

Exposita

March-98



EDITORIAL

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OKAY! This time I won't have a long speech, so I just wanna say, That I am sorry that there is not anything supercool as I promised in the last issue, but it just because there came out some problems. So try to wait! Anyway there are some changes: First we have dropped most of our news, so there are more other things. Second there is again new article. Third we are in co-operation with Magnetic Dreams. That's it!

Addys where you can send your articles and we are also available to swap stuff:

ZOOLOOK/WWE	TBG/THE G.A.'S	DEATH
LINNASAARENKJ. 5A	POSTBUS 25	VINKKELIKJ. 8
78300 VARKAUS	3590 HAMONT	26660 RAUMA
FINLAND	BELGIUM	FINLAND
(C64&AMIGA)(legal)	(C64)	(AMIGA)
IZE	YVO/MANOWAR	
MORTEN MÜLLERS GT 26	BRAUWERSWEG 71	
3080 HOLMESTRAND	7351 BS HOENDERLOO	
NORWAY	HOLLAND	
(AMIGA)	(C64)	

Greeting to: **KNICKERS, SHARKS, TBL, MAGNETIX, CONTEX, SHAPE, ZONE 45, TRIAD, HORIZON, SCIENCE 451, LIGHT, BEYOND FORCE, BROWBEAT, DRIGO, CREST, MANOWAR, FEAR, THE RULING COMPANY, ATC, ARCADIA, JINX, REBELS, TYRANNY, SLASH, WWE, ETERNITY, F4CG, ZOOM, MAD AUSSIE DEALERS, QUINTEX, EASY, ORION, ATRIX, ROLE, DOMINATORS, IRIS, MATRIX.**

THIS MAG WAS BROUGHT TO YOU BY THE STAFF OF EXPOSE. WE GOT SPECIAL HELP FROM:

IQ64 / SHAPE

KWI / WWE

ALSO SORRY FOR FORGETTING BEYOND FORCE'S NAME FROM LAST ISSUE'S GREETINGSLIST!

NEWS

B'coz we have got letters against our news we have decided to drop all the news like xxxx (ex-zzzzz), who was kicked out of yyyyyy joined wwwww. So from now on there will be more other things and less news. Well, here is one new, which TBG wanted to be published. It's a letter from him to Death.

Hello Death,

When you read this, then you understand my last letter about Ziggy of LEGEND. - "Because of some facts, THE GUARDIAN ANGELS (and also ROLE) stopped the war against Ziggy of LEGEND! Those facts are: Some guys have used Ziggy's name, so THE G.A.'S thought they were again under attack by Ziggy and THE G.A.'S hit back with some publicity (Expose, ATM-news,...). But you have to know: The worst thing of the war was caused by some guys who called themselves Ziggy of LEGEND." So don't blame us, don't blame Ziggy, but accept this: NO WAR!

The Blue Guard

(The guilties are founded and they will give their excuses in public)

THAT'S ABOUT NEWS. IS THIS BETTER THAN THE OLD WAY? IF IT IS, IT'LL STAY!

GAME REVIEWS

and first is called...

BEVERLY HILLS COP

Reviewed by : Zoolook/WWE

Game produced by TYNESOFT

64 version reviewed

You take the role of Eddie Murphy in this five-parted game. You must do what Axel Foley did in Beverly Hills Cop.

The five parts features car driving (just like in Spy Hunter), shoot-out and a part where you move around in the house of the main crook (reminds me of Mayday Squad).

The graphics aren't very good, but the game is fast enough and the graphics do, after all, what they are supposed to do.

The title tune is a bad version of 'Axel F', but it doesn't matter, the game is quite good - better than Batman on 64.

The playability isn't the best in all parts, but the game is also a bit too easy, so the bad playability compensates it.

Nice game -probably I'm just too used for Amiga games, but I think this game doesn't deserve too much. If you buy this, make sure you know what you get. Everyone won't like this.

Graphics	:60%
Sound	:56%
Playability	:49%
Overall	:70%

THE SECOND...

CHAMBERS OF SHAO-LIN

Reviewed by : Zoolook/WWE

Game produced by GRANDSLAM

64 version reviewed

Do you remember the 'good' old days full of karate-games and Shao-Lin's Road?

We are back in the old time. A lame game again, this time the player is a rookie karateka who is practising his skills and speed.

There are many different boring tests, and this game includes fuckin' lame graphics. My eyes were almost destroyed when I saw this shit.

The music in the game is one of the worst karate-musics, even the tunes of Exploding Fist beat it.

The game companies should concentrate on Amiga instead of lame 64-games. I guess THALAMUS is the only company I can trust...

Graphics	:64%
Sounds	:59%
Playability	:70%
Overall	:62%

THE THIRD...

GOTCHA

Reviewed by : Zoolook/WWE

Game produced by KINGSOFT

64 version reviewed

This little game is programmed by Oliver Kirwa of AMOK, and it features a small ball moving around...

I must tell you that this is one of the worst games I've ever seen. The title tune is cool, but everything else sucks!

I couldn't even believe my eyes when I saw the game: The graphics were really bad, and I could not believe this game is released 1990. No, this could have been a hit in 1984...

