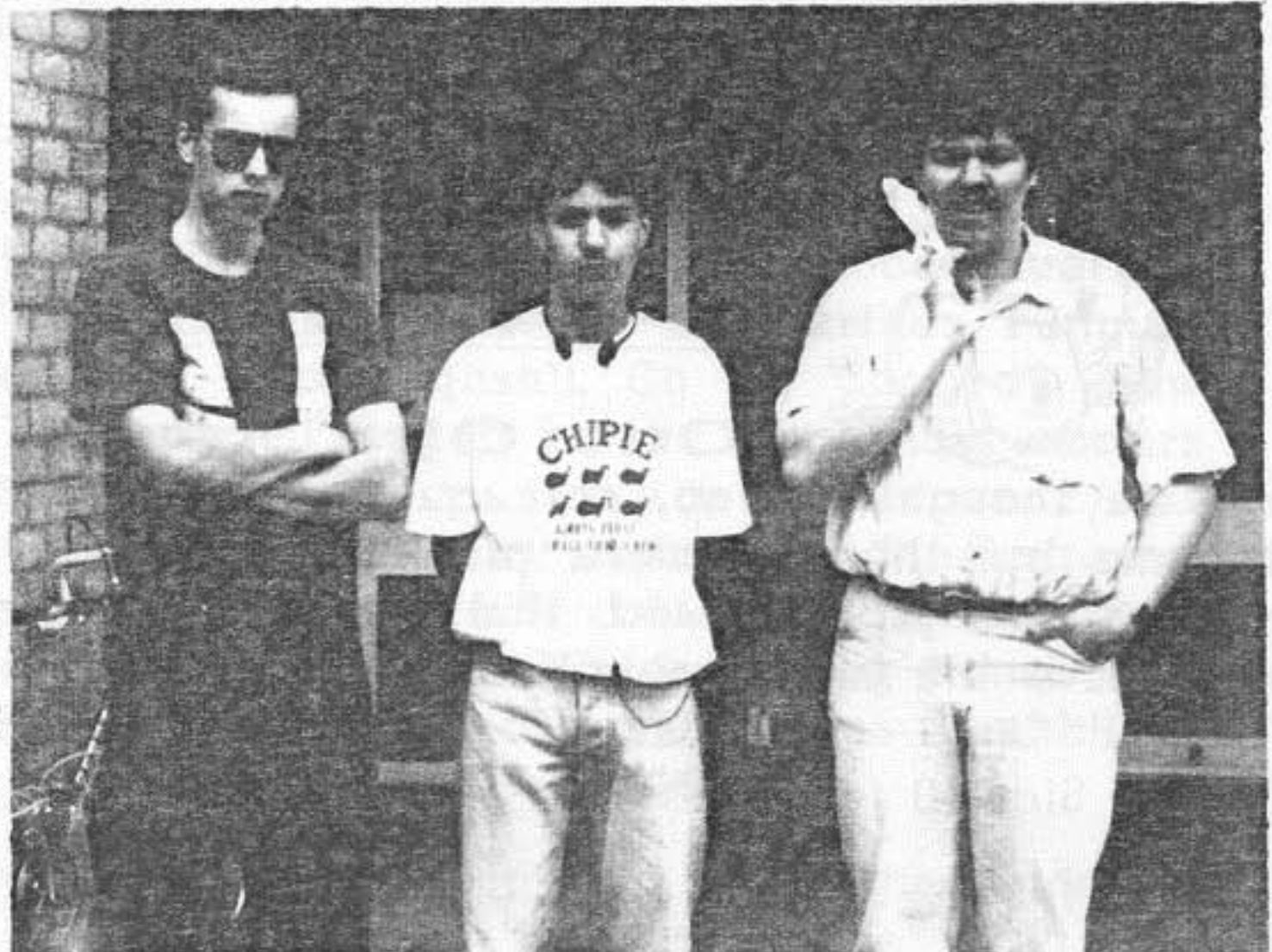
Short Explanation:

This time're 2 demos on place 1, 'cause it was difficult to judge. So-phist.3 features excellent Graphics, Design and Sounds (as D.Density) and Mixer was very well coded and spicked with new JCH and JCH/CH/CH musics. U e it isn't the coding alone to get your demo in the charts (Youthquake and Westend). Connor.



Yo, three 555 guys of the Hotline tracking group this time in the cracker charts: Hotline.

Left to right: Sascha, Side, Sledgehammer



# GAME Greco

## Gunnar OVER

### C-64 & Amiga Games

#### Dominator

A nice shot'em up game made by System 3 spicked with good graphics (C-64: 16 multi-colour scroll). In the first level the background scrolls vertical, the following levels are scrolling horizontally as Katakis or R-Type. The enemies sprites are well designed and animated, during the game you hear on the Amiga cool sound fx (64: the sound fx were made by M.O.N. and not by Matt Gray as it was announced, by the way the only music in this game is the loading tune which let s.o. remember to an old african music hit!!).

Also to be mentioned is the animated background and cool end level enemy:

Disual: 9 Audio: 7 Fun: 8 (C-64)

Disual: 7 Audio: 5 Fun: 8 (Amiga)

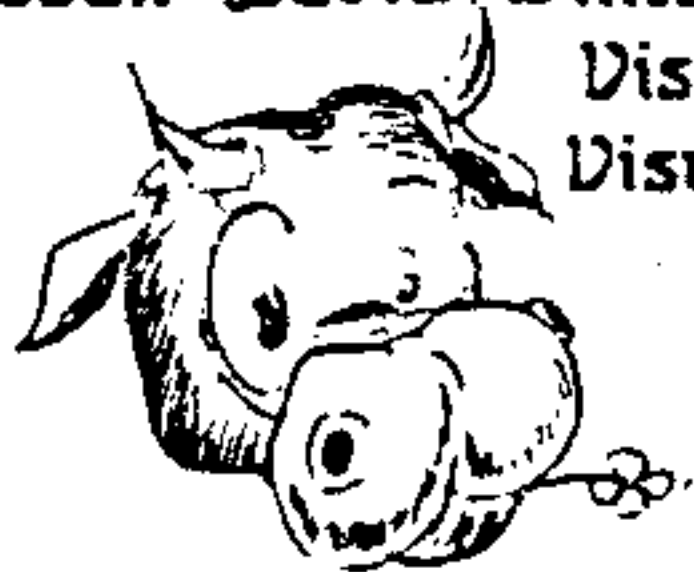
#### Licence To Kill

It is a very good shot'em up with a lot of different scences which due to the film (we can't promise this you because it wasn't released in germany yet).

A digitised Timothy Dalton invites every Amiga player to this cool converston. The music is on both computers ugly (Domark has chosen David Whittaker again...that says all!).

Disual: 8.5 Audio: 4 Fun: 8 (C-64)

Disual: 8 Audio: 4 Fun: 8 (Amiga)



### C-64 Games:

#### Out Of Deep

First we thought: Oh no, not again a shitty shot'em up construction kit game but then we were pleasend surprised because of its k00l graphics and sprites and that's new: animated background. The sound fx is the typical seuck standard.

Disual: 7.5 Audio: 2 Fun: 6



## Phobia

Another normal shoot'em up?? Nooo, because it was written by Ratt and this says it all. The grafix (especially the title pic with digi-music) are really succesful and also the coding. It contains a lot of scroll plains in the backgrounds and 16 colours scroll. This pgame is very playable because of its very well made collision checkings of the space ship to the background! Besides there were seven levels full of cool animated sprites and different backgrounds like the planet hydra with leaking taps or raining clouds. I think there is no music during the game'cause of to less rastertime!

Disual: 8.5 Audio: 7 Overall: 9

## Digilante

Blablabla.. the same story as usual in such 'running to the right side and kicking all opponents' game. This time you are fightin against skinheads (that's the only positive in this this crap game!) which have your girl Madonna in their power and guess what?... You have to get her free (Wot a surprise!). So you are running and kickin'round in the streets, on bridges and houses.

Disual: 5 Audio: 3.5 Overall: 5.5

## Kick Off

I think we all expected the best soccer game of the 64 because it was a hit on the Amiga(the first, Ahaha!). But after starting, wot in the hell was this? You're playing in opposite to the Amiga horizontally. But anyway you can play the game although it's slow. But the best in this game is that if you're leading you can by pressing 'space' exit the game with the current result (that's cool).

Disual: 6 Audio: 4 Overall: 7

## Stormlord

The reason 4 testing this older game is that a german magazine has tested this. And?? The name of the mag is 'Smash'. And?? There exits a little difference between the Smasher and the Smash!! Is it the er?? No it isn't, I mean they're incompetent in testing games. They have written that the graphics and sound are sooooo average (that's true!!) that you can put this game under farther running (exact translation from german into english!). Oh my Gooooood!! How can s.o. be so stupid. The game is written by the Cybernoid coders and I thing that there is no necessity to say u who has made this incredible music. Jeroen Tel? Nooooo, it was made by J.Bjeeregaard! And the grafix are spicked with so much colours as in no other game!The game itself's an intelligent 'Collect'n'Swapping things and jumping, running and shooting during searching 4 virgins (Yeahh!).

