

## the CHARTS ...

Thank for voting this month:

EAGLE SOFT INC. (Butcher)  
IKARI (Just Ice) S.C.G. (Whix),  
KAL, MWS, T.W.G. (SFC), CFR,  
SHINING 8, TRIANGLE, BROS.  
FAIRLIGHT, BEASTIE BOYS

## games on 64!

1. KATAKIS (1)  
2. THE GAMES: SUMMER EDITION (1)  
3. DALEY THOMPSON'S OLYMP.CH. (1)  
4. OCEAN RANGER (1)  
5. INTENSITY (1)  
6. HAWKEYE (1)  
7. BARBARIAN II (1)  
8. BIONIC COMMANDO (1)  
9. ALIEN SYNDROME (1)  
10. ZAK MC CRACKEN (1)

## games on Amiga!

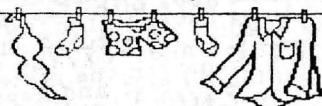
1. BATTLE CHES (1)  
2. STARGLIDER II (1)  
3. INTER. ETAB (1)  
4. ROCKET RANGER (1)  
5. KATAKIS (1)  
6. NEBULUS (1)  
7. SUMMER OLYMPIAD (1)  
8. BERMUDA PROJECT (1)  
9. BARD'S TALE II (1)  
10. ALIEN SYNDROME (1)

## demo of the month

As there haven't been any demos except the following three it was damn difficult to make a demo charts. So what is going down with all you demo programmers?

1. "HALFWAY" - S.C.G.
2. "LET'S DISCO" - HORIZON
3. "IT'S OUR SHOW" - IKARI

## cracker of the month



1. S.C.G. (1)
2. IKARI (2)
3. EAGLE SOFT INC. (3)
4. FAIRLIGHT (4)
5. BEASTIE BOYS (14)
6. ZENITH (13)
7. D.F.S. (13)
8. BROS. (13)
9. T.W.G. (13)
10. TRIAD (10)
11. COSMOS (10)
12. U.C.F. (10)
13. RADWAR (10)
14. SHINING 8 (10)
15. ORION (10)

## IMPRESSUM

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Germany: EWE, BB, CFR  
Holland: BROS, ORION  
Norway: STARS  
Sweden: FLT, TRIAD  
U.S.A.: EST, INC, FER



If you have any  
comments,  
you're welcome  
to write to us!

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!! Preview !!

\* Olympiad of the crackers  
\* the new novel  
\* and Gogo Brown slugs off

# IT'S illegal

ISSUE  
#31

BUT WHO CARES ?





## meetings : VENLO !

September 17th, the new VENLO meeting after the summer break. Everybody was afraid that the cops might show up, but... nothing happened and... nothing happened as regards new stuff or any cool guys due to the PCS on the same weekend. Of course, all usual guys were absent, only BR0S, nobody from HOTLINE, BMB, SF, LEGEND, ORION, SPHINX (who released... guess what... demos!) and of course! the usual thousands of Dutch lamers and AMIGA idiots. Well, I forgot CFR (myself) of course. I became a rich man 'cause of selling all "ILLEGAL's I brought with me, Hehe! Well we're waiting and hoping for a better Venlo meeting next time, but due to the PCS all important guys have been absent. The snatcher didn't get that lot of money this time, they're also waiting for yet another in this neverending, unstoppable series of VENLO meetinx... We too. See you in heaven.

Photony. CFR



## Uncle Chunkle's hut...

And so, Uncle Chunkle pens his first solo, illegal article to begin with I am going to sort who is in SCOUSE and who is not. In a recent Delirious article the member list was quoted as - Weetibix, Lee and Webb. Piss off!!! Whoever supplied this list was obviously, deeply misinformed, because the member list actually reads as follows: CHUNK (me, me, me!) WEETIBIX, TRANSX, WEBB, JEFF SMART (who??). Those of you who are observant enough may notice an unusual addition to our group in the shape of Jeff Smart. I have known 'Smartie' since the days of G.S.S. and have always been good friends, and, after meeting him at the PC-Show we mutually agreed that he was in fact a Scouser who has been disguising his identity by speaking in a German accent - and thus he was immediately recruited.

One of the most talked-about subjects recently has been 'Americans' so I thought that I would throw in a few words on this subject. Once upon a time there was a group named 'Fission' (or something like that...), now this group was typical second generation crackers, that is - they knew very little about cracking; using savers and other utilities (that require no skill to utilize). But this group had something called a modulator/demodulator (a modem-dumbo) and so everytime they 'cracked' a game it would be sent off to some ever-demanding American who immediately ran off to tell everyone how awesome 'Fission' were. Gradually, more and more people (sadly including us) began to modem-trade because Americans decreed that 'fastest was best'. We do not actually need the Americans, and like a lot of other I would sooner be rid of them.

