

IMPRESSUM

Herausgeber: Michael Mättner

Chefredakteur: Michael Mättner (mat)

Stellv. Chefredakteur: Torsten Michelmann (tom)

Redaktion: Pascal Kraus (pk)
Jens Neumann (jnm), Torsten Hartmann (thm)
Sir Maniac/Hysteric

Freie Mitarbeiter: Dave Henkensiefken (dave)
Robert Mättner (rmt), Peter Möllmann (pmn), Ricardo Hernandez (hz)
Oliver Rummel (oli), Patrick Schmidt (psm), Split/Elicma

Comics: Dave Henkensiefken

Titelblatt: Dave Henkensiefken

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MILESTONE



MILESTONE

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Don't think you are disadvantaged!!!

Milestone-Staff, Gartenstr.3, D(W)-6108 Gräfenhausen, Germany

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Ok! Let's test it...



Editorial

Well. The time has come finally to bring you another issue of our growing mag "Milestone". This time we really set some Milestones in history? Some examples? O.k.: The first thing, which must be mentioned is our **delay!** Isn't it a kind of record to get a one-month-and-two-weeks delay? No? O.k., there are some mags, which got bigger ones... but for our personal history its definately the biggest delay ever! This fucking delay caused a lot of problems! I really got some terrible time-pressure to finish this issue! This issue will hopefully be published (I think so) on the Bocholter Copy Party in November. Well, I hope... 'coz I don't know at the moment how long the print will take...! Some other (more positive) Milestones: We are the **only C-64 mag EVER(!)** who got an interview with da famous CHAOS COMPUTER CLUB. Thats a real Milestone, eh? Another thing is that this issue is published in english (as you should have recognized)! But a little note to this: Next issue will be "splitted"! All untranslateable articles will be published in german! Excuse this, but we don't got the possebility to translate all in english! Sorry, but it is impossible to do a complete english mag!! The time has come to publish some special things, which happened during writing this issue: Dave didn't manage it to write the Alc-Test in one month!! He had to phone me up and tell me da test per



telephone!! Argh! Torsten Michelmann managed it to print (he prints the milestone-pages on his printer) 19 pages in two days (20 min. per page!). Very much thanks to him for this! Well, and on wednesday the 6th of November still a half page was empty... I called up Patrick to write an article about "Terminator II", but he was so confused because of his final exams, that he wasn't able to write some english lines... this means, that the half page remains empty (look at page 21). Well, now you can imagine, what problems we got this time! Unbelievable!! Some spebial thanks going out to **Sir Maniac/Hysteric** and to Patrick's girl-friend (sorry, but I don't know the name!) for translating some textes! Now another topic: Milestone got on the 9th of Februar 1992 a great jubilee: **Our mag has its third birthday!!!** YEAH! On 9.2.1989 our very first

issue has been published! For all those who didn't got this issue, we will (maybe - if there is enough interest) publish an extra-issue... So take your chance! Its very funny to read it...! Also a very special Milestone-issue (1/2-92) will be published! With a review on our history! This issue will be hopefully the best we've ever done (maybe more then 30 pages?). So write, write, to get this issue a real MILESTONE in our and in scene-history! Maybe there will be also a MEGA-PARTY here in Darmstadt! But it will be a party WITHOUT computers! Just FUN, ALC, MUSIC and GIRLS!! That would be fantastic, eh? And if you are not interested in it - we are! That means, that the editors of Milestone will party!! Yeah! ~~Become~~ an editor... hehehe. O.k., enough crap. Attention! Another topic: Many guys asked me why I didn't join another group after Duplex died. Well, the first reason is of course, that the right group didn't asked me yet... but I don't worry because of the

2nd reason: It is better, when a mag is completely independent, isn't it? I can write without a kind of "group-pressure" on my own opinion...! I'm independent and also Milestone is! You can vote for everything you want (except your own group) and no one can say, that I cheat da charts! This is a big advantage, eh? But this doesn't mean, that I'll never join another group, o.k.? This is all for this editorial. I hope you enjoy reading this issue and support us with more articles, votes, news, comics or anything else which maybe useful for us (beer!!! hehehe). I think this papermag is worth supporting, or am I wrong? Also think about the idea which I introduced on page 17! Thats all 4 2-day! Hope to hear from you all!

Good bye, yours

Mike/Milestone-Staff

Painting...
↓

☺ 4 a while...
Rnp/PSC

Shadow Dancer

produced by: U.S.GOLD

Price: ca. 50 DM

Hello SHINOBI-Freaks! Shadow-Dancer is a game like Shinobi!

The terrorist SAUROS stole a shuttle from the USA! Now it's your turn to run through all the levels and destroy time bombs! On your way you have to kill Ninjas, Street fighters and so on. Also you own some weapons like Shuriken and dogs! At the end of every level you've to fight against very strong enemies. The graphics aren't so good but there are very good sprites also the scrolling and the music is very good! Shadow Dancer is a very good game! U.S.Gold is a dignified Shinobi successor!

Result:

Graphic: 75 % Sound: 80 %

Animation: 90 % Fun: 90 %

All in all: 80 %

Animation: 78 %

Fun: 80 %

All in all: 68 %

(psm)

Peng

Peng is a reaction-strategy game, where you must destroy jumping balls. For doing that, our hero has, at the first, a ray, with which he can shot only vertical, like with the other weapon. When the bullets touch the ray, they divide themselves into 2 parts. The effect is, there are more balls on the screen, and as smaller the balls are, as lower they jump. There can be over 16 balls on the screen! What a stress. But you get a better weapon, if you have divided the two big balls. It's a -shit where is the dictionary- crossbow, with that you can shot two arrows, with high speed firing you have nearly no problems any longer. The game has 17 level, and every level has 3 parts. From level to level the background changes. For example: In the first level you play before Mt. Fuji, a mountain in Japan, in the 5th level level you play in Australia, in the 7th level you play in Leningrad, in level no. 8 you play before the Arc de triumphe in Paris. A level later you play in London by night, you can see the contours of the Big Ben. The 12th station on your tour around the world is Egyptian, where you see the sphinx and the pyramids. The 14th station is in America, before the Statue of Liberty. At the next you fly to the Maya-Temples in the Mexican-Highland. Before I forget it, between the levels you see a world map, where you can pursue your route. The last station is on the Easter-Islands. When you have finished this level you can see an absolutely poor end-sequence.

My personal opinion: Peng is not a really good game, but I like it, because it has a new game-idea. But I think, that the programmer would have better made a password for every level, or a possibility to save the level, where you are, because it need more than two hours to end it and when you arrive there, with the

highest score you ever had, there is no highscore-saver! Oh no, thats not the right way!

Result:

Graphic: 77

Sound: 55

Motivation: 78

All in all: 67

(tom)

The second world

produced by: MAGIC BYTES

Price: 40 DM

This game is professed. Just take a look to the classic KAISER and you got the game principle! Well there is nothing more to say! Real crap, what Magic Bytes had released!

Result:

Graphic: 65% Sound: 40%

Animation: 40% Fun: ???

All in All: 35%

(psm)

(psm)

B.A.T.

produced by: UBI-SOFT

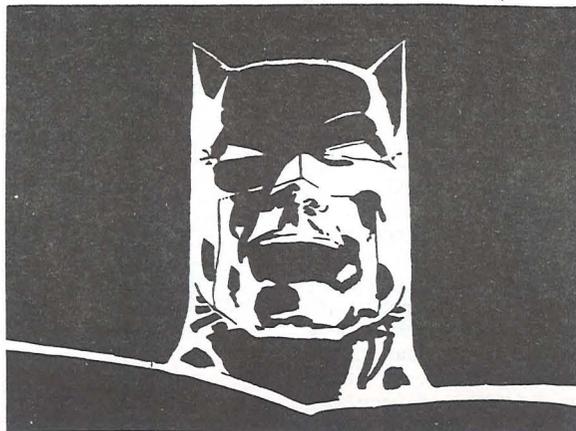
Price: 70 DM

I was surprised as I got B.A.T.! This Game was coded for the Amiga and I never thought that the programmers would do this Game for the 64! The game is very good converted! Everything plays in the 30.century: The earth is addict to the planet Selina! A scientist threat to destroy the planet with a bacterial weapons! You're a special security-guard called BAT you've to prevent the disaster in only 10 days. You're able to scout the whole city of TERRAPOLIS. The game is controled with different menus. The graphics are very good also the music is great! In the game B.A.T. the programmers done a very good job.

Result:

Graphics: 73 %

Sound: 80 %



Bocholter Copparty 9/91

Note: This report is old! But we normally wanted to release this issue much earlier! So excuse all old stories or reviews in this issue! O.k.?

On the 14.09.1991 a very big and succesfull party should be at Bocholt. As Michael (Ed.: Ha! Thats me!) reached my place we talked a bit, played some games and copied some spread-disks for the party! As we got up at the next morning we had breakfast and drove to Gedern to visit Myxin!

After we drove nearly 2 hours we stopped at a restaurant and called Erotyc to ask if they would come to the party! On phone he told us that DUPLEX, our group, died because Gorbi wasn't interested in computing anymore! As we reached the Party-place at 12 am only 15 guys were shown up and so we talked to some cool dudes and drunk some beers! As the party started at 1 pm 100 dudes built up their 64 and Amiga equipment.

We talked to some cool dudes like ASLIVE, X-RAFFI, BEAST, JIHAD, CRAZE and so on. At 4 pm some more dudes reached, but the party was very boring. As Erotyc and Tanja reached us we talked a bit about joining other groups! We left the party at 7 pm and just looked to some demos! At the way home we drove into the false direction... At 1.30 p.m we reached Myxins place and copied the wares before Michael and I drove back to me to put my computer-equipment into my room!

The result of the Demo-competition was like this: On C-64:

1. COSMOS D. 472 POINTS
2. MEGATRON 439 POINTS
3. OREGON 421 POINTS
4. FACES 373 POINTS
5. ACCURACY 357 POINTS
6. ALCOHOLICS 344 POINTS
7. SECURITY 280 POINTS
8. AMIGO 255 POINTS

On Amiga:

1. J.T.R. 735 POINTS
2. CYCLON 536 POINTS

Only 156 people from the following 64 groups were shown up at the Bocholter Copy Party:

ACTION - ARRAY - ALCOHOLICS - X-RAY - ENIGMA - TAT - HYSTERIC - ACCURACY - AMIGO - DOMINATORS - REBELS - COCOON - SECURITY - BRAINBOMBS - TRIUMWVRAT - STORMFRONT - GUARDIAN ANGELS and sure some I've forgotten.

The party in Bocholt was very lame only less Elite-groups were shown up. It will never be a second Venlo. I hope that the next meeting in Bocholt will be much better!

