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*have a nice party
and a happy new
year 1997*

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BRANKART

the PARTY-zine



12/96
Amiga & C-64

Howdy folks and welcome to the sixth edition of Brainfart overall. In other words, we might celebrate somewhat like 3 YEARS BRAINFART. Maybe some of you remember or even still have the very first issue of Brainfart which was released in autumn 1993 as preview edition. One of the most known and liked papermagazines named Bullet Proof ceased to exist in that year as the editor Dense/RSI/Spirit decided to stop his decent magazine. However since many people regreted the abolition of Bullet Proof, Dense showed much effort in Brainfart and contributed material which was originally supposed to appear in Bullet Proof. The preview edition (also known as BF #00) already featured some interesting photos, articles, hand-drawn graphics and even stickers, but the pages were copied and therefore the photos were not sharp. Finally at the X-mas Party '93 BF #1 got released, consisting of 34 pages and again many photos. It covered the 64 scene and in addition to this some non-scene related stuff, such as music and role-playing games reviews. At THE PARTY IV, that means exactly one year later, Brainfart issue #2 got released, which included a disk for free. That disk featured

s o m e Paralyze wares, such as the freeware game Quarx and a 64-conversion of the Hasher's Cookbook. It did not need another 12 months for the next Brainfart as Paralyze released the edition named „Brainfart - the CeBIT panic plan“ at the CeBIT 95 (10 Years CeBIT). This was also the end of Brainfart being a pure 64-scene related papermagazine. Paralyze and Incal Inc settled on a co-op in regard of Brainfart, because of several reasons. For instance, many C64 users also have an Amiga (and even vice versa). Moreover, the 64 business apparently slowed down, that means there are less readers left. THE PARTY V at Freericia at X-mas 1995 was the climax of Brainfart history so far. 2000 industrially printed issues got spread at the party. The Brainfart was styled and designed as never before, covering the Amiga and C64 scene with help of several dudes. I really enjoyed those three years of Brainfart as it turned out to be a passion for everyone involved in it. Particularly for T.G.I & Dodger of course, who are the founders of this magazine. I also would like to point out that some more help from the scene could be useful for further issues. But now Enjoy it, as this is the aim.

guest editorial by Stan / Hitmen

mixed

Surfpages	4
Short story	24
Last exit ...	3
Last words	26
Impressum	25

the future

Big Brother	6
Future Amiga	10
Pios	12

events 96

Party Zone	16
Symposium	21
CeBIT	18
CeBIT Home	19
Party results	17

interviews

Mike/Sunrise	22
Weasel story	7

Last exit reality ?

Scene has always been some kind of experience. When you start entering or let us better say discovering the phenomenon known as the scene you are full of questions but as well full of energy to spend on this new hobby. As everything that is new, you soon become excited, especially when you are young and scratching on law (at least a bit even entering the legal scene) and are member of something special: an underground community. It is like a drug as success (or fame) gained in this field makes you even more interested in it. Thinking of that you soon begin to live a true scene life. At school you think of your computer instead of looking at the cute girls at the other side of the class room and plan your next scene-activities in your exercise books. Yes, you are in contact with many people all over the world exchanging disks and very, very personal messages, you are known in that subworld and dream of joining a more famous crew, to gain even more fame. Maybe you are active in other fields, but while it is the greatest summer weather outside, you let the beach be beach and spend your money on your telephone bill by moving some data from bbs to bbs, no matter what it is. Yes of course, you are more familiar with the english language or at least with some colloquial scene specific words and phrases, which is quite impressive to your english teacher - anyway you are known among some strangers you have never seen before which should of course compensate that. Oh sorry, there are many others that amassed some talent with their computer. So you stay white (sun is very dangerous nowadays) and try to move the SID into the London philharmonic orchestra and prove that there can be a wolfenstein with less than 1 mHz. Yes, you did a great task than and you have our respect, but after having spent the second consecutive summer with assembling very artful logos out of chars and trying to to create a visible image similar to an artwork by B.Valejo in addition to the time you have spent in front of your system during spring, winter and autumn, you soon have "friends" with names not printed on an identity card. Anyway you are known... but are you known ? A guy, a faceless creature

labelled "Dragon" might be known. Oh sorry, you are not faceless and your scene contacts are your friends, but to whom do you talk about your parents divorce or other troubles other problems you are struggling with ? You release your soul's and mind's most private thoughts with a guy you have talked about the latest busts and demos at the Party in Denmark or was it at the Gathering. That party visits were great fun. Being in an european capital - in a dark and noisy exhibition hall with 2000 others with the same interest without getting farer than the next mcdonalds or supermarket. To be honest, isn't that ridiculous. The day the disaster is discovered you rush to get of all that stuff that squeezed out your life, so that you change your system immediately or sell it to erase computers out of your life. Lacking good real life social contacts - as your real life was an illusionary one - you get even more lost. This procedure has even increased by the Amiga-crisis. To some extend it is sad to see it weaken the scene, but after all - as KRS ONE stated in his great song "Love is gonna get you.", that it "gets you and takes you right out.". Nothing is really wrong about scene, but the only thing that might be wrong is you and your attitude towards it. It is a hobby, something to spend free time on, a nice addition to travels into other cities, not interfering job or school, never superior to (girl)-friends, saturday nights, chilling on the beach... living on the wrong side of reality makes you elite, but what for? ■

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Paralyze & Incal
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Surftips Commodore 64

There is much going on in the C64 web, regarding to the internet the C64 is still alive and active as ever before. Even slip dialups are programmed by now and it is not only possible to find information in newsgroups like comp.sys.cbm, but even various resources on the World Wide Web itself. (Even though it is still to be accessed by other systems, as there are no working webbrowsers by now.) Some of the most interesting resources are to be found at the Campaign Urbana Commodore User Group (Cucug) under <http://www.cucug.org/> where they have great C64 information resources, at least the logo is worth to take a look at this site. There are also several ftp sites to provide your C64 with all kinds of stuff (just check out the ULRs below to get some links) from newest releases to ancient games. Also the C64 scene is present in the internet on various sites: In Media Res is one of the greatest scene related internet sites for the Commodore 64. Once it was an papermag for C64 and Amiga which based on interviews with scene legends, but due to printing and distribution problems it was put on the net. There you can find various interviews with scene legends as well as other legendary guys. I found an Interview with eg. Rob Hubbard, in which he is talking about his C64 times, when he always received letters containing demos with ripped sounds or letters asking for help with the SID and Benn Daglish, who is doing music for theater nowadays. This site is constantly rising, they are still awaiting a lot of interviews. Just have a look at <http://www.kuai.se/~zike/index.html> and start to find out about famous guys. Another cool Site for the 64 is the Radwar Enterprises homepage, where you can find reports about various of the exciting Radwar Parties, a complete history of RWE and great photo archives from fairs and Parties. Quite interesting to step back to all these events and think about old times, as well as to wait for the next Party. Always worth to take a look at <http://www2.khm.uni-koeln.de/~rwe/>. Just to continue with websites worth hitting in web it is necessary to continue with the homepage of Motley/F4CG. Under

<http://www.algonet.se/~motley/> you can find various information about the diskmag Propaganda, many issues of this oldschool magazine, which was former a Genesis Project mag. Not only newspapers enter the web, C64 Diskmags too! The last homepage for a longer review is the one of greenfrog/motiv 8 which is providing various information and a cool links page, which opens you the way into the C64 Web. Check it out under <http://www.informatik.uni-oldenburg.de/~grfrog/index.html> Other C64 Sites:

Fairlight US
<http://www.fairlight.com>

Flash Inc.
<http://www.abc.se/~m9656/flashinc/>

XAKK
<http://www.engelholm.se/~fogelberg/xakk/>

Dual Crew Shining (Metal Maniac)
<http://www.algonet.se/~mm>

The Ruling Company * Success
<http://trc.netwing.at/webfire/netwing/usr/gazza>

Noname
<http://inet.uni-c.dk/~upwind/nn.html>

Cosmic Style
<http://www.tu-chemnitz.de/dsc/cosmic/>

Surftips Amiga

During the last year the Amiga has become an real internet machine, the browsers got better and better, namely A-Web, Voyager and I-browse, nowadays you can reach nearly every Site on the internet without your Browser getting f**ed up, because he can't handle all the HTML commands reaching him or at least the browsers were so far behind the standard that it often was impossible to get any information out of some sites. Also the TCP/IP Stacks have had a interesting improvement by Miami, a Mui based TCP/IP dialup which is easy to configure for everyone within a few

minutes. Also other Productions and concepts from the outer world are converted to the Amiga, namely Java. Named after the coffee the developers were drinking this is an programming langague which can be run on every system by an interpreter. This makes it an ideal language for using the World Wide Web and to run programms on multiple platforms via a network. To get this available there is the P'Jami project, which is porting Sun's Java Development Kit to the Amiga, as well as Kaffe, a Java Virtual machine that is freely distributable and will (hopefully) have at about the speed of a compiled programm. Check out: <http://www.sss.co.uk/~nt/hotjava.html> The most helpful places on the Internet to help Amiga users are on one hand Amicrawler at <http://www.amicrawler.com/> and on the other hand the CUCUG Monster List of Amiga Links which is at about 250000 bites long and provides links to giant amount of Amiga related sites on the web: <http://www.cucug.org/amimonster.html>. The Amiga Sceners e-mail list is also very helpful in finding guys from the scene at the places in the world where they are spread over. It contains more than 800entries and also quite a lot of html-pages related to the Amiga-Scene. To download it from the Aminet you will find it at any Aminet site under: docs/misc or at the following homepage: <http://goliat.elk.bme.hu/~lord/srnetcol.html> If you are interested in financial information about Viscorp which is provided by the United States Security Exchange Commission, try out the following <http://www.sec.gov/cgi-bin/srch-edgar?viscorp> and be prepared for some hundred pages of information or check also the Bloomberg Financial Information homepage at <http://www.bloomberg.com/>, which is the place where the first news about the cancelled Viscorp deal were found, while the whole community didn't have any idea of the contract being cancelled. In regards to this you could also check out the homepages of those companies who are currently developing new computers, which might be follow-ups of the Amiga: Pios at <http://www.pios.de> and Phase5 at <http://www.phase5.de>. A cool scene homepage, wich is surely a nice place to visit is

the Black lotus homepage at: <http://www.pi.net/~blahh/TBL.html>

other interesting Amiga Homepage:

Abbyss
<http://home.ml.org/abbyss>
Impact DK
<http://www.cybercity.dk/users/ccc11335/impact.html>

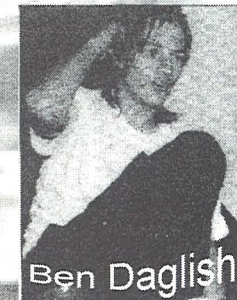
Spaceballs
<http://frodo.hiof.no/~toma>

Talent
<http://www.pvv.unit.no/~pallo/talent/>

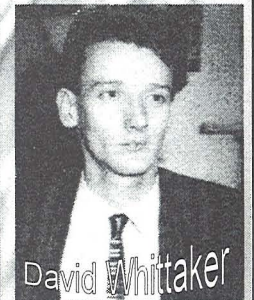
Scoopex
<http://www.diku.dk/students/cdcurry/>

Noice
<http://www.ts.umu.se/~gnilk/>

Last but not least an Amiga & C64 Site that is absolutely great, even though it is under construction: <http://www.hamburg.netsurf.de/~magnus.kutz> - the Brainfart Home Page Amiga & C64 News, Old BRAINFART Issues, Links, Amiga & C64 Nostalgics, Hardware reviews, Paralyze & Incal Homepages, Online Voting see ya on the web



Ben Daglish



David Whittaker

State supporting hackers - Or how Germany legalizes bugging.

Yes, you are not dreaming, this is really what the article is about. From 1. Aug. 1996 on, the German state encourages and even supports hackers to break into computer systems no matter in what form. And, it also legalizes state driven campaigns for bugging. But first of all before totally confusing you, here is what it is all about: Earlier this year German politicians passed the so called 'Telecommunications Law' which got into effect on 1. Aug. 1996. The big news people heard about it was, that this law controls the deregulation of the German telecommunications market, i.e. from 1998 private firms can offer telecommunication services in Germany. So far so good, but if one takes a deep look into the paragraphs one realizes that this law not only protects the users of telecommunication services, but it also grants wide bugging facilities to the state officials (police, BND (German intelligence agency) etc.). Providers have to establish the possibility to let the State officials download customer data. The providers have to make sure that they cannot have a look into when or what data is being downloaded. Moreover they also have to pay for these possibilities. Affected are all sorts of services such as mobile communication, Internet providers, on-line services and so forth. To get it straight: The law says that providers shall pay for and create a private channel, on which they don't have access to and on which the State can get all the customer's information. By the way, here is the good news for some of you: All hackers can from now on try to break into the providers computers without notion of the provider himself. All you have to do is to find the private 'state' channel. That's somehow like 'hacker in wonderland' and citizen 'shut up, be happy'. A quite obvious effect is, supposing the law is practiced like that, nearly all private BBS-Sysops will have to shut down their systems, because of the high costs (up to 50000 DM for small systems) this bugging facility for the state would cost them. Adding to this, even smaller Internet providers will have to recalculate their budgets and decide whether they are still affordable. But this law also means deep cuts

into each German citizen's life. From now on it is legal and made easy to retrieve information about people's communicational habits. The state will be able to easily review all phone calls with date and time. They can see what databases you have used on systems like CompuServe, because they extra charge for it, and many many things more. The most dramatic effect is, that the state, as in older days doesn't have to ask for permission at court (e.g. in 1992, 3433 official bugging affairs were made; the USA did 770 in the same year), they can simply use their private channel on the desired system, and - voila - there goes the data. The system providers don't have any access on this channel. How this shall be done in practice is another question, because I don't think the provider of a system can keep himself actively out of one part of his own system. So I can add many many entries to this 'little shop of horrors', but I think I will stop here and give some reasons, why this law is counterproductive to the desired aims of the state and entirely dangerous to all of us. First, this law will not prevent any criminal activities attacking telecommunication systems, it, as shown above, even invites more people to try this out. For this, the law is useless (and costly) to the needs of telecommunication providers. Second, this law dramatically increases the state possibilities to bug their people. Just in short, remember terms like 'big brother' or the 'glassy citizen'. It means that the law practically does an enormous step on cutting down our right for informational self-determination. Moreover, this law has a negative effect the officials didn't seem to have thought about: This law will lead to a boost in the usage of cryptographic software such as PGP, this will make the state loose its ground on these people. Even today the BND sniffles in e-mails and phone calls, and nobody makes a big fuzz about it. Just have look at 'http://www5.inm.de/tkg': The bug campaign. Similar to the blue ribbon campaign you can download little bugs and place them on your homepage. We must take action against discrimination of public rights in order to live a life of self-determination and responsibility, where terms like freedom of speech and freedom of the press are still in effect. ■

Hello everyone out there, this is Weasel writing some words in this free space I got offered in this great edition of Brainart. I was thinking a long time about what to write in here and what might be of interest for you reading this article. And so I came finally to the conclusion that writing about 'The Good Old Days' to awake best old memories in all your minds should be a nice idea. When I got my first real computer back in 1984 (which never broke and I still own - my C-128, which I used in C-64 mode ONLY all the time as C-128 mode was pretty bad supported from any companies etc.) I started - as most of us I guess - with copying games from school mates and other friends who also had a C-64. My very FIRST games I copied on C-64 were RAMBO II, COMMANDO and BLUE MAX which I liked very much those days as the sounds were great and the games were very nice designed. From these days on I kept myself up-to-date with the latest games released from any companies by buying lots of game magazines and stuff. I began to collect more and more games (like: Jumpman Jr., Pitfall, Pitstop, Rat Race, Boulder Dash, Spy vs. Spy, Kaiser and lots more of course). After a while I had a real BIG collection of almost all known titles around. So it happened that people were coming to ME now to get the latest game software they were searching for all around and couldn't find. I had 'em all! :-). Another thing I always was interested in were those great intros from all the groups (like Dynamic Duo (DD), 1001 Crew (1001), Triad, Yeti, Strike Force (SF), Fusion, German Cracking Service (GCS), Papillons (Importer group!), Federation Against Copyright (FAC), Elite, Eaglesoft Inc. (ESI), Fairlight (FLT), Ikari, Bros, The Wanderer Group (TWG), Bencor Bros (BB), Beyond Force (BF), Horizon (HZN), ACE, Danish Gold (DSG), Hotline (HTL), Illusion (ILS), Judges, The Light Circle (TLC), Nato, Matchham, Radwar, Red Sector Inc. (RSI), Fantastic Four Cracking Group (F4CG), SCG, Science 451 (S451), Upfront (Y), Agile, Section 8 (S8), Sharks, Beastie Boys (BB), Bitstoppers, Dexion (DEX), Shining 8 (S8), Seven Eleven (711) and LOTS more...!) who cracked those games I copied into my collection. I liked watching them and reading all the scrollers till the end. I was pretty amazed