Sadly we have grown too dependent upon these Americans. Boo Hoo! Sniff, onto other topics less sad - DEMOS! Scouse now has two demos (RETICULATE + HALFWAY) under its belt and in a few weeks will (hopefully) release another one entitled 'AQUAPAST' which unlike the previous two (which were aimed more at demo writers than anything else) should appeal more to the masses. 'AQUAPAST' is going to be my best demo yet and will include: 1. full screen horizontal interlace 2. Wireyscroll - wait and see 3. the full 'X' history of SCG (when, where and what I) depicted in full two dimensional fishimation. 4. A new application for '0016 bars' (I call it 'wobbling'). Enough of my demo, at the show we received the new IKARI demos called 'IT'S OUR SHOW', not mega but not bad, the other one was 'IN FULL GEAR' (written by Mr. Just Ice) whilst this demo does not contain any new effects or such. I found it extremely pleasing and a fine example of how a proper demo should look and sound (cool!). Well done, Just Ice.

Wowzers, I have exhausted my topics of conversation and so I will bring this letter to a close. Huge hellos to Fozz, Bevs, Lazy, Aggy, Motor-x-man and Mr Wig - flame those lamers! Lastly to Warfreak of the DOMINATORS - You've got ten legs man!

See you around guys  
CHUNK - SCG

## The East is coming!

Have you ever heard of groups like "H.C." or "F.B.I."? Well these crews are from Hungary! At first: They don't have new stuff, but they create demo that you think they were made by IAN+MIC or ASH+DAVE. There is also an eastblock-scene like in West Europe. I got demos from POLAND and U.S.S.R. (Strider is the public enemy No.1 in Russia - Ha Ha). Their hot favourite games are "Worldgames" and "Enduro Racer" (remember that?). Jump a little west and you are in Austria! In the last weeks some Austrian lamers contacted famous crews and told them, that they were from COSMOS. These guys are named: NOBODY, MUNDELSTOFT, MURDOCK or some others. Please notice for all time that COSMOS is only: ATT, BIG BEN, SSD, CHC, ICON and that's already all for this month.

Salve Big Ben / COSMOS

## Excuse me, but...

the second part of "ILLEGAL PRESENTS OLD 64 LEGENDS" will be published in the following issue, because I didn't have all the time because of school, but be sure they'll be there next issue, ok? JS



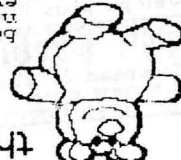
...the news spread faster than my death (caused by a certain car accident) well I'm working for nobody less than SCG from now on. But you can be sure, that nothing's gonna change, though I'm also rapping an Amiga right now, yeh. But you can expect more news from the Amiga scene as I'm gonna be more informed in such things from now on. I hope. A big thank you for all the days to MR PINGE, IXION and JANITOR for building me up and making the whole climbing possible, I won't forget you. By the way, I won't forget any of the following guys of course as well and I also use this opportunity to send my best wishes to: BEASTIE BOYS (Captain Future Accept) thank for the postcard, and Axiom, EAGLE SOFT INC. (sonofa Mith and Butcher), FAIRLIGHT (Strider and Gogolium), IKARI (Justice) catch the thief and Dik, the NEW BENCOR BROTHERS (Andy) the best friend one can have at any party, BR0S (the entire Dutch and Norway section especially Faco and Gene), RADWAR (all men on the ship incl. the big boss and the writer of that letter to the ASM), COMMANDOFRONTIER (Mad All) good luck, Ram and Lato II, and Photony (of course), TRIANGLE (Swix, Cozmix and the giant baby Scratch), COSMOS (SSD and Antitrack) I couldn't fix it, THE WANDERER GROUP (the Beerman and the idiot, had to stand almost 4 days with 'EasyK'), MC (the times over), DOUGHNUT CRACKING SERVICE (Mis-tuh Zu-luh), JCS bunch (thank for the posters, Fozz), SHINING 8 (Stet and Reptil) but I can only afford trading with one of you, REDLINE (again sorry diech), END OF CENTURY (vol Pet's Band man), ZENITH (where's my meg handy Hendy), HOTLINE, HACKERWORLD (sorry for 4getting you last issue), SPHINX, ORION, ZENOBITS (late but it comes), my old dood IAN, ASH & DAVE IAN & MIC all cnet heroes, PUBLIC ENEMY NO.1 (Colin dooooo), RED SECTOR INTL. (take er easy, man!), T.K. (still living after 'London'), Hi-tac (?), D'jay (Watt geht ab?), ACU (netter letter), FAME (Michael wird Vater) and all the SCOUSERS, Weetibicks (Mega mega awesome post office), Masters of the universe: Le-man, Junkie, errmmmm... eh? I meant Chunkie of course and Webb star! Special thank to Carlisberg, Mutti und Pappi, Joy Division, BFBS, New Order, the Smiths, Morrissey, Frankenhelm Alt and Funke Alt for all much needed supply during hard hours of typing next month, same column?