Disual: 9.5 Audio: 10 Overall: 9



## New Ocean releases this year

### Volleyball game

Late August, 8/16 Bit (yet to be named)

### Football game

Early September, 16 Bit (yet to be named)

### Batman - The Movie

8/16 Bit. This game needs no real introduction, being the hugely successful film release of only 2 weeks old. In 10 day this film grossed 50 000 000 pound box office receipts and should prove a hugely successful licence courtesy of D.C.Comics Inc. In this issue u find the European film releases dates.

### Ivanhoe

Game based on the legendary folk hero of the middle ages(16 Bits).

### The Lost Patrol

A war game based on the Vietnam war of the 1960's and 70's.

### The Untouchables

Licensed game based on the hugely succesful film featuring Sean Connery and Robert De Niro. 8/16 Bit and PC.

### Operation Thunderbolt

This is the follow-up coin-op licence from the Taito Corporation to Operation Wolf. A game based on rescuing hostages of a hi-jack in the Middle East. This game as you probably know is widely represented at the moment in the Game halls. 8/16 Bit

### Cabal

Coin-op licence on 8/16 Bits

### Chase HQ

Probably the most succesful coin-op around at the moment. The game involves several levels of chase, not race, action which provided a welcome break from the many race games on the market at the moment. We would see this as perhaps our strongest release of the X-mas period. 8/16 Bit.

### Flight Simulation Game

16 Bit only. No details available as yet (to be named).



# LUCASFILM

GAMES DIVISION



## Newest Lucasfilm release

### Indiana Jones III

The story is the same as in the film (c our review in this mag.) and it seems to be one the best games this year because... the game style is based as the classics Maniac Mansion and Zak McKracken, but it's spicked with better graphics, better Action sequences, so called dialog-puzzles and the score will be counted as I.Q.(Indy-Quotient).

The game is more complicate than the movie and you need help of the 60 sides [ull] of Indy's notices, maps, sketches, newspapers and other information which help you to find the holy grail.

The Game will be available in English and German (by Rainbow Arts) on 16 Bit at the end of August / early September.



## Amiga Games

### Sixiang

A new Kingsoft strategy game with a new and good idea. Your job is to transport with a caterpillar some boxes through a labyrinth to special places but be careful...one wrong step means Game Over! Every step is counted and of course it's a race against the time. The game play is though but logical and funny.

Visual: 3 Audio: 5 Fun: 6.5

### Tech

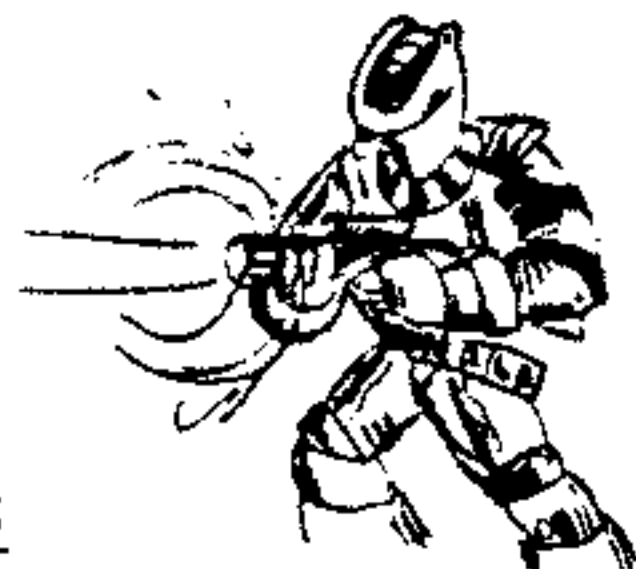
This game features no new details because it is based on the Walt Disney movie Tron. You can choose between the one and two player mode. If you play against the computer the opponents get more and more per level. Better buy something else for your money.

Visual: 4.5 Audio: 3 Fun: 6 (only 4 2 player)

## The Newzealand Story

Another conversion of *Ocean* from Taito's latest coin-up hit for all 8 and 16 Bits Computers. In this game you are playing the role of Tiki who is up against an army of psychotic mammals including the savage seal and the bat-cat. It seems to be one of the best platforms and ladders games to appear for a long time with near cartoon quality sprite definition and animation.

Disual: 9 Audio: 7 Fun: 9



ELECTRONIC ARTS®  
New ECA releases

### Populus Data Disk

The data disk (for Amiga and ST for 9.99 pounds) contains five new worlds with different terrains and different strategies: **Revolution Francaise** with Frenchman gather in castles, windmills, cafes or guillotines. **Silly Land** with larger than life people whose expressions change with the action. **Block Land**, where everything from the people to the castles are made from blocks. **The Wild West** where cowboys and indians fight it out and teepees, forts and jails dot the landscape. **The Bit Plains** is a computer programmer's world with computer printout paper as the land, various computers ranging from ZX81's to Crays as the settlements.

### Hound of Shadow

This is a new role-playing adventure game with an underlying supernatural theme for the Amiga and ST (release date is early september and will cost 24.99 pounds each). It is an original contribution to the Cthulhu mythos developed by H.P. Lovecraft using a new computer role-gaming system called Timeline. The Timelinesystem will mean that this character will be able to be used in subsequent adventures in any sequence and will be recognised for the skills and experiences he has had in any previous adventures.

The game is set in the roaring '20s and months of painstaking research has gone to ensure that it remains historically accurate to the period. Its sepia graphics add to the realism. In the *Hound of Shadow* the player uses investigate research to gradually unravel the secrets of arcane lore and discover the odious horrors and supernatural events that lurk beneath the seemingly normal life of England in the 1920's.

At the outset of the game the player creates a character choosing sex, nationality, one of six professions and proficiency in over 50 skills.



# THE UNTOUCHABLES™

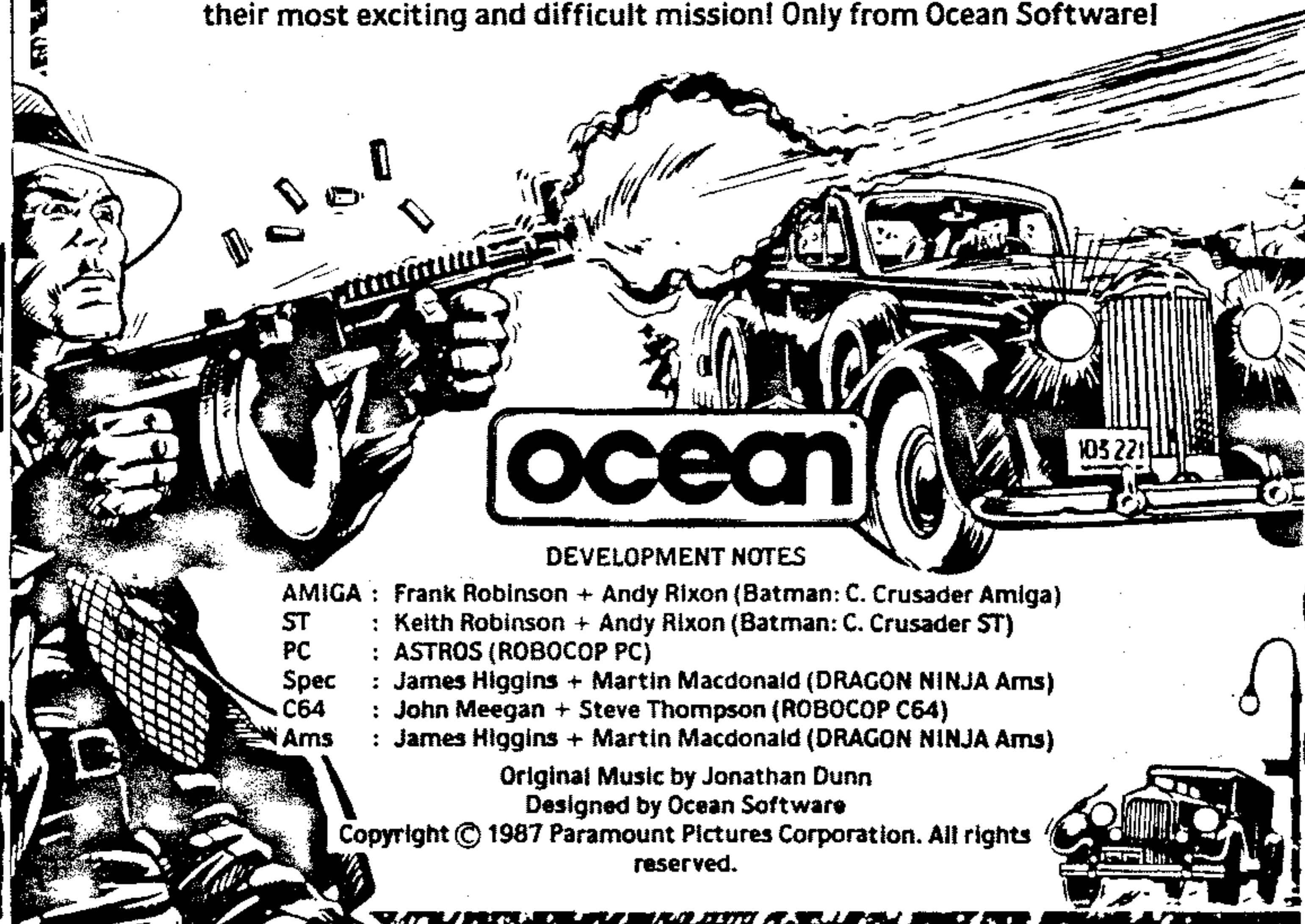
## Release Information

The Untouchables – one of the largest and most ambitious projects ever undertaken in the history of entertainment software blasts its way to computers everywhere in Autumn 1989!