(Sir Maniac/Hysteric)

Venlo Report September '91

Note: This report is also not that new... but the September meeting was the last till today, so that we didn't got the chance to print an october-report! Sorry!

This time Venlo was like ever. I was really angered about Aslive/Brainbombs. But more to that later. At 9.11 am the train drove into the direction of Venlo. I had called Aslive the evening before and he told me, that he takes the train aswell, so we will surely meet. But what did happen? Yes man, Aslive wasn't in that train. Nearly no computer-guy was in the train and I didn't know the way to the hall. Like a sign of heaven I met Dean/AFL'70 and Chris/Brutal as they came out of the train, so we went to the "staay" together. As we were there, the hall was not opened yet. So we sat down and waited. After a time a dirty smiling Aslive appeared. He came with Craze/Hysteric by car. Yeah man, cool behaviour to fool me! Then the hall was opened. All guys went in and started to build up their machines. Now I began to spread my stuff and to get some new wares. After a short time I had all things that were important. In the afternoon some more guys showed up. Groups that were present: Action, Brainbombs, Inceria, Role, Hysteric, X-Large, Guardian Angels, Hotline, F4CG, Silence, AFL'70, Brutal, Cross, Abyss Connection and some more. I wonder Genesis was not there... Some Amiga dudes should really go to a psychiatrist, they showed a behaviour, which was not the english way. All in all the price for driving to Venlo was too high for this less stuff. But if you need conversations with interesting people, then its okay. And I like that. Meet me there in November.

(Cruise/Abyss Connection)

Hardwarecheats

HOW TO SWITCH OFF THE LIGHT-BARRIER:

If you open the case of your 1541, you can see at the left side of your drive 3 plugs, but only plug P06 is interesting, this is the big one of them! On the plug there are 3 wires a orange and a violet one! You've just to put them together and you mustn't punch holes into your disk!

But remember that your drive can destroy your programm because the drive don't notice the writeprotectstickers on the disk any longer!

Attention:

If you do some Hardware-freaking put the powerplug out of your drive

(psm)

North & South

Everybody knows North & South on Amiga, and now Infogrames has it converted on C-64. It looks like the Amiga version, only the graphik and the sound is not as good as on Amiga, but that is normal. At the beginning you see an soldier on his horse and with a trumpet on his lipps (looks good). At the next screen you can adjust a lot of things. For example, on what for a side you want to fight, or if you want to fight against your friend or against the compi. Or if you want that there is an Indian who throw, from time to time, his hatchet. This were only some examples. There is more, but I want to write over the game and not over that. Well when the game begins, you see a map of America. On this map you see a railroad, 5 railroadstations and 4 armies. Two from you, and two from your enemy.

The game begins. You put the arrow on your army, and push fire. You get showed where you can go. The most important thing is to get the stations. When you've occupied two stations and the railroad between them, a train come after every ended move, and brings some money sacks. For 5 such sacks, you get an army. When you want to attack an enemy army, you must only put the arrow on the land, where the enemy-army is, and the attack begins. Normaly an army consists of 6 soldiers, 4 horses and 1 canon. Mostly there is an bridge, which you can destroy with your canon. Such a battle can need much time, when both sides haves contacted some armies. Sometimes you hear a bell. Than an ever sleeping Mexican get up and desroys an army. A little while ago I spoke from an Indian with his hatchet. You can see him, like the Mexican on the left side of the screen. Normaly he stands there, but sometimes he get angry, stamp one's food and goes into the mountains. A moment later you can see smoke signals, and then the hatchet flys through the air. If you have won, you see a picture with happy, rich people, and when you have lost, you see a destroyed canon, and behind this canon a dead soldier.

My personal opinion: North and South is a real good game, not a hit, but it's worth buying. There's only one thing, that I don't like. While the battle continues, the soldiers, the canons and the horses are only black.

Result:
Graphics: 80
Sound: 71
Fun: 86
Motivation: 78
All in All: 79

(tom)

World Cup Soccer

And again I've tested a soccergame. Now it's World Championship Soccer. But the last soccergames I saw were so bad that makes me puke. Therefore, I was warned!!! But W.C. Soccer (W.C. how suitable) exceed all. Uaaa, what graphix. And the Sound... The worst !!!! Now I'll try to describe the game. I can choose between a test game (1 and 2 players) and the Worldcup. In the world cup you see the whole (!!!!!) Worldmap. Then you can choose your land. And the name of the land is not standing on the map. Then you can guess what country Germany may be, when you are not so good in geography!! If you click on your land then you can see how strong your team is. After you've choosed your land the draw of the groups follows. Then finally I can play. The topic Graphix and Sound we had already at the begining. But the graphik. A disaster!!! Every player of my team looks like a box!!! And the Sound between the matches is terrible. Now....., I've lost all my games. But a new try. But now I turn off the sound. But what happened now? When I've fouled there were unbelievable sounds. As if two pieces of metal fall down. Have I told you already, that you see the whole game from upside?? And that I can kick other players without punishment? The game reminds me on 'Microprose Soccer'!!! But W.C. Soccer will never reach the standard of Microprose Soccer.

Result:
Grafic: 25 Sound: 00
Animation: 40 Fun: 20
All in all: 20

(jnm)

SHORT GAME PREVIEWS

MERCs

produced by: Domark
Price: ca. 50.- DM
This game is only a joke. The graphic is bad, the sound is AAAARRRRRRGGGGHHH and the gameplay is horrible. I can say only one thing: Don't waste your time or your money on that game. Graphics: 20 Sound: 20
Value: 14 Playability: 20
All in all: 19

SUPREMACY

produced by: Virgin
Price: ca 70.- DM
After a long time of waiting here it is: Supremacy for the good old C64. And the translation from the 16 Bit machines to the C64 is really good. The graphic is good and sometimes animated. The music is really good and impressive. Supremacy is a good C64 game.
Graphics: 70 Sound: 70
Value: 76 Playability: 85
All in all: 73

(both by psm)

Diskmag-Reviews

Here are the mag-reviews! The mags get 1 to 5 points for Actuality, Outfit, Text (how much, how informative) and handling. 5 stars (points) is the highestest and 1 star the lowest... And remember, that its MY PERSONAL OPINION! This review was done some time ago, so it may be, that the mags are improved!

MAMBA

Group - ENIGMA
Actuality - ****
Outfit - **
Handling - **
Text - ***
Extra - Sprites, IRQ-Loader, small animated
Graphics
Result - ***

CORRUPTION

Group - DOMINATORS
Actuality - ****
Outfit - *****
Handling - *****
Text - *****
Extra - during loading you can play a small game, IRQ-Loader and more
Result - *****
Corruption is in my eyes the best discmag, which exists on C64
Note: The judgement was done to the old G*P version!

ARE WE THE BEST?

Group - CHROMANCE
Actuality - ***
Outfit - ***
Handling - ****
Text - ****
Extra - this mag is a bit different to the other ones. The mag shows you the different cracks and versions from all cracking groups.
Result - ***

MAGASCENE

Group - HYSTERIC
Actuality - ***
Outfit - *
Handling - ***
Text - ****
Extra - to every chapter you can hear a different music!
Result - ***

SOULNEWS

Group - COMPAGNIONS
Actuality - ***
Outfit - *
Handling - ***
Text - **
Extra - ---
Result - **
Soulnews is a average mag, with no special things, but also not bad.

NEWSTYLE

Group - DUPLEX
Actuality - ***
Outfit - ****
Handling - **
Text - ***
Extra - IRQ-Loader, different musics
Result - ***

Note: Its not sure, whether Gorbi will release the Newstyle any longer, because he left the scene for a long time

BRUTAL RECALL

Group - BRUTAL
Actuality - ***
Outfit - *****
Handling - *****
Text - *****
Extra - lots'n'lots of special menue-points like char flash on/off, word-hunter and so on.
Result - ****
Brutal Recall is definately one of the best mags around. Maybe the best!

BITMANIA

Group - ABYSS CONNECTION
Actuality - **
Outfit - ***
Handling - ***
Text - ***
Extra - ---
Result - ***
Bitmanias biggest problem is the news and charts-chapter. The rest is average

SCRIPT

Group - CLIQUE
Actuality - ***
Outfit - ****
Handling - ****
Text - *****
Extra - nothing special
Result - ****
Script is one of those mags with a kind of philosophic touch! Lots'n'lots of text and mostly interesting!

TRASHNEWS

Group - CLIMAX
Actuality - **
Outfit - ****
Handling - ***
Text - ***
Extra - a very strange chapter-choose-system
Result - ***
Trashnews needs support - otherwise this (very old) mag will die! So support this mag! It would be a pity if Trashnews would die!

(psm)

THE C64 CONSOLE

After much speculation, Commodore have finally leapt onto the console bandwagon, and have finally announced the imminent release of their first game system. Based on the C64, the C64GS will come with a joystick and a packed full of games packed on a cartridge.

The selling potential of yet another 8-bit console, especially a low-tech console, is uncertain, especially with Megadrives and PC-Engines and so on.

I think this console is a big mistake.

(psm)

BESCHLEUNIGTE SCHREIB-/LESE-KOPFSTEUERUNG

Ed.: Again a big sorry to all non-germans, but I wasn't able to translate this text (time-pressure).

Wie alle Schreib- und Lesezugriffe der 1541 auf die Diskette ist auch die Laufgeschwindigkeit interruptgesteuert.

Dies ist auch der Grund, warum der Stepper-motor sich beim Überbrücken

größerer Entfernungen so langsam bewegt.

Diesem Übel kann durch einen einfachen Schreibzugriff auf die Zeropage der Floppy abgeholfen werden.

Das Prinzip: Man erhöht einfach die die Interruptgeschwindigkeit, d.h. das mehr interrupts, also auch Steps, in einer Sekunde gemacht werden.

Das Programm:

```
10 OPEN 1,8,15
20 PRINT#1,"M-W"chr$(94)chr$(0)chr$(1)chr$(5)
30 CLOSE 1
```

Der letzte Charakter-Wert in Zeile 20 bewirkt eine schnellere Geschwindigkeit des Laufwerksmotors.

Probiert ruhig mal andere Werte so zwischen 5 und 200. Ihr werdet erstaunt sein.

(psm)

TIPS AND TRICKS

POKE 19,64: INPUT without Questionmark

POKE 19,0: INPUT with Questionmark

POKE 650,128: All keys-repeat (if you press a key, the letter will be printed as long as you press the key!)