## what the dickens is up ???



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# AMIGA - REVIEWS

## SUMMER OLYMPIAD

A big surprise caught me, because the game was not that good as regards the gameplay on the 64. But not only the graphics have been well improved on the Amiga, so have the gameplay. Now it also saves the highest scores. TYNESOFT's SUMMER OLYMPIAD claims to be one of the best sport simulation on 16 bit: 92.

## CYBERNOID

Yet another good old 64 conversation and except of the sound one could also or better play the 8 bit version without any losses. The graphics are not much better as they normally should be and the sound is, compared to other sounds possible on the Amiga, nothing special: 61.

## BATTLE CHESS

Ha! Only a few game deserve to be called 'standard-setting' (e.g. 'Defender of the Crown') and here we've got yet another one! Okay, those who can't play chess won't have the fun with it, but those who can will be fascinated. ELECTRONIC ARTS are going to reach the name of a top Amiga games producing company, their latest release BATTLE CHESS. Features chess with brilliant graphics, fantastic animation and lot of fun during the gameplay, 10 different levels, human vs human or computer. Just have a look at it! 94.

## ALIEN SYNDROME

Aha, another 64 conversation and it's really not the worst one. The graphics and sound make well use of the Amiga's capacities. Well, the game was good on the 64 and is even better on the Amiga. Let's say: 93 points out of 100.

## MENACE

A new shoot'em up by PSYGNOSIS should be a real top hit, but it is not. Okay, the graphics and sprites are not bad, but the game is too slow and too boring as there exist lots of other more interesting shoot'em ups, 76 pts.

## NEBULUS

The game is almost the same as on the 64, but is slightly better. The sound should have been better, but it is still a fascinating game, 87 pts.

## VIRUS

This game is better known as "Zarch" on the Archimedes. The game is really fast but somehow it gets boring mainly because of the idiotical movements with the mouse, anyway: 84 pts.

## ROCKET RANGER

The long awaited new masterpiece by "Defender of the Crown" developers CINEMAWARE featuring good old ADOLF H. ? Though the game will be definitely not published in Germany, it is really a good and different one with brill graphix, 87.

# 64 - REVIEWS

## DALEY THOMPSON'S OLYMPIC CHALLENGE

Yeah, sponsored by ADIDAS, OCEAN managed to produce the best 'destroy-your-joystick' sporting game since DELATHLON. Fantastic graphics and animations and a very good sound make the game a real hit: 92.

## CORRUPTION

The new one in the neverending series of MAGNETIC SCROLLS' adventures. Okay, they're good, but it starts to get more and more boring, take now CORRUPTION where you have to read lots of texts to proceed, nothing could really make me to play this game as interesting as I played 'GUILD OF THIEVES' before. 79.

## GAME OVER 2

A big disappointment, the first part is a very, very ugly shoot'em up stage, only the second stage deserves to be called 'GAME OVER 2', but the MARTIN GALWAY round is missing over the whole game. 49.

## INTENSITY

The new shocker by ANDREW BRAYBROOK, it's impossible to describe his game, but it's brilliant gameplay, as expected: 93.

OCEAN RANGER. This could also have been one of those MICROPROSE simulations but is not, as it is a pure action. Anyway the game is fucking ace, who cares? 94.

## DANGER FREAK

This game is coming from the German company RAINBOW ARTS and you see at once that it's from Germany, because the programmers are not able to write some simple game descriptions in correct English. A very lousy game for German standards, very boring with some programming bugs, 0.

The long awaited follow up to one of the classic 'Beat'em up' games, and PALACE added options to fight either with the guy or with the girl, they added chambers, different directions, lots of new creatures and inspite of all that, the game cannot reach its predecessor, because thinking and beating do not belong together, 88.

## JOE BLADE

Those who liked JOE BLADE, will like JOE BLADE 2, the others not. 69.