In the game, which is a bad mixture of Boulder Dash and Deflektor, you can control the ball with stick by changing its colours which gives the ball different possibilities.

Argh! KINGSOFT must be really desperate when they release such shit. Whatever you do, don't buy this game!

Graphics	:22%
Sounds	:76%
Playability	:59%
Overall	:29%

THE FOURTH...

CHASE HQ

Reviewed by : Zoolook/WWE

Supplied by : KWI/WWE

Game produced by OCEAN

Amiga version reviewed

'This is Nancy from Chase HQ. We've got an emergency here.' This is how the game begins... But this isn't Miami Vice!

Chase HQ is not a normal racing game, it's a game featuring cops who try to bust criminals before the bad guys get to another state. That's why there is a time limit.

You drive a black Porsche in this Outrun-style game. When you see the bad guy's car, there appears a message on the screen saying 'criminals here'. Then you must bump on the enemy's car, and when you have bumped it enough, the bad guy surrenders and a static piccy appears with digi-voice: 'You're under arrest!'

The game is quite playable, the controls are simple but this isn't supposed to be a simulator.

The graphics are quite good and fast. The roads are quite narrow, though. The sound effects are bad, but the in-game music is very funky, I liked that tune a lot. The title tune wasn't as good as the in-game tune

Chase HQ isn't the best car-game, but you can buy much worse programs. If you didn't like Outrun, don't buy this either! This game doesn't give you enjoyment for longer time, so this is just a perfect present for your lame little brother!

Graphics	:82%
Sounds	:76%
Playability	:87%
Overall	:77%

AND THE LAST ONE...

FIGHTER BOMBER

Reviewed by : Zoolook/WWE

Game produced by ACTIVISION

Amiga version reviewed

Another flight-simulator... But also a very good one!

The intrigue of the game is: The best pilots have been gathered together in the plains of USA. They are going to fight for the glorious Curtis E. Lemay trophy.

The game itself begins with a nice picture, and there is also a cool guitar solo going on. After this you can make yourself a pilot and choose the plane. There are all famous fighter bombers: F-16, Mig 29, Tornado and some more, even Saab Viggen!

Every plane has its own statistics, and they have a great effect on the game.

You are given different missions, which you must complete. Destroy the target and arrive to the home field safely. Of course the other guys don't let you do your job in peace... They try to drop you pal!

Game sound effects are boring, very boring. But no-one cares about that, because here we have really fast vector graphics! You can control the game only with keyboard, but the controls are very easy so that's no problem!

The game gets more points for the possibility to make up own missions. You can choose the airfield, set targets etc.

Fighter Bomber is really a cool game, it's not too easy, it's not too difficult to master! This is probably the best game released after Populous.

Graphics :94%

Sounds :86%

Playability :86%

Overall :96%

AND NOW WE GET INTO

GAME PREVIEWS

This is for the second time in Expose... Now there hasn't been so many great games released, so we can't offer you as much previews as we had in the last issue...

GHOST'N'GOBLINS

From Elite, £19.99/2.99

After three years the famous 64 game gets converted on Amiga... The game is as addictive as the 64 version, and the graphics emulate the arcade machine perfectly.

Expose preview rating: 81%(Amiga)

THE THIRD COURIER

From Accolade, £24.99/NA

This game lets you be a secret agent in Berlin. The game is icon-driven. You (good) must fight KGB (bad). There is also roleplaying.

Expose preview rating: 90%(amiga)

WINGS OF FURY

From Domark, £19.99/14.99

Another airplane-fighting game, not a simulator - just shoot them! If you want action, buy this.

Expose preview rating: 78%(64)

DIE HARD

From Activision, £24.95/14.99

You can take role of Bruce Willis in this game. The movie was cool, and so is the game -strategy and fight! Only bad thing is there won't be ST or Amiga versions, only 64 and PC.

Expose previerw rating: 95%(64)

X-OUT

From Rainbow Arts, £19.99/14.99

This is a classical shoot-em-up from a cool German software company, and everything in this game is just cool: Especially all audial stuff!

Expose preview rating: 85%(Amiga)

VENDETTA

From System 3, £24.99/14.99

A scientist and his daughter get kidnapped and you must save them. You have heard this about 97251566 times before, haven't you? Vendetta is a new game from the folks who made Last Ninja and features cardriving and gunplay in a graphical adventure! Better than Untouchables!

Expose preview rating: 97%(64)

ALL PREVIEWS WERE WRITTEN BY ZOOLOOK/WWE

AGAIN WE HAVE TRIED TO CREATE SOMETHING NEW. SO HERE WE GO!!

MAG REVIEWS

ATROG from ***ATRIX***

This is quite a little mag, but it's also quite new, so as you know the start is always the hardest. Musix are cool & the best article is 'interviews'

Hammer-scale: *** bullets

FRONTPAGE from ***THE RULING COMPANY***

In This mag you can't choose what to read, so you just go page by page.

There aren't many articles, but news are good. Musix are also nice.

Hammer-scale: ** bullets

THE TIMES from **PHOENIX**

Nice production. There are enough articles and I think this mag is quite popular. I liked the musix and the 'last minute'.