POKE 650,0: All keys again normal

POKE 775,1: Listprotection on

POKE 775,167: Listprotection off

Directory without losing the programm in memory:

```
0 GET#1,A$A$=ASC(A$+"HOME"):PRINT C
R$((A=130 AND 13 OR ((31 A and A 95) AND A)))GOTO 0
```

To use this little programm, type OPEN 1,8,2"\$".GOTO 0

(psm)

GAME-CHEATS

Darkman: Press "Baby Axe Man" when the titlescreen appears. Then press return. Now the screen will get another colour and you've got unlimited energy. During the game you can press space to skip levels.

Summer Camp: Type in the highscore-list "Calamite". Result is unlimited lives!

Defender o/t crown: Type POKE 6796,189 and you've got unlimited money!

Tips were sendet in by **The Fly/TRO** and **Zamzara/DMC**. Thank x a lot!

BUCHHECKE

MIDGARD

Another not-translated text, but this is the last one in this issue!

Von: W. und H. Hohlbein

Verlag: Ueberreuter

Das kleine einsame Haus an der Küste Midgards erbebt im Sturm. Durch das Brüllen des entfesselten Ozeans dringt das schaurige Heulen der Wölfe, die auf der Suche nach Beute durch das Unwetter ziehen. Zitternd vor Angst sitzt der Knabe Lif in der Stube der alten Skalla, die ihm die Legende vom Fimbulwinter erzählt:

"Es heißt, es werden zwei Kinder auf Midgard erscheinen, noch ehe der Fimbulwinter kommt, noch ehe Ragnarök und damit das Ende der Welt hereinbricht. Es heißt auch, daß es in der Hand dieser beiden Kinder liegt, wie sich das Schicksal der Welt entscheidet. Und am Ende der Zeiten werden sich Lif und Lifthrasil gegenüberstehen, und die Zukunft des Menschengeschlechtes wird in ihrer Hand liegen."

Lif macht sich also auf den Weg und muß gegen die schrecklichsten Kreaturen kämpfen. Schließlich muß er noch durch die Unterwelt gehen. Doch auf seinen Wegen gewinnt er immer mehr Freunde wie z.B. Eugel, den Albenkönig oder Thor, der Sohn Odins. Lif findet seinen Hammer und kann ihn sogar benutzen. Midgard ist eine Spannende Phantasie-Geschichte.

Ich habe das Buch innerhalb eines Tages durchgelesen, weil es mich so gefesselt hat.

(psm)

LP-Tests (Oldies)

Ricky Nelson/Rock'n'Roll masters

This album seeks to collect the best of Ricky's imperial years. The rocking hits, the reflective ballads, it's all there, the ingredients that went to make Ricky Nelson a teenage idol. All sixteen songs are very good and gives you the rock'n'roll feeling from the late fifties.

(pk)

INTERVIEW:

CHAOS COMPUTER CLUB HAMBURG

Introduction:

The CHAOS COMPUTER CLUB HAMBURG is a German HACKERCLUB, which became famous after having made some HACKS like the HASPA-HACK. But you'll get more information about this topic in the interview.

What is a HACKER ?

Hackers are curious, technical gifted and interested. They are perserved and most of them have a very high intelligence.

Some people say: Hackers are the heroes of the COMPUTER-REVOLUTION.

They are the priests of HIGH-TECH-CULT.

Stefen Wenery says: "About hackers: The intelligence is not behind the screen but in front of the keyboard."

What is HACKING ?

HACKING means entering into a strange computer-system.

"I just wanted to play", said the 21 year old Gerald R. Wondra when he was asked by a FBI-agent.

Richard Cheshire (An American STAR-HACKER): "Hacking is forbidden and there are so many people who say hacking is actually impossible to do. And that is the reason why I do hacking."

And now:

THE LONG AWAITED INTERVIEW:

First of all I'd like to thank some people for their help, as there are :

- Herwart Holland (WAU) for the time he spent with me to do the interview and for all the information material he gave to me.

- My girlfriend Dagmar who translated this text into English.

Patrick Schmidt (PSM)

Herwart Holland (WAU) (leader of the CCCH)

PSM: Hello WAU! My first question is, of course, when was the CHAOS COMPUTER CLUB founded ??

WAU: The club has been founded the 12th September 1981. On that day several Computer-freaks met in the TAZ-Building in Berlin.

PSM: Everybody knows you and you're always bound up with the HASPA-COUP and the NASA-HACK. But actually nobody knows exactly what happened in the club at that time. Please inform me and the readers about it.

WAU: The HASPA-HACK was in November 1984.

Everything began with Stefen and me talking

about BTX after a night without sleep. Then we thought about how to enter into Darmstadt FTZ who are responsible for security and work with BTX and how the acces would be made secure. Then we just took the telephone number of FTZ Darmstadt as the password and we were in. Well... then Stefen and me were laughing a whole lot of time because of us not having slept a whole night and then having been successful on the first trial.

PSM: What time was it then ?

WAU: That must have been about 8 a.m. And then we decided what to do next. First of all we took a cassette-recorder to prove it all. Then we thought about pressing a key on the keyboard so that the post-office would give some money to the CHAOS COMPUTER CLUB, but Stefen and me were sure that it only would cause trouble.

Then we decided that a politician would have to press that key because they can't be punished.

We went to the Greens party but were refused and so we decided to do it by ourselves.

We've fixed time and place and invited the press. But unfortunately the password must have been changed !

The reporters didn't look very happy when Stefen told them it wouldn't work.

Then we said to ourselves we would try to enter again and in case of success press the key immediately.

This happened with the computer of the Hamburger Sparkasse. We found the password due to another Software-mistake and we found that strange effects occur if you write on one page the maximum allowed number of signs and numbers. Somewhen we've had something we thought of it being a password.

We tried it and were in. Okay, we thought, we'll try.

Well 10.000 DM is a usual bank robbery, we thought, and so we decided to "transfer" 100.000 DM to our account.

By pressing twice a special key (#) we transferred 9.97 DM to our account.

We did it for quite some time until we were closely up to 100.000 DM. Then we went to a person for data care whom we phoned before for telling him that we'd have a security problem with BTX, for showing it to him in his rooms.

Television joined us and then we began showing it.

What happened next, the whole press stuff, we had no idea of it before. Somewhen the HEUTE-JOURNAL stood in front of our door, we've got several calls by the press and so on.

(Read on on page 10)

INTERVIEW!

CHAOS COMPUTER CLUB HAMBURG

WAU: The most important point was that they thought we could fulfill everything whether this was true or not.

PSM: And what about the NASA-HACK ??

WAU: Well, there've been some youngsters of our Club involved what we first of all didn't believe.

But after proving us everything we had to believe it.

Then the youngsters thought about how to demonstrate it all the best way. The result was the following idea:

All data of the harddisc could be copied from America to Europe and the other way round. The next day the NASA people would have the harddisc data of ESA on their computers. That should cause a lot of pale faces.

That were really hard thoughts. Maybe NASA would tell us that due to us Space-Shuttle fell down from sky. There had to be exactly thoughts about what was to be done now.

We worked together with the administration so that the kids involved would get out of this case without many difficulties. That has been a really difficult case to solve.

PSM: At the beginning of 1983 you have had a strange article in the TAZ with the following subject:

People pay attention, the CHAOS will be here soon and the CHAOS COMPUTER CLUB in Hamburg will bring it.

WAU: Yeah !! That has been the birth of the DATENSCHLEUDER. I announced the existence of the DATENSCHLEUDER in the TAZ and promptly got 80 orders even though it hasn't been printed by that date. It first of all was just an idea but we realised it after those 80 orders.

PSM: What happened with Stefen Wenery in France exactly ??

WAU: The French have asked the German BKA for help due to some PHILIPS-HACKS in France. But somehow it didn't work those days...

Stefen ought to give a lecture at the Securicom-Fair about the NASA happenings. Furthermore we wanted to talk with PHILIPS because they blamed the CCCH for HACKS we didn't do.

Before travelling to France we've asked if would have anything against Stefen but it was denied. Stefen got arrested at the French airport and on the fair has been a representative of the French government. It has been a bad play from PHILIPS in France.

I was invited too for that fair because of discussing the blames of PHILIPS. It wasn't possible for me to go to France. Otherwise I surely would have been arrested too.

PSM: How long has Stefen Wenery been in the French prison ??

WAU: I'm not sure if it were 4 weeks or more. But he has been the 6th man in a 4-men cell and the treatment was really bad. Due to this he still is mad about PHILIPS.

PSM: I wonder that his prison release wasn't to be seen on TV.

WAU: Well, that was because of the French government. Stefen had to leave for Germany without a press-conference or anything like it.

PSM: What does Stefen do today ???

WAU: He is representative for FAX-Cards and is still working with BTX because BTX has always been Stefen's baby.

PSM: From beginning on you have had good contacts to the abroad's scene, for example America. I'm just saying one name: Richard Cheshire. Didn't that make your club stronger???

WAU: Well, not really stronger but everybody needs good connections. I met Richard at the Telecom, an international fair where I'll be going this year again and I hope to meet him there.

PSM: You somewhen started a Hacker-party in Amsterdam. Is that right ??

WAU: Yes ! Our GALACTICAL HACKER PARTY IN AMSTERDAM. It has been a whole lot of fun. The result was the following sentence: Every INFORMATION is on the same time DEFORMATION.

PSM: By the end of 1983 there was a big police-raid in America made by the FBI. Were you concerned by this matter too ???

WAU: No! But I have to say that the punishment in America is more rough than here.

PSM: Thanks for this interview and the good food !!!

WAU: No problem!!

For reader's information:

The DATENSCHLEUDER is an information-sheet of the CCCH and contains a lot about data-care, data-securing and much more. Should you wish to read the DATENSCHLEUDER (only a German PAPER-MAG) or if you need any information about it please write to the following address:

CHAOS COMPUTER CLUB HAMBURG

Redaktion Datenschleuder

Schwenckestraße 85

W-2000 Hamburg 20

Germany

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Witzecke (jokes)

A big sorry to all foreigners!! But it is simply unable to translate the coming jokes. There are about a "topic" which foreigners can't understand, coz' it is about a special german car... So, sorry that u can't understand this page! Just read on!

67. Wie nennt man einen orangefarbenen Manta? Mantarine

68. Warum werden Mantafahrer nur montags beerdigt? Weil die Friseurinnen Montags frei haben.

69. Warum haben Mantafahrer immer ein Schachspiel mit im Auto? Damit sie 16 Bauern mehr mitnehmen können!

70. Die Mantafahrer haben jetzt auch neue Uhren! Der Sekundenzeiger bleibt auf der Sechs stehen und läuft erst nach 5 Sekunden weiter, weil er bergauf beschleunigen muß.