Five exciting, original and diverse arcade-style sections put you in control of Eliot Ness' elite squad of Mafia-busters. The Warehouse Bust, the Border Raid, the Alleyway Shootouts, the Railway Station Confrontation and the Final Rooftop Duel enable you to re-live the knife-edge existence of Eliot Ness as you crusade through 1920's Chicago in search of Capone's retribution.

The movie's success, which earned an Oscar for Sean Connery as Eliot's mentor, Malone will be repeated on computer, as it becomes available on Amiga, ST, PC, Spectrum, Commodore 64 and Amstrad Formats. Ocean and Special FX have this time joined forces on the development side to bring you another movie smash-hit following in the footsteps of Platoon, Robocop and many other blockbusters in the genre.

Take on the Mob this Autumn when you can lead the Untouchables on their most exciting and difficult mission! Only from Ocean Software!



**ocean**

## DEVELOPMENT NOTES

- AMIGA : Frank Robinson + Andy Rixon (Batman: C. Crusader Amiga)
- ST : Keith Robinson + Andy Rixon (Batman: C. Crusader ST)
- PC : ASTROS (ROBOCOP PC)
- Spec : James Higgins + Martin Macdonald (DRAGON NINJA Ams)
- C64 : John Meegan + Steve Thompson (ROBOCOP C64)
- Ams : James Higgins + Martin Macdonald (DRAGON NINJA Ams)

Original Music by Jonathan Dunn

Designed by Ocean Software

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# BLOODSUCKERS

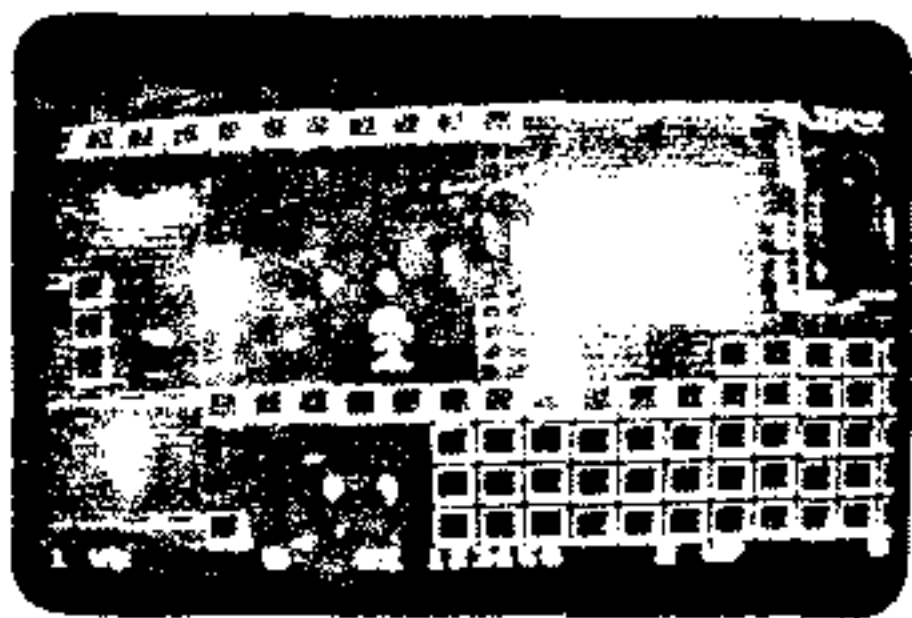
FUCKEM, IF THEY CAN TAKE A JOKE



Horvath  
COMMUNIST  
GUILTY  
189



# THE NEWZEALAND STORY



The cutest game this side of Auckland – but beware!

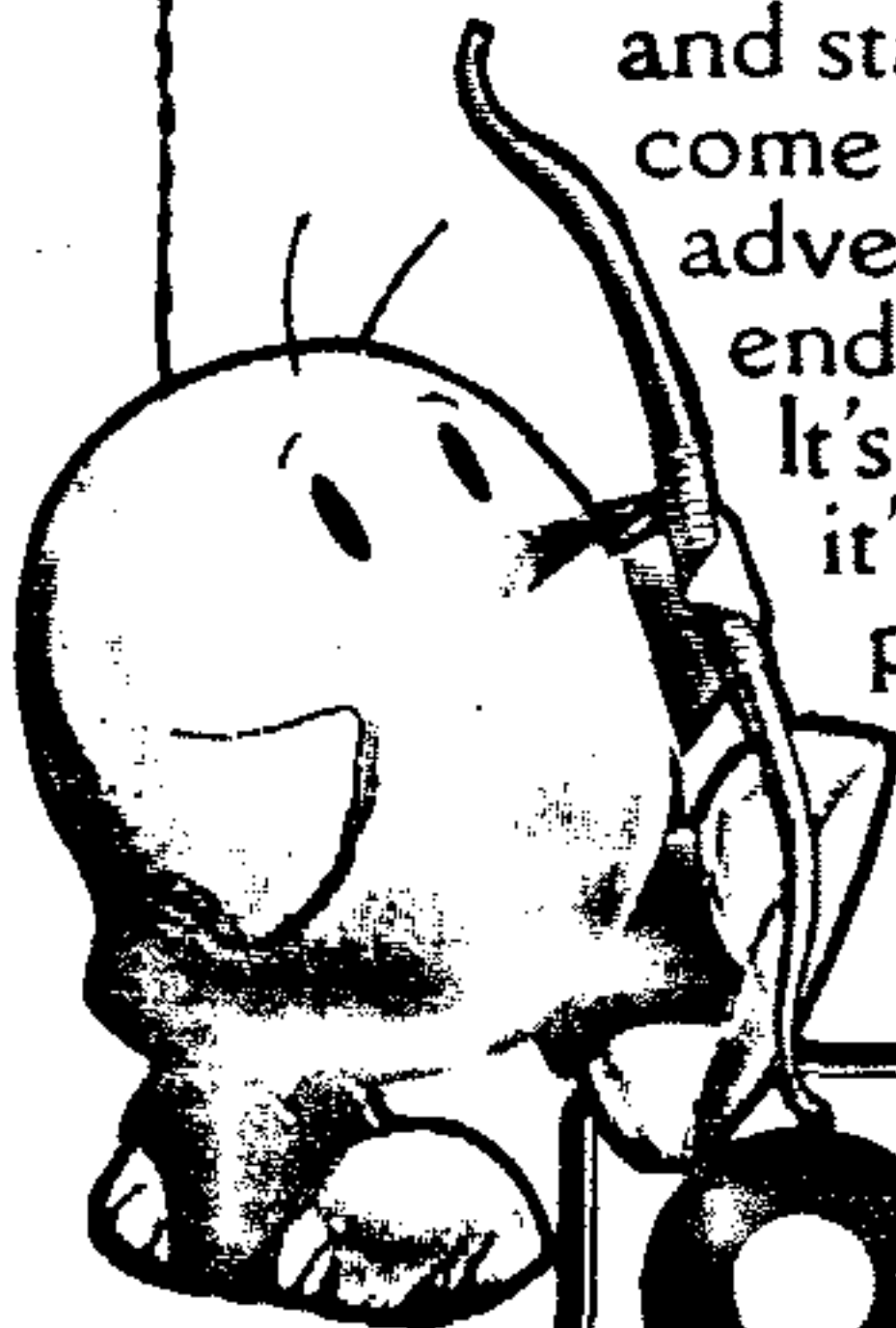
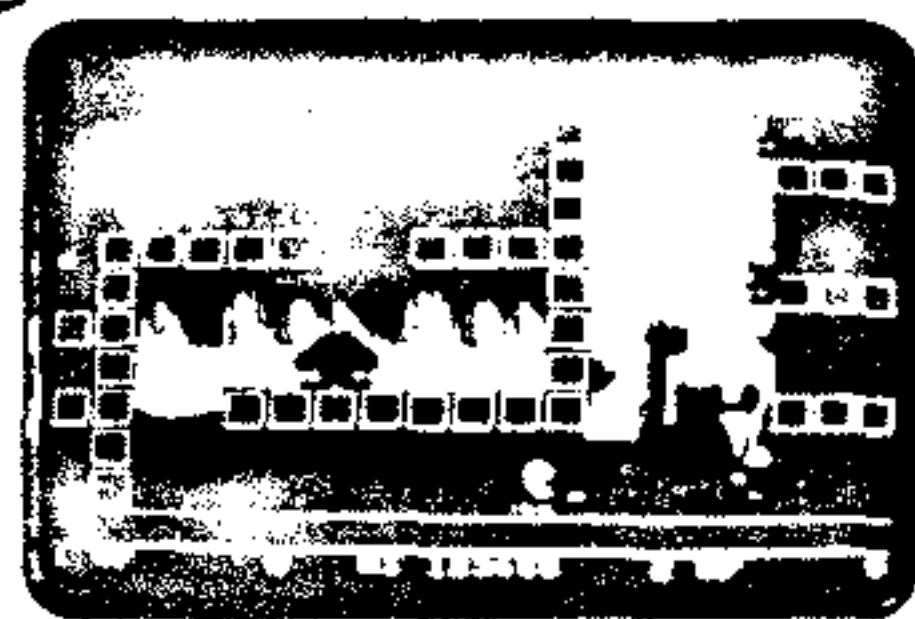
Appearances can often be deceptive, as underneath the cuddly exterior of the fluffy Kiwi lies a deep thirst for vengeance and murder. His friends have been kidnapped