Hammer-scale: **** bullets

POWER OF VOICE from **BEASTIE BOYS**

Page by page, that's the way it is. Well anyway this is a good mag even there are only interviews and advertisements. Musix are cool.

Hammer-scale: ** bullets

PARANEWS from **PARAMOUNT**

First there are very cool musix. Second there is page by page system. Third this is 100% about PARAMOUNT itself. Very nice!

Hammer-scale: *** bullets

RELAX from **THE ALPHA FLIGHT**

This is very high quality mag. There are many articles and they are also cool. Musix are listenable. I think this is going to be a bad opponent to other cool mags.

Hammer-scale: ***** bullets

PIN UP from **TRUST INCORPORATED**

First there are cool musix. This is also a good mag. There are less articles than usually and there is page by page system, but that doesn't bother me. Interview(ed)s are cool.

Hammer-scale: **** bullets

SEX'N'CRIME from **AMOK**

More or less this mag is the most read mag in the scene, and I don't disagree with that, but I don't think it's the best mag even there are many cool articles. This is also the oldest mag at the moment.

Hammer-scale: ***** bullets

MAMBA from **CRAZY**

Cool, cool, cool! Sure! The best! The best graphics, articles and musix. This mag was born to be the greatest and coolest!

Hammer-scale: ***** bullets

MAGICNEWS from **ACTION**

Well, this multifiled mag has quite cool design and it has much info about the scene. The problem is that there is much wrong info -and there aren't any special articles. The interviews are very good.

Hammer-scale: ***** bullets

FATAL NEWS from **CENSOR**

This mag is keyboard-controlled (argh!), and it is in one file. The magazine isn't fair, CENSOR only boasts with themselves and kicks their enemies. Mag is also on disk now. No interviews -bah!
 Hammer-scale: ** bullets

MAGNETIC DREAMS from **MAGNETIX**

This mag looks really bad, but the information is very reliable. There are also demos inserted, because the mag is splitted on two disksides. Magnetic Dreams has also many services for readers, but the joystick-control is uncontrollable.
 Hammer-scale: **** bullets

ECONOVAN from **TERA**

This Australian mag is complete shit! They use the standard 64 charset, their texts are just jokes, news are the only that aren't insane! There is only a space-control (stop or continue screen scrolling). You can't choose the articles! TERA must be the bravest guys when they release such shit under their own name!
 Hammer-scale: 'I don't waste bullets on such scum' says Sledge

OKAY THAT'S ABOUT IT. ALL WE CAN SAY IS THAT READ BEFORE JUDGING. THE WINNER WAS MAMBA AND LOSER WAS MEGACOOOL ECONOVAN.....

AND NOW LET'S GET TO OUR STORY. THIS TIME SOME FACTS ABOUT 2 PARTY HELD IN FEBRUARY. FIRST IS PARTY-REPORT BY TBG/THE G.A.'S.

DATE : FEBRUARY 3RD 1990
 PLACE : EDDERSHEIM (WEST-GERMANY)
 PARTY : BABOONS-PARTY

We came at about 10 o'clock in the morning in Eddersheim. BABOONS came and the party started. Great music!!! Really a good 'DJ' they had. Many cool groups (BABOONS, X-RATED, COSMOS, THE GUARDIAN ANGELS, SUCCESS, DUG, HURRICANE, ESCAPE, ALCOHOLICS, guys from 'News'-magazine,...) came. Also some big lamers were at the party. Many stuff was spread, and ofcourse the disk-magazine 'Atrog' was also spread by us. Did you know that some guys of 711 rebuild 'COSMOS'? One guy (ex-711) told me. Late in the evening, there was a storm outside. We went that evening to the TITAN-party. We almost hit a tree (which fall over the high-way!). Well, that's it.

TBG of THE GUARDIAN ANGELS

THEN SOME FACTS ABOUT THE TITAN-PARTY. (FEB. 4TH 1990)

- Many guys changed of group at that party.
- Big groups came. (F4CG, ORION, LEGEND, MANOWAR,...)
- There was a demo-competition.
- Those groups were there: SECURITY, TITAN, ORION, F4CG, BABOONS, LEGEND, TAT, ALIVE, SAGA, TRUST, SUCCESS, BEATMACHINE, THE G.A.'S, TROPIC, MATRIX, CENTURY, ALCOHOLICS, SAIGON, OPAL, MOP, DUG, ONYX, WOLVERINES, CREST, MANOWAR.

TBG

AND NOW WE GET TO THE LONG WAITED...

INTERVIEWS

EXPOSE HAVE STARTED A CO-OPERATION WITH MAGNETIC DREAMS, SO FROM NOW ON WE CAN USE EACH OTHERS' INTERVIEWS AND WE WILL. HERE IS THE FIRST ONE DONE BY WUITI OF MAGNETIX. INTEVIEWED IS CHRIS OF LAZER AND THIS INTEVIEW WAS RELEASED EARLIER IN MAGNETIC DREAMS ISSUE 10.