## KATAKIS

THE BEST GAME EVER PRODUCED IN GERMANY! Though many bugs in the game, KATAKIS is the best shoot'em up ever, and as it is so close to R-TYPE (the Arrada III), ACTIVISION bought it from RAINBOW ARTS and are gonna release it as R-TYPE soon! Fantastic graphics and fast gameplay, lots of action and saveable high scores make the game to be a real classic on the 64, wow... 95.

## News from the inner section...



Oh yes, the winter is coming... but that doesn't mean nothing happened.

\* Well, as already everybody knows I myself left TRIAD and went to Liverpool, better said I joined SCOUSE CRACKING GROUP. But that's not all, I also bought an Amiga. Of course I'm not gonna drop the 64, otherwise I would drop an old friend and I never drop old friends... Okay, enough about me.

\* Questions if TRIAD is still existing should be answered with the following list: ACU, the only active Triad cracker is gonna stop computer activities totally. Hi-tac started to work, F.A.M.E. are fully concentrating to work only for companies, THE SARGE went over to FAIRLIGHT. You know MR.PINGE, KION, JANITUK (there was something about that guy... if I could remember) quitte 64 biz some time ago, DEEJAY and T.K. are about to decide which offer to take and join a new group, THE GRONK didn't say anything about still working for Triad, so you see, Triad are: 801 DC and TWILIGHT, an if I add that the last things Triad released were only German products (without any exception) you can guess that something is gone... forever.

\* The list of Scousers looks like: Weatbird, Trans X, Chunk, Webb and JS. \* As modern trading becomes more and more important BEASTIE BOYS decided to take in a new, but talented importing guy from Switzerland named AXIOM and he already proved that modern trading is not the only thing he can do, but also programming.

\* Surprise, surprise... JJ THE BREAKER is back! That means that the good old UNTOUCHABLE CRACKING FORCE released some cracks, but I have some doubts if they still be the big rival for EAGLE SOFT.

\* Germany's best cracker was caught by the police, I'm talking about MR. ZEROPAGE (who was working for RED SECTOR) on the Amiga. Rumours say that the police got informed by some traitors from POWERSTATION, bad luck anyway.

\* As everybody knows this MARK of FUSION made up a new group when he became too afraid of the name FUSION, and he called this crap PHOENIX talking bullshit about lots of future releases, but except giving the F.A.S.T. (Federation against Software Theft) hints about English cracking groups, not much came out from him.

\* People said I'm myself changing the groups as others are changing their underwear, though I stayed for about 8 1/2 month in TRIAD. But DARK STAR is now in his 3rd group within one month! First in BRDS, then DRIVE and now OCTAGON, wondering what comes next?

\* We both, MAD ALL / CFR and me officially declare that none of us can be called responsible for being EUL EDDY, who's writing the best parts in Jayce's magazine "Delirious Mag.", I would give a hell to know who that is, because he's very good...

\* What the helluva fuck happened to the good old English post? They had a 3 weeks post strike that was really pissing a lot of guys (including me, of course) off. Anyway, after another week they seem to be back in old speed, but I hope that Express letter are not gonna take 4 weeks again.

\* Latest news from THE WANDERER GROUP are that INSIDE THE BUILDING formally known as RUBBERDUCK, also stopped any computer activities because of no time remaining because of working... but what is the real reason, Markus? \* Funny, Funny.

As everybody was wondering how ACTIVISION would be able to produce a better "R-TYPE" than KATAKIS from German RAINBOW ARTS, ACTIVISION finally bought all rights from R.A. and are soon going to release KATAKIS again, just with one single change and that's the name... I'm wondering who will be so silly and to crack it again, anyway I'm planning to get through the whole game without a trainer as I'm reaching currently Level 7.

\* Moving over to the Dutch mountains, FIRE EAGLE just changed their name into SCOUTS (but without CRACKING GROUP behind, any parallels with dead or existing cracking groups are pure coincidence, eh?).

\* Ha, everybody was afraid of going to Venlo again 'cause "it might be possible that the cops are coming" and so what? Nothing happened there last month (also concerning new stuff), so it seems to be a safe place to take out our fights... Hehehe.

\* It can be taken from a German pirate magazine called "NEWS" that MCG spread the word that they cracked already "GREAT GIANA SISTERS 2" though it is going to be released by RAINBOW ARTS in a couple of weeks as the production manager said.

\* If anybody out there is interested in tasting French balls, not French fries, then he just has to show up at a certain meeting at a certain place in Holland, when anyone from TRANSCOM (except Jayce) is meeting their best friend, respectively me. No use to warn them, 'cuz they won't understand it, I don't speak French and they don't speak English and won't have much time to repeat learning it.

\* MR.CURSOR OF THE WANDERER GROUP is gonna sell his Amiga after "finding out how the machine works in seven days" and then put an Archimedes on his desk.

