

F4CG AND TRISTAR

PIRATES



BRADY
ISSUE
#7

I have to say ...

Yo Pirates Fans!

You finally hold in your hand the seventh issue of our, now, wellknown mag! Everytime, we try to improve it's quality, this time we brought you mega cool drawings from one of the (maybe "the") best drawer ... HOBBIT! Up to this we are proud to present you for the first time our new Amiga-section, named SECTION-A. The aim of it is to display our interest-center. Never forget that a mag can't live without your help, and it seems that most of you doesn't take care of that fact... Send us always your articles, reports, votes (*everybody!* heard it?!), jokes, grafix or whatever you want... Just think about it if you still want to receive your PIRATES every month. Okay dudes, FASTEN THE SEATBELTS AND ENJOY THIS ISSUE! C'ya...

signed The Pirates Crew

LEADER

IDEA : SOLAR & JUMPIE/F4CG
EDITOR: BAAL / F4CG
ARTS : HOBBIT, BRADY, AMM, AMOK, DRIVE
LAYOUT: THORSTEN, OLAF, OLI, BAAL

PIRATES-HANDSHAKES FOR THEIR HELP GO TO...

ROUGH TRADE INC. . WALTER . BEYOND FORCE & INORIX/BLACKMAIL . NATO
SONIC/WOT . RAW DEAL INC. . DOMINATORS . LAZER . DYNAMIX . TRANSCOM

 GET IN TOUCH ... 

WITH THE PIRATES CREW

HOW I CAN ORDER YOUR MAG?

Just cut off the sheet at the end of this mag, and send it together with your votes for the charts and the money to the address which is printed on the sheet.

If you want to write or declare something, have any comments on the mag or just want your address published then write to one of the addresses which are printed below...

BAAL'S BOX

PLK.084775 A
5620 VELBERT 1
WEST-GERMANY

X49-(0)2053-7662
(CHRISTIAN)

JUMPIE

1, ALLE DES FREESIAS, B 53
1030 BRUXELLES
BELGIUM

X32-2-242-5541
(JEAN-PHILLIPE)

TRISTAR

PLK.098923 C
4156 WILlich 3
WEST-GERMANY

X49-(0)2154-3889
(SASCHA)

MINI INTERVIEW WITH HOBBIT

PIRATES: Why did you leave FAIRLIGHT?

HOBBIT : I wasn't getting anything anymore from FAIRLIGHT. It was because of the lame swedish cops, they had a look at all the packages which should have been reached me. So I thought Viper wasn't sending anymore, got a bit pissed off, but now I feel sorry. Because it was only a misunderstanding.

PIRATES: But why F4CG?

HOBBIT : Well, because they are all really nice guys, the half of them live in Belgium it's easy for meetings and so on...if it wouldn't have been F4CG, I think I would have joined X-RAY, HOTLINE or TRANSCOM...or I would have stopped everything.

PIRATES: Will you ever come back in FAIRLIGHT?

HOBBIT : I don't know it, because after talking with some of my FLT-pals in England I heard that most of them were planning to get legal. So I plan to work with them for legal things only. F4CG is cool so why ask for more?

PIRATES: Thanks for clearing up our mind Pal!

by Jumpie/F4CG

IOTA, AND IT'S SHORT HISTORY

SPEAKING: Megasnail/NATO

One year and two months after I founded NATO (along with the other members of SYS Finders, Quadrant and Group A) I could not help thinking that Image was trying to be a dictator, infact his attitude was quite negative towards me. Many times Image and I would argue about leadership of NATO, afterall we were at this time the only founder members left in the group. I would always have it my way for a short while at the end of these word battles. However one day Image said something very similitude to that he was the original supplier and he should lead NATO, being a paradox person I ofcourse argued again hence leaving the group, so called Tiger and told him the news, asked him what he wanted to do. He replied, "Whatever you want to do". Hence IOTA began (just for the record Nosah, IOTA was ment to mean "a memorandum" dispite what you would like it to mean) when Paco started-up his conferences I told all members of NATO the news. I could tell Image was not happy in IOTA, to confirm this Warewolf/XDS really converted back to natoism, well a group needs an original supplier and Image was not going to be it. Convicing him was going to be hard work (especially with Warewolf's driving), he was not interested even when I temped him with a co-op. Afterall Image was the only guy left in NATO so a co-op would have looked a bit lame. So assessing the situation I called Tiger, I asked him what he wanted to do and guess what he said. "Whatever you want to do", the

little boy said to his master. This only proved Ulrik's loyalty, so I called Image and asked if he wanted to reserect NATO with me as the leader. He said yes, however there were conditions. But he still said yes. Well I broke the news on the next conference. Preceding this conference I got very drunk, and cracked a game. Image left NATO shortly after and still supplies me with originals because he knows that one day he will once again be in the same group as me...