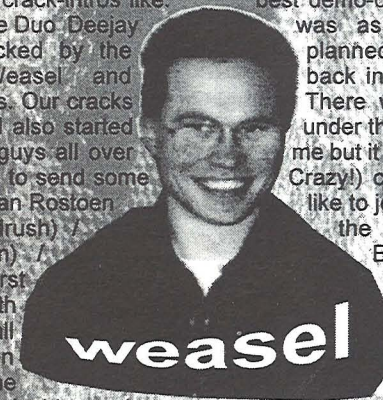
that there were people somewhere on the world doing highly illegal things like CRACKING games - removing the copy-protection from the original software to be able to copy it to anybody around freely without a problem. I got more and more addicted from this situation that I once said to myself: "One day I wanna be one of those guys as well. Being part of a group and doing lots of cracks for all the people being in and outside of that so-called scene." From that time on I tried to start learning how to code on my C-64 (aeh...my C-128 of course! But as I said before I used it almost only in C-64 mode! So I'll continue to use 'C-64' in the rest of this article! :-). To be able to use that very nice computer system much better than just typing a few commands like 'Load"\$", 8', 'List' and 'Run'. I also took by handle at this time: Wiesel! :-). That came from a sticker of a car-company which was pinned onto my room door back those days. The slogan was in german and said: 'Schneller als ein Wiesel!' (translation: Faster than a Weasel!) Whenever something didn't work properly I tried to find out WHY that happened and worked hard on fixing the problem. I de-coded several programs (at this time lotsa BASIC stuff!) and tried to learn HOW they made several effects and things like that. I was doing better and better in coding little basic programs during the days and weeks and months (I already cracked a game at this time! (WERNER - THE GAME!) Well, although it wasn't anything special anyways!) till that day, when my favourite computer magazine (64'er!) released a new programmers' course called: 'How To Code Machine Language - For Beginners'. I read the first edition of that course and got to know my FIRST few commands in REAL ML! You can't imagine how lucky I felt when the first very small ML-routine I did with those commands even WORKED from the first try on! :-). After the second chapter of that magazine's course I took several games, intros and demos and looked inside the ML code I was now able to understand more and more. I changed certain routines to examine what would happen to them and how they'd look like after my manipulations which gave me lots of practising and training with ML coding. This was the time when I started my scene-life (around 1986!)

(around 1986!) with my first own group I founded together with a good friend of mine. That group I gave the name: THE POWERSOFT INCORPORATION or short: PSI. ;-) In that group - consisting of only two members (that friend of mine - his handle was 'Yellow' and me) - I coded my first cracker-intro for the first REAL cracks I ever made. Games like OPERATION WOLF, SPITTING IMAGE and UGH-LYMPICS. I never spread those version around very much so it might be that only rather few people will have ever seen them. I just copied those versions to all my school mates and they did the same to other friends of them. However, one very nice summer day I was going again to a small park where I used to skate a lot with my skateboard at that time. I never thought that THIS was the day in my life which was about to change everything for my future. On that day it happened that I found some 5 1/4" disks laying around on the ground at the top of that skateboard-hill I used to skate down a lot. I tried to find out who the owner of those disks would be and I was successful. Another skater came after a while and wanted to pick up those disks as he wanted to leave for home. That was the chance as I was sitting pretty near to those disks watching the tricks done by all those other skaters around that I started talking to that guy and asked him what disks that are and what would be on them. He was very nice and started to talk to me as well and told me about him being a musician with the handle HAVOK in a computer group called FRONTLINE on the C-64. After a while when I told him a bit about my person it came to the point where he invited me to come with him to a weekly meeting of his group. I accepted and thought I must be dreaming and couldn't believe that such a thing would really happen to ME!!! At the following weekend I met with Havok and drove to the meeting place - a Burger King restaurant - where all the other foreign sceners of Frontline met regularly. I was pretty shy at the beginning so that I was only just watching all of them person by person to get some impressions about those 'illegal' guys. On that gathering I also met the guy I did lots of cracks with later in my future - DEEJAY! When that meeting was over I held a game called IKARI

WARRIORS in my hands which I had to crack till the next meeting to prove that I could really crack and to get accepted to join Frontline. Those guys let me know that the game had a pretty hard protection on it and that they doubt that I'd be able to do the crack anyway. So I was pretty afraid that they might be right as I never had done such a BIG PROJECT before. So I went home and loaded the disk into my computer to have a look at that game. What I saw first looked like a never-to-be-able-to-crack-that game. So I was almost giving up at the beginning when I saw the game loading with a track-sector fast-loader. I have NEVER seen anything like that before. But somehow I never really stopped thinking about a way to be able to get into that damn program. I thought about everything I already learned in ML and tried to find out as most as I could about the loading routine, the protection and the game itself and how it worked. Finally I found a way to access the game and suddenly I had a working memory backup saved on my disk after a while. The only advantage I had was that the game was no multi-loader. So it had no parts or levels being loaded after the game finally started. It was a one-filer split up into several smaller files on the original game disk which got loaded into the memory at one time. After I saw that this saved file worked almost without a problem (only a little sound-bug was still left!) I got the most excited as I knew that THIS would be the chance for me to enter the so long awaited and adored SCENE. I crunched the game and tried to get a very short version out of it. I tried to erase as much garbage code as I could find in the memory to make the version even smaller. And finally I got a very nice cracked and one-filed game version on my disk. With that version I was very proud to appear at the next coming group-meeting where I could present it finally. DEEJAY was the only cracker in that group and he was also the one who had to 'examine' my work if it was good or whatever. I couldn't await his decision when he said after looking into my work for a pretty long while: "Well, the crack isn't bad at all! Although he hasn't found out how to fix the little sound-bug. It's been a nice work though. My decision is: Let him join!" That was the beginning of my long and still lasting scene-

career as a cracker. That was also the day when I changed my handle from 'Wiesel' into the english form: 'WEASEL' to give it a 'more international touch' (to quote the words from the Frontline members!) Otherwise they wouldn't had let me join! ;-)) After that day DeeJay and me became very good friends after a while. I visited him regularly every weekend and learned a lot from him about cracking, coding and training games and intros. During that time Frontline changed its name into MATRIX! This was the time when DeeJay and me formed a little group sub-label just for fun. As we cracked more and more games together we called eachother in our crack-intros like: '...cracked by the unbeatable Duo DeeJay and Weasel...' or '...cracked by the unbelievable Duo Weasel and DeeJay...' and similar things. Our cracks got spread pretty well and I also started to trade stuff with several guys all over europe (At this point I'd like to send some serious greetings to: Christian Rostoen / Full Force; Guido (Goldrush) / Crest and Peter (Tycoon) / Crazy! - One of my first contacts I had lots of fun with and very nice phone chats all over those years!). When Matrix split up after some time and when it happened by coincidence that GOTCHA of Crazy moved to my town and entered my school class, DeeJay and me joined our next group called CRAZY. This was the BEST time in my opinion as it was the time where I have been most productive together with DeeJay in cracking lots and lots of games. We became more and more well-known in the scene with our work and the release of one of the most well-known and successful disk-mags ever called MAMBA, brought to life by CRAZY, was responsible for the whole group and its members (like Tycoon, Magic Man, Gotcha, Stingray, Martin, Frank, Deff, DeeJay, Modern Bob, me (Weasel) and some more I can't remember yet at this time (Sorry guys! No offense!) to become even more famous in the scene to be always remembered in the scene's history. After another while many of the former Matrix members formed a new group with the name LOTUS which went in CO-OP with Crazy

to form an even more powerful force known under the co-op lable CRAZY & LOTUS. DeeJay left Crazy to join Lotus while I stayed in Crazy. It didn't matter as both groups where in co-op anyways. That event also counts to my best memories during my scene-life yet. ;-)) When Lotus decided to take a break of unknown lenght the co-op split up again and Crazy continued as a single group. And someday came the day when Crazy decided to stop activity as well. So the group died. When that happened I was asked to join CREST together with DeeJay. I guess you will know that name pretty very good as Crest is one of the best demo-coding groups ever on C-64. I was asked to join them as they planned to open a cracking-section back in those days. And so we did. There were a few games released under the Crest-label from DeeJay and me but it didn't take long when Deff (ex-Crazy!) called me and asked me if I'd like to join a NEW group with many of the old Crazy-members called ENIGMA. As Crest wasn't sure about continueing the cracking section anymore I decided to take that offer and joined Enigma then. DeeJay had bought an Amiga at this time and started a little bit coding on that machine, so he wasn't interested in joining another group anymore and so he stayed out. Enigma also did a great job in the scene and released lots of software I also had many parts of (as I wasn't the only cracker anymore in that group! Richie of ex-Illusion was also in Enigma that time!). When Enigma died as well after a long time I joined RED SECTOR INC. and after that a smaller group called LEGACY (the group where I met Jack Alien first!). I also really enjoyed those days. (The thing is only that I can't write that much in here anymore as the article wold grow tooooo big then if I'd explain everything in the closest detail...! ;-)) And as I don't wanna get killed by the paper-mag authors I will take it a bit shorter now as the most important part was the beginning anyway: How It All Began!). After Legacy I was a short time in PANDORA and after that in another big milestone in