71. Ein Mantafahrer fährt in McDonald's Drive-In. Die Verkäuferin: "Chicken?" "Nää, ey, net schicken, gleich mitnehmen!"

72. Das Kind einer Mantafahrerin sitzt am Frühstückstisch und sagt: "Mutter, gib' mal den Honig!" Sagt die Mutter: "Wie heißt das Zaubervort?" Das Kind: "Ey!"

73. Warum haben die Mantafahrer ein Brett an der Fahrerseite in Fensterhöhe? Damit sie mit den Scirocco-Fahrern an der Ampel Armdrücken machen können.

74. Ein Mantafahrer hat einen IQ von 3, ein Joghurtbecher einen IQ von 4 und eine Sau braucht einen IQ von 8 zum Grunzen!

75. Was hat 2 Beine, einen IQ von 3 und läuft durch den Wald? Ein Mantafahrer!

Was hat 6 Beine, einen IQ von 73 und läuft durch den Wald? Ein Mantafahrer mit seinem Dackel!

76. Ich fahre Manta und meine Frau hat auch nichts gelernt.

77. Warum haben Mantafahrer eine Gehirnwindung mehr als Hühner? Damit sie nicht in den Hof scheissen!!

78. Auf einem Fußballfeld steht in einem Tor der Weihnachtsmann, im anderen Tor der Nikolaus. Auf der rechten Spielhälfte steht ein Mantafahrer mit Hauptschulabschluss, auf der linken Seite steht ein Mantafahrer ohne Schulabschluss. Wer bekommt den Ball? Der Mantafahrer ohne Schulabschluss! Es gibt weder den Weihnachtsmann, noch den Nikolaus, ... (jnm)

79. Wann bricht die nächste Revolution in Deutschland aus? Ist doch klar, wenn die Mantafahrer die Mantawitze kopieren!

80. Was ist das: Ein Mantafahrer mit einem Strohhalm auf dem Kopf? Extended Memory!

81. Was ist der Unterschied zwischen einem Mantafahrer und einer Dose Kitekat? Im Kitekat ist mehr Hirn drin.

82. Warum fährt ein Mantafahrer niemals einen Scirocco? Weil er nicht weiß, wie man das ausspricht!

83. Warum kommen Mantafahrer nur mit Kaiserschnitt auf die Welt? Weil es mit dem angewinkelten Arm auf natürlichem Weg nicht geht.

84. Woran erkennt man einen Mantafahrer in der Sauna? An dem sonnengebräunten linken Unterarm.

85. Schweine und Mantafahrer im Weltall.
Nasa an Schwein 1: "Triebwerke überprüfen!"
Schwein 1 an Nasa: "Triebwerke überprüft!"
Nasa an Schwein 2: "Antenne ausfahren!"
Schwein 2 an Nasa: "Antenne ausgefahren!"
Nasa an Mantafahrer:
Mantafahrer: "Ey mann, schon gut ey, ich weiss: Schweine füttern und nur nichts anfassen!"

86. Dreht ein Mantafahrer die Scheibe runter und fragt einen Passanten: "Ey sach mal, wo gehts hier nachet Kino, ey?" "Geradeaus!" "Ey, scheisse, ey!"

87. Was singt ein Mantafahrer an Weihnachten? Ey, Tannenbaum,...

88. Was sagt ein Mantafahrer, wenn er mit 180 Sachen gegen eine Wand knallt? Ey, Boow, eh!

89. Was sagt ein Mantafahrer, wenn er seine Karre gegen einen Strommast gesetzt hat? Ey, watt, ey!

90. Mantafahrer beim Zahnarzt: "Ey, booaahh, ey!"

91. Wie hört es sich an, wenn ein Manta, der Probleme mit der Zündung hat, gestartet wird? AsiAsiAsiAsiAsi -PRRRROLLL, PRRRROLLL, PRRRROLLL...
(Kommt am Besten, wenn man es laut liest)
(Die waren von Faroul)

Achtung! Dies ist kein Witz, sondern bittere Realität!! Aus einer Kurznotiz im Darmstädter Echo vom Mo., 7.Okt.1991:

BAD SALZUNGEN (Ihe). In der Thüringer Gemeinde Borsch versagte am Wochenende ein Opel Manta im Motorraum nach dem Fehler. Weil es stockdunkle Nacht war, machte er Licht - mit einem Feuerzeug. Der Wagen brannte völlig aus.

NEWS and GOSSIP

And again we made it... we received again some news. But this time there is a little problem: our delay. Some news reached me three month ago, and I don't want to print them... understandable? The result is, that we didn't got much news for you. But nevertheless... read on and supply us with news!

-This news is two month old, but I never read it in any diskmag although nearly the whole scene knows it: The legendary Duplex are dead. It all happened on the 14th of September (Bocholter Copyparty), when Gorbi decided to leave the scene. The whole group broke up and left into different directions: Erotyc joined the ruling Dominators, Sir Maniac joined Hysteric, Myxin joined Cocoon, KLF+EMF joined Spirit, TC-Acme, Mike, Artcop & Alf are still groupless. (I'm not sure if Artcop or Alf left da scene or not). This is all about the death of Duplex.

-Some guys (names are unknown) try to rebuild Duplex with the permission of Gorbi. Actual memberstatus is unknown aswell

-Alive/Brainbombz was caught by the post and stopped for a month. Then renamed into Mason Storm and took a PLK in Düsseldorf (he lives in Duisburg). So the best megaswapper is back again.

-Knuffel/Lore of Arts renamed into The Audience, left da Lore of Arts and joined da forces of WoW!

-Faroul/Trinomic left and is now searching for a new group as a swapper and gfx-man (look at da addies).

-Spherical Designs are back. After a four-month-break they renamed into Trinomic and published their first demo called Crystal Waters. Nearly all members renamed: TLT is now Galen/INC, Havke is now Tai, Pussyrider is now Pussymaster, Iguana calls himself now Scotter, Mad Mercury is now Hightover. Nothingface didn't rename yet. The new name of Ray is unknown. Also their mag Outrage renamed into Genetic Dream.

-Gloom is rebuild again. Ravhead renamed again into Yazoo and build up Gloom TTS is back and coded their first demo called One year Gloom.

-Serge/ex-Gloom (now Abyss Connection) was asked to join da new Gloom but refused.

-Presence seems to be dead, as the leader left da scene. Also Rap left and joined Blaze

-Blaze and Princes of Universe are in Coop.

-The coop between Hysteric and Insiders is over. Some Insiders-Members joined Hysteric. (Ed: old, I know!)

-Technoier/Brutal got 20.000 danish Kr. to make a paint-programm for Activision.

-Lotu joined Weird as a subgroup.

-Nuclear/Inferno stopped swapping.

-Pulsar/Obituary took over most of his contacts.

-Mazer MC joined Titron

-Asics joined Accuracy

-Frank/Climax left da scene. New Climax-Leader is now Eggman

-Bomb Jack joined da scene and Blaze (contact

him for legal swapping)

-Silence released the Zero-Number of their new mag Newshawk.

-Egypt (old Silence mag) is dead (Ed: ...since two month, I know!)

-Mirage (Norway) is dead, as they got some problems with Mirage (USA). They renamed now into Effect.

-Larry/Toxic Track joined Effect. So Magnetic Media is now a Effect-mag.

-Chaos got a new member: Terminator

-Ratman/Guardian Angels was caught (Ed: by which side? Post or cops?)

-Cult left Rebels and joined Cocoon (Ed: old...)

-Airwolf left Action and joined Genesis Project (Ed: old too, I know!)

-Cosmic (Denmark) died. All joined Razor

-Alive will do a Coop demo with da Abyss Connection

-Taccy/Alive sold his first Amiga-Game (Ed: to a forgotten company, sorry!)

-Rebel (ex-Acrise) joined Topaz Beerline

-Cim and Judge Dredd (both from Topaz left the scene. So Topaz is now legal, as they got no crackers anymore.

-Bomb/Stormfront was kicked.

-Slaughter/X-Large joined Blaze

-Comic (Germany) (not Comic) begins to release. There will be soon a mag from Comic. Members are unknown.

-Lore of Arts seems to die soon as many members left!

-Brainy/ex-Inceria and Mike/ex-Inceria formed a new swapgroup called Skyenet. More members are wanted! (look at da addy-corner!)

-Major-X/ex-X-Ray joined Success

-Propaganda #2 was published three times (one real, two fake issues)!! The real issue has the anit-Mamba intro, the fake ones the flag of Europe. It is said that the guys who did the fake issues wasn't able to rip the intro made by S.E.S.

-Cruel/WoW finally got his Aprotok 2400-Baud modem. Call on +32-3-4846075 after 5:00 pm to pick up some WoW wares (modemtrading!)

-Pandora split up. Members formed Skid Row on C64 and they are in Coop with Talent!

-Rumors going around that Action is dead.

-Crisp, HOK and Jihad seems to get more and more bored of their work and Spitfire wants to build up his own software-company. (Rumor!)



Contact-Addies

If you want to see your addy here, then fill a votesheet and send it back to me. You can also send news, articles or anything useful for our mag to get your addy on this page...!

For legal swap

In Access
c/o Sven Markowsky
Steinstrasse 14
O-3600 Halberstadt
Germany

For swapping Rap-Tap

es and legal swap
Mr Legal
c/o Andy Kuiper
Ketteler Str 6
W-6500 Mainz 21
Germany

Only 4 legal trade

Tracknit/Weird
c/o Jens Minnack
Im Heubruch 40d
W-2105 Seevetal 1
Germany

Ghost/Razor

Kristian Hansen
Syrenvanget 5
DK-5792 Aarslev
Denmark

Elite preferred

Nothingface/Trinomic
(fnot o/t envelope)
041 252 B
postlagernd
W-7420 Münsingen
Germany

4 legal wares

4 VHS & Rap-Tapes
The Audience/WoW
c/o Dennis Heydrich
Poststraße 13
W-3013 Barsingshn.
Germany

Nuclear/Inferno

Joeri (on envelope!)
P.O.Box 235
NL-1270 AE Huizen
The Netherlands

legal only

Al Bundy/MTX Prod.
23 Masefield Way,
Rhydyfelin,
Pontypridd,
Mid Glamorgan,
CF37 5HD
South Wales
United Kingdoms

For legal swap

of printworks
Andre(AS)/House Des.
c/o Andre Schröder
Tieker Damm 76
W-4432 Gronau/West.
Germany

trade with the rulers i

n House Des.
Slaine/House Des.
Gloriantplantsoen 73
NL-2805 XE Gouda
The Netherlands

for legal trade

Willi/SSW-TTLC
P.O.Box 1123
W-3573 Gemünden
Germany

for elite trading

for originals
Extract/TAT
(f not o/t env.)
Daniel
P.O.Box 101 441
W-4100 Duisburg 1
Germany
++49/(0)203/334153

send photos for Bullet

Proof
Dense/Hysteric
c/o Sascha Bertges
Im Park 7
W-6719 Hettensleidelheim
Germany

for Ori- Megaswap. Bu

llet Proof
KLF+EMF/Spirit
(fnot o/t env.)
"Frankiboy"
Postlagernd
W-6719 Carlsberg 1
Germany

Rap is back! Legal!