\* Well, I'm not feeling unproud to have a group in my country who is able to import, okay?

\* I was surprised by getting letters from ISREAL, TURKEY, YUGOSLAVIA and BULGARIA last month, but one thing made me think hard. A letter from SPAIN from a group called "EL TORD CRACKING SERVICE". Perhaps someone wanted to make a joke with me, 'cuz I invented the name just as a joke on the European cracker map a long time ago... Indeed very funny thing.

\* Thus ends it. Special thanx for news and stuff like that to:

CF/EB, ESI, SCG-bunch, DAVE E., NY, TK, THG, Jayce and R&I. Well, then later on...

*J. Searcy*



## The Story Of SYSTEM FOUR . . .

Aaaaahh . . . Without taking the glass down, you pour a half liter of probably the best beer in the world and you feel the odd feeling in your stomach, in your head . . . in your brain. You returned from the meeting of the leading groups, successful as always. Hum, the old religion died . . . you changed the colour of your school bag, only one group is alive. But what is it? They keep working their ass off, but for what? Others, so-called good friends, go and just steal all brilliant ideas in one second while it took them centuries to find them. Bad thing. For what? When friends become enemies when you turn your back to them. It's really a bad thing. But who believes a clown? And the drum makes you think faster . . . Small kids, shooting stars think they could rule the world. But how? Without any responsibility? Just for some ripped off ideas? Bad thing. You also find yourself in betraying the old things, when you took a step closer to the new system, number 16, but still your fingers type for no. 4 and will always do? But for what? Other idiots just tell you to go on, but for what? You examine your wallet, but nothing is left . . . Watched from the wings as the scenes were replaying, we saw ourselves now as we never have seen. Made a promise for an old life, made a victim out of your life. When you stand at the door and you trip to the floor and you feel you can touch all the noise is too much, eh, much . . . and the seeds that are are sown and are no longer your own . . . just a minor operation to force the final ultimatum. Bad thing. You shake your head. Is this REALLY ALL you lived for? Nothing . . . where are the young men? Where have they been? Knocked on the doors of hell's darker chambers, pushed to the limits, we dragged ourselves in . . . You feel very bad 'cuz you're thinking of the 'good pie' times, but you couldn't compete, 'cuz you've been too green behind your ears. Bad thing. You always said: 'Be careful . . . there's another meaning as just the colour . . . but nobody believes you, who believes a goddamn clown? Nobody, sad thing. BLUE, everything's gone blue . . . I don't think your timing is that flawed, but there's still this appeal everyone of us kept through his life . . . Girls? But who trusts a mad boy? Nobody, no try . . . no love lost! Who needs it? I do . . . very sad thing. We fought for good, stood side by side, our friendship never died. But stranger ways that froze our high vision touched skies . . . Mortal list, the points to prove, I point to prove. I always told 'em that it's means something different that just a colour, but . . . what shall I say . . . depressing. Excuse me, but . . . I had to tell you, a weight on my shoulder. Where have they been? Weary inside, now our hearts lost forever. These rituals showed up the door for our wanderings. OPENED AND SHUT, then slammed in my face. I took a rope, put it round my neck, I didn't know it's that easy . . . take off for a new life. never to be continued. Bye, you all!



## Interview of the month This time : Weetibix / SCG

If one was wondering who this SCOUSE CRACKING GROUP was when some cracks have been released around beginning of 1987, then nowadays every small kid has heard of the boys from Liverpool, they really worked hard to get that status they have today! I spoke to WEETIBIX, their maincracker who advanced without doubts to one of the top crackers on earth . . .  
? : Gimme a hint at your age!  
!!! : I'm currently at the ripe 'old' age of 16!  
? : When did you buy your computer and why?  
!!! : Well my parents bought it for me back in '85 . . . I don't think they knew what they let themselves in for! I also have an AMIGA . . . but not for cracking!  
? : Do have any special reasons for cracking?  
!!! : Well the enjoyment really (some one's got to crack all these hard games!) I don't have any idols, just respect the good crackers in general (or the dead ones!)  
? : Who are your best friends?  
!!! : Well some lamer from Ger...ermm Jeffsma! all the Scouse boys, Butcher/Eol, Fozz/JCS, the old TCS bunch, and the rest who likes me!  
? : Do you have any enemies?  
!!! : People who start out to be seem to make up there differences after having a talk. So, no, I don't have any enemies.  
? : When was SCG founded?  
!!! : It was founded way back in July '86 but we didn't do much in the way of "cracking". Things changed, we began mail trading (YEAH!) and here we are.  
? : What are your fave?  
!!! : Demo: Borderzone from Mat&Psy Game: Giana Sisters Music: Arkanoïd, I like many music groups, Talking Heads, U2.. Movies: All kinds, except all the gay romance shit!  
? : What are your sparetime acts?  
!!! : Not sparetime?! Well, SLEEP (when there is some!)  
? : What do you think about the 64's future?  
!!! : The 64 will continue for a while yet, but inevitably, the AMIGA (not ST!) will become the ruler!  
? : How did you get your name?  
!!! : One time in '85 I altered the scroll text to a game . . . I just thought of 'WEETIBIX' and it stuck!  
? : Why did you, yourself, leave for a while?  
!!! : I grew bored and tired of the cracking scene.  
? : Why did you come back?  
!!! : I wasn't bored anymore!  
? : What's up?  
!!! : Not that old joke, Jeff, pleaseeez!  
+ : Thanx a lot  
+ : No probbie-dobbie



