

Cracker of the month

This month top groups presented by the "ILLEGAL" jury

1.	S.C.C.	6.413 pts.
2.	IKARI	6.376
3.	TRIAD	6.359
4.	JEWELS	6.359
5.	FAIRLIGHT	6.359
6.	PAPILLONS	6.359
7.	E.S.I.	6.359
8.	TSK-CREW	6.359
9.	P.E. NO. 1	6.359
10.	OCTAGON	6.359
11.	EROS	6.359
12.	TRIANGLE	6.359
13.	FUSION	6.359
14.	HOTLINE	6.359
15.	ORION	6.359

DEMO CHARTS!

Very hard decision this time cuz lots of very well programmed demos arrived... So don't kill me for the judging, somebody had to be first and somebody had to be last...

1. SCOOP DESIGNS - That's the way it is
2. SPHINX - Digiaxion
3. ASH + DAVE - Double Density
4. SPHINX - Imbecile
5. TWC - Babylon 3
6. 2000 A.D. - Mip Mip Police
7. IAN + MIC - The Boggman
8. CFE - Exams

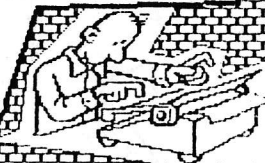
SOFTWARE-STARS

1.	BEARD'S TALE III	1
2.	BIONIC COMMANDO	1
3.	ALIEN SYNDROME	1
4.	IMPOSSIBLE MISSION II	1
5.	PARANOID COMPLEX	1
6.	IKARI WARRIORS	1
7.	I.O.	1
8.	WINTER EDITION	1
9.	OH NO	1
10.	TARGET RENEGADE	10
11.	THE THREE STOOGES	4
12.	SKATE CRAZY	4
13.	REVENGE OF DOH	15
14.	DRACONUS	1
15.	G.U.I.Z.	5
16.	PLATOON	10
17.	RINGWINNER	13
18.	WIZEN	1
19.	POWER AT SEA	14
20.	TETRIS	13
21.	SAMURAI WARRIOR	11
22.	QUEDEX	124
23.	4*4 OFF ROAD RACING	121
24.	COMBAT SCHOOL	121
25.	MANIAX	127
26.	PREDATOR	127
27.	PIRATES	127
28.	HERCULES	127
29.	THE TRAIN	120
30.	POLTERGEIST	120

The "ILLEGAL" jury consist this month of:
 FAIRLIGHT (Strider), IKARI (Nik),
 SCOUSE (Weetabix), ORION (DSH),
 CFE (Mad All), NG (RNE (MUS)),
 TWG (ITE), BEASTIE BOYS (CF),
 TRIAD (Mr Pinge, Hi-tec, T.K., JS)

+ J M P R E S S U M +

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 Norway : STARS
 Sweden : FLT, TRIAD
 Turkey : THE METRO BOYS
 U.S.A. : TAG FIS, TWG, FER
 Austria : TSK-Lew

Good morning, dear. Would you please climb off me?
 As this "ILLEGAL" will be released on the DOMINATORS - DG - UFFRONT and IKARI (or JEWELS) party up in Denmark, we managed to increase the circulation again of 200 % ! Ha, I hope I won't lose much money with copying so many issues for you.
 Next month it'll be released at the VENLO meeting, so your stuff for publication should be sent up to the 10th of August to me.
 Still the best thing in life are "ILLEGAL", aren't they? JS

ANY COMMENT ???

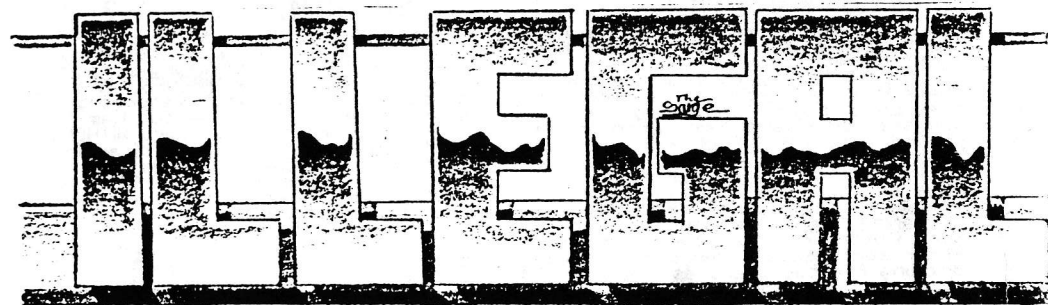
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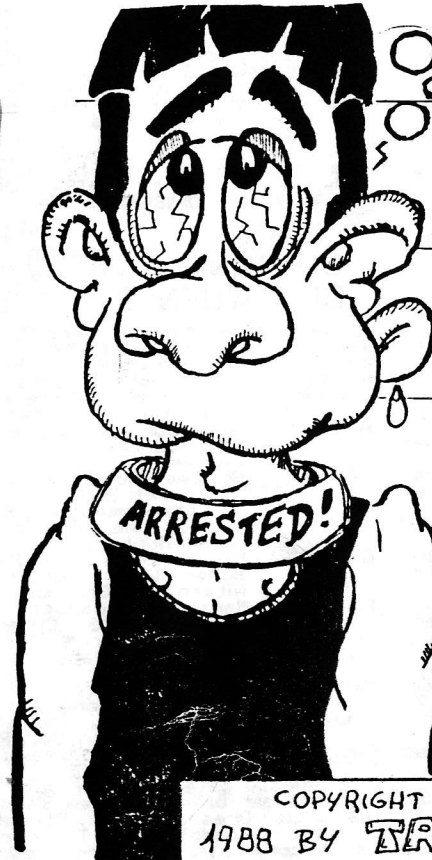
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The best things in life are...



THE TRIAD MAGAZINE



THIS MONTH:
 HOT NEWS

ISSUE
 #29
 JULY'88

"ILLEGAL"
 AND
 COMMODORE
 USER

CRACKIN'
 COMIC

POLICE
 ACTIVITIES

MEETINX
 REPORTS

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the story of SYSTEM FOUR . . .