Rap/Blaze
c/o Jörg Hennings
Schützenwall 16
W-3330 Helmstedt
Germany

for absolutely only elit

e guys
Baze/Brutal
Carlnielsenvej 76
DK-5792 Aarslev
Denmark

for legal swap

Hooper/Weird
Axel Meyer zu Drehle
Groß Drehle 1
W-4559 Gehrde
Germany

searching 4 contacts
The Fly/The real Ome
n
(f not o/t env.)
PLK 000 397-D
W-6100 Darmstadt
Germany

for legal trade!
Bomb Jack/Blaze
c/o Jens Neumann
Beuneweg 21
W-6108 Grafenhausen
Germany

Shut up! Contact:
Scarface/Silence
c/o Chris Geerts
Chrysantenstraat 3
NL-5151 GD Drunen
The Netherlands

legal swap
Neotec/Effect
c/o Michael Rank
Guntherstr. 22
W-8000 München 19
Germany

Cash/Accuracy
(f not o/t env.)
PLK 127 457 C
W-4800 Bielefeld 1
Germany

swapping. GFX&joining
Cruise/Abyss Conn.
c/o Achim Zimmer
Klosgartenstr 25
W-5042 Ertstadt 1

Top Elite!
Rainbow/Mirage
Kj.Lia 3
N-5050 Nesttun
Norway

Swap + The Fate
Luke/Rebels
c/o Carsten Schmiade
Jasminweg 27
W-4040 Neuss 1
Germany

Swap or die!
Bayern suxx!!
Voyage/Effect
c/o S.Redetzky
Spinnereistr.21
W-4800 Bielefeld 1
Germany

Contact-Addies

This is the glory second page... Enjoy and Contact!

Eazy-E/Alive
(† not o/t env.)
PLK 000 961 B
W-7000 Stuttgart 70
Germany

legal!
Eckhart Horis/CRT
Robert-Berndt-Str.7
O-8045 Dresden
Germany

-legal
-for ur own intro
Nik
Offenbacher Str.51
W-6057 Dietzenbach
Germany

Your connection of sati
sfaction on C64, Amiga,
PC

Larry/Effect
(† not o/t env.)
PLK 006 296 D
W-4050 M'Gladbach 2
Germany

for cheapest games
J.Preindel
Postfach 20
A-8019 Graz
Austria

for hot swap &
the latest Addy-Book
Machine/Blaze
PLK 098 119 A
W-2380 Schleswig
Germany

Mr.Curly/Abyss Conn.
(† not o/t env.)
PLK 038 333 D
W-4426 Vreden 1
Germany

for fast'n'cool swap
C64 & Amiga
COMIC
(† not o/t env.)
PLK 019 636 D
W-2400 Lübeck 1
Germany

64 + PC Swap 100%
El'Connor/The Black Ci
rcle-HQ
(† not o/t env.)
P.O.Box 100 703

W-4040 Neuss 1
Germany

legal swap
Jan-Ole Romann
W-2400 Lübeck
Germany

for joining Skynet
for cool swapping
Brainy/Skynet
c/o Marcus Boelhouwer
P.O.Box 1698
NL-8901 BZ Leeuwarden
The Netherlands

for elite guys
and others
Cruel/WoW
Torenstraat 68
B-2243 Pulle
Belgium

legal trade!
Dragon/Elicma
c/o Richard Walter
Ketteler Weg 37
W-8960 Kempten
Germany

legal swap + GFX
Split/Elicma
c/o Artur Braun
Schwalbenweg 78
W-8960 Kempten
Germany

Topaz is looking for co
ders and possibly one
musician (a good one).
People living in Scandi
navia are preferred. Int
erested, send examples
of your work to:

Beat/Topaz
c/o Mauri Mikola
Kansankatu 1
SF-28200 Pori
Finland

Swap late PD
Daniel Lüdecke
Schwalbenweg 12
W-2215 Hademarschen

for your mental
problems or tele-
phone sex, call:
++49/(0)2235/41525

elite swapping
Incubus/Antic
c/o Robin Forsberg
Norrallagatan 22
S-826 37 Söderhamn
Sweden

for beer-swapping
Dave X-Shape
Auf den Hafen 94
W-2800 Bremen 1
Germany
I'm always drunken

for elite swapping
Sir Maniac/Hysteric
c/o Sven Medebach
In der Laubach 39
W-6365 Rosbach
Germany

for legal swap
T.R.S./Abyss Conn.
c/o Peter Möllmann
Luisenstr. 8
W-4290 Bocholt
Germany

legal swap & Digi-Box
Sony/Radical
c/o Markus Raab
Nürnbergger Str.22
W-8507 Oberasbach
Germany

(no order): Split/Elicma, Beat/Topaz,
Cruel/WoW, Brainy/Skynet, J.O.Romann,
El'Connor/The Black Circle, Comic,
Neotec/Effect, Mr.Curly/Abyss, Machine/Blaze,
Astaroth/Chaos, D'Arc/Topaz, Larry/Effect,
Nuclear/Inferno, The Audience/WoW, Eckhart
Horis/CRT, Beast/TAT, Eazy-E/Alive,
Incubus/Antic, Taccy/Alive, Voyage/Effect, Al
Bundy/MTX, Ghost/Razor, Hagarr/Dream,
Luke/Rebels, Serge/Abyss, Rainbow/Mirage,
Cruise/Abyss Connection, Mr.Legal,
Cash/Accuracy, O.Götz, Scarface/Silence,
J.Reimers, Thyphoon/CLS, **Bomb Jack/Blaze**,
The Fly/TRO, Hooper/Weird, Baze/Brutal,
Rap/Blaze, KLF+EMF/Spirit, Dense/Hysteric,
Extract/TAT, Willi/SSW-TTLC,
Slaine/House Des., Andre/House Designs,
Sir Maniac/Hysteric, Deadly/Style,
Mazer MC/Titron, Zamzara/Run DMC,
Scream/Fanatic, Nothingface/TNC,
Tracknit/Weird, In Access, **Dave X-Shape**
and to all forgotten ones (I hope they aren't too
many!).

elite megaswap
Highlander/Compaigno
ns
c/o Oliver Brück
Gerstenschlag 4
W-
5060 Berg Gladbach 2
Germany

for a hot trade
Astaroth/Chaos #1
(† not o/t env.)
PLK 084 558 E
W-2000 Hamburg 20
Germany

for legal elite
Slice/GBF-Des./Crest
c/o Michael Sturges
Nomänenstr. 35
W-5500 Trier
Germany

for a cool trade
Mike/Skynet
c/o M.Hegedus
Wilgenroosje 7
NL-8935 NT Leeuwarde
n
The Netherlands

Special thank going to

Well, here they are. For the third time and for the first time in english... This time the charts are more objective, coz' I received 62 Vote-Sheets. That's not bad, but improvable! With this issue will be over 200 Vote-Sheets spread! I hope that I receive some more then 60 of them next time. Our very special thank going to all our Vote-Sheets-Spreaders like:
-Cruise/Abyss Connection-
Voyage/Effect!-

We all hope that u'll do this great work this issue too! Thank you very much for support!

H I T L I N E	Punkte	F L O P F I V E	Punkte
1.(01) TURRICAN II	99	1.(01) KICK OFF I	34
2.(02) Last Ninja III	80	2.(03) Kick off 2	31
3.(06) Last Ninja II	34	3.(06) Dino Wars	19
4.(—) Maniac Mansion	32	4.(07) Pac Man	17
5.(—) Last Ninja I	32	5.(09) Predator II	15
6.(04) Creatures	30	6.(10) Turtles	10
7.(07) Pirates!	30	7.(—) Turn'n'Burn	9
8.(03) Turrican I	24	8.(—) Last Ninja I	8
9.(12) Tetris	21	9.(02) Back to the future II	7
10.(05) Microprose Soccer	19	10.(04) Skull & Crossbones	7
11.(—) Zak Mcracken	18	11.(—) Foton	7
12.(11) Gunship	15	12.(08) Dick Tracy	6
13.(08) Great Giana Sisters	14	13.(—) Duck Tales	6
14.(—) Test Drive II	11	14.(—) Extreme	5
15.(—) Katakis	11	15.(—) Ghostbusters II	5

Not as many votes as last time! Why?
Don't you know enough bad games or why do you vote so less for this category?

THE BEST DEMO GROUPS	Punkte	ALL TIME GREATEST DEMOS	Punkte
1.(01) CREST	239	1.(01) ICE CREAM CASTLE/CREST	99
2.(02) Bonzai	173	2.(04) Wonderland 8/Censor Des.	40
3.(03) Flash Inc.	99	3.(07) Two years Crest/Crest	24
4.(10) Triad	47	4.(03) My, oh my/Light	20
5.(04) Light	37	5.(05) Graphixmania II/MDA	19
6.(09) Censor Designs	34	6.(—) Paradance/Paradize	18
7.(13) Paradize	28	7.(—) Torture/Padua	18
8.(—) Faces	27	8.(—) Cock Crusher/Bonzai	15
9.(08) Oregon	22	9.(06) McDonalds Restaurant/Crest	15
10.(—) Genesis Project	20	10.(15) Amiga Works II/Bonzai	15
11.(11) Cosmos Designs	16	11.(11) Lethal Display IV/Bonzai	14
12.(—) House Designs	15	12.(08) 4th Dimension/The Voice	14
13.(—) Topaz Beerline	12	13.(—) System Error/Clique	10
14.(05) Beyond Force	12	14.(—) Road of Excess/Triangle	10
15.(07) Megastyle	12	15.(02) The Legacy/Flash Inc.	10

It's my opinion, but... Oregon deserves a higher place, eh?
Where is "The unnamed Demo" and/or the "Graveyard Blues".Two really great demos!