and it is up to him to liberate them – one on each of twenty levels! Armed, initially with just a bow and arrows, you must defeat the ferocious pussycats and froggies, annihilate the boomerang –

throwers, slaughter the bats and starfish and overcome the main adversaries at the end of each level.

It's fun, it's wacky, it's the deadliest game you'll ever play... and play... and play... and play.

New Zealand Story. A Wolf in Chick's clothing!



# ocean

TAITO



# GENESIS \* PROJECTS

AMDK = Genesis \* Projects?

In the last few weeks a lot of guys said that Amok is the legal label of G\*P! DK! Believe me or not, but GP and Amok are two different members. The only thing is that Amok and Genesis are very good friends, because both groups were founded in the same town (Aachen). Also some ex-Genesis members work now for Amok. Tecnic works now under his real real name Jesper Olsen (JD of Amok). Alf and Spike left GP and are now working for Amok as coders. Also the legendary TNT (founder of GP) is going to join Amok very soon and Antichrist will take over the leadership of GP. There are no members in GP which are also members of Amok!!! By the way ... the current memberlist of Genesis: Antichrist, Lady Binaer (will be kicked out soon!), Frankieghost, SCI, Snacky, Boozer, Olle, Hires, Micro, Veda, Zack, Roger Rabbit and the Goblin.

**Genesis \* Projects \* Fire Eagle**

**Copy Party for C64 and Amiga**

**With the latest video films, cold buffet and cheap beer. Also live on stage: The white sharks (Punk, Pop, Heavy, Oi)**



**Date: 2.9.1989**

**Place: Recklinghausen / Germany**

**Time: 12am to 10pm**

**100% no cops!!!**



**If you want to get an invitation write to:**

**Boozer / GP+FE**

**Plk 113263 C**

**D-4350 Recklinghausen**

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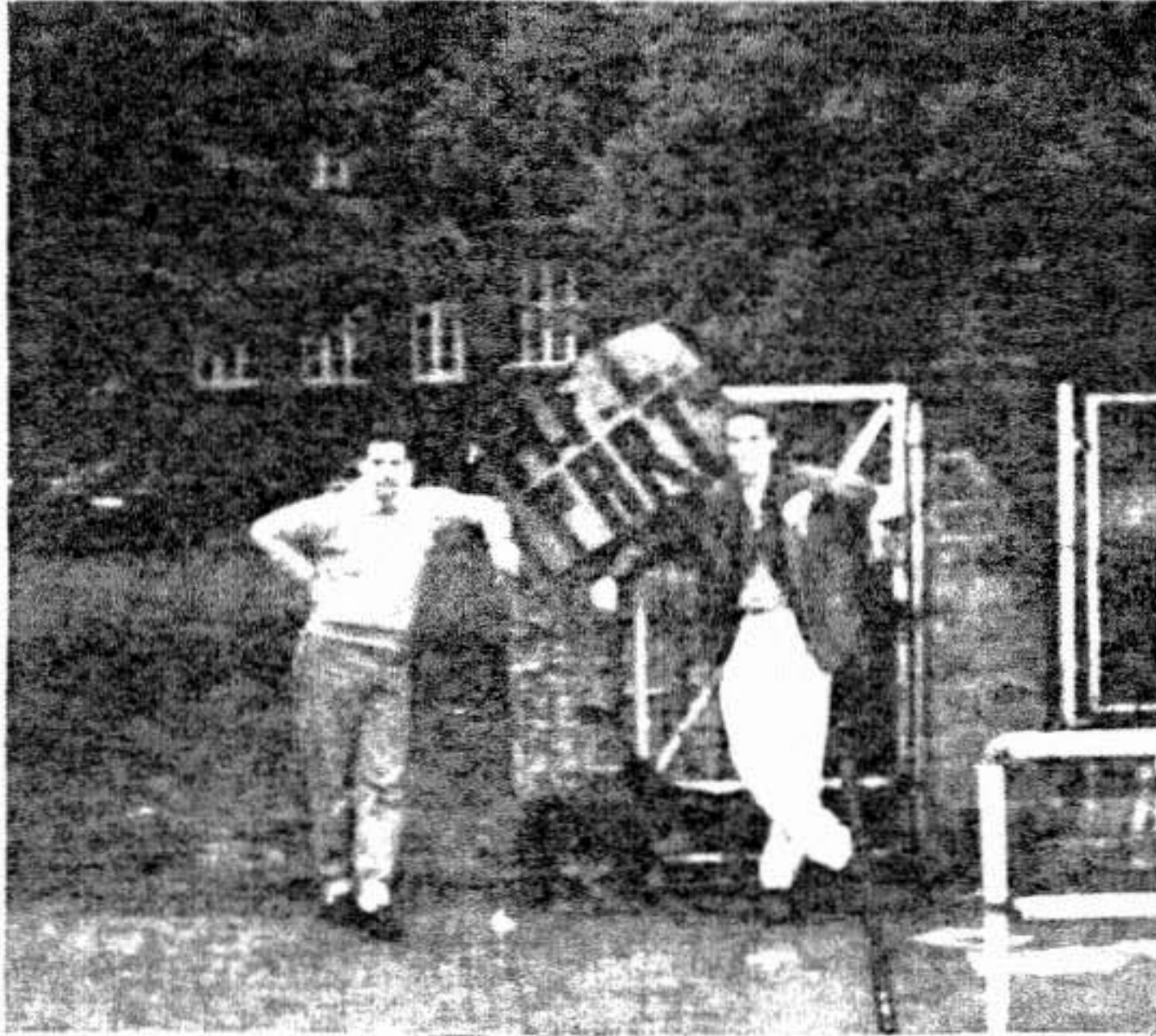
## **The German FBR members:**

In some days before, Asphuxia had a coop with Unitrax! The coop break up after 4 months in april. In the time during Unitrax had the coop with Asphuxia, a group called Utopia joined Unitrax. As the coop split up both group were for their own! In June '89 Unitrax split up! Most of'em joined a USA group called 'Storm!' And some others joined Sharks! After two weeks in Storm the USA section of Storm was asked from FBR if they wanna join with the whole group FBR and they agreed. Now the german guys asked Asphuxia if they wanna join FBR, too! After some days of thinking about it, APX also joined FBR as Mantronix, FBR became really big in Germany. If u want to contact me 4 FBR products then write to PLK 011497C, D-5090 Leverkusen! or PLK 057576D, D-67 Ludwigshafen! (John: 0621 699484).