You just want to scream but you keep silent. Bad luck, you think, but how about committing suicide now? No, she isn't worth it to give up your life, isn't she? Hum, why girls at all? Why can't they be just cute and loving you? Why are you always losing when you're playing with girls? Fuck 'em, you think. I don't need to love a girl! you write in big letters on your wall paper. However, you jump again into the deeper dungeons of SYSTEM FOUR and recognize that some really old and very good friends of yours have returned after some years. That's it! Parties and drinking for two weeks as the big holidays have started. You stay at home while almost all your friends spend their holidays somewhere abroad. You start to listen to music ALL NIGHT LONG, and making innovations for SYSTEM FOUR as you still belong to the 'A' class (not concerning girls, however), as you make a plan about a gigantic maze in the basement of a forest next to you. You saw this damn girl again in town with that goddamn friend of hers, but you didn't feel anything for her. Nothing is left, you think. There are so many other girls walking around, even some very good looking ones, why crying then? But you still afraid, that love can tear you apart again. Holidays move fast over and you start to talk to all friends about their holidays representing SYSTEM FOUR ideals in other countries. School started again. It bores you like hell. On another weekend you were listening to music as you think about all losses against girls. You recognize that they were all the same age as you are. Hum... still thinking about this, you fall asleep. Then, another sunny morning, wearing sunglasses, you crawl into that goddamn bus, that of course was too late again. Yeuch, there are some really hot girls, who could be something for one night, but for more...? You finally arrived at school, boring as always... You're standing together with some friends of yours chatting about latest releases on the software market when your eyes move by chance to two smaller girls (perhaps two years younger than you) laughing about something. The left girl's smile is somehow fascinating you... Damn, you think, she's too young. Back into your room again, listening to music... you again think of her smile... somehow, you think, somehow, somehow she's very cute... but too young... 2 years... just two goddamn years... too much? Hum??? This goddamn smile... she's got a nice face, too... She's looking good... but too young... really too young? (Three cans of beer make your minds confusing around and again believing in the land of love...) What are two years? She's so damn cute... Does she have a friend? What's her name? Where's she living? How old is she really? It could be two years... or more? Or less? Who the hell gives a damn for the age? You give a god damn for that smile! AS IT IS WHEN IT WAS, eh?

TO BE CONTINUED . . . JS

ever heard of ARCHIMEDES ???

I'm wondering if there is any support for a true pirate skipping of the all-hated computer AMIGA, continuing straight on the new light... ARCHIMEDES! This new computer from England features graphic mode similar to the AMIGA but has 8 bitplanes, giving 256 colours WITHOUT that stupid HAM! There are 16 audio channels, and the processor is a RISC one, somewhat like the 64's, without the extreme flexibility of the normal 68000 addressing but with four times that one's speed. The OS DOES work, even in this very first version, and the drive is fast and reliable, with 800 K storage. What it does not have is the special co-processors and the hardware multitasking of the Amiga. Take a look at the game ZARCH which was written by one of the co-authors of the ELITE, and you will see vector graphics, filled, being run at a speed which is hard to believe. My personal reasons for choosing this thing instead of an Amiga are, 1: I don't want to enter an already overcrowded market with old names and without new ideas. 2: The Amiga is clearly over-the-top and is poorly organized internally, nothing really making use of its potential. 3: I like the working of the RISC processor, it has many features similar to those of the 64's, but with a power that is frightening. Well, JANITOR will proceed on this new computer soon along with a so far unknown guy who has the right spirit, if he could chasing gals (eh Richie?), so TRIAD will have an ARCHIMEDES DIVISION by then. JANNIE '88

SOON COMING , BUT WHEN ?

It seems as if the summer took the breath of all programmers, but in fact there are lots of game announcements to appear until the end of 1988. All titles without any garancy: ACTIVISION : Afterburner, R-Type, SDI, Time Scanner, Lock On, September. CASCADE : Nineteen Boot Camp, Ringwars CODE MASTERS : Super Stuntman, Dizzy, Jet Bike Simulator, Race against time, Pro Snooker, Ghost Hunters. GREMLIN : Mickey Mouse, Pink Panther, Super Skiles, Night Raider, Alternative Olympics, I Rex. HENSON : Marauder, Roadstar XRI, Azmodius, RC3 (Cyberoid 2). INCENTIVE : Dark Side (Driller 2). MARTECH : Wanted, Le Mans, Program Wars. MICROPOSE : Super Huey 3, President Missing. OCEAN : Guerilla Wars, Undicator, Daley Thompson '88, Rambo 3. PALACE : Barbarian 2, Ultimix, Museum SYSTEM 3 : The last ninja 2 (release date: 14th of July '88 if one can believe System 3's manager). U.S. GOLD : Dream Warrior, StreetFighter, Roadblaster, Thunder Blade. Let it come... We're prepared for some hot Christmas releases. SSD/TSK; JS

NEWS FROM SYSTEM FOUR . . .



Yabba and welcome to yet another issue of 'NEWS'. God, I stay two weeks abroad, return and thousands of things happened. * SURPRISE, SURPRISE! On a conference last month, not only me but several ex-FUSION members were surprised to hear IAN (remember the good days with "Hey, Hey, Hey") announcing their comeback on the 64!!!

The name of the group will be BEYOND beyond what? Anyway, best luck, IAN! * Well, we haven't heard anything from him for two weeks as he flew off to the U.S.A., but then 8 conferences in 3 days... that's cool and I guess the commie rate in America has decreased rapidly. Of course I'm talking about good old drinking comrade STRIDER of FAIRLIGHT who's in the STADS for 2 full month enjoying the American way of life. * Bad news again. The police strikes back... part 701262! I almost got a heart attack when I was called by MARKUS of RADWAR telling me that the cops cleaned up his room and took all equipment with them. But without special proofs they had to return everything after a short while. Anyway, great job from MARKUS calling at once all his friends to let them know everything... Thankx! * Stunning... One only has to call JUST ICE to join IKARI, as JEWELS did! Now four members of JEWELS joined IKARI and they are EXCELL, FLETCH, DOC and GANDALF. Quite surprising was I called NIK of IKARI to make sure it's true. I called him, said: "Hi, it's Jeff, eh", Nick, one question... is it true that" and by that word Nick replied: "Yes it is... God, hard life for him, he must be really pissed with 1000 guys calling him and wanting to know the truth. * One can only shake one's head looking at the SHARKS. Sentenced to lose after almost all members went to INXS, they took the BARD'S TALE 3 ORIGINAL COPY from PAPILLONS and put their intro on it. Great Job! But unfortunately the game didn't work anymore... Hahaha! * Where has own fantasy gone when you have to make a new name for your group??? Some take a music group's name for 'em, others name of games and so on. The lame climax is the following: Can u differ between (in alphabetical order): HEPTAGON, OCTAGON, PARAGON, PENTAGON or TETRAGON??? By the way, we won't callign us now TRIADON just because of fashiongon. * Do you remember lame German group THE WEB and their member DJANGO??? Now it seems as he totally freaked out and gave the police addresses and private informations (!) about his old contacts as not less than 7 guys from my town were concerned. And they swear now to make a trip to Coesfeld and "talk" with him about it. You see, you cannot trust everybody in these days...