Congratulations to JUST ICE of IKARI . . .

I. Just Ice - IKARI

II. Lazer - NEW BENCOR BROS

III. Gene - BROS

Thank to JUST ICE of IKARI (GBR) for "grabbing" some games and previes just out of the hands of the Software companies (e.g. "Game Over II", "Joe Blade II", "Starry Pr. . . .") and for a great time at the show. LAZER from the NEW BENCOR BROTHERS for getting all of his friends a beer down below in the bar ("Hicks"), for meeting the guys from Commodore User and everything else. GENE from BROS (GBR) for coming from Norway to Enfield, staying in the most expensive hotel in LONDON ("Hilton"), letting stay at the side of BCS with him.

Call  
Gmiff

Cracker of the month "November '87"

S.C.G.  
E.S.I.  
Ikari  
Fairlight  
Gres  
Zenith  
T.W.G.  
Radwar  
Comes  
Tridingle  
Widex  
D.C.S.  
Reddie Boys  
Shining 8  
Hotline  
Strike Force  
J.C.F.  
Orion  
Gmiff

Please sign here:

Name:

Group:

Address:

Your opinion about "ILLEGAL":

TO  
**ILLEGAL**

PLK 123144 C  
4250 BOTTROP

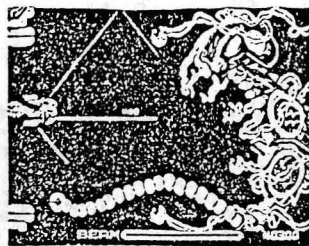
WEST  
GERMANY

It's  
"ILLEGAL",  
but who cares?  
I DO



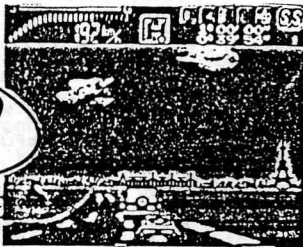
PUT  
STAMP  
HERE!





# PC Engine

THE ALTERNATIVE



Everybody is talking about the PC ENGINE a new game console from the land of the rising sun, Japan. It's so big as normal 5 1/4 disk and it features brilliant graphics and fantastic sound effects. Games like R-TYPE, VICTORY RUN, GALLAGA '88, CHAN AND CHAN and others are

available at a price of more than 30 pound each (= 90 DM = 50 \$). The whole PC ENGINE is at the moment at a price of 500 DM = 300 \$ = 130 pound, but as the games are too expensive and there is no chance to 'crack' them, it still is no real alternative to the home computers. JS

## Allright, lars!

Thank for the many postcards you sent back to me, great fun. and so I think that the 'cracker' of the month' charts are getting more representative as about 35 guys took the chance and voted for it! Yeah, among the postcards 5 guys will be taken out and sent an "ILLEGAL" for free!!!!

Well, I have to excuse myself for presenting this time an "ILLEGAL" in a somewhat lower level as usual, due to my problems with school. I'm running my last year and so every test is very important. My week (10th - 15th of October) looks like this:

Monday: skip school, work on "ILLEGAL", learn for Maths

Tuesday: Maths test taking 4 hours time, then work on "ILLEGAL"

Wednesday: print "ILLEGAL", work on layout, copy "ILLEGAL", learn for German

Thursday: German test taking also 4 hours, then learn for Geography

Friday: Geography test that takes 6 (11) hours, then sleep

Saturday: Venlo: release "ILLEGAL"

You see, not much time remained this week to be really up-to date, but I promise to produce a very good "ILLEGAL" for the December meeting anyway... but next issue will be published on November, 19th again at Venlo... so all articles should be sent up to the 10th of November... to me pleaseeee!