# Alpha Flight Party

'Ah, a party in my home town I thought' and got really excited when SelemaFL gave me 'bout 30 invitations. Normally I don't like Amiga parties as most of the scene-guys are arrogant figures but when I have only 2 drive 15 km (9.5 miles) we (Greco+Yazz Nato, Adam FAME, Jr Predator & me Blasters) went there quite happy on Saturday the third of June at 4pm. The invitation promised a real good party as Demo competitions, Live programming, Meeting of Software companies, Interviews &



Editor's opinion: Greco and Gunnar

dollar) even we had to pay although we are owners of press cards and we're allowed to have free entry everywhere. Now we recognized that the party consists of three rooms (small ones). One room was only be there for retirement because there were some really nice am-chairs and only two Amigas for programming. The pictures (lots of women) and the cool guys raised the atmosphere very much. The next room was the one with the bar (yeaaaaah). Here were 5 computers presented (of course only Amigas). We soon wanted to get some of the low price beer and .... 2.5 DM (1.2 Dollar) said this Heavy guy and first I wanted to laugh and said to him: "Sorry, but @ this price u've no chance of selling one", but as he looked down and grinned so lovely I paid my first and last beer. By the way: I saw a guy buying something after me and he didn't want to pay (Rest in Peace, guy). But also this room had a big advantage: cool music from the compy (Artless Music Enjoyment, Beastie Boys...). Wow the sounds were fantastic (the reason: a 20 000 DM 'cheap' music machine).

the AFL Crackerjournal, no cracks, low prices for food & drinks and last'n'least sleeping at the meetplace. We arrived and laughed loudly: Outside the ground was a big sign: AFL Party! It looked so old and dirty that seemed 2 be as long at this place as the building. And this building was an old ex-school which is now (normally) a meetplace for Heavy motorbikes freak. Everybody had to pay the entry of 5DM (2.5





*The whole flying Alpha Crew*



*Some 64' guyz (left 2 right):  
 Jr. Predator of TBI, Andre of Sphinx  
 Gunnar, Yazz of Nato/A.M.E  
 Ridi/Artless Music Enjoyment, Adam/FAME*



The last room was spicked up with 4 Amigas and one coffin (casket), nothing to say to it. The stuff on this party was illegal (as usual) though the promises AFL made (but I think that this isn't the fault of AFL, it's more the fault of the invented guests). Yeah the guests! I saw mainly AFL members (all of them on the pic on this side) Tristar, Black Monks, and Vision Factory. Also four C64 groups like Sphinx, Blasters, Fame and Nato but there was no damned 64 on this party The 64 guys are on the pic on the other side).

Except of the promised AFL made (software firms, legal and low prices Ahahaha) the party was quite good, but not so good to stay on sunday too, so it isn't a surprise that the party on Sunday was lame! I'll end with one suggestion to AFL: When u organize a party again, please tell it earlier to me or Greco, because then we organize a 64 and Amiga party together with more cooler 64 dudes. Yours, Gunnar



A view into one room



# BULLETIN BOARD REVIEWS

The BBS Review was made 'bout 3-4 weeks ago.

Meanwhile the Addiction isn't a HTL/Ikari Board anymore!



## WARES-GALORE

by Exodus (206-946-0245).

This Wares Galore is one of the most famous boards in America. The importing world gathers here to discuss current topics and upload their newest wares.

Sysop Jimmy'Z has been in quite a few groups which include: Abyss, The Avengers, Epic, Conquest, New Order, The Super Troopers, Above and Beyond, Mayhem, The Elite Force, etc etc. When the review was compiled the board has had 80 users. Out of those 80 users, 10 were Europeans. The Wares Galore message bases are the home for some of the biggest wars between groups! It is now wonder that some elites go around calling the board 'Wares Galore' as a joke. The message bases are separated into 'Bullshit' (normal gossip, news, etc), 'BBS #'s' (other board numbers), 'Groups' (Wars, group news), and 'Sports' (latest sports news).

The board operates at 1200-2400 baud and only accepts wares from well-known groups.

## THE ADDICTION

Hotline/Ikari (503-654-5943)



One  
Eyed  
Pirate

Out of all the boards in the country The Addiction probably stands out as the headquarters for all the Europeans to call. The board is the headquarters for Ikari and Hotline. Sysop One Eyed Pirate (OEP) has transformed the board from an average elite board into one of the hottest around. Out of 72 users, 20 are Europeans. A lot of the bulletin boards in America have One Eyed Pirate's artwork on their logon screens which are some of the best around. The message bases are separated into: 'Elite Talk' (normal gossip and news), 'Don't U/L' (callers post their newest uploads), 'Rad Boards' (other boards to call) and 'New Codes' (phreakers codes, etc). The board also contains it's own drive only for Hotline and Ikari wares. The Addiction operates at 1200-2400 baud.

Test by Cult of EXODUS.



Hello folks,

For those who want to know which game they'll have to buy in the near future, here is a short list. If you like CBM-64 music (maybe you even like ours), then you're strongly suggested to buy these games (hehe), coz they will be released complete with nasty music (and sfx).

Update: 25-06-89

Outrun Europa	CBM-64 US Gold	Aspar GP race	CBM-64 Dynamic
Supercup Football	Spectrum/Hewson	Stormlord	Amiga/64 Hewson
Mantalon	CBM-64 CRL	Nebulus 2	Amiga Hewson
Mr Heli	CBM-64 Telecomsoft	Nighthunter	CBM-64 Ubi-Soft
2400 AD	CBM-64 Origin	Ironlord	CBM-64 Ubi-Soft
Trivia-Game	CBM-64 Mastertronic	Afterburner USA	Amiga/64 Sega
Dominator SFX	CBM-64 System 3	Outrun Europa	Audio Comm>User
Vendetta SFX	CBM-64 System 3	Slimbos Quest	CBM-64 BWE
Myth	CBM-64 System 3	Insects in Space	Amiga Hewson
Hotrod	CBM-64 Activision	Galaxy Force ?	CBM-64 Activ.+IDG

We can't tell you more due to the lovely contract statements which tell me the following thing: "Author and SDH agree that this agreement and the terms and conditions contained herein are confidential and shall not be disclosed to any third party except to a party's agents with a need to know who have agreed to maintain the terms and provisions of this agreement in confidence or except as may be necessary to enforce the terms and provisions of this agreement. We're sorry about this, but we can't help it.

Some people still say they have a so called music company. Well guys, dream further, coz we're sure that none of you is registered as a legal firm. So, stop calling you a music company (It needs time to be one, 2000!). Some people try to make music on the Amiga by transferring our CBM-64 pieces to it and calling it "their" music. You can forget it, because we informed most of the software developers about this. You might think that anyone can earn a lot of money on music, but we can tell you from experience that such a dream is only for hard-working people. Normally a software development house (SDH) thinks about music in the last stage of their project, so that means that it leaves the musician only 1 or 2 weeks and together with the other music-projects, it leaves us about 2 days to finish the total soundtrack and Sfx, but sometimes we only get 1 day (Soldier of Light CBM-64, Double dragon CBM-64, Savage level tunes etc.) to finish music and soundeffects.

In such deals, you risk a lot, because there is no time to set up a contract or agreement between you and the SDH. It's up to them if they'll pay or not. Example: Softek never paid us for Soldier of light. Sometimes you personally have to bring it to the SDH in the evening or the next morning. We've had a lot of sleepless night and nervous days (especially Jeroen because sometimes he can't finish a piece in the given time and then the next piece is already delayed and then SDH's get angry, keep on calling, threaten us with going to court and payment subtractions for the costs of the game's release delay). So don't think live is easy as a musician.

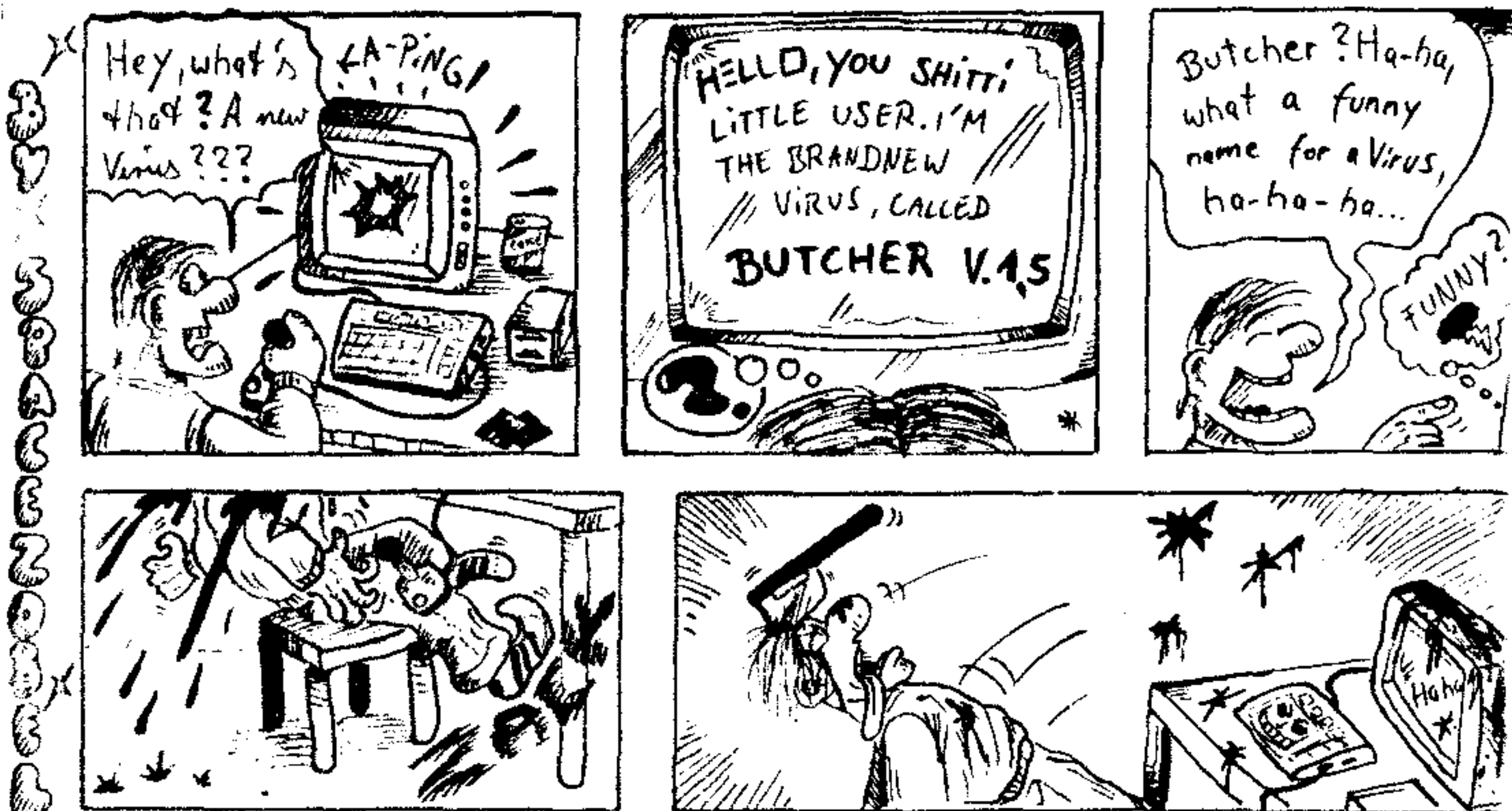
But for all those who really want to start (coz there's plenty of work) we're willing to give you any information (no personal) to get going.