* At the mo BARD'S TALE 3 seems to be THE GAME on the 64 that is making everybody crazy. Not only JANITOR and CAPTAIN FUTRE / BEASTIE BOYS were fighting against dark creatures in the dimensions of SKARA BRAE, also me and MEETIBIX / S.C.G. started playing... The state so far: Janitor entered already the 6th dimension without any cheating! and is soon about to solve the game... Cap Future is in the 5th dimension and changed over to WASTELAND... I'm still hanging around in the 2nd dimension without any docs... More on this subject is yet to come. * TRIAD GERMANY again became larger! DEEJAY (Ex-UNITED ARTISTS) joined the forces and also presented his first (excellent) demo a few days ago. He also signs responsible for the "DEMO DESIGNER" available from DIGITAL MARKETING and listen and believe that about 50 units had been sold so far... in this world of plates! * What happened to TRANSCOM? Now, COMMANDOFRONTIER seem to have a favour for guys leaving T-COM as not only LETO 2 joined CFR, but also PHOTONY. Both have to expect nasty things as the sad rest of T-COM (mainly the old C64CC-bunch) started already to moan about LETO 2's works but are going to use it for MIGHT 2. Still they haven't tried to learn English. * Have you also wondered how someone can change within 2 months when you look at SERGE from SRG who now is BAMBAM from HOTLINE? I remember the old days when he ran behind me in Venice and now he has the same HTL attitude that everyone has. He really seems to got BAMBAM in his head right now starting to make his intro texts more important by writing shit instead of starting to make a diet. * By the way, both, T.K. and me were not only wondering that HOTLINE have some members in Austria, what I barely doubt, but that they wanted T.K. to make an intro for them was more surprising. * Movements in Norway: THE SHADOWS and RAWHEAD went together and will keep on using RAWHEAD as their name that comprises now all members of them. * Also movements in the Dutch area: Three guys from MADSQAD built up a new group together with nobody less than old COCO, who was supposed to work professionally for some German company. Anyway, up to now, except an intro nothing could be seen from COCO himself, but rumours go that he is in biggest trouble with the police... Who knows? * As I started to look forward to the comeback of SCOUSE CRACKING GROUP, nobody seemed to care much about NOW, they really went back to old ideals releasing quality cracks and their new member list loox like that: 'ere: MEETIBIX, LEE, CHUNK, WEBB and DR.J. * Another month passed by with exiting fights and important events as we all look forward to the PCW show in September in LONDON. Thanx 4 all news to the following friends: STRIDER / FLT, MARKUS / RWE, MAD ALL + NY / CFR, NIK / IKARI, MEETIBIX / SCC, SCRATCH / TRIANGLE, CF / BEASTIE BOYS, IAN / BEYOND and all mah friends from TRIAD. Leaving off to be back in another month

Jeffman

Count 2, 3 and x-ray!

Howdy all pirateanlacs, especially com-user (for their pirate-articles)! It was really nice to read our groupname several times and to find it on that old map... (even though we are a real "TRIAD" existing on 3 different places in the world: GERMANY, UK and SWEDEN!) I had to break my old habit when not buying the map what was moving underneath KION's eyelashes, some tears of pride? Whatever, he just had to get that issue and then store it with all the other crap in his sentimental collection. Ok, ok, let's come to the point of no return! Since everybody will read this on the greatest copyparty of 'em all (Have mercy on me for this prophecy) in Denmark (Whos? Not Daxion's, U Fool!) and you are probably reading this there (if that bloody mix of IKARI, DANELAW, UPRONT, DOM, DG didn't spit on your face). It's eggsactly 1 year since all groups formed those international standards. And O-Boy... is everything a mess? So in the name of law and order I present to you the up-2-date international standards '88 (I use our own name cause I get such a hard on.)

The practical use of international standards!

(No more suicides)

'1234567890123456': Always use all 16 characters (looks better + easier to scratch) and fill it out between name & group with spaces if necessary. RIAD, AH! If the group is 1st like this, then it's a demol (Quite easy to search for a particular group's demos if u use an alphabetic sorter. Else u hav to remember the name of the demol, not so easy!)
'LAST NINJA/TRIAD': A game with only 1 trainer (maybe unlimited life)
'BIONIC C++/TRIAD': 2 Trainers
'ALIENS +3/TRIAD': (NOT +++, Americans and Pulsar)
Some lame dix used 'MEGACYBERNOID' to indicate a MEGATRINER, but! everybody seems to have forgotten the rite meaning (a kool guy used 'CYBERNOID+' and then it often had the rite meaning) - A Megatrainer was ment to be a nice trainer with a possibility to change options while playing... for example (MY FAUE): CBM-KEY to enter the next level
Today a MEGA is anything between '+3' and up!
So we had to invent a new term, the step beyond... GIGA!
'ALIEN SY+G/TRIAD': and remember if u play this 1, u can always make something happen while playing the game!
'BIONIC C++/TRIAD': This 1 has a hi-score saver, a saving routine that starts when u press reset!
'RUGRAT (TRIAD)': An import from the States, the (>) indicate that we didn't crack this 1
THESE ARE THE BASICS...



(continuation from left column)

Last year we even TRIAD, eh... TRIED sum other symbols... but everybody used their own fuckin' symbols so everything screwed up! 'MONSTER PIC' and 'MONSTER DOX' seem to be the best name for the picture and the instructions to a game! (In TRIAD we rarely type DOX, nol cares... so I bet a buck on that u havn't seen that last 1)
I think that's about it! And if I forgot anything... hmmm... use the force and let the happy meatballs bounce on your forehead...
I'm sure I'll see new solutions and if they are any good I'll probably type 'em down in your sweet 'ILLEGAL', anarchy mag #1. MAKE SURE that u get 'DI-ART', another game from TRIAD, the next #1 - release and don't forget 2 lick my ass in OK, Kinder! Tanx 4 me and
HELLFIREREGARDS TO:
all German and English TRIADEERS,
the new ideal...

R&N

(CRUCIF) IXION/TRIAD '88

MORE OVER COMMIES

Who do you think is the greatest threat to the UNITED STATES of AMERICA? It's those damn commies, right? No, no, no. Don't get me wrong, the commies are a threat and should be eliminated! But it's those damn people on that little island called JAPAN, that are America's greatest threat. We should have nuked their entire country when we had the chance.



JAPAN is nothing but a leech on America's back. We pay for their defense and we support their economy. They flood our AUTO MARKET with piece of shit-cars like HONDA, NISSAN, TOYOTA, etc. Japanese people are stupid. Look in your history books and tell me what discoveries or inventions JAPAN is credited with - NONE AT ALL!!! They steal ideas from America and other nations, and make them cheaper! Things like the automobile, television and semiconductors are all American discoveries and JAPAN exports all of this shit into the USA, yet they refuse to allow our goods into their market. JAPAN is destroying the American economy. Lots of people are out of work; American companies are going bankrupt; and government is going deeper into debt. JAPAN is also buying up very large amounts of real estate in America. They own large amounts of major cities including 75% of Hawaii and 70% of Los Angeles, and list goes on... these dam Japs must be stopped!!! So if you go out and KILL A COMMIE FOR YOUR MOMMIE then don't forget to SHOOT A JAP FOR YOUR PAP... With friendly regards
THE MIND SLAYER of
THE AWESOME GUYS/USA



Yup, welcome to another issue of "ARCADE ACTION" and as I was in Great Britain I'm able to present you some very new machines...