THE DEMO SECTION FOR THE C-64

SPEAKING: HAZOR/BEYOND FORCE & ORC/INORIX/BLACKMAIL

Hi! This is the first time that there's a demo-section in this mag which will be done by us. First let us introduce ourselves... 'We', that are ORC from INORIX of BLACKMAIL and HAZOR of BEYOND FORCE.

We will review the best demos of a month and give them points between 0-100 in three different categories which are... IDEAS, CODE and DESIGN. We think that this are the most important things in a demo. One explanation to 'DESIGN'... The rating for Design consists of the marks from graphic and sound. We think that this is much better than divide between graphic and sound, because of demos which doesn't include a lot of graphics. Up to this the most demo-creators don't do the sounds by themselves. Someone likes this music and the other one likes this music, there is no accounting for tastes. Or there are many people in business who are able to paint cool graphics, but they place their graphics and other stuff at wrong places on the screen so that they don't take any effect. To make sure that your cool demo will be reviewed in PIRATES send them straight to:

Hazor/BEYOND FORCE	or	Orc/INORIX/BLACKMAIL
Tommi Lahtonen		v. Tillstr.10
Pellisa		
31600 Jokioinen		7203 CP Zutphen
FINLAND		HOLLAND
+358-16-83351		+31-5750-17864

IRON SPLITS/DRIVE

This is the second time when we see a great demo from DRIVE. First one was their "Megademo". But this one is even better than their Megademo was! Slash/DRIVE have coded some splits, using three great pictures. Good idea and a very good realisation. Cool GFX, I'm looking forward to see the next demo from DRIVE.

Ideas... 80
Code... 70
Design.. 90
average value 80



VECTORMANIA/MDG

We are sure that everyone knows MDG even that this is their 3rd demo so far. This time they showed us how to make really fast and good vector-objects. And we must say that they did their job very fine, except the scroller looks not so good. But overall we can give these points for it...

Ideas... 80
Code... 90
Design.. 75
average value 82



DELIRIOUS III/G*P

Delirious III was fully coded by Raistlin who have been jumping from one group to another and who is now a member of G*P. The demo is quite normal, Raistlin hasn't invented anything new, only some old but cool routines.

Ideas... 60
Code... 63
Design.. 65
average value 63



PIECE OF CAKE/MAGASTYLE

MEGASTYLE is back after their latest demo Brainstorm III which was really cool. The newest production from the factories of MEGASTYLE is called "Piece of Cake" and is a bit better than Brainstorm III. It includes a lot of DYCP'ers, the longest scrolltext ever written, condoms, many mega-small scrollers, hires tech-tech and so on...

Ideas... 67
Code... 80
Design.. 66
average value 71



HYDRARYRUM/MOCEAN

MOCEAN is a new group consists only of swedish coders. Hydraryrum is the first demo we have seen from them. There are some nice ideas but the graphics are bad.

Ideas... 70
Code... 70
Design.. 50
average value 53



INSANE REALITY/TRC

This new demo from THE RULING COMPANY is very nice so we will review every part separate...

Intro: Standard, but anyway it looks quite nice...

1st part: The head by the dutch judge looks a bit dull as well as the whole part.

2nd part: This part includes a big scrolly which goes straight through the border also like the graphics...

3rd part: A mega-cool font on the top of the screen and in front of it you can see a skull which is mega, too.

4th part: On the top a logo which moves from the left to the right in the side-border. Below the logo is a picture made by The DJ which looks quite nice.

5th part: This is the best and the last part of the demo! You see some bitmap logos scrolling up with the line-crunch rout. (ASP/EML) It looks really nice but it's a pity that the guys from TRC (TSH-The DJ) used in one of the three graphics only three colors. Anyway they did a nice job!

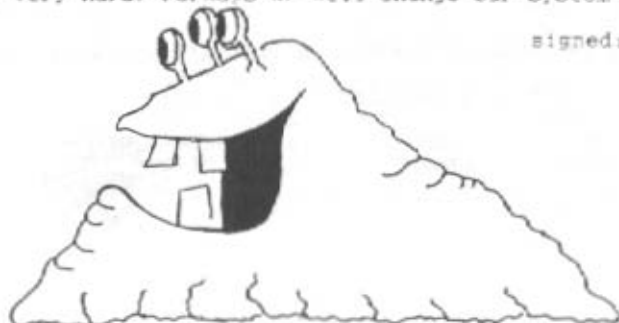
All the parts of the demo include cool sounds from MACMAGIC!

Ideas... 70
Code... 72
Design.. 83
average value 75



It looks like that was all for this month... We just found out that our reviewing-system stinks very well! We noticed that we gave good points too easy! That must stop, we're trying to be more objective next time but that's very hard! Perhaps we will change our system until next time.

signed: Hazor & Orc



THE INTERVIEW !