For those who are interested: We also started to do video-promotion- and Documentary music. Thanks to Michel Rongen for getting us started and making us interested in this side of the music-world.

Thanks to all those who spreaded Outrun Europa. We had to go to court and we lost money. The next one who will ever steal or spread a piece from us will get some police-men over their floor. You're warned!! Stupid idiots !!!

A couple of quick hello's... Hi to Smasher (I hope you continue publishing true interviews now), Dave of Unbit, Sledge, Mario, Michel, Markus, Paul, Ch., Mark Cale, Chris Hul. (Don't forget...), Frank & Oliver (M&O), Theo, Hagar, Fergus, A&D, I&M, Dokk, Jo Bonar etc. Fuckings to Beatless (Maybe you'll be busted soon).

We wish you all the best and luck in the world, and don't do anything foolish, Charles Deenen / MANIACS of NOISE





# American Summer Movie Reviews '09



## *Ghostbusters II*

This movie starts out in New York where the ghostbusters have split up and are doing their own thing. They have lost all of their popularity and the general public is against them. The ghostbusters find a strange slime coming from the sewer system of New York which is a source of negative feelings. Meanwhile a painting of a powerful magician from the medieval days who was already dead tries to come back alive by replacing his soul with that of a newborn's... The ghostbusters get back together to save New York once again and regain their popularity with the public along with their pride... I didn't like this one as much as the first one although it's not a bad movie to view...

Overall rating: 6.0/10

## *Indiana Jones and the Last Crusade*

The movie starts out showing Indiana as a youngster and how he fought to get a golden cross which was an ancient artifact. He ends up losing the cross to the same guy three or four times and eventually recovers it. Then it goes to modern day where Indy is teaching Archeology as usual. He receives a package sent by his father containing his father's notes on the search for the holy grail (the cup Christ drank from his own blood and passed to his disciples, whatever). He is accompanied on his search by an attractive young archeologist whom he sort of falls in love with (she's a Nazi and he doesn't know it). As he finds his father they are both captured by the Nazis (the girl was involved)... Indy and his dad both escape but have lost the diary. His father claims there were important things found in the diary to help recover the grail... So instead of going to find the grail (they all know where it is, even the Nazis) they go after the diary. Some very interesting scenes take place when they recover it (Adolf Hitler autographing it!). Then they set off to find the grail. They are met by the Nazis where the Nazis are sending many people through a cave type thing but each one ends up getting their head cut off. Then they command Indy to go in after the grail. He uses the information in the diary to find a room with a very old (around 400-500 years) but still alive king... Along with Indy are the girl and a Nazi fellow. In the room are many cups one of which was the Holy Cup (the grail). All but the grail are poisoned. The girl chooses the cup for the fellow and chooses poorly. The dude dies and Indy chooses the right cup. The rest is too good to tell because this is a very good movie. Lots of humor and excitement.

Smasher Side 26

Overall: 8.5/10

# American Summer Movie Reviews '09

## *Batman - The movie*

Batman - the movie is basically where Bruce Wayne (Batman) is fighting against criminals and kills some guy but the guy ends up with a few years and becomes the joker... The joker basically tries taking over the city and succeeds until Batman comes in his way to stop him... I found this movie quite boring at times and did not like it much through all of its hype... I'm not really into Batman so I guess I didn't enjoy it...

Overall rating: 5.5/10



Batman - The movie European release dates  
Thanks to Ocean for the dates.



Austria: Oct 27th / Belgium: Sept 13th / Denmark: Sept 13th  
U.K.: Aug 11th / Finland: Oct 20th / France: Sept: 13th  
Germany: Oct 26th / Italy: Oct 20th / Holland: Oct 12th  
Norway: September / Spain: Sept 29th / Switzerland: Sept 26th

## *Field of Dreams*

This fairly unpopular movie starts out showing the lifetime of the main guy... He loves baseball as does his father but his dad eventually dies... The dude ends up owning a large farm with a wife and a daughter... One day picking through the fields he hears a strange voice which puzzles him... Nobody was around at the time when he hears it... He gets the notion to build a baseball field in the fields which costs a lot of money... they were about to sell it when a dead baseball player named Shoeless Joe Jackson comes to the field... The dude plays a little baseball with him and the next day Shoeless Joe gets the rest of his team (1919 White Sox, the ones who threw the series) to come and play in the field... Then the guy hears the voice again and once again is puzzled.. He and his wife go to a PTA meeting where the discussion is banning books... One of the books discussed was some '60's writer... The dude goes to the writers apartment and kidnaps him to go to a Boston Red Sox game and the voice comes again... This movie is very strange and complicated but also very very good...

Overall rating: 9.0/10

Reviews done by *Flatliner* (they were done quickly because I was packing for EUROPE!)

The following Cinema, Movie and Music reviews were made by Cult of Exodus.

## Lethal Weapon II

L.W.II combines non-stop action with comedy in an excellent film starring Mel Gibson and Danny Glover. The two partners encounter a bunch of South-African crooks who are smuggling gold. Explosive action scenes and hilarious comedy make this movie one you cannot miss. Also starring is the beautiful patsy Renée Jones who works in the South-African embassy and later falls in love with the insurance cop played by Mel Gibson.

Overall: 9.5/10

Other ratings I want to give to

Batman: 6.5/10

Indy Jones: 8/10

Dead Poets Society: 7.5/10

See no Evil, hear no Evil: 4.5/10

ARE...

ARE...

## Video News

The video stores are busy this summer with a lot of good movies for you to rent. One of the most popular films is **Twins** starring Arnold Schwarzenegger and Danny DeVito as two twins trying to find their mother and get rich at the same time.

**Halloween IV** was a surprisingly good movie for you horror fans. The most entertaining comedy up now is

**Dirty Rotten Scoundrels** starring Michael Caine and Steve Martin acting as two con-artists who are trying to get 50000 dollars from a lady.

Another good comedy is **My Stepmother is an Alien** featuring Kim Basinger and Dan Aykroyd.

Look out for future releases like **Mississippi Burning** in July.

**The Fly II**, **Rain-Man** and **Naked Gun** in August and

**Who framed Roger Rabbit** in October.



## Music News

The music scene in the States this summer is hot with new albums and big concert tours. The long awaited **Rolling Stones** tour hits the States this summer and so does **The Who** tour also.



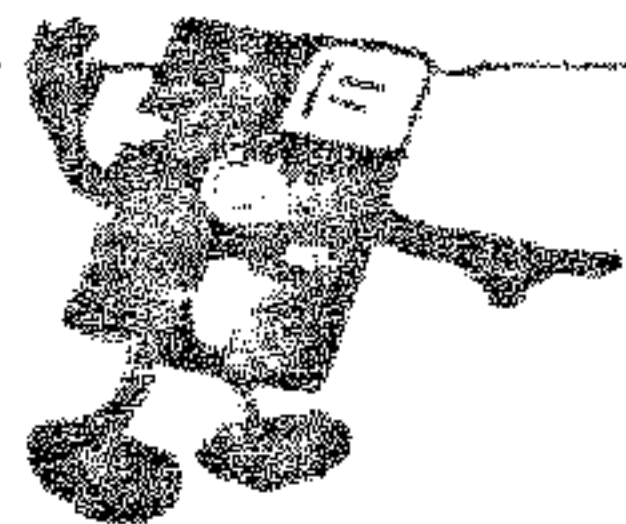
Probably the most popular group this summer has got to be the **Five Young Cannibals** with an album that staid No.1 for weeks and two No.1 hits with 'She drives me crazy' and 'Good thing'.