ROADBLASTERS...

This game from SEGA should be released for the 64 every second by US GOLD. Anyway, the shortest description for that game could be: It's like "OUTRUN" but you have to shoot other cars up. Sounds good, eh? The graphics look somehow worse than "OUTRUN" but the gameplay has been improved. The main task is to shoot up red cars, but you have to pay attention to tanks trying to shoot you at the same time. Then you can get extra weapons from a nicely animated helicopter, e.g. extra speed (where your car becomes unmovable) or double laser guns, etc. The movement works with a gas pedal for your right foot and a steering wheel with two different fire buttons. You only lose a life when no gas is left in your tank, but not for crashing on other cars or being shoot, so you have drive economically. The game features about 30 levels and brings lots of fun. Who does not like it to drive fast and shoot up other drivers???
Ranks for "ROADBLASTERS": 92.

THUNDER BLADE

Another stunning machine from SEGA. You have to fasten your seat belt on an original helicopter seat. You have the steer control between your legs (Ouu!) and the monitor is down below so that you really get the feeling of flying in a helicopter. The graphic is the absolute top of what one can imagine. You either fly among houses or trees or fly above them, this is changed within every level. You have on the left a switch for speed as "AFTERBURNER" has, forward for increasing and back for decreasing. Two different weapons are: Either a missile or a MP gun. The task is shoot down other coppers or

tanks that shoot and to avoid collisions with them. The gameplay is first as difficult as "AFTERBURNER" but with some playing it brings no special difficulties to reach higher levels. Have also a look on the superb High Score entry sequence. Only the great, great graphic would be a coin worth. All together one can say that "THUNDER BLADE" is very similar to "AFTERBURNER" and deserves: 98 points.

HEAVYWEIGHT CHAMP

And the last review for this month is "HEAVYWEIGHT CHAMP" from guess who! Right! From SEGA. Finally a total new game concept which you need your muscles for. Wonderful graphics announce the fight for the heavyweight championship in boxing. Opponents are shown (including Mike Tyson) that you have to fight against. You start against the number 5 in the world rankings. You take a bolt in every hand that you can move up, down, make circles with and push into the machine! Yes, it's really boxing - live! You hear the referee presenting you and your opponent and the then... BONG... the fight begins. You move the right bolt up in front of your opponent who beats you. Ah, you punch back, up in his ugly face (graphics are very good and detailed, even the audience) and down in his fat stomach... and then... he falls down... 1... 2... 3... 4... 5... you hear the counting, but this ass stands up again and starts punching you! Stronger into the machine you finally knock him out! Then the next opponent is number 4 who stars beating you like TYSON himself. Anyway, the animation is brilliant, you can look through your fighter's body and see only the fists landing hits on the opponent. And you really feel the fight in your arms after a while. Great Job! The high score list features about 100 entries! The monitor moves left and right, parallel to your fighter's moves. The only bad thing about this super machine is, that if everybody pushes the bolts like a crazy idiot as I did, it won't live for a very long time. Beside this "HEAVYWEIGHT CHAMP" is another masterpiece from SEGA who proved again that they are unbeatable in producing the most exciting arcade machines... So it gets 98 points from me...

ARCADE TOP FIVE

1. Afterburner
2. Heavyweight Champ
3. Thunder Blade
4. Roadblasters
5. Super Hang On

mad all's mailbox

Excelsior... welcome to a SPECIAL edition of my mailbox. This time no gossip except some of Jewels joined Ikari. Razor Express is split up into The Clan and Hulksters and that Flash in Belgium split up after only 3 weeks.

This month I'm going to clear the legal rights of the pirates, if you are scared of the cops then read on and maybe you don't have to be afraid at all. Thankx to a good friend who studies international law I now know what countries apply what legal rights.

First of all if you're under 18 you can NOT go to jail for software-pirating, your parents can get a fine in some countries but even if they take your computer then you have a legal right to get it back after the court-case... you can not get the disks or tapes back, because they will be kept as evidence all after you turn 18 (when they scrad the offence from your sheet).

IN Belgium, Luxembourg, Norway, Switzerland, Austria, Italy and Spain there are copyright laws, but the government does not recognize software to fall under this law, as long as you copy as much as you want, they can only get you when you sell games, because then you fall under another law which is selling without a licence and with a tax-regitation.

In Yugoslavia, Hungary and Turkey there are no copyright laws or anything similar, the government does not care so emigrate to these countries if you want to become rich.

In Germany, France, Sweden and Denmark there are specific laws for Software (HARD LOCK, my friends) so they can bust you all. There is however no special "Software police" as some people claim, they are just plain cops who work for the national department.

And especially in Denmark if you get turned in by some big, fat, jealous son of a bitch you have the right to know his name so you can set fire to his house or cot his car-breaks or something else as revenge.

Well... I hope I have not worried you toooo much remember... being a pirate is something like having sex: Be careful and you won't get in any trouble.

By the way, all pedestrians have to be very careful next time in VENLO or DENMARK, because not only IAN of BEYOND has made his driving licence, but also this guy called JEFF SMART, who wasn't sure which colour his Testarossa will have... Congratulations!

L8R from MADALLIG80R

MAD
ALL



INTERVIEW OF THE MONTH THIS TIME : CF/BEASTIE BOYS

They are the fastest setting originals in Germany by a wide margin to all others, but afford the luxury of cracking only the games they really like, the BEASTIE BOYS! I talked to CAPTAIN FUTURE, who advanced to their main cracker.

? : First of all, how old are you?
!!! : 23 ages.

? : When did you buy your first computer and why for the hell?
!!! : 3 Years ago I bought a C 64 and that's because of its big software supply, but I often travel to friends and watch what's going on on the AMIGA and ATARI ST.

? : When were the BEASTIE BOYS founded and how looks the current member list like?
!!! : BEASTIE BOYS were founded end of July 1987 of the ashes of old YETI FACTORIES. Today's members of BB are: ACCEPT, CALVARY, SYNDICATE, PROFIT and me.

? : Do you have a special reason for cracking games?
!!! : Mainly just because it brings lots of fun.

? : And everybody is wondering why you are not cracking every original you get?
!!! : This is simply because most of the games are not worth to be cracked, and why should I then spend time to crack it?

? : What are your best friends?
!!! : Well, my dog, STRIDER / FLT, Jeff / TRIAD and of course NIK of IKARI.

? : Do you have any enemies?
!!! : No, From my side nobody!

? : What are your favourites?
!!! : Demo (64) : BORDER ZONE which was available with the SANXION ORIGINAL. Game (64) : MANIAC MANSION. Music (64) : COMBAT SCHOOL. Movie : Lords of the darkness by John Carpenter.