scene's history when AVANTGARDE was born. Ok, I admit that I wasn't doing that much anymore in Avantgarde cause we had got a few crackers where one of them had most of the releases in the group: JACK ALIEN. Because I had bought an Amiga as well and about one year later I got my own PC (back in 1993 if I remember correctly) I hadn't had the time to still do lots on C-64. I also lost motivation when I saw those cheap games being released with no real quality cause companies didn't care about quality anymore. :(Well, and that is where I am now today. As Avantgarde died a few months back in summer 1996 and most members joined F4CG (Fantastic Four Cracking Group!) I am typing this article on my PC right now in the middle of the night and remember the good old days where all has begun. All in all I can just say that I really don't regret ANY part of my scene-career. I always tried to do my best in my work - to supply the best quality in my cracks - and I guess it worked out in most of the cases (the positive feedback from most scene-guys should prove that, I guess.). I met a lot of cool guys all over the world and that's a very cool thing I won't ever miss. The scene-spirit also was a very powerful experience which showed me that together we are strong and can move things the way we want them to be. Just keep all together and we will be successful. It also taught me to stick to my REAL FRIENDS I made during all these years and lots of other things I am proud of today. I hope I could show all of you a bit of the way I went through all the years and maybe you saw yourself mirrored in certain situations again as well and that other people had the same problems and feelings like you had once. So I can just tell you never to give up the goals you would like to reach but try to give your best instead. There are lots of similar situations in life which could be compared to certain scene-experiences. It's all the same and it all works after the same kinda scheme. So if you want to reach something really badly always believe in it and it'll finally work out some day. That's it for this article then. I hope you enjoyed reading it. If you ever want to get in contact with me don't hesitate to write an e-mail to the following internet e-mail

Weasel@muenchen.org

AMIGA - the story

the PAST

Troughout the last 1 1/2 Years all of us were wondering what was happening to the Amiga. After the Escom takeover and the building of Amiga Technologies there were great expectations in the future of this cute machine. I have tried to summarise what happened, many of the things are taken from various sources, eg comp.sys.amiga.misc or were told to me on different occasions. It all started up by the Escom takeover in May 1995 which was managed by P. Tyschtschenko for them. He started to build up Amiga Technologies and in september 1995 the Amiga was produced again. But due to some very reliable rumors the rights for the Amiga Production were sold to a company in China during this time and due to this contract Amiga Technologies is not allowed to produce the Amiga 1200 anymore since Summer 1996. AT released their plans to invent Power Amigas. It seems as if they planned to produce a lot of A1200 & A4000 and to sell them quickly to make some cash. Later on there should have been the walker as a medium performance product until Power Amigas are to be sold. The sales weren't as good as they expected and Escom got into financial difficulties. Shortly after, the developement of the new Amigas was stopped and a massive firing of employees started. Then, in late April the letter of understanding about the Sale of AT between Viscorp and Escom was published, and the Amiga Community was heavily shocked. But there was one guy who calmed down all of us: Carl Sassenrath, the developer of the original Amiga-Exec. The rest of the Story is fairly well known. After Escom went bankrupt in July, Viscorp signed a contract with the Escom Trustee Mr. Hembach and promised to pay until August 18, later they promised to pay until September 20, but also this date expired and in the beginning of October the contract was cancelled by the Bernhard Hembach. The fact is that Viscorp thought, they could go to a bank and tell them, they would like to get a \$40 Million for a Computer company wich went bankrupt twice, and were very upset when they

got to know that no Bank would pay for this investment. Back to the Viscorp Story. Since Summer the Viscorp Shares have fallen from \$11 to \$2 and according to the Shareholder Capital in the Viscorp balance Sheet of apx. \$300000 this is still more than hundred times to high, as their shares got a financial value of 1.5 cents. At the moment Viscorp can't rise enough capital to meet their business obligations. With the loss of the AT deal Viscorp has also lost (or will soon loose) the rights to produce the Amiga Chipset and obviously this will drive them into bankruptcy sooner or later. When in November Carl Sassenrath's message was published it was obvious what happened at Viscorp. "Whatever it was, I didn't want to be part of it any longer. I've never seen such an idiotic, screwed-up, incompetent company (and I am saying it mildly). VISCORP was worse than Commodore, and I never thought that was possible. I took my name off the web site, vowing not to be a part of this lunacy." Finally it is obvious that Escom planned to build up a working company, without spending too much cash in it and to sell it as soon as possible. Amiga Technologies was no fake, but Escom's interest in it seems to be a big one.

the FUTURE

The question is whether there is any future for the Amiga as we know it. There are several Companies bidding for Amiga Technologies, and as we were told on the Computer '96 fair we will hear about the prospective buyer until Christmas, if there are no news until then we could regard the Amiga as a dead system and the chances to find a new buyer are bad. This is partly confirmed by a message posted in the net which states, that there is a 20 days limit (Date: 04.12.1996) until a buyer must be found. But from our point of view the Sale of Amiga Technologies will surely take place, as the banks are interested in getting at least some cash out of it, but if there hasn't anything happened until christmas one can expect that there wouldn't be any continuation of the existing Amiga line, it would be a run for the rights to convert the Amiga-OS to PowerPC but not to update it totally, as this would mean highly increased costs (at about 10 Million DM

to bring it up to date). It is further more likely that the conversion of the Amiga-OS will just be used to let the old Amiga Software run, and everything that is new will be directly made for a new Operating System (see below). At the moment there have been several companies connected to the Amiga acquisition, except from Viscorp :-). There have been names mentioned like Quikpak, who are a Amiga wholesaler in the US which are also producing Amiga based Systems. Pios AG (see Article), Phase 5 and Eagle Computer Products. Phase 5 are currently developing the A-Box that is ment to be a new, innovative computer. In Phase 5's opinion a new and innovative computer has to base on very inovative hardware, not on today's standard technologies like PCI-Graphicchips, to stand out against the current PC standards and furthermore to avoid it's limitations. Phase 5 emphasizes that such an engine could be compatible with sensible standards like RAM-modules or common bus-systems. Due to modern manufacturing and technology it would be possible to offer such computer for a very competitive price. The heart of the A-Box would be a custom-chip, that would be responsible for major parts of the system's functions like memory management, DMA functions, Blitter-like operations and I/O processes. The A-Box has an integrated Firewire Bus (several times faster than ethernet) and ISDN for Network connections. It is able to digitize Video on two different Channels in tv-quality simultaneously. For example the possible data transfer-rate to Ram is ~1.6 GB/second. According to their official press release many experienced hardware and chipdesigners are working on this very ambitious project supported by software designers. The project is supposed to move rapidly forward in the first half of 1997 and might already be presented on the Ce-Bit 1997. Pios are also on the run. They are building up the Pios One, a fast and cheap PowerPC, using standard chipsets, but new internal architecture to have both speed and low prices (see Article About Pios). At the moment there seem to be two alternatives for a new Operating System. There have been new developements made by proDAD which are introducing their new Operating System called

p-OS. p-OS is an Multitasking Operating System which will be presented first for 68k Amigas and later on for PowerPCs. It will be possible to install p-OS parallel to the Amiga Operating System, wich could make a "soft" change of the OS possible. This Operating which has quite close relations to the Amiga-OS is prepared for network use. The p-OS is also in dicussion as an operating System for the PIOS ONE. The second alternative for an Operating System is the Be-OS by Be Inc. which is a completely new OS. It is not directly connected to the Amiga, but it has currently increasing Community of developers and it is likely to be put on the upcoming machine PIOS ONE. From reviews one could catch up the impression of a very powerful new OS which opens an interesting alternative even though it is not compatible to the Amiga, which could be changed by an Amiga emulation to be able to use all the old programms, at least it has it's spirit. The main questions which remains is what will happen to the Amiga and it's community. But what will happen if any company buys the rights which doesn't provide any future to the Amiga or there isn't any buyer found? In this case the Amiga community might split up to different systems (eg PCs :-()) and the question if there could any scene be established which is as funny, fanatic, Bill-Hating and creative, is a thought which makes me wonder, maybe even more than the future of Amiga itself.