Currently **Martika** is No.1 with a irritating song called 'Toy Soldier'.

The No.1 album is for the hit movie **Batman** by **Prince** featuring the single called **Bat-dance**. Prince's latest album 'Compensates' for poor sales on earlier albums like 'Lovezexy'.

Some of the best european groups in america this summer are **Milli Vanilli**, **Roxette**, **Cult** and **the Cure**, **Love'n'Rockets**, **Simply Red**, **Five Young Cannibals** and **Waterfront**.

The best new american single I've heard in a long time is a song by the **Pixies** called 'Here comes your mom'. You should also check out the cool video from this band who are from **Boston**. Watch out for more interesting (and longer) music news in the next issue by **Cult** of **Exodus**.



## SNAPSHOT OF THE SUMMER SNAPSHOT OF THIS SUMMER

### SIDE OF HOTLINE





## Different things and News:

I think you all know the game Grand Munster Slam... Well, this rather cool game (Smasher-Hit last time!!) was programmed by Golden Goblins/Rainbow Arts. And now one big german magazine called ASM has had the idea to play this game in reality. This happened on the 25th of July in a big stadium in Dusseldorf. As in the game they kicked Beloms (those small creatures that look like balls). During the game the players destroyed one of the sweet Beloms (argh!) and put his entrails in an ugly Rainbow Arts T-shirt and went on playing with this.

The result of it was 9 points for ASM and only 8 points for G.G.. Poor G.G... they programmed the game and lost.

One last add: this article was written in the last minute !

Yours, Gunnar/Blasters

## Crazy-Stardom Copy-party 4.5.6. August 1989

The party will be held in the small town Le Locle in Switzerland.

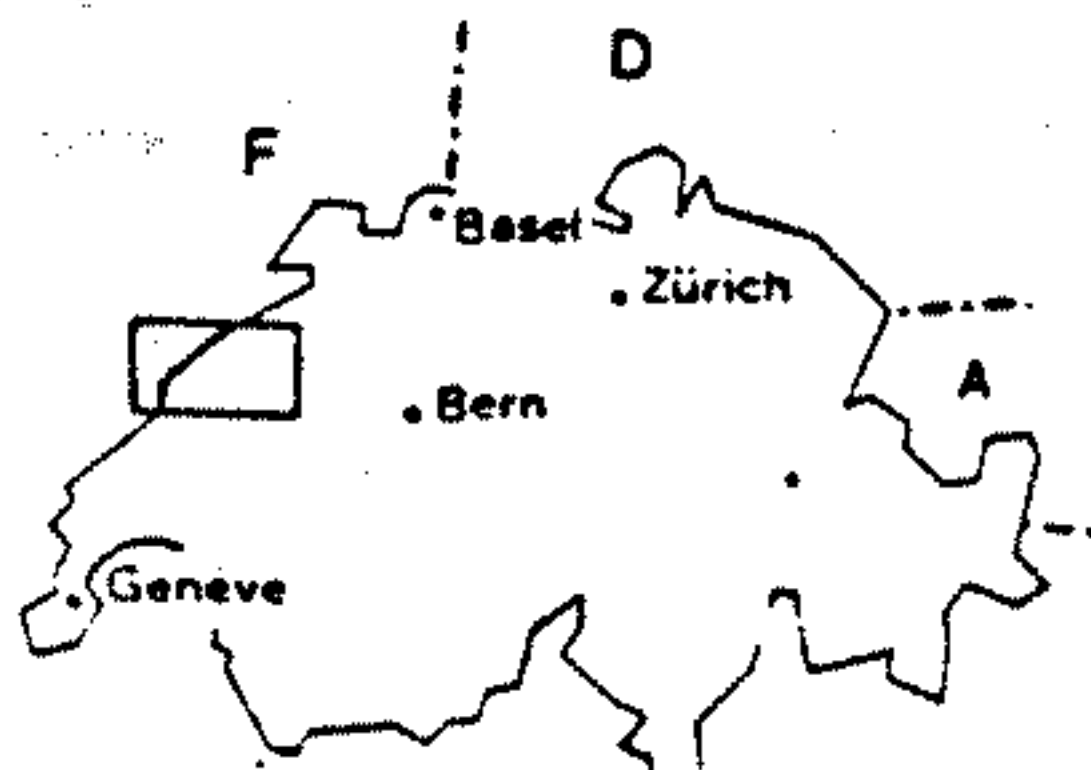
The partyrooms are in the middle of the town, just between two restaurants and two beer pubs (streetname: Rue des Envers).

There are two demo-competitions where you can win cool prizes, like a golden-computer award, a golden-joystick award etc...

The entry costs 15.- swiss franks!

## Map of Switzerland:

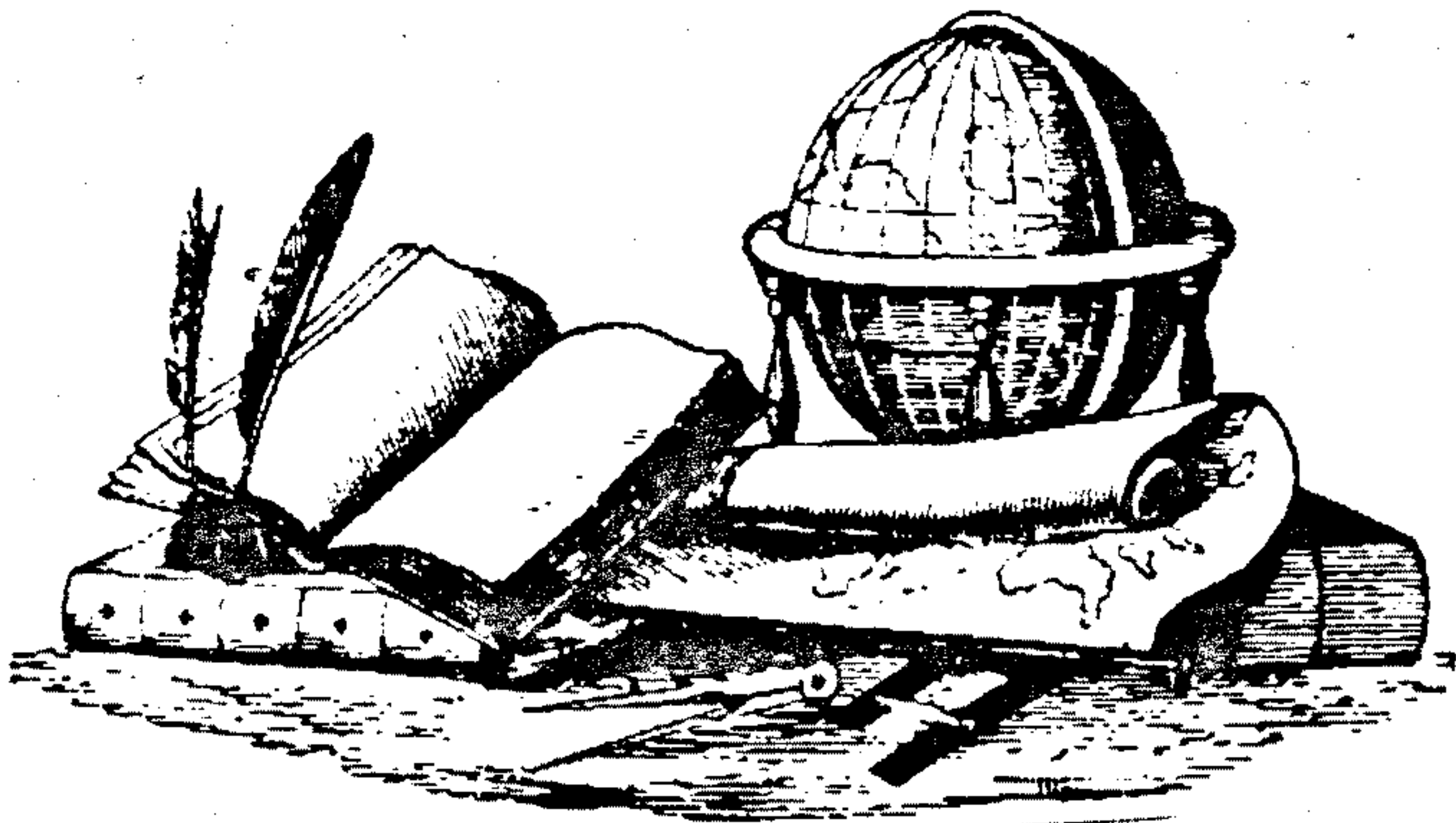
Some 4 gotten greets (for Originals and informations) to: Ocean, Rainbow Arts, Electronic Arts, D-M.