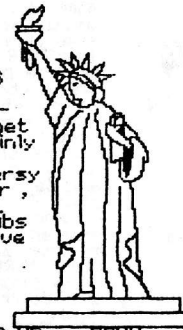
? : What are you doing when you are not sitting on, in front or below your computer?
!!! : I enjoy playing Squash, Billard and drinking (strong beer) with friends.

? : What was the best incident in your life up to now?
!!! : The 15 month that the German army told me, how did Nik/Ikari say? Can you tell me, how you did freeze DRILLER and simultaneously remove the code protection?

? : My genius-like FREEZER is doing that automatically of course!
!!! : How do you see the 64's future?
!!! : I'm not afraid of anything, because so many 64s has been sold, that no company can afford to stop programming for it and it will be surely the leading computer for another 5 or 6 years, until perhaps the AMIGA will take over. Take, for instance Germany where about 50.000 Amigas were sold and up to now more than 1.000.000 64s, so what should happen ??? JS

U.S.A. Group Records

Written by THE TRAITOR/FIS
(bloody fix by IX/TRIAD)



ABYSS - This month they get a THUMBS DOWN. This is mainly because Orion was stolen from them & the controversy between them, Peacemaker, Mr. Midnight, and Fantasy. If they are to get a thumbs up next time, they will have to find another contact soon.

PE (USA) - With the departure of Perplexer (due to his phonebill) this group gets NO THUMBS UP or DOWN. They have lost quantity (in the warez) but have gained a quality standard (in the warez).

I.N.C. - This group gets a THUMBS UP for the releasing of BARD'S TALE 3, and their quality imports. Their new added member (The Hunter) will help them a lot in their quest for quality warez.

F.B.R. - This group gets a THUMBS DOWN because nothing could be seen from them that is fully working.

E.S.I. - Another group with a THUMBS UP because they release good stuff, although this year ESI wasn't as good as last (due to the loss of SOHO), but they are still one of the top contenders for the best group.

T.S. - A big THUMBS DOWN for the SURVIVORS, they have seemed to lost their main supplier in IKARI and they will have a very hard time getting back to their past status.

I'm not going to rate any more groups because they are not in the top 6 (notice that I don't even rank my group, so don't get pissed off at me because you're no in here!).

A new wave sweeping the world is the EUROPEAN groups getting roots in the U.S.A. So far the following groups have started (or tried to start) groups in the U.S.A.:

ORION U.S.A. : This group was started about 2 or 3 weeks ago and is now dead.

LEGEND U.S.A. : A group that hasn't even got off the ground.

This is just the start of something big, that I think is a real stupid idea. You don't see "ABYSS SWEDEN" or "EAGLE SOFT ENGLAND". These groups are going to come and go real fast. With plans for groups like "WANDERER GROUP U.S.A." and "LEVEL 99 U.S.A." this is going to be a real disaster area. I hope I never ever see "TRIAD U.S.A." cause I think I would throw up!

LIGHTS OF THE MONTH...

PEACEMAKER - Most groups in 1 year (and still counting).

PEACEMAKER - most times kicked out of a group.

D.S.I. (Duck Soft Int.) - latest group of the century.

R.T.I. (Rough Trade Int.) - newest group and

I.N.C. - Elitest group (of the month)

THE TRAITOR / F.I.S.

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THE TRAITOR / F.I.S.



The golden rules of CRACKING!



RIGOR MORTIS IN SYSTEM FOUR

Seeing that in all this time nobody learnt anything, it's time to publish the TRIAD golden rules of good cracking! This is hardly something the entire can learn to love, but YOU, cracker has to fight for your right to produce quality cracks! Now, the first and most important rule! Always play your cracks to the final screen! The bugs in games are naturally not in the first few screens, but towards the end, where the author never bothered to check once the game was finished for sale!

Don't use hi-tec gizmos like the EXPERT, naturally not for freezing, but not for saving memory or similar things either! Settle for a small, effecient monitor of the CCS-mon style.

When cracking from tape, make sure you stop the tape on EVERY file, saving all registers containing start and end! Often ZEROS are needed for blank sprites and similar things. Save each file to disk, then when finished, check the function of each file.

When checking for trainers, make sure they don't conflict with the natural functions of the game. Use "I-BALL 2" as a good example of this!

Play the game through after training it! In multi-loaders, there is something that can seem like a random crash every now and then. You don't want interrupts running while loading, but SEI won't disable them cuz the load routine does a CLI. Anyway, make sure you do this:

```
LDA #7F
STA $DC0D ; disabling further
                IRQ-generatings
LDA $DC0D ; important for CLEARING
                the reg.
```

```
LDA #01
STA $D01A ; Same function.
STA $D019 ; Same reason.
```

Now why clear the regs? Cuz otherwise the first thing that will happen when the loader does CLI is an interrupt! The random factor, comes from the fact that mostly the load routine is reached before a new interrupt is generated, but if it is NOT, and a SEI has been ordered, this will prevent a crash!!!

NOW please follow these! Be sure to portect your swapper friends from themselves by saying: "Sorry pal, you'll have to wait two more hours for me to finish this 101 % version..."

JANNIE '88... You only live twice

JANITOR '88

WHO'S COOL, WHO'S NOT ???????

How do you decide whether a group is cool or lame? If you ask an American he'll answer: "If you're fast, you're cool!"

As some of you know, I'm the lucky owner of a modem and I'm trading with quite a lot of yanks! I've tried quite a few times to have a new TRIANGLE-crack, which the guys in the U.S.A. don't want to upload, cuz as they say: "Oh, that's already been released over here!" They don't care if our version is a ++++++ version, or if it's 20 blocks shorter than the one they got.

If this is the future way of judging people, then I'll quit the CB4 very soon, cuz I'm trying to do a good job, cracking and training the games, and if nobody wants my version, because FUSION or SCG cracked it two days earlier... then I don't see much fun in spending time on doing life easier for the gamefreaks! When I decide if somebody is cool or not, I look at the following factors

- (in ranked order):
- Quality & Quantity of own cracks
- Abilities of programming and designing (demos)
- Number of sendings a week
- (at last) fastness

As you see, fastness doesn't mean a lot to me! For example I have been trading with IXION for TRIAD for a long time now, he's not very fast, but TRIAD's cracks, especially JANITOR's ones are fucking cool! That's the way I think we should judge each other! I'm tired of getting the same answer all the time after time on my question to foreign freaks: "Who do you think is the coolest group in DK?"

The Papillons or Jewels most of 'em answer, "coz they are sooo fast!" Dammit! Honestly, I think PAPILLONS are the most lame group in DK. Their pal-fixed version of WINTER EDITION was pretty lame cuz it didn't work at all! I know that people think we (TRIANGLE) are showing off a lot, but honestly, why shouldn't we?

Who in Denmark are better programmers? Well, I can only imagine two groups, namely DEXION and UPRONT! Other may be JEWELS and 2000 A.D.

Who are better crackers in DK? Nobody, I think. Our versions are always well-trained and very short! JEWELS crack a lot, and their versions use to work, but they're too long. PAPILLONS crack & re-crack a lot, but... no comment as I don't want 'em to hate me more than they already do.