CHRIS OF LAZER

- What's your opinion to the actual scene in Austria and the international?
- + The Austrian scene is now very lame. There's AHEAD (will build up a new group) and TAT has good coders, but they're not so famous.
- Who else is in Austria?
- + Wait... CANNON is forgettable, CHADS (AMC-the greatest lamer) was earlier rather good, but they get lamer, lamer, lamer...
- What do you say to COSMOS DESIGNS?
- + Panther of COSMOS DESIGNS is a real good coder, Hermes and Army are writing games I think.
- After COSMOS' death LAZER got number one, but they are not as good as COSMOS was.
- + That's right. SSD was Austria's number one. He was the one and only who made COSMOS famous.
- What will LAZER do to get better?
- + We're in co-operation with a Swiss modem-trader-group called ACTUAL and we have two boards in the USA. We want to the top!
- Rumours said that The Edge is going to stop soon. Is that right?
- + No, he is only making a small break, b'coz at the moment he's fed up with computins.
- Some guys say that TAT will be the Austrian number one. What does LAZER say?
- + That's a joke! They will never get to the top, 'coz they don't have good swapers!
- What do you think about MAGNETIX?
- + MAGNETIX is rather cool. I think Magnetic Dreams is the best magazine in the world.

- You have been to AHEAD-party. Could you give us a small report?
- + The AHEAD-party was the last party in Austria and the lamest. There were no guys from abroad, and therefore many lamers (THE SCANNERS, some AHEAD-guys, Agaric of ACID) showed up.
- Rumours say you'll make a new group with C.Hadik. Is that right?
- + No, that's wrong. We planned to make a new group after the AHEAD-party called CONVERSE but Hadik said that he will join only if The Edge joins, but he didn't.
- What's your opinion to the international scene?
- + It's getting cooler. Good cracks, many excellent demos. Nowadays a modem is very important.
- What's your personal number one in cracks, demos, music,....?
- + Cracks: CONTEX, demogroup BONES, music Wuiti of MAGNETIX, mag Magnetic Dreams and Graphics Yon of MAGNETIX.
- How famous, do you think, is LAZER and the other Austrian groups in the international scene?
- + At the moment we're not so famous, but I think everybody knows the name LAZER. The other groups are unknown and most times lame.
- Tell something about LAZER!
- + Our members are the German guys, Stefan, Count Hadik, The Edge, Softcell, Slayer and me.
- Are you a homo?
- + No!
- Wanna say something else?
- + Greetings to Mr.Smart/CONTEX, Antichrist/GENESIS and Psycho/CENSOR.

CHRISTIAN KOCH
HAUPTSTRASSE 108
2801 KATZELSDORF
AUSTRIA

THE SECOND IS CALLED....

YOU OF MANOWAR BY ZOOLOOK/WWE

NO LONG SPEECH. LET'S GET TO THE INTERVIEW!

1. Tell me about yourself?

- Well I'm male person 18 years of age and I'm studing social sciences. I live in Holland and I'm always very busy! And I'm a very talkative person but you'll find out, I think it's caused by my psychology studie and my media jobs, and my mentally illness.

2. What is your favourite food and drink?

- Martini-Bianco, wine, wodka orange juice, lasagna, shaozima, Balkan food and cheese (I like all cheese!) I don't drink beer coz I don't like it.

3. How long have you been in MANOWAR?

- For 6 or more months now, to be honest I really don't know. The one thing I know is that I'm very glad to be in an elite-group... There is only one thing I don't understand and that is the fact that MANOWAR appears in all rankings of big cool groups but doesn't appear often in the mags although we release many cool stuff like the hottest imports, grax and demos (not much demos). I think the scene just has to get used to vote folks.

4. How many members MANOWAR has?

- MANOWAR is a group on C64, Amiga and MsDos. On C64 we have Scorpie, Ninja, Comja, Airwolf, Lloyd, RAY(RahaAutomaattiYhdistys), Heatseeker, Helios, Armyant, SIR, ECS, The Loverboy and YVO. That's 5 importers, allswappers and many crackers and we can still use only a Dutch swapper..

5. When did you get a 64?

- Well I bought my C64 in 1982 (the expensive days). I was in the Snoopy, Mam, ABC and GCS period. Then I formed my very own group named TWICE then I Formed ARTISTS then I joined PRIORITYSOFT a group with fame... Then I built SYSTEM 255 and Then I joined MANOWAR. Soon I'm going to get an Amiga...

6. Where do you work?

- First of all, I still have to go to an academy for one year and then I'll go to university. But during my school perial I work on a local TV-station where I have two shows a week and I work for a radiostation as a deejay on my own radioshow. If you guys can help me with adresses of cool radio-stations in your country then please write me (addie in this mag) because I want to swap singles with them.

7. Why did you start importing instead of demomaking or such things?

- I'm not an importer. Reason, no time and no modem. Our importers are TLB, RAY, Ninja, Scorpie and Comja. My function in MANOWAR is mainly organisation, a little graphix and the magazine contacts and I support FEAR the group who spreads MANOWAR stuff.

8. Do ya have an idol in the scene?

- No, sorry, it is not of arrogance but I see people as people! I don't join the hype... Typical Dutch mentality.

9. Do ya have a girlfriend? If so, how long you have been with her?

- After relationships with 23 girls (not all at one time!) I calmed down a bit and I started an affair with Marieke 1 year ago... (She was with me on the Action '89 party in Venlo!) I love her very much although she hates computers...