Best regards, yours Jeffie

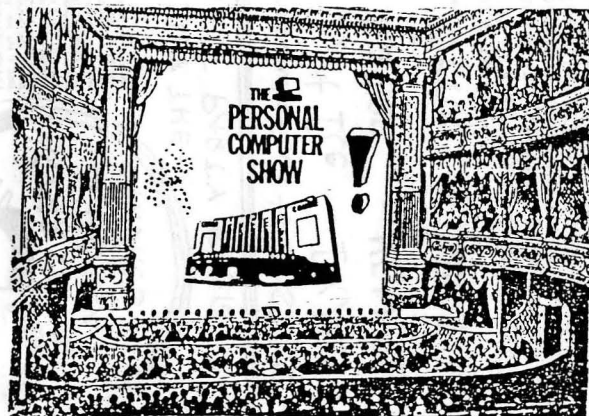
What do you find when you open IKARI's fridge?

Nothing, just ice!

(c) Perotony / CFR

# THE PARTY IS OVER

Watch out for "THE COLONY"!



The PCS 1988

Here we are, London 1988. We arrived late in the night, stand on the Westminster Bridge and listened to the bells of BIG BEN at 12

Saturday, September 17th. I didn't know it would be one of the best days in my life. After MR.CURSOR TK and me went through London and I bought several records and t-shirts in record stores on Oxford Street we took a taxi cab and drove back to Chelsea to Earl's Court. Yo man.

THOUSANDS (and this time it is no damn exaggeration to talk about thousands) of people wanted to get in, we bought our tickets and went the stairs up. And you won't believe. You couldn't see a damn thing, because it was too overcrowded, well 'overcrowded' is not the right expression, but I'm sure you know what I mean. We walked past the OCEAN stand, the entry of the show and I thought that it could be hard to find someone among all these people.

The first guy I met was CHARLES DEENEN from MANIACS OF NOISE, who was about to eat something at the snack bar. Then, after walking round and round again, I still couldn't believe it. I've been here for some hours and I still didn't know where the different stands were. Then, at the THALAMUS stand I met old JESTER from PUBLIC ENEMY and my old lar LAZER from the NEW BENDOR BROTHERS who at once pulled me down into a bar and bought some beer for us (thnx, Andy!).

Walking over the show again I finally met the SCOUERS (Meetibix, Chunk and Lec), IKARI (Nik, Just Ice, Tridos, Fletcher, Excell), DCS (Mr. Sulu), JCS (the whole bunch), ZENITH (Steve + Hendy), BOB OF HOTLINE, THE GRONK, GENE from BROS coming from NORWAY and later on, on the THALAMUS stand (it became our meeting point) my old friends from COMMANDOFRONTIER (Mad All, Ram, Leto 2) and FAIRLIGHT (Strider, Gollum, Excalibur).

TCS even some guys from TRANSCOM (naturally not saying a single word). We all went down into the bar and drank some beers. Hal! the final meeting IKARI + FAIRLIGHT + CFR + NBB + TRIAD + SCS + ... all together, talking for some hours.

Then back again on the show. As the show closed around 8, I finally met all I wanted to me, well

almost (IAN?)

Back on Sunday morning, this time we were able to have a look at all those arcade machines, preview shows, promotion gags, company's stands, posters, bag, t-shirts, people, equipment and what the hell.

Again we all met on the THALAMUS stand, though I personally think OCEAN's one was the very best. Lots of playable games (ROBOCOP, TYPHOON, OPERATION WOLF) and arcade machines, promotion gags (a guy disguised as ROBOCOP itself).

We walked around making jokes, sitting down in the bar. We also went to the COMMODORE USER stand, made some photos. But there was really no use to test a game, because on every single arcade machine you can count 50 of small English kids (Oh my god, they're all talking English!) kicking in their balls... and playing.

I was able to play 'ARMALITE' from THALAMUS (Delta 2), 'ROCKET RANGER', 'LORDS OF THE RISING SUN' and 'TU GAMES' all from CINEMAWARE, 'DALEY T.H.O.C.' from OCEAN on AMIGA, a very bad looking 'AFTERBURNER' from ACTIVISION on 64 and what the dickens I don't remember exactly everything else, but it was damn cool. Cooler than anything else before. It really was the show!

Mr. Just Ice just grabbed some games and previews just out of the hands of the software companies (well done!) or took several equipment with him (yo!). Well, as the time came to say goodbye (FAIRLIGHT and CFR left already on Saturday) we all decided to meet again as fast as possible and this could be at Venlo in December, but...

sitting in the car right now, I swear to myself I'll be back next year when the PCS 1989 will take place. This weekend will stay in my mind forever and ever as it was really one of the best a computer freak could imagine, and when do you have the chance to meet all British hackers, the guys from compunet, all the software companies (really all!!!) and many interesting guys? Only one time in a year, when it's PC SHOW time.