THE BEST DISK MAGS	Punkte	THE BEST CRACKER GROUPS	Punkte
1.(01) MAMBA	152	1.(01) TALENT+SKID ROW	165
2.(02) Corruption	81	2.(03) Legend	156
3.(—) Shock	77	3.(02) Genesis Project	83
4.(04) Brutal Recall	76	4.(05) Dominators	73
5.(03) Rock'n'Role	62	5.(04) Enigma	57
6.(07) Bild Zeitung	57	6.(07) Action	57
7.(—) Propaganda	43	7.(06) Triad	26
8.(05) Hotshot	30	8.(—) F4CG	16
9.(—) Sanforized	24	9.(12) X-Rated	16
10.(08) Emanuelle	23	10.(—) Censor Designs	14
11.(—) Soulnews	23	11.(—) Verdict	13
12.(—) Bitmania	20	12.(—) Hotline	10
13.(13) Outrage (dead!)	19	13.(10) Brutal	10
14.(—) Newstyle (dead!)	18	14.(—) X-Factor	9
15.(06) Gamers Guide	18	15.(—) Warriors of Wasteland	9

WHERE IS SCRIPT? And why do you still vote for Corruption? This mag has been released one time in 8 months!!!
Talent is on the top, coz' many guys still voted for Ikari+Talent and the vote were counted for Talent! Were the hell is Hysteric?

CHARTS

The second side... Not very much votes for the worst demo and the worst lamer... Maybe we'll kick this categories off, if there aren't more votes next issue! So VOTE!!!

THE BEST SINGLE CODERS	Punkte
1. (01) CROSSBOW/CREST	193
2. (02) Zodiac/FHI	74
3. (05) Walt/Bonzai	52
4. (07) Hannes Sommer/Cosmos D.	34
5. (04) Flamingo/Light	31
6. (08) S.E.S./Genesis Project	31
7. (03) Kjer/Horizon (dead!!!)	27
8. (06) Vision/Crest	27
9. (—) Glasnost/Camelot	17
10. (—) Nyarlathotep/Oregon	17
11. (—) Gremlin/Beyond Force	11
12. (09) Scroll/MSI	8
13. (—) Curlin/Triad	8
14. (—) Erotyc/Dominators	8
15. (—) Domix/Clique	7

Look at the point-difference between Place one & two. Will Crossbow ever be kicked from place one in da charts?

THE BEST SINGLE MUSICIANS	Punkte
1. (01) JCH/VIBRANTS	185
2. (02) Drax/Vibrants	101
3. (06) A-Man/Action	86
4. (03) Reyn Owehand	70
5. (08) Jereon Tel	52
6. (05) Metal/Bonzai	39
7. (07) Link/Vibrants	36
8. (04) Deek/Vibrants/GP	29
9. (10) Moon/Flash Incorporated	26
10. (—) Danko/Censor Designs	23
11. (09) Laxity/Vibrants	17
12. (—) Scortia/Bonzai	12
13. (14) Moz(ic)art	11
14. (—) Xayne/Crest	10
15. (—) Brian/Graffiti	10

Vibrants, Vibrants, Vibrants... Every issue in every mag the same! How boring!

THE BEST DEMOS O/T MONTH	Punkte
1. LIVING CHIPS/COSMOS DES.	4
2. The Legacy II/Flash Inc.	3
Cityheat/Faces	3
Graveyard Blues/Topas Beerl.	3
Ice Cream Castle/Crest	3
6. X-Art/Princes of Universe	2
Wisdom/Triad	2
3 years Crypt/Crypt	2
Thunder/Accuracy	2
Delirious 10/GP	2
Origin of Nuts/Traitors	2
Freedom/Clique	2

Ice Cream Castle has been released in MAY'91!! So why do you still vote for it as best demo of da month September/October? It makes you look very stupid!

THE BEST SINGLE PAINTERS	Punkte
1. (01) GOTCHA/BYTERIDERS	153
2. (03) Bizzmo/Genesis Project	96
3. (04) Redstar/Flash Incorporated	68
4. (02) GBF-Design/Crest	44
5. (08) Dragon/Censor Designs	38
6. (—) Mirage/Censor Designs	29
7. (05) Sarge/Fairlight	21
8. (07) Scrap/Genesis Project	20
9. (11) Thunder/Triad	18
10. (—) Kadem/Accuracy	17
11. (—) Erotyc/Dominators	11
12. (06) Sparkler/MSI	10
13. (—) D'Arc/Topaz Beerline	10
14. (—) Andre/House Designs	10
15. (—) Mr.Ollie/Cross	9

Don't you think that Wildhawk/Babygang deserves a place in da charts? His gfx in Hexagone were one of the best I've ever seen!

THE BEST SINGLE SWAPPERS	Punkte
1. (01) MASON STORM/BRAINBOMBZ	84
2. (02) R.C.S./Brutal	30
3. (04) Antichrist/Genesis Project	30
4. (—) Deathstralker/???	22
5. (—) Amarok/Security	18
6. (—) Baze/Brutal	16
7. (—) Dutch/Triad	14
8. (—) The Reaper/Stormfront	13
9. (—) Silco/Paradize	12
10. (03) Moron/Paradize	12
11. (—) Voyage/Effect	12
12. (—) Cruise/Abyss Connection	12
13. (—) Airwolf/Genesis Project	11
14. (—) Andre/House Designs	10
15. (—) Extract/TAT	9

Also 9 points: T.R.S./Abyss C.; Spook/Powerzone and Stormlord/WoW.

THE WORST DEMOS O/T MONTH	Punkte
1. LOZAZ PAY II/LORE OF ARTS	3
2. Boredom/Cocoon (the false CC)	2

As I said... too less votes!!!

THE WORST LAMER O/T MONTH	Punkte
1. ANTICTHIST/GENESIS PROJECT	6
2. CBC/The real Omen	3
3. Track 18/ex-SD	2
Günter Frhr. von Gravenreuth	2

It will be kicked if you don't vote...!

Reactions...

There were some voices who wanted a different kind of reaction-corner. Those guys wanted a kind of Feed Back (like ASM) in which all sceners could discuss some major problems, like their opinion about lamers, about the cops, about cracking or the much to high prices, about other scene-problems or even about things like pollution or the newcoming nazism in nearly whole europe. If you are interested in such kind of corner, then let me know, or even better: write a letter with your opinion about a topic (whatever that topic may be!!!). Just write! I think it could be a cool new chapter if enough guys would find the time to write something! So don't waste time and write! (to the wellknown addy: Gartenstr.3, W-6108 Grafenhausen). Now some normal reactions:

Hi pals! Yer mag is really cool and awesome! But I think that it will be better, if you release da "Milestone" one time in a month, coz' da two month are really pressing on da news! They are not so actual like in some other mags. Improve that or spread da votesheets a little bit later! Don't take me too serious.

Serge/Abyss Connection
Dear Serge, why shouldn't we take you unserious? We take all criticism very serious and try to do our best to improve it. But you know about our problems to release "Milestone" one time in two month! Can you expect what problems we would have if we try to release it every month?? Puh. I know that we can never be actual concerning news or something like that. The reason is our two-month-rythm and that we are a papermag! When we receive a 0-days-news and we would finish the new issue exactly on this day... up to the release of Milestone, this 0-days-news would be two weeks old. Coz' Milestone is printed professional (it takes one week to print!) and sendet out with da post. So it needs two weeks. And this will never be improvable! Sorry, but Milestone is worth reading anyway, eh?

Yo Milestone-redaction!
First I wanna say this: I think your mag is very cool! To get the best of all, you must change the music. Sorry, but I don't like it. Anyway, keep on making your cool mag.

Typhoon/Collusion
Hi Typhoon! Well, I got some problems concerning your reaction! What music should we change! This is a papermag (if you hadn't recognized yet, hehe) and there isn't playing any kind of music while reading! So, what the hell do you mean? Nevertheless: Thank for your reaction!

"Reaction" from Dense/Hysteric:

-Police Fuck was cool!
-Not so much game tests!
-do it in english
-Bullet Proof is ruling
-more comics
-nice gfx!

-cool jokes
-send fotos to me!
-can't supply you with news
Dear Dense! At first let me thank you for this special kind of reaction! Well, I think the police-story was really fucking cool!! I agree completely with you! We reduced the number of game-tests already and we also write all in english! More comics are heavily to release because of not enough space! Thats all, eh?

Make a top 20 at your charts! And try to write the mag in english! And write some more news and not so much fucking tests of games!

Extract/TAT
Hello Extract! Thanx to you too for your reaction! We try hard to get more news, but you know about our problems. And we print it in english! Maybe we also improve our charts, but we'll see. At least: Whats up? No sending reached me since one month!!!

Yo guys! Your mag is good, but the things like Demo-Previews, Gametests and Partyreports are quite old. But as I'm producing a mag too, I know about that fucking problem. I think: Remain how you are! You are good enough! At least: a new tip! Print the dates of da coming Copyparties! That is the only thing which I miss in your mag!

Zamzara/DMC
Dear Zamzara! Thanks for your reaction. I think we will improve the actuality of our demopreviews and game-tests soon (or even did this in this issue). About the news... read another reaction! Its a good idea to print the dates of da coming computer-parties and I'll try to do so... C.U.!

COMPETITION

We made it again... a new COMPETITION is born!!! Every talented disc-cover-designer should read on:

We want YOU to paint a MILESTONE-Disccover

Every Cover will be ranked by the editors of this mag. The best three covers will be spread over the whole scene as a kind of propaganda for Milestone! On this cover should be the name of our mag (Milestone...), a kind of index (what you can read in Milestone), our addy and how you can get Milestone (how much it costs)! The rest can be filled with whatever YOU want!

The prices:

1. a Milestone-Abo and a pack of Fuji Film MD2D Disks!
2. a Milestone-Abo and a pack of No Name Disks
3. a pack of No Name disks

All those who aren't on one of the first places will get something else (like a buttons or something like that).

So take your chance and paint a Milestone-Disc-Cover! The deadline is the 21th of December 1991 (21.12.1991).

The best covers will be also printed in the next issue of Milestone!

Demo (P)Review

This time all Reviews are old! The reason is very easy: Peter wrote all tests at the end of september, because I wanted to publish this issue at the beginning of October... Well, today we got the 2nd November! And that's the reason. The demos were mostly be spread on the Bocholder Copyparty in September. No other editor was found to write some newer demo-previews, so I got no alternative then publishing the old ones! But I don't care that much and I hope that u don't slag on Milestone because of this...

Now some words from Peter: Moin, moin. I'm back with some Demo-Reviews! I hope you like them! If not, then write to Milestone-HQ and say that the Demo-Reviews are shit. Why I write something like this? I think nobody reads this, because I even don't read them, when they are printed. The second reason is, that I've got no time to write this Reviews, because I'm working since the 1st September. So write if it is shit, what I'm writing here. If people are reading my Reviews, then let me know it and I will continue writing them. But now the first demo:

Living Chips/Cosmos Designs

After I loaded the Demo a choose-menue showed up. I choosed the "credits". A text-page is showed up and I could read the credits. With a cool sound! I entered the greetings-page, where the greetings were listed up. In "minute for austria" is a bird (Ed.: It's infact the flag of austria!) used as an equalizer. I entered "install demo" and the compi began to load the first part.