10. What are the best computermags?

- Well hard to say...Coz I work for a few... Well to be honest I read them all and I like them all, although some are not very readable, and the lay-out is not always very good.. But I like it. (Yours too Zoolook!)

11. Who's the best on 64?

- The ones who are fast in everything and who have a good reputation... Nazis are assholes... Nazis are the dandruff of the scene and MANOWAR is the head & shoulders. They'll find out.

12. Who's the biggest lamer and why?

- TNF'77, for saying extremely dangerous things about MANDWAR, ACTION, ILLUSION, CONTEX and many more groups... I think we all should start a TNF'77 boycott!

13. Who would you like to meet if you could?

- Cindy Crawford (a famous fotomodel), Pete of Stock, Aitkin & Waterman (for getting a job as a popsinger), Kim Bassinger (coz I like her, and maybe I'll see Prince too coz they have an affair although I don't like his music.) And the boss of MTV for a job.

14. Have you visited any copyparties?

- Sure I've been to Action '89 party in Venlo and to the Powerslaves, Web, Powerconnection Amiga party in Venlo (?) for the rest I have no time.

15. What's the greatest thing that has happened to you?

- Here it goes, I've pissed on A palm-tree, I've been on Holland's best TV-station named Veronica as an interviewer, I've interviewed Candy Dulfer, Lois Lane. The first time my dick was sucked was an enormous experience and the first time shaving was great too! (But that was years ago!)

16. What are your futurepains?

- Recoming number one TV and radio personality in Holland.

17. What do you think of the hard law against computerfreaks in Holland?

- I think we all should take it serious coz I've already had problems with post, I recieved many cheated post and a lawyer try to force me on giving adresses and F4000,- I didn't ofcourse but we must be carefull it is not so social anymore...

18. Who are the best musicians, coders and graphix-men?

- Sorry I haven't seen much demos recently so I can't tell anything about because I think my opinion would be wrong.

19. Greet your best friends!

- All MANDWAR members on all systems in all countries. For the rest: (no order) all the guys in FEAR, HOK, TRF, Jade, Zoolook(WWE), THomas of Magic News, BAAL, Colin, Nightwriter (USA) and all my other contacts.... to be exact I'm friends with everybody expect with TNF'77 cause they are assholes, maybe I start a 'Federation Against'.

THANK YOU FOR THIS INTERVIEW.

THANK YOU MUCH, AND SUCCESS WITH THE EXPOSE AND WITH YOUR GROUP!

ZOOLOOK/WWE

THE THIRD....

STINGRAY OF VISION BY KWI/WWE

THIS TIME WE OFFER YOU THE FIRST AMIGA INTERVIEW WITH ONE OF THE LEADING AMIGA GUYS IN THE SCENE!

1. How old are you?

- I'm 18 years old.

2. How did you get into the computerscene?

- I started with 64 back in 1983. I went to Amiga 1988. Since then I have computed on the mean machine.

3. What do you do in VISION?

- I am a swapper and also the pr-guy.

4. How many members VISION have?

- 8 members: Only Dutch members.

5. What are your ex-groups?

- On Amiga THE GURUS.

6. Which copy-parties have you visited?

- VISION FACTORY, all of them! BAMIGA SECTOR ONE, POWERSLAVES and our own of course etc. People get tired to those parties in Holland.

7. Hobbies?

- Amiga (surprised?), cotyparties and tennis.

8. What do you do for living?

- I study economics.

9. Do you have a girlfriend?

- Not at the moment.

10. What's your favourite drink?

- Coca cola.

11. Favourite food?

- I'm bored of these questions!

12. Who are your best friends?

- Timelord/VISION, Metal Gear/VISION FACTORY, KWI/WWE and ofcourse my swapfriends.

13. Who do you hate?

- People who are assholes (not the cops!).

14. What are your favourite games?

- I don't play games expect for the latest ones.

15. Favourite demos?

- Our own, original demos -not the rewritten ones! The demos with smart ideas!

16. What do you think of the scene?

- It's getting lamer every day. People think only money nowadays, and modems destroy swap!

17. Favourite music?

- All sort of music as long as it's not heavy metal or hip hop, rap music.

18. favourite movies?

- Indiana Jones, Platoon and Killing Fields.

19. Who's a legend on Amiga?

- Legend? There's no legend an Amiga. Money can buy everything and everyone can get big with money!

20. What are your futureplans?

- Staying cool, I can't be bought (don't sell myself)!

21. Thank you Stingray!

OKAY THAT'S ABOUT IT AND THANKS FOR THE INTERVIEWED AND INTERVIEWER!!!

THE FOURTH IS CALLED...

SMIGOTTA OF X-RATED BY TBG/THE G.A.'S

THIS INTERVIEW WAS DONE AT BABOONS-PARTY IN EDDERSHEIM (WEST-GERMANY) ON FEBRUARY 3RD 1990.

1. Tell about yourself?

- O.K. I'm 17 years old and I like it to stay at every party with my friends C-BIT.. Ofcourse I like the girls too!