PIOS, PIOS ONE, and the Amiga

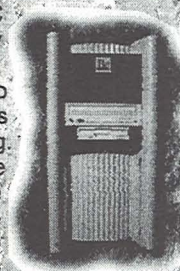
The company PIOS Computer AG was founded in mid 1996 by some former managers and employees of Amiga Technologies GmbH. All of them have a record of working in the high-tech industry for years, like e.g. for Commodore or Ericsson. PIOS chose the PowerPC processor architecture as its hardware basis, thus being supported by companies like Motorola and IBM. The longer term plan was to create an own hardware design on this basis in the tradition of the Amiga models, i.e. powerful for the user, inexpensive, flexible, modern. The name of this project is the PIOS ONE. As such a development takes time, a second plan was developed how to make business before the PIOS ONE is shipping. So it was decided to stay with the PPC basis, but just distribute PPC machines of other manufacturers. Thus experience in this area can be gathered and of course some income can be generated. The first action in this direction was a contract with company UMAX to distribute their PowerMac clones in Europe. These are covering the mid to high-end range, up to double-processor versions with clock speeds of up to 240 MHz. These high-end devices are called the Pulsar series, and the mid-range devices the APUS series. These computers use the MacOS. The next strategic decision was to get into cooperation with company Be Inc., the makers of the famous BeBox running its BeOS. This was not only interesting as another device for distribution, but also as an operating system which promises to reign the future, and which could be used on the own PIOS ONE. The BeBox with BeOS is currently still in beta stadium, but there were sold already more than 3000 machines to developers, since more than one year, so that applications now begin to surface slowly from the programmers' cubicles. Much creativity has become visible in the material which was already uploaded to ftp.be.com by the developers. New concepts like modular software and plug-in technology are brought to fascinating use in first BeOS programs. So the day comes nearer when BeOS can be declared "user-ready" and be shipped to everyone. The features of BeOS are truly promising and up-to-date: preemptive



harder would be deadly

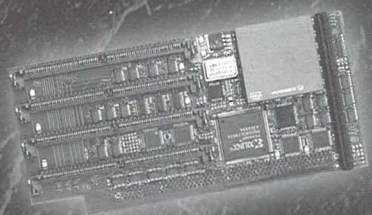
multitasking like in AmigaOS, multithreading as a programming philosophy, and multiprocessing. This all in an object-oriented manner, so that it remains compact and fast. This is of course very similar to the AmigaOS design philosophy, so that every Amiga lover is very quickly familiar with BeOS. The symmetric multiprocessing of BeOS takes it even a step further into powerful future computing. So, BeOS is obviously one good candidate for the OS of PIOS ONE. But you may ask, where does this leave AmigaOS? And there are two answers to this: 1. It is still possible to do a port of the real AmigaOS to the PowerPC, though this is not yet possible due to legal problems. Andy Finkel is member of PIOS and would really like to start this work. But such a port to the PPC can take a whole year or more, so other solutions have to be considered which are earlier available. 2. One possible solution is p-OS by company proDAD. p-OS is a „look-alike“ of AmigaOS, but advanced in some areas and prepared for the PowerPC world. Though it is not binary compatible with AmigaOS, applications are extremely easy to port, i.e. it's just a recompile. So this will provide original AmigaOS feeling. There are already talks with the company, and the perspectives are also promising, but at this point of time there are no decisions yet. These notes about operating system candidates for the PIOS ONE should not be closed without mentioning Linux, which is also a valid option. And finally, what will it look like, this mysterious PIOS ONE? Please understand that we don't release final details yet, as there is in the moment even no working prototype. But Dave Haynie, who is designing the hardware, hopes to have it working still in 1996. The key features will be: modularity through a CPU module, use of common PC components wherever possible to keep costs down, PCI slots for powerful peripherals, and ISA slots for simple, cheap peripherals. The CPU module will contain the CPU chip, the system RAM (in DIMM sockets), optionally 2nd-level cache RAM, and controlling circuitry for the PCI bus. The mainboard provides all IO and three PCI as well as ISA slots. Keyboard and mouse will

be used like on a PC, like it's also done on the BeBox. Graphics is provided in the prototype by some common PCI-bus graphics card. In the final version, this graphics circuitry will probably be moved to the mainboard (with the same, common PC graphics chipset) to be able to add functionality like video and genlock compatibility and perhaps a few more features which were characteristic for the Amiga. The whole device will be contained in a standard PC-style case (ATX format), again to save money. All in all, the PIOS ONE is designed to provide RISC power at low cost, but also with the potential to upgrade it to the fastest processors available. The upgrade happens through the exchange of the CPU module. As it's today also common among Amiga accelerator cards, the RAM is local on the board to allow maximum performance. As it is used in form of standard DIMM modules, you don't need to throw it away when upgrading to a faster board. The same is the case for the cache RAM, which also is put in DIMM sockets. The CPU chip is one of the PPC 603 family, which is currently available in clock speeds between 66 and 200 MHz, but this range will be extended to higher values soon. Also in longer terms, the PPC 603 family is planned to be extended into several directions over the coming years, so that this is a secure way to go. As already mentioned, there will be first a "prototype version" of the PIOS ONE, which will differ a bit from the final one. But to enable all programmers to work for it, there will be a small production of several hundred pieces of this first PIOS ONE which will be sold much like today the BeBox. So be prepared for an announcement to buy this device. And just like the BeBox, it's intended to ship it with a complete programming environment and perhaps with more than one OS, as mentioned above. So it will be a Multi-OS machine, opening the various software worlds all at once. So, whether the PIOS ONE will indeed be the "next generation Amiga", can only be decided when the OS legal situation is cleared up. But already today we can claim that it will be built in the true spirit which makes Amiga so admirable. No RISC no fun! Says PIOS

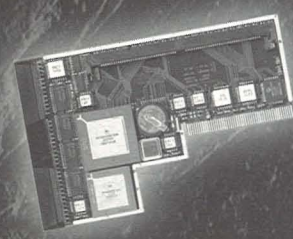


WHERE DO YOU WANT TO BE TOMORROW?™

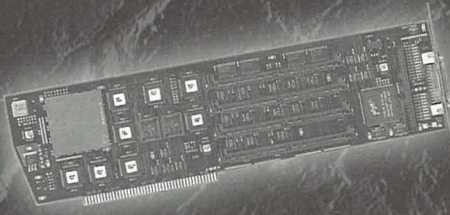
Take Five!



BLITZARD
ACCELERATOR SERIES

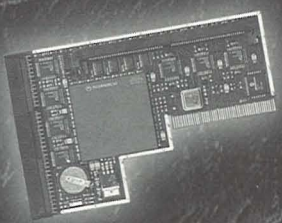


CYBERVISION64/3D



CYBERSTORM
MKIII

POWER UP



CyberGraphix
V3



DIGITAL PRODUCTS
<http://www.phases5.de>

Assembly 97

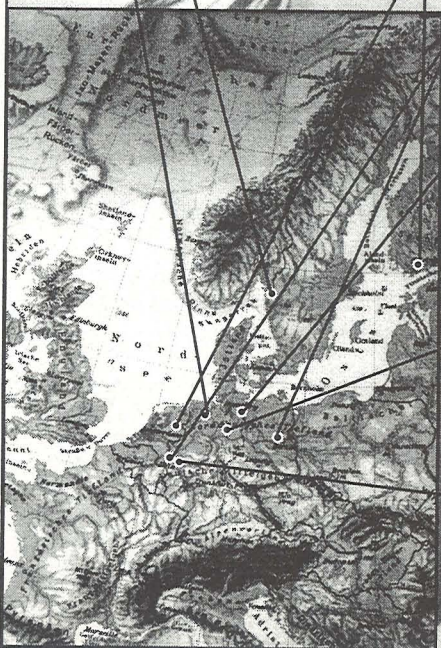
Helsinki, FIN
August 97
party for C-64, Amiga, PC

Gathering 97

Gothenburg, SWE
28.3.-31.3.97
party for C-64, Amiga, PC

SILIconvention

BREMEN, FRG
28.3.-31.3.97
party for C-64, Amiga, PC



X-97

EINDHOVEN, NL
28.3.-31.3.97
party for C-64, PC

convention

BERLIN, FRG
28.3.-31.3.97
party for Amiga

summer-party

NEUSS, FRG
Summer 97

mekka / symposium

HAMBURG, FRG
28.3.-31.3.97
party for C-64, Amiga, PC

CeBIT

HANNOVER, FRG
13.3.-19.3.97
worlds biggest
computer fair

computer 97

Köln, FRG
autumn 97
Amiga / PC fair

At least we provide you with some kind of hall of fame, with the people who made the first places at the major competitions this year.

Extasy by Samar
2. Black Hole by Lepsi Dev.
3. Time 5% Preview by Oxygene + QPHA

X-96, Netherlands C=64

1. Krestology by Crest
2. Cucumber Juice by Hitmen
3. NoFx by Chalice

Saturne Party, France Amiga

1. Hardcore by Syndrome
2. Fraction by Gods
3. Mind Traveller by Limited Edition

Assembly '96, Finland Amiga

1. Sumea by Virtual Dreams
2. Dim by Mellow Chips
3. Goa by The Black Lotus
C=64
1. Follow the Sign by Byterapers
2. Nothing but Code by Beyond Force
3. Fruits by Panic

Symposium '96, Germany Amiga

1. The Gate by Artwork
2. JamJam by Incal
3. Disco by Drifters
C=64
1. Cyance
2. Nyeassassin by Smash-Designs
3. 4 Years Oxyron by Oxyron

Intel Outside 3, Poland Amiga

1. Muscles by Impulse
2. Embarced by Floppy
3. Demo by Venture

C=64

1.