1.Part: A 1084 S Monitor ist wanking over the screen with some graphix and effects on its screen. Cool music.

2.Part: In the middle a 5*5 FLI-Charset. Over that and down there are very nice colour effects. At the bottom a interlaced Cosmos-Logo.

3.Part: A graphic, a D.V.C.P., a little game

4.Part: Under a 1*1 char is scrolling like a scroller. Is it a scroller? Yeah, it is. A normal scroller. Cosmos-Designs-FLI-Logo is stretchig like hell and so on.

5.Part: A sprite-scroller, a Cosmos Designs-Tech-Logo, digitalized pictures of the CD-Members and some text. That was it for Living Chips of Cosmos Designs

Note: This demo won the demo-competition at the C.C.C.P.-Party in Hungary aswell as the demo-competition at the Bocholder Copyparty. So its quite good...

Paralyzed Bytes/Faces

Intro: A 2*2, 1*2 and a 1*1 charset is flashing up to show the credits

1.Part: A lame Spiderman-Piccy, a teching Logo, two 2*2 stretching (and other routines) Scroller

2.Part: A picture and a Faces-Logo. A circle-scroll, which is bouncing at the border

3.Part: A picture under a plotter. Down a 3*3 scroller. The sound is good!

4.Part: A 1*1 scroll is running from the right side of the screen to the left side of the screen. Yes, you got it right, it is a usual scroller. Over that is a Faces-Logo and a "lila Kuh" (ed.: violet cow). Is it the "Milka Kuh"? (ed.: german chocolate) Oh, excuse me, its a "lila panther".

5.Part: A sprite-multiplexer, which is controlled by the second joy. Under that there's a piccy. Under that there is a 2*2 Scroller.

I think this demo ist not lame, but should it be cool?

Holiday Dream'91/Security

Infront of the intro is someone speaking something, but I can only understand: "Uliduldelle". I don't know

what this should mean? Can somebody speak africaans? Contact me to tell me what this means...

Intro: The usual Security-Intro

1.Part: Security sprites (lame). A 1*1 Scroller. A "2-years-put-together-in-Holiday-1991-Dream"-Logo. The cool introzak from "Last Ninja III" composed by Reyn Owehand. I love this muzak (Ed.: I do so too!)

2.Part: In the border above the logo some text is scrolling. In the middle of the screen is a lame (1*1) "2-years"-Logo displayed.

3.Part: A "Security" or "Lunatic"-Logo are jumping around. Stars are running over the screen. A 4*4 Scroller in the middle. A Lunatic-Logo is wanking at the bottom of the screen around. The sound is cool!

4.Part: A "TRL-Designs"-Logo is shown. Over that there is a equalizer. Under that is a man running. Down is a 3*3 scroller moving.

5.Part: Game part called Y-Out. Now everybody knows what is running (I hope).

6.Part: Stars running over the screen. Uh! How to describe this? And in english it is much more difficult, because my sister stole me the dictionary. So look after it yourself.

7.Part: A TV shows you graphix which are changing at every beat of the drum. It looks cool!!! After that the credits are scrolling up. End of this demo. Sorry for lame english!

Hulter Tie Bulter/Cross

Intro: Cross (One colour) Logo. 4*4 Scroller and a "Hulter Tie Bulter"-Logo. The screen background colour is flashing purple

1.Part: Its a real Interlace Part. A "Cross-Interlace-Logo". A interlace scroll. A interlaced colour-effect controlled by one voice of the sound. The sound was done by Reyn Owehand and was used for "Last Ninja III".

2.Part: A "Dream"-Logo, which is flashing into other colour variations. 3 pieces of 4*4 scroller with different speed, with different charset, with cool flashing. It looks great. Under that a 2*2 scroller (flashing). The scrollspeed is controlled by the joysticks

3.Part: Two Cross-Logos. A 5*5 scroller. A 1*1 Scroller, which is turning the "Buchstaben" (ed.: letters) around themself. Cool. Sound is good.

4.Part: A falling-down-text (1*1 charset). A swinging Cross-Logo and a scroller. The Lords of Sonic-Sound is good.

5.Part: A piccy with an eye, which is looking at you is shown. A flash text.

6.Part: A stupid looking monsterhead is shown. Two D.V.C.P.er scroller.

7.Part: Cross-Logo, Plotter and a colour-scroll (3*3). Music is good. By pressing space you can choose between several plotters.

8.Part: Bouncing D.V.C.P.ter, 1*1 scroller and a "pixel-Cross-Logo". Platoon-Sound.

9.Part: Credits-End-Textpart. 1*2 charset. Like in a noter.

The demo is not bad!

(wieder alles von pmm)

Demo (P)Review

One year Inceria/Inceria

Intro: A 1*2 flasher text. Sad music.

1.Part: A vertical Inceria-Logo is swinging over the screen. Four different scrolls with different charset.

2.Part: Inceria-Logo, 1*1 Scroller. A "One year"-Logo is bouncing around. Flashing text.

3.Part: A 4 screens big "One year Inceria"-Logo is running over the screen, not using the border. Two addies flying around. Good sound.

4.Part: Digitalized Batman-Sound. Showing a batman, when it gets loud.

5.Part: A swinging interlaced Inceria-Logo. A "One year Inceria"-Logo and a sprite-scroller.

6.Part: A D.V.C.P. And a vertical Rasterbar swinging around.

Good code and graphix!

Origin of Nuts/Traitors

Intro: Traitors-Logo. A bouncing 1*1 scroller

1.Part: A big swinging Nato-Logo. Some cool effects in the middle with the charset. Below a 3*4 scroller.

2.Part: Three 3*3 scroller. Backround are cool rasterbars which are bouncing around.

3.Part: An Acid-Freak is jumping around. Then a fridge beats him down. His hand opens the fridge and a coke falls out of it.

4.Part: Here are 400 D.V.C.P.'s. You can choose which scroller should ??? (ed.: not readable). You can scroll all D.V.C.P.'s but then you see only a grey field. What? Yes, you can display 400 D.V.C.P.'s at one time. At the bottom of the screen a Nato-Logo. Fine zak.

5.Part: A Nato-Logo. Scroller effects! So much effects! And they are really cool! They all use the border. Effects as in "Ice cream castle" of Crest. Even better!

6.Part: "The end"-Logo. 1*1 charset text, which can be switched to the next page by pressing space. The text-"build up" routine is cool. It build up as you ??? it off.

The demo is nice. Cool grafix and good code!

(pmm)

LP-Tests

Guns'n'roses/Use your illusion I

I'm gonna test now two Double LP albums from a group, which is one of the best rock groups nowadays: Guns'n'roses.

They released two Double-Albums: Use your illusion I and II. This LP's are both very good. On Part I the best songs, I think, are "Right next door to hell" a fast song, with agressive singing. At the radio CFN you can hear the song "Don't cry" very often at the moment and it deserves it! It is a very good ballad. "Perfect crime" is a bit like speed metal, but it listens good. "Double talkin' Jive" and "Don't dawn me" and "Dead horse" are very good hard rock

songs, sometimes a little bit like heavy metal, with good rythms and melodies. The other songs of the album are not bad too. Sometimes a little bit like western and blues.

Guns'n'Roses/Use your illusion II

This album is as good as part I. My favourite songs are "Civil war", a all around good hard rock song. "Knockin' on heavens door" is the new version from the old Bob Dylan song. I think it is better than the original. Axl Rose sings very good. Then the live version from the fast heavy metal "Get in the ring" - good! "Shotgun blues" is a fast song, too and also like a combination between hard rock and heavy metal. "Pretty tied up" and "Locomotive" are also nice songs. And last but not least "You could be mine" from the movie "Terminator II" with Arnold Schwarzenegger. This song is one of the best from all two double albums. I think Guns'n'roses made with both albums a masterpiece. And my words are: "Buy both albums. They are worth buying. I think all songs on these albums could be a hit tomorrow!" (pk)

Different/Moskitosongs 3

Already the 3rd LP of the well-known TV-mag has been published. And the songs are gettin' worsor and worsor. On this LP are from 16 songs only 6 average songs (you are only able to Extrabreit, Luede&die Astros, Abstürzende Brieftauben, Heiner Pudelko, Normahl and Lustfinger). The LP begins genial: "Die Ärzte" with "Teenager Liebe". "Die Ärzte" have done lots of good songs, but they must choose one, that isn't even average! Or the "Dreiklang-dimension" of "Rheingold". In this song you can only hear words like depression, impression and so on. Very good text!!! A tip: Let this LP be a LP! It is enough if I suffer under this piece of shit!

Result: * * * (I give stars from 1 (worse) to 10 (superb))

Scorpions/Crazy world

With this album the Scorpions got more famous than they've ever been. A big participation in this success got the famous ballad "Wind of change", which has been several month on place one in da charts. On the LP you can find another superb ballad: "Send me an angel". Actually this LP was so successful like no other before of the five scorpions. The LP got already platin although only two songs are published yet! I can really only recommend this album!

Result: * * * * *

(jnm)

INTERVIEW: EXORCIST OF CHAOS

Another interview! This time done with the Maincracker of the quite old group Chaos #1. Interviewed by (psm)!

Patrick - Hello Hans, I know you quite good, but our reader not, so please introduce yourself!

Exorcist - Hi! My name is Hans Graf, I'm 16 years old! I'm the main-cracker from Chaos!

Patrick - How did you get into the 64 scene?

Exorcist - It started as I got the computer in 1989 as a present from my parents! First I just played around but it got boring, and I tried some coding in basic and assembler. I learned it very fast and then I joined my first group!

Patrick - Which group has this been?

Exorcist - That was STORM. It was a cool time! Then I was for a short time in MATRIX and finally joined CHAOS. In Chaos I want to stay as long as possible.

Patrick - How many members are in CHAOS?

Exorcist - At the moment we've got 7 members:

ALIEN,
ICE CUBE,
TERMINATOR,
NEGATIV,
DOMNESTIC,
ASTAROTH and
me, EXORCIST

Patrick - Why do you crack?

Exorcist - Before I started cracking I saw Intros from Cracker-groups,

and I liked them very much. I thought to me: "That's a thing which you must do sometimes...". Well, and this is why I learned cracking! And I think it's great to remove the copy-protection which was coded in a very long time!

Patrick - What do you think about the AMIGA?

Exorcist - I also own an AMIGA, but I only use this machine to play some games. There is nothing more to say to this machine. I hope I didn't insult an amiga-user!

Patrick - How do you spend your spare time?