2. How did you get into the computerscene?

- For two years ago I got a call from Mike of X-RATED designs, and he asked me to join this cool group... Some hours later I coded the first intro for X-RATED... And after some partytimes dudes from some groups contacted me.

3. What's your job in X-RATED?

- Well, I code a little bit but I've 30 contacts and the time is wrong...

4. How would you describe a lamer?

- I give all a chance, but routine-steal is their dead.

5. What's the best demo you've ever seen?

- Einstein-demo from Hertmes/COSMOS.

6. Who are your idols in the computerscene?

- As you can say Hermes, NEON, X-AMPLE.

7. If you could rule the world what would you do first?

- Kill all C64 computers.

8. If your best friend told you, you're a lamer, and if your girlfriend left you, and if you ran out of money, and if your computer(s) got broken all at the same time, what would you do?

- Marry an old woman and buy me all computers back...

9. What do you do for living?

- I'm working hard to pay my gasoline.

10. Do you have any futureplans?

- To make a lot of money and have fun on partys.

11. Which groups are the best on C64?

- The best are with the best demos...(and it is X-RATED)

12. And on Amiga?

- VISION FACTORY, BAMIGA SECTION and in some month (I think) me.

13. What are the best computermags, PD ones?

- Mamba, Expose

14. What's the best game you've ever played?

- Bunclin Boy.

15. Do you think Finns are good?

- Some, ofcourse.

16. Who's the biggest lamer on C64?

- I don't know anyone.

17. And on Amiga?

- I don't know any either.

18. What's your favourite food?
- Funny frish chips with retch-up.
19. And drink?
- Bacardi/Cola.
20. Have you ever been to any copyparties and if you have, where?
- At BBS/SUCCESS and Venlo-time.
21. Do you have a girlfriend?
- Yes, ofcourse. She is 18 years old and live 3 km from me.
22. What was the last movie you saw?
- Ghostbusters II
23. Was it good?
- I think.
24. What kind of music do you listen usually?
- Pop music, Phil Collins.
25. Do you have any other hobbies than computing?
- My girlfriend.
26. How long is the longest time you've been awoken without sleep?
- Three days full of coding.
28. What's the craziest thing you've ever done?
- To join X-RATED.
29. If you could now fly to anywhere, where would you fly?
- To Australia.
30. Who's the best coder in the computerscene?
- Neon -ofcourse!
31. And composer?
- Markus Schneider.
32. And graphicmaker?
- Mike Renz.
33. Greet 3 of your best friend!
- Carsten/C-BIT, Anthony/NEON, Corinna.

OKAY THANKS FOR THIS INTERVIEW AND SORRY IF THERE ARE WRONG ANSWERS, BUT THE TEXT WAS REALLY HARD TO READ. WELL, WHO CARES, HE DIES!

THE LAST INTERVIEW WITH...

THE DUTCHMAN OF TIME BY TBG/THE G.A.'S

THIS INTERVIEW WAS DONE AT TITAN-PARTY IN SIEGELSBACH (WEST-GERMANY) ON FEBRUARY 4TH 1990.

1. Tell about yourself?
- Well, I'm The Dutchman of the new group TIME. I'm 17 years old and (of course) male. Oh, I live in Germany and my hobbies are drawing grafix on C64, playing cool games and Phoning cool guys in the scene and playing e-bass.
2. How did you get into the computerscene?

- I never got new stuff, so I decided to call one of the announces in the (L)ASM. The guy I phoned send me some cool stuff, so I went on swapping till I got really cool stuff!
3. What's your job in TIME?
- Oh, I'm drawing grafix and do some(?) swapping.
4. How would you describe a lamer?
- A lamer is a guy who does his intros with some intro-maker (711 etc.)
5. What's the best demo you've ever seen?
- Well, it's difficult to say! There are a lot of demos, being better than the first. I like the demos from C.D., X-AMPLE and NATO.
6. Who are your idols in the computerscene?
- There's no idol for me in the scene. There are a lot of cool guys, but no one is my idol!
7. If you could rule the world, what would you do first?
- Stop rassism!
8. If your best friend told you, you're a lamer, and if your girlfriend left you, and if you ran out of money, and if your computer(s) got broken all at the same time, what would you do?
- I would reload my gun and shoot myself.
9. What do you do for living?
- Up to now I go to school, but after this I would like to study (don't know what!)
10. Do you have any futureplans?
- No.
11. Which groups are the best on C64?
- There are so many, and all are cool (but I don't think that IKARI+TALENT is it.).
12. And on Amiga?
- Don't know.
13. What are the best computermags, PD ones?
- I don't want to rank cause I don't know all. In my opinion these three are surely one of the best. Mamba (as everybody writes), Sex'n'Crime (80% of the rumours are wrong, but anyway!) and Magnetic Dreams.
14. What's the best game you've ever played?
- Armalyte.
15. Do you think Finns are good?
- I don't know!
16. Who's the biggest lamer on C64?
- That's stupid question. No one can really decide, who is a lamer.
17. And on Amiga?
- Don't have an (L)Amiga.
18. What's your favourite food?
- I like steaks, omelett and some other things (They are too much).
19. And drink?
- Coca, Fanta, Warsteiner.
20. Have you ever been to any copyparties and if you have' where?