Anyway, the conclusion was: the 6th place in the "cracker of the month"! Okey, I'll go now, but just a few personal greetings to:

TRIAD (JS, IXION, JANITOR, HI-TEC)
NETWORK (MATCHAM)
THE BRIGHT LION

All the AMERICANS who have sent a modem! I'm nearly able to set up a computer shop selling modems!

If anybody wants to buy one, then just write to me (address on last page). Look out for my next article in "LLEGAL" issue #30, but also watch out for an article written by COZMIX of TRIANGLE.

Later dudes... Swyx/Triangle

the demo of the year 1988! 2nd Triangle competition

Well, I have an announcement for all of you! The demo of the year 1988, TRIANGLE's and democompetition is about to be published. In a few days, 30 groups will be informed about this event by a letter from us! The rest of you will have to wait for an information-file, which will be spread soon... or write us!

Swyx / Triangle

AUSTRIA LAND OF CONFUSION!



Austria is a really strange country for computerfreaks! Read this article and you know what I mean.

The most important thing at first: We, in Austria haven't a law against pirates, so we can swap without fear to get by the police. That's good. For us it's hard to be fast, coz the Austrian post is pretty lame (I sent an Express-letter to Denmark - it travelled 6 days) That's bad! Let's talk about Austrian crews.

I think there are 3 well known groups. TSK-CREW: the only crew in Austria which crack originals - the hottest crew in Austria. TAU: What happened with TAU? 2 years ago it was a great group, but Lloyd became crazy and kicked the best members out. TAU is dead! I don't understand why everyone greets TAU!

SOFTIGER CREW: Yeah! It's true! They are members of A.C.E., but they pay 5000 Austrian Shillings (800 German marks) to be a member of A.C.E. This crew is pretty lame. So you see, we from TSK - Crew can't swap with any Austrian crews, coz they are lame. In other countries there are lots of Topcrews. Not so in Austria.

If you come to us, you will be very confused when you look in a computer shop and you get a shock! Okey! You can get hardware, but it is so expensive that it is cheaper to go to Germany and buy all your hardware there.

Software? If you get hot stuff (that means 6 months old), you must pay 200 Austrian Shillings, that is about 100 German marks and pretty lot of money for lame stuff that you can have for nothing.

You see, it is a hard life to be a computer freak in Austria!

Big Ben/TSK

POLICE ACTIVITIES



What's going on in GERMANY ???

As the police never caught anyone of the big and known guys, they got last month MARKUS of RADWAR, after the MCG Party, where several guys had bad luck, too. The normal way how they get anyone is either about addresses / telephone numbers (= then calling you up, waiting for you taking up the phone and saying your name instead of "hello" or something else... no problem!) in demos or cracks (but don't ask me how they get those cracks or demos) or they get hints and detailed informations from other guys they got for promising them to decrease their punishment, which is really working as far as I heard. Once getting your address, either a PLK address, postbox (very rare in Germany, cuz PLK's are almost the same and you don't have to pay for it) or private address it's almost over for you. Take the post as an example. Normally you get a PLK (maybe translated as: POST STORAGE CARD) without giving your name or address, so the cops have to wait in the post office until you appear and get your packages from the counter clerk. Then they politely ask you: "are you really in that group X.X.X.???" and GA-BOSH! game over for you!

This is happening more often than a raid at home, so it really seems as if trading with private address has gone safer than trading with a PLK address. How does a raid at home proceed? Bing - Bong, the door bell rang... Who's that? You wonder, two guys come up, showing you a charge against you but...!! this charge is only brought cuz of assumptions!!! This is very important and that means that they have no proofs for any illegal activity, so you still can say (if you hide all your disks) that you stopped any illegal activity of course without getting deeper in trouble. But if there is no way out for you, don't start to change the sides and throw your friends into the shit that you are swimming in now! Take, for instance, DJANGO of old lamer group THE WEB, who even supplied the police with detailed information like that, that BRIAN (TFD) once hid his computer at his aunt's place and other things that normally only BRIAN himself knew. Better behave like RADWAR did and call up your friends immediately and tell to them to be careful... as they are anyway... hopefully!

And what's going on in DENMARK ???

Firstly I'd like to thank all at "LLEGAL" for letting me write in this awesome paper!!!! Well, why not tell you what's really happening in DK. All those stories about the police (the pigs) is hunting us freaks here are for the most highly exaggerated! The facts are that only people who make a lot of money out it by selling games to small lammers are caught! So, as long as your Danish contact isn't selling you've got no fear that you'll lose him! Sure, I understand people who sell because stamps are not for free and originals neither.

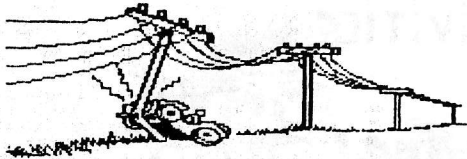
I'd like to see people from Germany writing about the pigs and their methods there... and please make it as objective as possible! I think that the German guys have it much worse than we in Denmark, but, maybe, those stories we hear from Germany are as exaggerated as in DK. Anyway, we Pirates are like RATS: We'll go on forever and if somebody dies there's always a new one to take over the place he left!

The real problem here is the GODDAMN post offices! You see, we can't cheat with the stamps such as putting tape over them and so on because they have hired a special corps which task is to catch all stamps-cheaters. I've been caught twice and next time they'll turn me into the police! But, 2000 A.D. is still going strong no matter what they do to exterminate us, the can't!!! Well, I don't think there are so many problems for us, pirates here in Denmark after all we've heard from guys in Germany, ours are minor problems. Before ending this, I'll greet a few people:

TRIAD (Mr. Pinge and T.K., see ya in the holidays Thomas)
IKARI (Just Ice)
SPHINX (TBF)
Transcom (IRG)
JENITH (Steve)
Mic, Ian & Mic
DANNY and JASON from the U.S.A. and of course greetings to the rest of our many friends!

APOLLON of 2000 A.D.

WOSSUP ?



I was sitting in my room, packing my bag to leave to England for two weeks, when the phone rang: "It's Hi-tec. Ixon and Strider called me asking if you are dead!" Hal Some idiot spread the news that I've died in a car accident and that 2 days after I got my driving licence. Nice! Anyway, it was too late for me to call anyone, I just managed to get GOLLUM on the phone and tell him I'm still living. When I returned from England, everybody was really thinking I'm dead and it took me lots of phonecalls to clear everything up. Shit, I thought, that was not a very funny joke. But I have to excuse me for that I thank for all regards to my friends. There were positive and negative perceptions I made... will have its consequences soon.

BACK to biz! Summer's going on our nerves now, even though some games are planned to be released soon, hopefully as "LAST NINJA 2" or "FOOTBALL MANAGER 2", so we're still waiting.