South Sealand, Denmark Amiga

1. Chronic by Passion
2. Riverhorse LSD Mix by Ambrosia
3. Burning Chrome by Haujobb

Summer Party, Denmark -Amiga

1. Extreme by Balance
2. Boogie Nights by subspace
3. Refuse by Drifters

Flag '96, Hungary C=64

1. Fatal Terror by Profil
2. Flames by Coma
3. Wixtandem by Replay



CeBIT

1994 was a quite bad year for the scene at the worlds biggest computer fair as there had not been a party - nevertheless a demo competition was hold and many german sceners gathered around the Commodore booth, that was dominated by the Amiga. But everybody knows, Commodore went into liquidation and the scene saw maybe the most depressing CeBIT in scene history. Sceners were running around in small groups and you seldomly met other groups.

In comparison to the previous one, this year's CeBIT could have been a kind of wonderland for the computer underground. Commodore - raped as a low-cost PC lable - and Amiga Technologies represented at many parts of the gigantic show. At the Escom booth Amiga Technologies showed a later sharply discussed prototype „walker“ of a new low-end Amiga, the contents of their software bundles like WordWorth, and their later launched Amiga Surfer. Quite interesting, but after finally playing Nemacs IV with eyeglasses everything was discovered. The staff consisted mostly of non-employees-they were Amiga users, but no insiders, so that they were not able to answer important questions. Overall the Amiga was not presented badly, but not very innovative and quite emotionless.

The people interested at the Escom booth was more focused to a stage with amazing live performances of windows applications and new PC games. No Amiga screen was popping up on the big-screen. People were attracted to stay there by competitions, cute looking dancing girls, T-Shirts and pens thrown into the crowd. The other action performed at the stage lowered itself to the level of the ordinary PC-user. Worth mentioning were the shouting performances. H-P employees let one half of the crowd shout „Hewlett“, the other should shout „Packard“, or the Microsoft employees tried to advertise a campaign against software-piracy letting the same crowd shout „I'm“ and

„clean“, just to regard them afterwards with some cheap merchandising-stuff like pens, mousepads.

The whole procedure was strongly influenced by a few but noisy sceners and Amiga freaks that already hit the white wall next to the Escom booth with their markers. Instead of the expected words the poor man had to listen to „alt“ and „F4“.



Actors played scenes in an Escom store and the crowd should answer the „customers“ questions: We guess Amiga was always the right answer, which really fooled the poor people. The officials of both, Escom and Amiga Technologies, did not expect this at the CeBIT, but they somehow had to response to it. Mrs. Mitradevi Kupper tried to get in touch with the scene people. She allowed the scene to write on the already occupied wall, but we had to keep the other walls clean. So when she returned most sceners were expecting some trouble, but unexpectedly she was quite grateful and thanked us for the enormous Amiga support. AT representatives just had some talks with an American company and they were amazed about the great support the Amiga still has in europe.

At the Microvitec booth, some Amigas were running a workbench demonstration, but there was nobody worth talking to, so that we explored the other two spots equipped with Amigas. Motorola's Power PC booth showed Storm-C producers Haage & Partner, who were quite helpful, provided us with interesting information about Power PC Amigas and Storm-C Demos. Also the Village Tronic booth presented Amigas, mainly high-end machines with 68060 processors and graphic cards running video software.

Those two exhibitors presented the Amiga best with a staff of good knowledge of the system and good software installed.

Despite the lack of scene people at the fair, let's hope we will have as much fun at the CeBIT Home.



Don't believe the HYPE!

I do not know exactly when I came in contact with computers first. It must have been in the early or mid-80's that I spend my first hours in front of a Commodore C16 and C64. Well, in fact I got hooked immediately and begged my parents to buy that kind of fascinating machine, as my very own pocket-money was just enough to buy some floppy disks, which were horribly expensive back in the days. Finally in 1987 my father bought a machine I had never heard about: I was dreaming about a C64 and what arrived? A monstrem called Amiga 500. The Company was right, but what was that... Well, this should be enough of my childhood in relation to computers. When I was dreaming about it, the mass invasion of Computers was still to come. Today Computers seem to be necessary for everything, just for sorting your small bussiness' addresslist you should at least own a P90 with a properly installed Windows 95 - no wonder that people like our parents become nightmares thinking of computers. People like our great friend Bill Gates have visions, visions, that they can order their Pizza from their new residence's toilet via the Internet. Every magazine wanting to be up to date (well, we are going on the same line, too) presenting a very informative web-page bursting of inventional spirit and creativity, every manager needs the mighty"@“ on his card ... well, the secretary is able to deal with

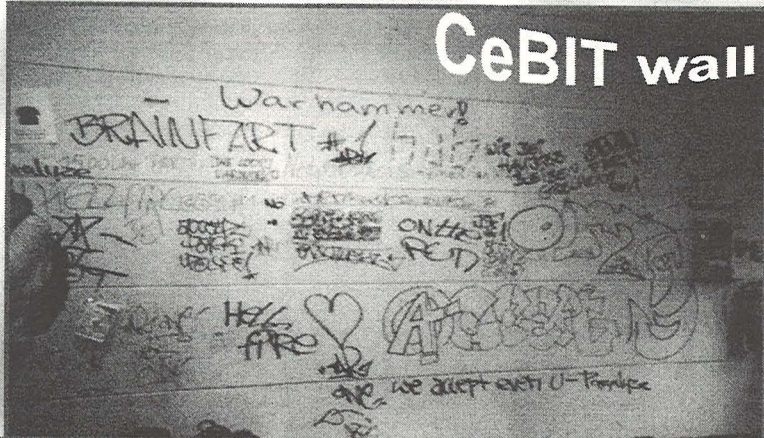
incoming mail. Critically minded - as widely described above - the brainfart staff (except Dodger, who had to study for his exams) made their way into the mekka of the interactive multimedia hipsters of the computer (who defined that computer = Doom+Duke Nuke'em 3d) experienced raving techno generation z: The Ce-Bit Home '96 Held for the first time this year in addition to the world's biggest computer-fair, the almost legendary CeBit, this new exhibition should be the response to the changed market. The organization tried to step away from the traditional bussiness exhibition into the extremely growing private computer market by offering some kind of technical so called multimedia softly melted with musical entertainment like the cyberdance night featuring ??? and a the gigantic vitamine ce rave. Unfortunately we were - just like the whole other Amiga community - shocked being confronted with the bankrupt of another mother company of our beloved system, as Escom went into liquidation in july. As you can imagine under existing conditions there was not so much related to the Amiga system, so we could just be happy to stop at the cooperation booth of Village Tronic and germany's biggest amiga magazine, that in fact was not very special, as we had seen a 68060 in action before. In addition to this high end amigas they also presented their range of products for the macintosh. A different link to the Amiga could be found at the pios booth. This young company built by commodore (and as a result of this also amiga) veterans like Dave Haynie and Dr. Peter Kittel tried to make their first steps in showing their plans in the public. The computers at the booth were high quality PowerPc mac clones - but on sheets they promised that they would like to save the amiga philosophy and for the interested visitor Dr. Peter Kittel was always available for a word. While the teenager interested in new games for PC and various consoles was flooded in the games world area with masses of new digital entertainment, the serious visitor especially when interested in the Amiga was most probably already on his way home. Obviously a quite remarkable number of big exhibitors hardly had anything to do with the computer issue, like most german television stations, the

biggest german automobile club - just to mention a few - were more interested in getting into contact with the financially strong young group of customers, so that it is time to leave the commercial part of the show aside and take a deeper look at the underground's moves at the fair.

your hands on it. It is ofcourse available for both systems Amiga & C-64. Ok, back to party-bizness: celebrate yourself, vote BRAINFART and always wash your hands after being on the toilet.

...the end

I have the sad task to tell you that we did not made it with the reports and the photos till the deadline though serious problems with our video-equipment. Ok, but you do not have to miss these excellent contents of the BRAINFART, you just have to get your hands on the BF - slideXpand. The slideXpand is a bundle of photos and little texts which had not found any space in the paper issue. So be sure to get



CeBIT wall



CeBIT Home wall

SYMPOSIUM

"The first question"

Having heard about the Symposium 1996 most probably every german scener was rather two minds about that. On one hand he was looking forward to it, as it took place in Hamburg, in northern Germany: "not so far away", on the other hand he was wondering if it would be really worth going there, having all the pictures of other german parties in mind. Also non-germans should know about the german party-complex, yes, roughly spoken all german parties since 1993 were quite disappointing. I also had my thoughts about the BlackBox Symposium the year before and was wondering even more. But as the Party 1996 was already 4 month ago, I was quite hungry attending a party, so it was no question that I would attend this event.