- Hotline is splitted up because of the choice of the importing group. The english members, XXX & Bod, wanted INC and the Dutch section preferred another importing group. XXX & Bod decided to start then the new group: TALENT (f INC) ! HTL's new HQ (with NEC): 513-576-1255
- Upfront will start making a game in a few days. And they told me that after two or three weeks they will have a little game preview ready. The game contains scrolling bit maps and many other cool routines.
- Dynamix formed by: BB (except MTV), Paramount, Druids, and Sharks.
- Noise had joined NATO. JCH works now for companys.
- Legendis back. Galleon/Oneway wants to sell his packers 2 Ocean.
- Bonzai memberstatus: Stone/Abnormal, Trupp/Dom., Luxor/2000 AD, Sonni/2000 AD, Lotus/2000 AD. They only want to release demos.
- Zizyphus/Oneway is coding a new game besides a new music-routine!
- Fire Eagle joined Sphinx on Amiga. . AFL (64) now cooperates with RSI!



# THE SMASHER TEAM



Main Editors: Gunnar Marx & Ioannis Stagos

G.Marx : Democharts, Game Over Amiga, Interview Copy Service, Alpha Flight Party and Photos

I.Stagos: Layout & Printing, Game Over 64, Photos, Crackercharts and Games Previews

Chris/Exodus: Video, Cinema, Music and BBS Test

Flatliner: Cinema News

O.Gaspirty(Amok): Graphics

Nils Hamm: Graphics, Titlegraphic and Comic

C.Deenen: MON Declaration

Paul/N.B.: New Zealand story

Hazor/BF: Horizon Party

Boozer/G\*P: GP News

Apostle/FBR: FBR Germany

Or call our Hotlines:

Write to:

Ioannis Stagos

Laakmannsbusch 23

5620 Velbert 11

Gunnar Marx

Grüne Harfe 21

4300 Essen 16

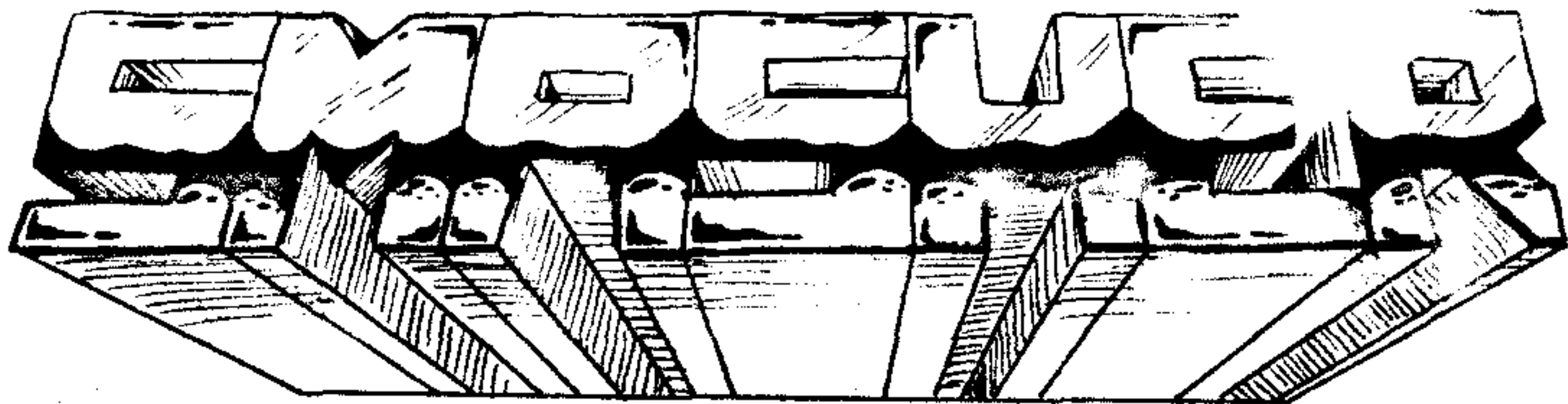
WEST-GERMANY

Ioannis:

++49 2052 6205

Gunnar:

++49 201 235033



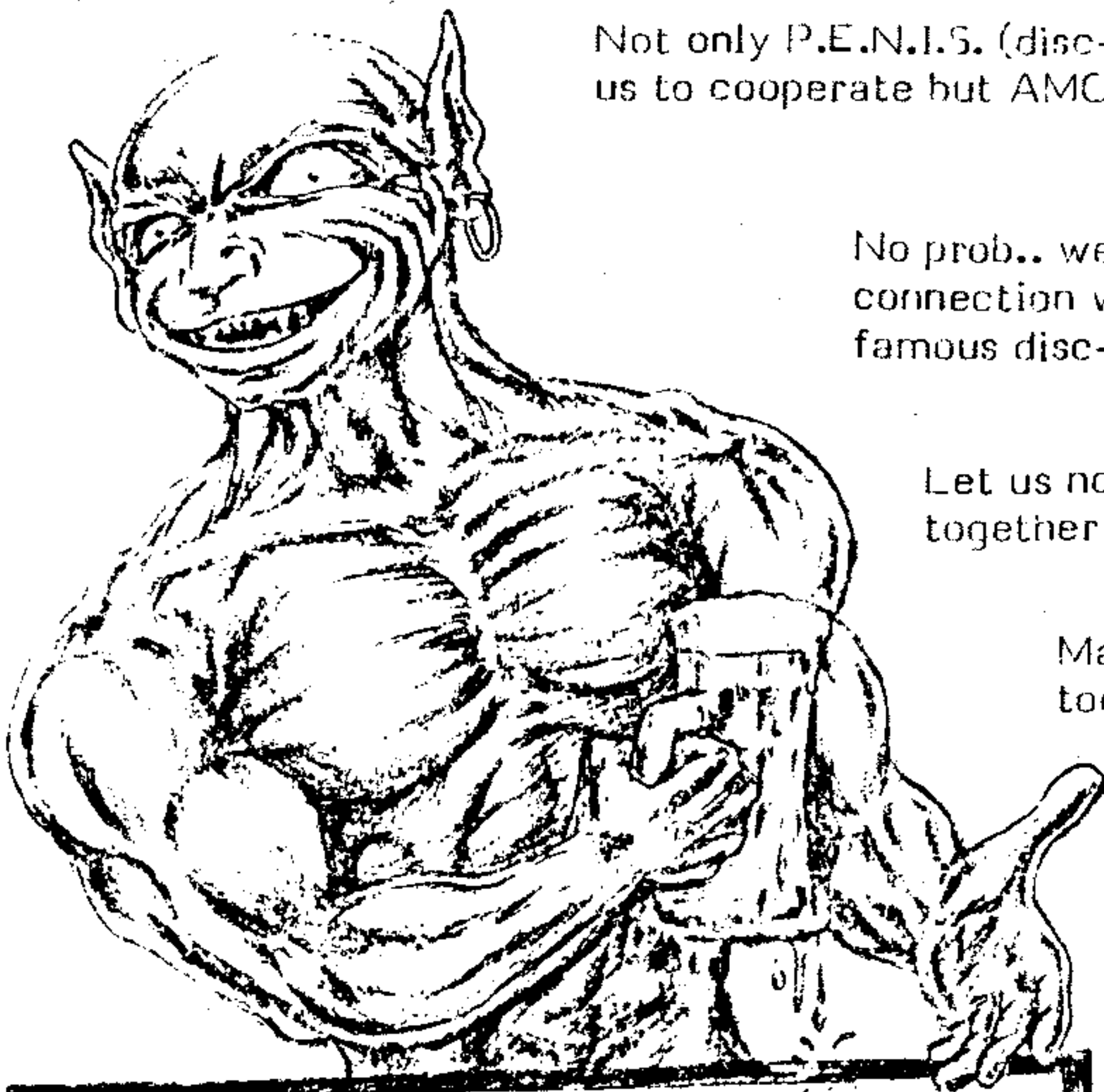
SMASHER & SEX n' CRIME COOPERATION ????

Not only P.E.N.I.S. (disc-mag 4 Amiga) asked us to cooperate but AMOK with their mag .

No prob.. we are happy to get connection with good (?) and famous disc-mags !

Let us not only drink the beer together (except Greco!) no...

Maybe that we can work together ?!??



Thanks to:  
20CC, AFL, AMOK, Beyond Force  
Bonzai, Crazy, Exodus, FAMF  
FBR, GP\*FF, Maniacs of Noise  
NB, Oneway, Paninaro, Sphinx  
and Unibit (our slaves!)



*Mr. Menzies '89*