Writing these lines I'm together with my thoughts at the Danish copparty. Anyway, hope to see you all up there. Leaving off for yet another issue but not without saying hello to all doodes like: FAIRLIGHT (Strider) thanx a callin so often + Collum, SCOUSE CRACKING GROUP (Weetibix), PAPILLONS (hot card, Martin), CFR (Allan + Ny), BEASTIE BOYS (Robbie), BEYOND (Ian), ORION (Leo + Mike), IKARI (Nickelboy, sorry 4 mentionin u so late), how did u say: "The guy calls me every week and doesn't recognize my voice!" urgh... TRIANGLE (Swyx), RADWAR (markise), NEW BENCORS (Randy Andy), FBR (Joe), TAG (Dave), TWG (Mr. Cursor, Thinker, ITB, SPC but not MCS, dis ass), TSK-CREW (SSD) and what the hell do I know who to greet.

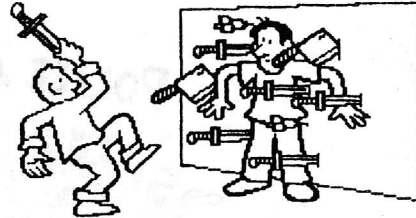
SPECIAL REGARDS FOR SUPER GRAPHICS:

HOBBIT - FLT for the genius comic
LETO 2 - CFR - for xcellent piccies
PETS BAND - EOC for the dood on the cover

ALEX - TRL for some other grafix and of course to SARGIE BOY (TRIAD) for the front banner

ALSO SPECIAL HELLO TO ALL TRIADEERS: the photographer (if I had such a sissie then... never mind, Jannie!), IXION (again praying?), MISS PIGGY and her husband MR. PINGE (Pingah up!), SARGE (not only a genius with the joystick but also with the pen, Joe!), 801 DC (Let us the lammers digitize, Johnie), Hi-tec, eh, tic, tac, tec (let's drive to Mike again... will he let us in?), T.K. (old tea can, one question, thingenx, by the way, this is maj the hammer), MIKE and the rest of FAME (Wo ist der Porno, wo die Schulen sich auspeitschen? Alte Sau...), DeeJay (kick start), METZG, eh, BUTCH + ACUI

With a sadly smile he says goodbye!
Yours... *Johnie*



I hate Americans!

An essay by MAD ALL/CFR

(If your name is STRIDER then skip this article, I think your day will be spoiled. Only joking, Toni!)

AMERICANS, only mentioning their names make me shiver, they're the loudest, most waste people in the world, they think EUROPEANS still are around in animal-shins and live in tents. They used to be such boy to get on the phone, they could arrange conferences, but when you think of it, you only spoke to your European friends which you had your American slave to call. Nowadays American groups consider themselves to be one of the world's top 20 if they import a game every day. GIVE ME A BREAK! Nothing is so easy, as to receive something through a modem and put an intro on it.

THERE ARE 250 MILLION AMERICANS AND ONLY ONE (1) WHO CAN CAN (MITCH / ESI) PROPERLY!

And perhaps some very few groups that have some decent programmers (e.g. ABYSS or SURUORS).

The reason that I'm so pissed off on them is that they have completely spoiled our 64 scene, now THANK to the YANKS everybody wants the game super-fast, they don't even look at the game, they just bang their intro on it and send it off and getting the false satisfaction that they're big pirates.

They have changed the way we EUROPEANS think, nowadays a lot of groups (no names) just make a fast low-quality crack just to send it to the states.

They're really not to blame because they've put it out under so much pressure by those calling Americans saying stuff like: "WANNA GO XCLUZIV?" or "GOT A MODEM?"

Said one member of IKARI, who import and export a lot: "I wish the whole American scene would go away. And that's exactly what I think, now thanx to those boring modems, mail trading has become too slow, demos are not spread any more, because those stupid air-

heads in the States only want games and the art of letter writing to your friends has become a thing of the past!

I had a 1200 Baud-US/European moden, but I'm glad to say that I've sold it and not myself a nice Amiga Monitor, the only thing that stupid machine did for me was that I got a lot of bad American 3 disked shit-games (which I had to fix), gave me sleepless nights and oot me into big ass-breaking fights with my parents when the phone rang at 5 AM every night.

Well, maybe you argue with me or maybe you think this is bullshit, anyway, you can't ignore that the Americans changed the 64 scene totally.

MAD ALL

MEETING REPORTS



VENLO 16/6/88

P O F! It's Hi-tec from TRIAD telling you facts and results from the VENLO meeting and the POWERRUN party... Let's go...

It woz the 16th of June anno domini 1988... half past ten... I woz still waiting for our driver (as usual), anyway, when he finally arrived we drove to VENLO! On the way we had the normal problems at the border and saw 22759 Dutch football freax.

After arriving at the place, we went into the building and the party woz already started... Anyway, 3 guys from TRIAD showed up there and they were: T.K., DeeJay and me!

I also met my old friends like TBF / SPHINX, ROB / HOTLINE, MWS, ARND / RADWAR and all the others.

The meeting proceeded like every month, but again there were no special news (in form of stuff) and so TBF / SPHINX and me went into the chip shop outside (they always make big sales on the VENLO day, ate and drunk, I was told very interesting thinx and facts... about well doesn't matter.

The most interesting stuff on the party came, I think, from SPHINX who released some very cool d-mos (as you can see in the demo charts on the last page). Anyway, the five hours are always too fast over (who said: "Wot a luck?") and at the end we said good-bye to everybody and drove on to the POWERRUN (now better known as "LAMERRUN" or "POWERLAME") party in Krefeld...

POWERRUN PARTY

We parked the car near the youth-club where the so-called "copy" party should take place (I still don't know why they called that party "copy"-party, cuz there woz simply nutthin to copy... We didn't took any disks with us... cuz everybuddy knows that an invitation can be spread and might even reach the police... eh? eh? eh?

The absolute hammer joke was, when POWERRUN wanted to have 8 German marks for 1 single person to entry! I just said: "fuck off, let's drive home!"... Result: We paid 5 marks for 5 persons.

Let's look wot they promised: "Latest stuff on 64 and Amiga. Lots of guys from other countries. RAMBO III on video!" and so on.

What woz there?? NOTHING AT ALL! We went up the stairs and we saw 2 rooms as big as a diskbox, which we had to enter! We kicked zum lamer's asses to pass, cuz it was full with lammers and Powerrun-members... as I said, were Beastie Boys (Syndicate), CFR (Ny), Radwar (AUH, MWS) and "WE" in TRIAD (plug).

The best part was that T.K., MWS, AUH and a guy from Ill went thru the lame town... sat down in a pub and made zum jokes.

(Hi Arnd, where did you take all that jokes from???)

After that we went back to the party and I counted the computers and COSH! 8 PCs (one had even SPEEDDOS 1.11111) and 1 lonely AMICA (HUSSA!).

The final result was an ANTI-LETTER from BB and CFR against POWERLAME (now u know!) then the best idea was to drive home... that's it.