- This was my first party (TITAN-party).

21. Do you have a girlfriend?

- Yep.

22. What was the last movie you saw?

- It was Blues Brothers (spoken in English).

23. Was it good?

- It wasn't as good as I hoped it would be.

24. What kind of music do you listen usually?

- Depeche-Mode.

25. Do you have other hobbies than computing?

- Playing my instrument (e-bass).

26. How long is the longest time you've been awoken without sleep?

- Who is interested in that. It was 2 days+night without any sleep.

27. Why was that?

- Silvester party by some cool friends.

28. What's the craziest thing you ever done?

- I did so many crazy things. I really can't remember.

29. If you could now fly to anywhere, where would you fly?

- Paradise City (where the grass is green and the girls are pretty). (Guns'n' Roses Rules...Death).

30. Who's the best coder in the computerscene?

- As I told before there are so many! Mr.Cursor.

31. And composer?

- Rob Hubbard and M.O.N.

32. and Graphicmaker?

- TBA of X-AMPLE

33. Greet 3 of your best friends!

- P.B. of FRESH, all TIME dudes and Mogli of TGC.

WELL THAT'S ABOUT OUR INTERVIEWS. NEXT TIME MORE COOL GUYS WILL BE INTERVIEWED! JUST WAIT!!! AND NOW LET'S GET TO....

POWERREVIEWS

***VISION!** Contact Stingray of VISION, but no demo or compact swapping. No pain - no gain. No disk - no answer. Addy is: Stingray/VISION, P.O.BOX 350, 5460 EB VEGHEL, HOLLAND.

*** YANKEE, MANOWAR** needs you! If you are a cool guy from USA and want all the new imports uploaded and want to be MANOWAR's personal hacker, call Yvo (++31-57681462) or TLB (++31-23356688). You can also call the MANOWAR voice mailbox at 716-9875248! If you want to contact us for originals, calling card, swapping or mag-stuff write to Yvo (addy in editorial)!

*** YOU, SWAPPER!** Nada of ZONE 45 is looking for Amiga contacts. So send a disk and letter to: Nada/ZONE 45, Tvärgatan 5, 431 66 MÖLNDAL, SWEDEN.

CHARTS

OKAY! LET'S GET TO THE CHARTS!

The best CRACKING GROUPS

01. (04)	<i>CRAZY + GENESIS PROJECTS</i>	(Germany)	74
02. (02)	<i>IKARI + TALEM</i>	(England)	48
03. (01)	<i>CONTEX</i>	(Finland)	46
04. (03)	<i>ILLUSION</i>	(Norway)	25
05. (07)	<i>CENSOR DESING</i>	(Sweden)	23
06. (19)	<i>LOTUS</i>	(Germany)	23
07. (14)	<i>FAIRLIGHT</i>	(Sweden)	15
08. (18)	<i>NORTH EAST CRACKERS</i>	(USA)	14
09. (12)	<i>DOMINATORS</i>	(Denmark)	14
10. (24)	<i>F4CG</i>	(Italy)	11

The best SINGLE CRACKERS

01. (01)	<i>SNACKY</i> of <i>GENESIS PROJECTS</i>	58
02. (02)	<i>ROCKSTAR</i> of <i>CONTEX</i>	36
03. (--)	<i>BOD</i> of <i>TALENT</i>	30
04. (08)	<i>ANTITRACK</i> of <i>COSMOS</i>	26
05. (--)	<i>DOGFRIEND</i> of <i>DOMINATORS</i>	12

The best NEW DEMOS

01.	<i>"JENNY #1"</i> by <i>LIGHT</i>	36
02.	<i>"RED HOT CHILI PEPPER"</i> by <i>CREST</i>	24
03.	<i>"BATMAN II"</i> by <i>ACTUAL TRADING GENERATION</i>	22
04.	<i>"DELIRIOUS VII"</i> by <i>GENESIS PROJECTS</i>	15
05.	<i>"TEQUILA SUNRISE"</i> by <i>BLACKMAIL</i>	15
06.	<i>"TABOO"</i> by <i>PARAGON</i>	14
07.	<i>"DICKS & BALLS"</i> by <i>THE BLACK LORDS</i>	11
08.	<i>"LONDON DEMO"</i> by <i>MDG</i>	10
09.	<i>"SEARCHIN' 90"</i> by <i>PROCESS</i>	10
10.	<i>"ECSTATIC CODE"</i> by <i>COSMOS DESIGNS</i>	8

The best DEMOGROUPS

01. (01)	<i>CONTEX</i>	(Finland)	63
02. (03)	<i>HORIZON</i>	(Sweden)	56
03. (06)	<i>BLACKMAIL</i>	(Holland)	39
04. (02)	<i>MEGASTYLE INC.</i>	(Norway)	34
05. (05)	<i>CENSOR DESIGN</i>	(Sweden)	34
06. (13)	<i>BONES</i>	(Denmark)	33
07. (09)	<i>LIFFRONT</i>	(Denmark)	25
08. (16)	<i>BEYOND FORCE</i>	(Finland)	25
09. (08)	<i>GENESIS PROJECTS</i>	(Germany)	23
10. (17)	<i>LIGHT</i>	(Sweden)	18