Exorcist - Most of the time I spend with the computer or with friends!

Patrick - Who are your best friends and enemies in the scene?

Exorcist - My best friends are the Chaos-members, especially ASTAROTH!

Patrick - Ohh. Thank you very much!

Exorcist - No problem. But back to the point: My enemies are guys who recrack and a group named BCC!

Patrick - What do you think about the scene nowadays?

Exorcist - I think the scene is ok, there are only too many lamers in the scene!

Patrick - If you could change three things. What would they be?

Exorcist - 1. to kick all the lamers; 2. to reduce the phone-taxes and... and... and?

Patrick - Describe a lamer!

Exorcist - A lamer is in my eyes a dude who recrack and start wars!

Patrick - Thank you very much for the interview! Some last words?

Exorcist - It was very funny! At least: Here is my addy!

Hans Graf
Greith 96
A-8160 Weiz
AUSTRIA

LP-Tests (Oldies)

Chuck Berry/ Roll over Beethoven

Chuck Berry innovated a new area of guitar-playing, just like Jimi Hendrix did years later.

He thought of the Rock'n'roll as a new folkmusic.

Berry's songs were always about themes like 'first love', 'trouble at school-days', 'teenager-idols', 'adoration of film stars and singers, music, cars and dancing'. He used these topics in a

very naive way, with very direct word-pictures without poetic. The songs in this album "Maybelline", "Johnny B Goode", "Sweet little sixteen", "Roll over Beethoven", "Oh, Baby doll" and the others are expressions of the time. Of the feeling of being young in the mid-fifties.

Eddie Cochran/Rockin' forever

The unforgettable Eddie Cochran sings on this album 24 great songs. He was one of the best Rock'n'Roller from the great 50's. On the album are nice ballads like "Sittin' in the balcony", "Lovin' time", "Halleluja I love her so" and other wonderful love-songs. And he sings rockin' songs with aggressive guitar-playing and rockabilly singing style as like "Twenty Flight Rock", "Skinny Jim", "C'mon everybody", "Summertime blues", "Three steps to heaven" and many more. I think Eddie and his guitar set milestones in rock-history. It is a pity, that he died in a car accident in 1960 when he was only 21. Hear this music from a legend in rock history

(All done by our rockabilly pk)

MELESTONE 11/12-91

Did you know, that

Yeah! We did it! Another new and always funny chapter! I hope you support us with lots'n'lots of "Did you know"s like **Mr. Curly**/Abyss Conn. and Larry/Effect did. The rest was collected by myself:

-that T.M.A./Tristar are two guys?

-that Joe/Radical got red hair?

-that Mr.Curly/Abyss Connection likes "Veltins"

-that X-Raffi/Brainbombz tried to sex up one of the girls behind the bar at the Bocholter Copy Party on 14.9.? She refused with a forced smile. (Ha!)

-that Angelo/Amigo has got 4 extra switches on the top of this C-64? One for reset, one for Floppy-Reset and one for the NTSC-System. The fourth is not recognized yet.

-that Aslive/Brainbombs works at a factory at night to finance his 259 contacts?

-that the guy who was on the german pay-TV called "Premiere" and talked about blue boxes was in Bocholt on 14.9.91?

-that the game-seller out of Vreden called "Dieter Klein" is one of the biggest lamers? (Ed.: Mr.Curly's opinion - we don't know him!)

-that Dwarf & Brown/Double were drunken on Venlo September? Dwarf threw up exactly in front of the car of Mr.Tuship/DOB?

-that next to the table in Bocholt on 14.9. which was for Accuracy, sat an at least 36-years-old lamer who helped guys to fill in vote-sheets?

-that Sir Maniac/Hysteric has got several lights on the top of this C-64 and four extra-switchers? One for reset, one for NTSC-System, one for processor-stop and one for putting on the lamps? The lamps are just for fun...

-that the only lack of power-supply on the Bocholter Copy Party (14.9.) was caused by Aslive/Brainbombs... he stumbled over the main-power-cable!

-that Angelo/Amigo was near to tears as his C-64 said good-bye after having coded a whole part without a disk-copie?

-that it's quite normal that several guys and girls sleeps at Dave X-Shapes place in Bremen? (I've seen it by myself as I visited him)

-that Sir Maniac/Hysteric and Spook/Powerzone (Frank/Ability) are very good dancers?

-that Dave X-Shape is a mega-boozer?

-that THALAMUS is latin and means "Schlafzimmer"?

-that there wasn't enough space on the vote-sheets which were spreaded by Cruise/A.C., coz' he copied them in DIN A5 not DIN A4?

-that Rap/Blaze did a wonderful painting on the backside of a vote-sheet (look at it somewhere in this issue)

-that Dave X-Shape is lazy like hell! He even didn't manage it to send a complete article to me, coz he didn't want to go to the post-office?

-that Dave X-Shape only like high-intellegent filmes? For example "Just visiting this planet" (a real boring (you can't except how boring) film)

-that James Dean/Lore of Arts is an active member of a korean fight-sport club called "Hapkido Association"?

-that Play-by-mails (Postspiele) are very good computer-managed games?

-that "Orla" means "Eimer" in the language of a drunken **thm**?

-that I don't know any more "Did you know"s...?

-that I'm going to bed now, coz' we got 2.02 am and I've to stand up tomorrow at 6.30 am? Arghh! Shit! No! Fuck!

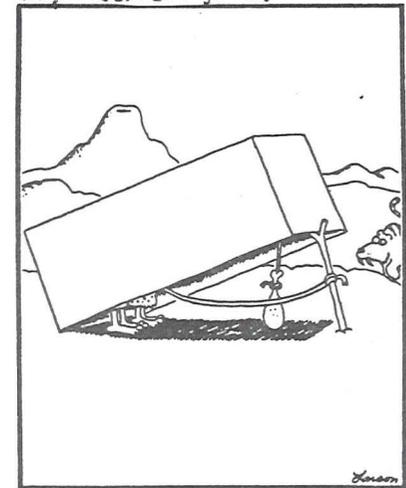
-Bye, bye!

*It has happened!
For the first time...
We didn't get enough articles!*

*Well, use this free space
to paint your own comix,
if you don't like ours!*

The Staff!

We found something: (last minute...)



„Ruhe, Ngg! Jetzt kommt einer!“

„Quit! Hehehe! I can see one coming!“

The Ultimate ALC-Test Part 2

Here we come back to kick your ass again (hehehe)! With da ULTIMATE ALC-TEST III! We striked back against the subjection of the generality. Drink as much as you can! But not every beer! Only the best beers of europe! You don't know all the best beers from europe? That isn't grave, cause the Ultimate-Alc-Test-Team (Dave, Conne and a lot of friends. Also Mike/Milestone (hoho)) went across the hell again to bring you the second part of this fabulous test! Yes! It was the hell! It was cruel! We must drink a lot of bad beers like "Lüneburger" or "Henninger". But we are still alive and proud to present the objective (?) result:

Some explanations to the test:

Name/Slogan (N/S): should be clear

I: Liter (B=Bottle, T=Tin)

%: How much Alc, eh? (in percent)

Price/Quality: P/Q. Do you get an equivalent for your money?

Commentary (C.): should be clear, too!

Points (P.): A kind of "All in All" (from all testers!)

P.: 8,0

N/S: DARMSTÄDTER PILSNER

I: 0,5 B; %: 4,8%

P/Q: 0,99 DM/not so good

C.: sehr klar, langweilig, schmeckt wie Wasser mit Hefe

P.: 5,5

N/S: HENNINGER, "Kaiser Pilsner"

I: 0,5 B; %: 5,0%

P/Q: 0,96 DM/very bad!

C.: bäh! Pilsner, ah? pftui!

P.: 1,0

N/S: UREICH, "Eichbaum Ureich Pils"

I: 0,33 B; %: 4,8%

P/Q: ?? DM/??

C.: mild, frisch, leicht, schmeckt wie Radler

P.: 7,5

O.k., you have done it! We hope that we could help you to join da best beer next time. Now the Hitlines from this time and the best beers overall:

1.Place: **VARSTEINER** (8,5 Pts)

2.Place: **Ahornsberger** (8,0 Pts)

3.Place: **Schmucker** (7,5 Pts)

Ureich Pilsner (7,5 Pts)

ALL TIME BEER-TEST HITLINE

1.Place: **VARSTEINER** (8,5 Pts)

HAAKE BECK EDEL HELL (8,5 Pts)

2.Place: **Budweiser** (8,0 Pts)

Ahornsberger (8,0 Pts)

3.Place: **Schmucker** (7,5 Pts)

Ureich Pilsner (7,5 Pts)

Last words: What do you think about a beer-hitline in da charts? Thats a real cool idea, isn't it? Therefore: Vote, vote and vote! O.k., its over! We wish you a lot of nice booze-nights!

Another last word: We need support!!! We need more beers to test... So contact **Dave** for **Beersvapping**!! He'll surely send back (maybe da **HAAKE BECK EDEL HELL** - one of da best beers!). So, contact him!! If you don't want to send the beer, you can also bring it with you to Bocholt! I (Mike) will take it with me and boo... ehh send it to Dave!! So send or take it to Bocholt! But **please** support us!!!! Thank you very much, Alc-Test Staff

N/S: LÜNEBURGER PILSNER, "Kromm Brauerei"

I: 0,33 B; %: 4,8%

P/Q: 0,99 DM/very bad!

C.: really good, not bad (Mike likes it)

P.: 7,5

N/S: VARSTEINER, "Da einzig wahre!"

I: 0,33 B; %: 4,8%

P/Q: 1,20 DM/o.k.

C.: kribbelnd kühl, simply the only one!, lecker, great

P.: 8,5

N/S: ALTENMÜNSTER, (Export)

I: 0,5 B; %: 5%

P/Q: 1,10 DM/bad

C.: 08/15-Beer, süßer Nachgeschmack

P.: 5,0

N/S: LICHER PILSNER, "Premium"

I: 0,5 B; %: 4,9%

P/Q: 0,99 DM/well...

C.: tastes like Alc-free!, starker Nachgeschmack

P.: 5,0

N/S: PFUNGSTÄDTER, Edel Pilsner "Edel herb gehopft"

I: 0,5 B; %: 4,7%

P/Q: 0,99 DM/o.k.

C.: "Abwaschwasser mit Honig" (Conne), aber kein Nachgeschmack und ich finds o.k. (Dave)

P.: 7,0

N/S: AHORNBERGER, "Landbier, hopfig"

I: 0,5 B; %: 4,8%

P/Q: 1,45 DM/o.k.

C.: verdammt herb, aber fruchtiger Nachgeschmack

P.: 7,0

ADVISEMENTS 11/12-91

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