Hi-tec's party ranking: z-class (0.3 points for the mins with RWE) SOME RUSH MOSHEAUS TO: OCTAGON (Mr. Fiend), SPHINX (TBF), JEWELS (Rooze), DOM (Viking), TRIANGLE (Scratch, Swyx), TSK (SSD), PE ENEMY No.1 (Jester), INAS (TPI), HULKSTERS (JTC) and THE (MAC - call me!) and of course to all in TRIAD.

I hope 2 c u all in DK soon!!!! MOSH IT UP!!! from

Hi-tec/TRIAD

The difficulties of writing such a magazine!

(Original title: the hard life of an editor, Warner Bros. 1937, directed by Jeff Smart.)



There it is again! Yer fave cracker mag "ILLEGAL" which should be available on a big copy party from a strange looking guy with a black moustache in the middle of his ugly face...

Have you spend any thought what time it takes to release such a mag every month in time? No. First of all, as every month, your editor is waiting for all articles to arrive. He's spending the night on the street, sitting every morning in front of the mailbox, waiting for the postman... and when the postman shakes his head, starting to cry.

Second thing to take some time to write down all things that go thru his minds which could be of interest for you. Such things can suddenly come in his mind at any surprising time on any surprising place, as e.g. when having breakfast, when having a shower, in the bus, in school, in the car, in bed, at night during a conference and so on. The main task to have then always pen and paper available, if not, you can simply forget it, because two minutes after, all thoughts are gone to hell (or what the hell do I know where these thoughts go?).

Third and most important thing is, to get one evening or night free to sit down on the keyboard, find the program disk and start to type some articles. This can only be realized after drinking several cans of beer to get into the right mood.

While typing articles that were sent to the editor it is very important for him to keep his glasses clean and always to have another computer ready to be able to decode all your damn handwritings.

Fourth thing is, after having typed all articles to think about how to use graphics. After getting to the conclusion that this should have been done before starting to type anything, you take all your disks into the microwave and start to cry.

Fifth thing is to start at point 3 again.

Number Six is to check the printer and to give up because this \$%\$%\$ thing is fucked up!

After perhaps getting all pages printed, you may do the 7th point and that is, count all your pages that were printed.

You probably find out that there is one page missing and so NUMBER EIGHT:

The editor starts to write such a bad article as this one here...

Arise to the next 30 issues

Jeff Smart



The latest news from SYSTEM 4!

Okay, as this is the page that I left free for being up-to-date hoping there would happen anything to be worth to write about and...

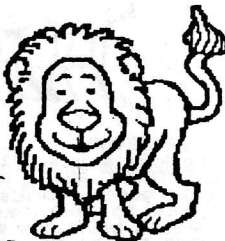
+ Soon you will be able to get "ILLEGAL U.S.A." Editor in the United Steaks of America will be THE THINKER of T.W.G. and first issue is announced to be released somewhere middle of August!

+ Shock for all Dutchies (after winning the European Championships in football) that chose a pirate life, because nobody less than HOTLINE's oldest member WILL (He's about 40, I think) and some guys called LDA were caught by the police!

This changes the situation for all Dutch pirates totally, because a few months before the Dutch government gave a shit about pirates, and now? Anyway, one, of course, has to add, that these guys were selling software and making advertisements in some big computer magazines about that (as, e.g. HARRY of HOTLINE was also doing). However, all guys in Holland gotta be more than careful now, as they wanna live for a longer time. Do we have to be afraid of anything in VENLO now???

That's it, definitely, yours J.S.

Lion talk!

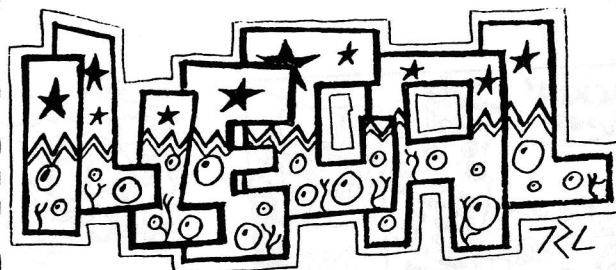


Yo! As last month we were not so active, people really thought ORION is dead. But we're immortal after all! However, I'm studying at the moment in England and that's why I was not able to send all my contacts so often. Then I had also big problems with the post office as about 70 packages came back, because I tried to cheat by putting tape over the stamps and not using the right amount of postage, but the pigs recognized that and sent everything back to me at all! Anyway, ORION will be soon back into action again, as we started to import and crack again, as latest products show. I have to thank the few guys that kept on greeting and sending to us which I was very glad for, I will always remember you in that times. Some even dropped us at once, when we weren't that active for some weeks and that was not the finest way. So, I'm leaving off for the better times.

Mr. Decibel/ORION

PIRACY

HACKING AT THE INDUSTRY'S ROOTS



now! AND COMMODORE USER



Hups!!! Weren't you wondering when reading last issue of Brittain's fastest magazine "COMMODORE USER", June issue when you discovered their article about "PIRACY" which was written by a dude called MIKE PATTERSON? God, I thought, I cannot believe my eyes, when I saw MY MAP on the third page of their article and a short comment about "ILLEGAL" (and not "IT'S ILLEGAL" or anything else, Mike). But in fact, I knew that they got some issues from LAZER of NBB, who asked me to give 'em out.

Anyway, looking on the map you surely recognize my old jokes about the group "EL TORRO C.S." in Spain and "MAFIOSI" in Italy, which of course do not exist at all (it was a joke of mine). Anyway, I was really surprised about the attitude that was shown towards pirates. It was not that old "They're a criminal elements - Arrest and shoot 'em!" thing, no, no, no!

It was rather a n attitude as we are comparable to the Mafia organisation! We as the Mafia? Nup! But I really liked that article and I'm proud to be two times in it. First with this quite positive comment about that piece of paper you're currently holding in your hands and then about that preview I once released, you remember "KATAKIS"? What did Mike-boy write? "We were not even supposed to know of its existence, but TRIAD are pouring out disks!" ANYWAY, I hope they send me zum money for my map and demo charts and so on.

They even have their own publications. Photocopied fanzines like "Delirious" and "It's Illegal" (But Who Cares?) provide information about current goings-on on the hacking scene and flaunt illicit activities. April's issue of "It's Illegal", the magazine published by Germany's TRIAD group carries news, interviews with hackers, a report on the Venlo copy party, a review of Rolling Thunder, a debate on the relative merits of 64 and Amiga, classified ads, news of the latest cracked games and charts. Basically it reveals in its downright naughtiness, but at the same time it reaffirms the reasoning behind hacking. It holds the software industry in complete contempt and almost goes as far as to rationalise a kind of Robin Hood image for itself. In an interview in the March edition a guy called Ian from Brit hackers Fusion talks of his reasons for hacking: "To give people who can't afford to buy a game the chance to have it."