"The PartyPlace"

Arriving at HamburgHarburg, the railway station closest to the party place, the "Veranstaltungszentrum Burg Hittfeld", the first problems occurred: "Where the hell is it?". No signs, no entry in the Bus timetables and the people at the trainstation were not so helpful. And, as far as I remember (Ed. getting old ?) they promised a shuttle service. Finally a taxi took us to the party place, that was already surrounded by sceners.

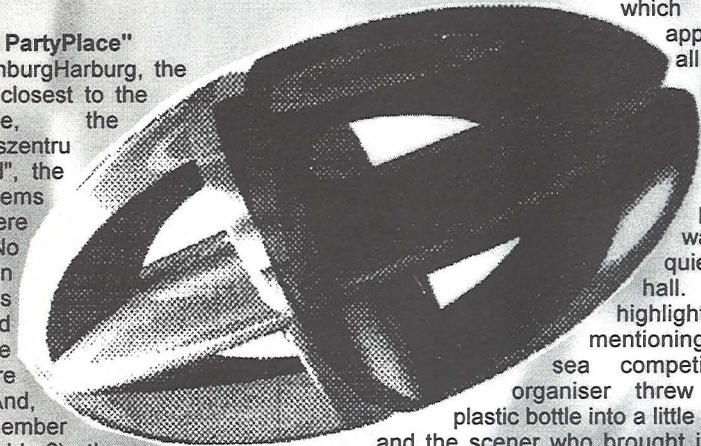
The building was a quite modern one. It consisted of a restaurant and the main hall, where the party took place. Even though I arrived on the second day, Saturday, my first fears became reality: the hall, ment for 1000 people, who would have fulfilled the

organisers' dreams, was just 50% filled with sceners. Despite this feared emptiness it was still horribly hot - I really do not want to know how it would have been like with a crowded mainhall.

Anyway it was quite nice, had good power supply, many tables and good seats - simply everything you need for a good party. Just one point to criticize was the dimmed light, that made it impossible to find something in your bag, etc..

"Activities"

The Party seemed to be very well organised in contrast to the BlackBox Symposium the year before. The organisers offered a lot to entertain the sceners, IRC and Web was possible. Saturday night saw a live concert by "Noisedrift" on stage. They performed some kind of experimental breakbeat/house music. (Anyway, horrible finishing a Demo with such noise after 3 days without sleep...), a thing



which was not appreciated by all sceners, as it was held in the middle of the night and the partyplace was lacking a quiet sleeping hall. Another highlight worth mentioning was the sea competition. The organiser threw a empty plastic bottle into a little muddy lake and the scener who brought it back was awarded with a prize. For the physically weaker or mud-hating persons, a quiz about old computer days gave the opportunity for everyone to become a winner. At the end of the party also a running competition took place. Everybody participating in this contest had to sit on a chair and after a signal run around the party place with his chair. Just to mention, that the Brainfart staff member Dragon did not come last! Due to an impressive

finishing sprint he handed the last place to an unlucky one - what was the reason for the disappointing result for the track and field experienced Dragon ? He claimed that he got frightened watching the first smashed chairs in the air.

"Life at the Party"

Unlike most parties nowadays there have been no restrictions concerning alcohol and other drugs. People brought a lot of it at the party, but even more or less intoxicated, they knew the limits and behaved. In consequence of this, there has neither been damage or stolen computers, which unluckily seems to be common at today's parties. In the Entrance hall the Organisers had covered a wall with paper for tags, which was also hit immediately (BTW, Brainfart has suggested to provide a wall for real graffiti next year). The organisers were among the party people, everybody was friendly and helpful, so that it was no question to give Virgill a happy birthday chorus or to raise money for a fellow spanish scener. It would have been perfect if not some Animators members shouted "Nigger" all the time. As the staff is familiar with the ones, we know that it was not motivated by any racist conviction, but because of intoxicification, but this is not funny at all, as the word is a discriminating word with a racist undertone.

"The Competitions"

The Amiga Demo Competition had 8 entries, but only some were serious releases. Artwork showed their masterpiece called The Gate, which was titled as maybe the best demo ever. It contained code by Azure and Tron, Graphics by Fiver and Noogman and Music by SMT and Virgill. It was no question that they made the first place. The Second place was taken by one of Brainfart's producers Incal, who released the first demo in the last 3 years (ED. that proved that we are extremely active!). Drifters came third with "Disco" a funny animation demo with some Calvin and Hobbes animations fitted to the music in a 70s revival style like Melon did in their two demos at the somewhere in holland 1995. They slightly topped "Death Sentence". Oxyron's new Demo by TTS, who is actually more busy with launching his first game

"Trapped" (look at the interview with TTS in the Party 1995 Brainfart). Reality made the fifth place with "One finger", an animation demo with scenes filmed at the SIH partyplace - nothing special, but a nice tune. The winners were awarded with sponsored hardware and software. This was one of the weak aspects of the organisation. To our mind it is unfair that the winners in the graphic/music competitions were allowed to chose their prizes, before the 2nd in the Demo competitions were able to do. A Demo is the work of more people, more time invested... just think about it.

"The final impression"

The Symposium was for sure one of the best parties I ever attended. It had everything (well some more releases in the Intro competitions would have been nice) a party needs including a real party flavor and atmosphere, new ideas and crazy competitions. It was more worth being at the Symposium than at the party 1995. Anybody missing next year's Symposium is a fool.

Interview

Today we are proud to present you the all mighty Mike/Sunrise, the maineditor of the probably most famous C-64 scene-related papermag called 'Milestone'. Let us start with the questions.

BF: BRAINFART MS: Mike / Sunrise

BF: Hi Mike, Please introduce yourself a bit, say some words about your Age, Realname, Height..., Activities in real-life....

MS: Hi! Well. I'm 24 years old (already? Is it really possible?) and still living in the famous south of Hessen (thats a part of germany in case you don't know)). My realname is Mike (what did you expect) and my height is about 186 cm with 79 kg. But thats really boring for everyone, isn't it? Brown eyes/hair (just to complete it). In my "real" life (isn't 64 a part of

the so-called "real" life?) I'm still studying chemistry but I'm hoping to finish it in february'97.

BF: Ok, to be straight: loose some words about how your computer career started which groups you were in how it started with Sunrise and tell us a little bit about what sunrise exactly was and what they did !

MS: Why should I tell you something about what Sunrise WAS?!? We ARE (still active!! ;)) a group of friends - still. Also not related with the 64 scene anymore (not really at least the most of us). How it all started? That was quite a long way from the beginning to the final product (Milestone). Like everyone in the scene I started without having a group at all. I released Milestone as a Papermag from the beginning but mainly for my hometown friends and to "promote" my Public-Domain selling service (which I did for quite long and which really was quit successful ;)). One day I got a call from, uh, can't remember his name... Anyway it was in 1989 and I was asked to join Spherical Designs as their papermag editor. Well, I did and so it started off. I made some contacts and released the C&V Boten (that was actually the name for Milestone to 1990), completely in german btw. After one year or something like that, I slowly recognized that SD wasn't "the" elite group in germany (more or less it became a synonyme for "lame"...). I decided to leave (not only because of this but also because I never got ANY help from other SD members) and to stay groupless. At that time C&V was renamed into Milestone! Half a year later I joined Duplex ("the group that never dies...") (shortly after Sir Maniac/ex-SD did) but unfortunately Duplex died at the Bocholt meeting'90 :(One year later I joined Oregon finally (shortly after The Audience, another friend of mine, joined - seems that I always needed friends to join groups... ;)). Oregon died only 3 months later (after Dub_1 left) and we formed SUNRISE! There we are. Meanwhile Milestone became more and more popular (we got a review in the well-known german computer magazine 64'er) and finally it was "Europes most popular papermag" (although this was just meant as a

joke... hi Dense!). Sunrise again: I met (nearly) all members in reality and it was really a GREAT time hanging around with them in Venlo, Aars, Bad Salzufen and wherever... ;) And YES, we are more than just a computergroup as we still know each other, still meet from time to time and still have really close contact. A bunch of friends, so to say... Thats the whole story.

BF: Explain us how it started with the Milestone, who belonged to the staff, how much copies you did, how was the response, how did you see the competitions with paper mags like Hackers Unit, Pirates, Bullet Proof ...