The best SINGLE CODERS

01. (05)	<i>MR. CURSOR</i> of <i>DOUBLE DENSITY</i>	25
02. (04)	<i>SOLOMON</i> of <i>BEYOND FORCE</i>	19
03. (01)	<i>KJER</i> of <i>HORIZON</i>	19
04. (06)	<i>OMEGA SUPREME</i> of <i>SHADOWS</i>	15
05. (07)	<i>SCROLL</i> of <i>MEGASTYLE INC.</i>	13

The Best GRAPHIXMEN

01. (03)	<i>HEIN DESIGN</i> of <i>DENSITY</i>	36
02. (--)	<i>ROBERT</i> of <i>BLACKMAIL</i>	29
03. (01)	<i>FLEX</i> of <i>CONTEX</i>	28
04. (02)	<i>ORC</i> of <i>BLACKMAIL</i>	27
05. (04)	<i>SCRAP</i> of <i>GENESIS PROJECTS</i>	17

The best SINGLE MUSICIANS

01. (01)	<i>JOHANNES BJERREGAARD</i> of <i>MANIACS OF NOISE</i>	73
02. (02)	<i>JENS CHRISTIAN HUIUS</i> of <i>VIBRANTS</i>	59
03. (06)	<i>EDWIN VAN SANTEN</i> of <i>20TH CENTURY COMPOSERS</i>	39
04. (05)	<i>DANKO</i> of <i>HORIZON</i>	32
05. (09)	<i>MARKUS SCHNEIDER</i> of <i>X-AMPLE</i>	31
06. (04)	<i>REYN DUWEHAND</i> of <i>MANIACS OF NOISE</i>	29
07. (13)	<i>ZARDAX</i> of <i>ORIGO</i>	26
08. (12)	<i>THOMAS EGESKOV PETERSEN</i> of <i>FLEXIBLE ARTS</i>	25
09. (14)	<i>JESPER OLSEN</i> of <i>AMOK SOUND DEPARTMENT</i>	25
10. (03)	<i>JEROEN TEL</i> of <i>MANIACS OF NOISE</i>	24

The best COMPUTERMAGS

01. (01)	<i>"MAMBA"</i> from <i>CRAZY</i>	38
02. (03)	<i>"SEX'N'CRIME"</i> from <i>AMOK</i>	38
03. (--)	<i>"RELAX"</i> from <i>ALPHAFLIGHT</i>	22
04. (07)	<i>"PIRATES"</i> from <i>F4CG</i>	17
05. (05)	<i>"MAGNETIC DREAMS"</i> from <i>MAGNETIX</i>	13

Comments again... First of all, I want to apologize for my mistake in the February issue. Reyn Duwehand and Macmagic are the same guy! This was told to me by TDJ/WWE (thanks!). But now the thing is cleared and everybody is happy!

The CRAZY + GENESIS coop has really worked out, and they overtook all the others... IKARI + TALENT is still number two! Is their destiny to be second forever?

In the single crackers, the two aces have remained on places one and two, but the importer-chart has dropped, b'coz only a few guys bothered us with their votes in that scene. So let's just forget it (for a while).

The demochart is bad once again... Some guys voted for "Catcher" from NATO. We're talking about NEW demos here, not classics! And don't vote for

only one demo -fill the list of all 10 demos! The demos must be 0-2 months old! You can find out five minutes for the demochart! Don't leave it out!

CONTEX is still the #1 demogroup, but others are trying hard to beat them! When we look at both cracker- and demogroups charts we see that CONTEX is losing their domination bit by bit!

LAST MINUTE NEWS AND RUMOURS!

* The new graphiccs-team of Rogi from WARRIORS OF TIME and Dr. Suffi of IMPULSE is called AEROSOL ARTS.

* TLB (ex-BYTERAPERS) joined BEYOND FORCE.

* "Depressed" from DOUBLE DENSITY will be the first game featuring music from MOZ(IC)ART/SHAPE, Trond K. Lindanger and Geir Tjelta. This game will get very high marks for sound in the reviews!

* The ace-cracker The Arrogance was kicked out of SUCCESS because of his lame behaviour at the DOMINATORS - UPFRONT - TRILOGY party.

* The DJ of THE RULING COMPANY wil sell his graphics to a big software company, which is probably OCEAN.

* When this is written, WORLD WIDE EXPRESSIVE and PULSAR are in cracking co-operation, but it will be probably dead coop when this is published!

* Call some hot Amiga-Boards! PRISM HQ: 203-827-8000 in the States. CRUSADERS BBS: +46-6-810881(node 1) or +46-6-810864(node 2). All speeds supported!

* TSS of HOTLINE turned down a job for a MSX-company.

* EVENT is dead. So is PHOENIX. Most guys joined OPAL or DCS.

* BROS is back with some Norwegian members!

* FBR changed its name into PANORAMA. They released also a real good demo to sell their skills for a software-company!

* Some coop-news: NATO is in coop with FAIRLIGHT, which has stopped producing demos! The CRAZY+LOTUS coop is dead, and CRAZY cooperates now with GENESIS.

THE END!