See you around next year!

Yours

MR. J.W. SMART!?



## the story of ... colony 12 / system 4

And here goes the beat then... I have starting position FOUR, now here I go again for the final battle. But if I should win tonight, it's not for sure that the colony will still lure around as before... Anyway, "BANG" ... GO GO GO! I have a fine time, running and watching the others, something like some 42,195 kilometres on my way! Ha. I know the way. I must admit that I'm feeling a bit bad after this race, 'cuz it was quite easy for me, I practiced a lot... Hehehe... but who dares wins! Anyway, as now the situation became safe again, I turn this colony into a system and take 8, so that that makes 4... the system is alive! Like I am. But now I feel like the leading person, I have unlimited credits on all boards, and, best of all unlimited access and highest priority on our 'BASE' board. That means I can watch everybody else, even the other groups and the female groups. HAR HAR. I now have the right to put up the first 30 in the rankings like I want to do, and you can bet a buck that this will be a strong circle, the House Of Lords...! Well, the beer is making me feel sicker and sicker. We have a party down at the secret ex-colony, a big "SYSTEM FOUR" in golden letters is standing high above the door to the entrance. I feel the power, though I have to go one year back at getting the qualification, this won't make me give up. Of course not, what did you think? And that's good, otherwise I had to join the army for two years and this would have meant that I had to remain passive, but so I'll be there one year longer, hahaha! Well, down at the cellar, the boys stripped already off their jeans, when I was coming in. This is the best part, when you can do with the kept girls what you want, every dirty thing included! Haha, I don't care really about it, but the boys do. Especially Mike, the old buddy, ten seconds later he was hanging on the first free asshole he could find. We are laughing, 'cuz he only needed some few minutes to come. DARN! That's pretty fun here. Well, I'm always careful at these things, you know about it... Back from the girls attack (dirty, dirty, well, Mike had his fun anyway), I sit down in my room. Phone up a friend, who is a party animal. Turn on the news and drink some tea. Aha, after this fab weekend far away from home (which won't be beaten anymore), I get to know that there will be a good damn thing to take part in. Now everybody is so confused, that the most of them think that I've gone crazy and sucked out or so, but guess what? I'm still here. Well, this friend of mine, who built up his own colony some miles away as nobody else could do and he gained respect as no one else before, he has grown tired. I still hope to meet him to clear up everything. If you pass the test you can beat the rest, but I don't like to compete if it's possible... all the best freaks will be here. As one year ago, when Mike had his famous problems with the bad fish I still have to laugh about it, when I remember that. Aha, the phone rings! The party animal? TO BE CONTINUED /JS

DM

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Software Herstellung und Vertrieb

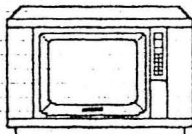
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## PROGRAMMERS WANTED !!!

64 and Amiga!  
Tools and Games!  
If you've written a cool utility,  
a sound editor or a game, then  
contact us at the following address:  
DIGITAL MARKETING  
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5142 HÜCKELHOVEN 2  
WEST-GERMANY

## VENLO DISK STEALERS ?

It has come to my ears, that some thief was making his round during the last VENLO meeting (November, 11th). Well, the thing is that Disk-notchers, Disk-boxes and a hell of Amiga and 64-diskettes were stolen. That we are pirates doesn't usually mean that we steal disks from ourselves, is that clear? So, if that swine is reading this, he should have that courage to give at least a very important disk back that belongs to the graphician WIZ-ART! of MAGNETIX, and the disk was filled up with several logos and graphics that he was developing for different groups. He even announced that he will pay 10 DM for the guy sending back the disk! So, we're waiting for if the guy is a real pirate with some brain or some tough-minded kid... /J.S.'89



## The Wanderer Group on TV ??

I think, the news that a german TV station attending at the last Venlo meeting made its round, so I don't have to tell 'bout it. Well, the guys are making some kind of computer show, where non-professional programmers present their games and the games are then played by some kids. Well, between the game sequences some information-videos about what ever one can do with a computer so it happened that the guys from TWC appeared last week on the screen with some blue shades over their faces. They were just showing them that they crack a game, and that was all. Well, as it concerns the show called "HIGH SCORE", it's getting much better every time, only bad thing is that it's transmitted over a local German TV station that not all Germans can receive. Hoping for more on this subject, yours. /JS'89

The  
European

~~CRACKER~~



CIRCUIT OF 1988!