MS: Well, as said before it started with the C&V-Boten. The staff were mainly friends from my hometown. But as I got connected to the "real" scene (like I use to call it), the staff changed rapidly and in the end I was the only one left. Hmm. Maybe I did something wrong... :(Only Torsten M. and The Bomb Jack should be mentioned here as they really supported me with texts for a long time! At Milestone's best times I released about 300 copies per issue. But afterwards the "free copy" option was killed and I had to reduce it as I couldn't pay it anymore (there's always that "little" problem with papermags, you know?). The feedback was bad. I received a lot of Votesheets and a huge amount of Identity Sheets (one thing that made Milestone quite popular as it was really something new in the scene!). But nevertheless the quality of Milestone was always great! No "just copied" photos and stuff like that! Our photos were sharp. Our print was professional. I really had a f***ing hard work with that stuff... The competition with other papermags hasn't really existed. I knew Dense (Bullet Proof) quite good and there was no real competition between us. Pirates! was (is? - nooo, I don't think so ;)) a very cool papermag, but not that popular in the all-over-scene as Solar sent it out only to his friends. And well, Hackers Unit? Was there as issue?!? (Hi Splatterhead). And in the end all papermags suffered because of the price to produce it (money!). Bullet Proof died, so did Hackers Unit (and a lot of papermags before, I only remember Nails and

Sh0ck).

BF: Do You have any Future Plans for the Milestone or Sunrise.

MS: YES! As I got re-connected with the scene through IRC (Join #c-64/EFnet to meet me from time to time), I'm really planning to release one more issue at the beginning of 1997. More or less a review issue of the old scene (as I know not much about the today's scene anyway). But there will be another issue! And one more after the next of course! ;)

BF: Which parties have you visited and how were they?

MS: I visited only one "big" party: Aars'91. It was very funny there together with the Comic Pirates and Sunrise! Great time! I visited Venlo several times and it was always great. A pity that a lot of the new sceners will never have the possibility to drive to such a monthly meeting. Really a pity! Venlo was great! And some german parties. Bocholt etc.

BF: Ok do you have any serious remarks to anybody or do you want to greet some all-time-fellas

MS: Serious remarks? No, I don't think so. Greetings to all who know me, especially all my former contacts (meet me on IRC!). As a last word, I'd like to thank all of you for 7 great years with Milestone! 64 was a religion. And maybe there will be some more years to come... :) Just send me photos, articles or anything... :) st003461@hrzpub.th darmstadt.de, or via snail mail to Gartenstr.3, D-64831 Weiterstadt, Germany (in case you don't know the Milestone-HQ.... ;)).

BF: Thank you for the Interview, by the way which party is the next for you to stay?

MS: Thanks a lot for interviewing me! It was great to talk about old times and to remember them! Party? Dunno. We'll see See ya! (on IRC)

short-story

John was slowly walking across the small dusty road, which left his village in eastern direction. Well, in fact it wasn't dusty but quite muddy, as the autumn storms had started and the cloudy skies had started to rain quite early this year. The dust on the road had been transformed in a ugly paste, sticking on his shoes and a little while later also on his trouser. He was on the way to the little lake, which was lying behind the forest. A little path took its way through the forest. He didn't like to pass it during the cold seasons, especially when it was dark and he was alone. It was quite hard to keep calm when there were strange noises in the wood and this time he thought to hear tapping behind him. He turned round quickly but there was nothing he could see and also the tapping had stopped. Shivering from the cold wind, which was blowing into his wet clothes he went on. Just at once he saw the guy, standing between the trees. His blood was freezing. Scarred he asked, "Who is it?" but he didn't get any answer. The person didn't move. Slowly, very slowly John went forward, but the guy didn't show any reaction at all. Then he recognized that the "guy" was an old arm of the tree, the wind had broken down. Heavily breathing he went on. When he saw the light at the end of the path, which indicated the forests end, he started to run. Gladly he reached the light and stopped to catch his breath. "Stupid," he thought "you know there is nothing dangerous in the wood." Passing on he could see the lake, glimmering in the light which passed the heavy clouds. After a few minutes he had reached the lake. He went over to the old fence, which had been broken down by kids generations ago. Then he heard the sound of breaking wood. He turned round quickly and saw a huge bear, walking slowly out of the forest. Slowly, not intending to show any obvious motion he lay down on the ground. The bear breathing in the air in order to find a trace of the person he just had been following. John was shivering, but after a few moments he saw the bear turning round and walking back into the forest. John

listened to the noises the bear made and after being sure, that he had disappeared jumped up and passed the fence. Now he was in the forbidden territory. There were rumours of ghosts and monsters living here, but he didn't believe all the things the old man in the pub had told him. Once again he heard a crackle and turned round, but this time it was only a rabbit, running over the grassland. John looked around. The old trees surrounding the water were weak and one could see, that no one had bothered about them for at least 50 Years. An Oak which had broken down years ago was lying in front of him, one half of it was totally rotten. The little waves on the water were glimmering in the light of the sinking sun which had broken through the grey clouds and made the sky glance in purple and pink colours. It was a much too pretty evening to die, he thought. Half a mile in front of him there were some small hills among the old trees. He started to walk a little faster and completed his way after a few minutes. The hills were about ten meters wide, and at least 3 Meters high. When he was just 10 meters away from the first of them, he heard a voice and froze immediately. It seemed to be behind the hill. Without any noise he climbed up the small hill and laid down behind a little bush. On the other side he could see four persons sitting around a fireplace. Slowly he took out his gun. They were talking in a language he didn't know. Then his blood froze. They just had one eye each. He felt panic starting up inside him, he began to crawl backwards, faster and faster. Why hadn't he listened to the old man in the pub. "Take a cross and silver bullets with you!" he had told him. Then he started to run. The next thing he noticed were his feet leaving ground, and immediately the ground moved towards him. He was falling down the hill. When he got up again, the four guys came around the hill. John fired immediately, and so did they. He felt the bullets hitting his body and flew backward. Blood was sprinkled on his face, and he could see how one of the one-eyed guys fell down, but the others kept firing. He knew this was the end and that there was no sense if he tried to behave as a hero. His hand moved up to his temple and he pulled the plug. Heavily breathing Dave was sitting in his

Armchair and looked over to his console. The cable he had plugged out of his head was still in his hand, and glimmered in the light of the disappearing Sun. He had been playing for quite some while, it must have been noon when looked down on the twin towers in the middle of Frankfurt, which had been build up some decades ago. He thought about trying to call some friends in Order to get some hints for the Game, but then another idea came to his mind. Why shouldn't he go out, meet his friends, look around for some girls? He thought about it, then he went over to the board, took out a new Gamecard, placed it in the slot of the console and plugged in.

umpressim

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 - add. help sponsors

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You have just reached the last page of this issue of brainfart and I (Dragon) have the honour to write the first personal text in this issue. Tonight is the final deadline for this magazine and as always we did not manage what we really wanted to do. Interfered by mental confusion caused by girls, hardware problems, a financial crisis and at last a lack of time I must admit that I am really glad that it is finished - at least somehow. It is sunday evening and I should have already left this place as I have to take the next train in order to get to the navy-base I am doing my military service at, a fact that is very depressive, hopefully it was worth it and you enjoyed this publication, peace and I am out...

Well, I (Dodger) can tell you that Dragon was lying in some way without knowing it. Tonight is monday night and we are still finishing this Issue of BRAINFART. In nine hours it is going to be printed, and TGI is still doing some Layout, of a page which crashed. We had, as Dragon mentioned, many problems on the way to this BRAINFART. GIRLS, money, time, a crashed mailprogram five days before deadline and two crashed harddisks (no dos disk in drive HD0). Imagine the feeling you get when this occurs while you are trying to get some absolute necessary date from your system... But the heaviest Problem is still to come: You might have wondered why we have so few Photos in this edition of BRAINFART. Well, we had the great plan to take all Photos from Videotapes Jazy/Incal made during parties and also to take screenshots from Demos for this mag via a screengrabber. We were still sitting around, wondering why we got no pictures when TGI screamed: the Framegrabber is smoking. Burning screengrabber - no photos. The new one was here too late: just on the last evening and this is definitely too late to start again with the layout. But over all it was great fun again to produce a new Issue of BRAINFART after one year of absence. Hope you had as much fun in reading it, as we had making it. Hi, now T.G.I. is trying to x-press his feelings about his little piece of paper, that you hold in your hands right now: I am really depressed, because nearly everything went wrong. But let me explain it from the beginning.

Our first plans about releasing BRAINFART were that we cover three parties at once, with one issue. We wanted to release at the symposium, gathering, X96. Then we wanted to release at the SIH, but this went wrong like our plans to release a panic plan to the CeBIT Home. Now after one year of rushing for nothing else than to release a in my eyes my eyes quiet lame BF (without real cool photos..) I now notice that I have spend far too much time in this. Ok, I do not exactly know what to write next, except of this: Have a nice party, and never forget: BF - harder would be deadly

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