INTERVIEW WITH "BYTES IN TROUBLE"

- PIRATES: Please tell us something about your group...
- B.I.T. : No long sentences...Our programmer group is called BYTES IN TROUBLE and we are about 9 guys in Germany and Belgium who are in the age between 17 to 19.
- PIRATES: After your first little step with a preview-production named Declem (which was shown in Pirates issue#5) about 4 months ago there wasn't any other activity to see from you.Please tell us, what's going on at the moment in BYTES IN TROUBLE...
- B.I.T. : Well, the preview-version of Declem which was printed in issue#5 was a very early one, Matthias just began to code it at that time.He decided to make everything by his own, the planning, the coding and the painting.Since September now he has a real job and so the time to compute is missing...A few days ago he gave us a new preview-version of Declem, so it's now playable. We will soon negotiate with some wellknown musicians about a cool soundtrack for Declem.
- PIRATES: Okay, but I think this can't be the only project you are working on at the moment.
- B.I.T. : No, at the moment there are at least two other projects called Hyperion and Dexxed, both are games.At the moment now we have little problems with the organisation, no one knows exactly what the other one does But I hope that we can fix that very soon.In the next time there will be not only games from us, we'll also start to code utilities.
- PIRATES: How do you wanna release your products?
- B.I.T. : Perhaps the things will be sold under the Double Density Label but there is no contract existing at the moment.We are still searching for some better contract-partners to earn more money and get a better public-relation.
- PIRATES: What do think about other systems? Will your games also be converted to e.g. the Amiga?
- B.I.T. : Hyperion will be sure converted to the Amiga by B.I.T.But we do not like to convert it for the Atari or other systems.
- PIRATES: Please tell us something about your plans for the future, do you have any new ideas to release?
- B.I.T. : Sure we all have great and new game ideas.Also I'd like to introduce a new kind of copy-protection very soon...Our further plans are to stay on the C-64 till his death, and then to move more and more to the Amiga and Atari to code Games and User-PRG's for them...
- PIRATES: Okay guys! Thank for the interview and keep on the cool work!
interview with BIT by Spock/NEON

The next Pirates issue will contain a game review of Declem and Hyperion!

IF YOU WANT TO GET IN TOUCH WITH BYTES IN TROUBLE THEN WRITE TO...



BYTES IN TROUBLE
POSTFACH 149
3258 AERZEN
WEST - GERMANY



THE NEWS ...

SWEDISH GOSSIP BY RAZOR OF RAW DEAL INC.

Here's some more swedish gossip for you readers...

- LIGHT & TRIAD will hold a copy-party from the 2nd of October to the 5th of October. The party will take place at a small town outside Uppsala, named "Balsta". First it was ment that ONEWAY would also be one of the arrangers of the party, but Questor of ONEWAY suddenly stopped computing, and therefor, the party will be hold only by LIGHT & TRIAD.
- Goblin of LIGHT must go back to the hospital in Uppsala, due to the accident that he was put through with his motorbike. But he will be back from the hospital in a week.
- There were rumors that Galleon would sell his packers to OCEAN... BULLSHIT!! Not any single company seems to be interested in buying his packers.
- Everybody in HORIZON stopped swapping, except for Kjer, but he doesn't swap that much.
- LIGHT got two new members, Rash and Icecube. So the new LIGHT-member-status looks like this: Goblin, Flamingo, Waco, Tycoon, Rash and Icecube.
- Golem of TRIAD stopped computing.
- TRONIX is dead, they built up their new group called MOTION.
- Zizyphus and Moppe of ONEWAY (The only members who are left in ONEWAY) want to build their own music-company.

!! ADVERTISEMENT !!

GALAXY

64 swapping
Jelly/GALAXY
10, RUE ROSA-BONHEUR
ETAGE 6, CHAMBRE 9
75015 PARIS
FRANCE

TRANSCOM

Amiga swapping
Shadow/TCOM
13, RUE GOCHET
5600 TAMINES
BELGIUM

QUARTERLINE

Amiga swapping

PLK.124977 C
4300 ESSEN 1
WEST-GERMANY

ORIGO

64 swapping
PETRI KIUKKONEN
MESTRARINKUJA 6
31600 JOKICINEN
FINLAND

RAW DEAL INC.

64 swapping
BJORN GISLASON
BELLMANS G.1B
75428 UPPSALA
SWEDEN

ACTION

64 swapping
PLK.098996 C
4156 WILLICH 2
WEST-GERMANY

BABYGANG

64 swapping
DAVID LEQUIPE
144, RUE DU GRAND
DOUZILLE
49000 ANGERS
FRANCE

ALPHA FLIGHT

Amiga swapping
Mindwarp/AFL
PLK.068322 A
5620 VELBERT
WEST-GERMANY

TRISTAR

Amiga swapping
Nutribrain/TRISTAR
PLK.098923 C
4156 WILLICH 3
WEST-GERMANY

THE PORTRAIT

Nickname:	ANTHRAX		
Group:	ROUGH TRADE INC		
Function:	???		
Nationality:	GERMAN		
Age:	16		
Sex:	MALE		
Computer(s):	C64 AND AMIGA		
Hobbies:	TOO MUCH!		
Favorite food:	CHICKEN, POMMES, PIZZA, CHINA-FOOD (NOT FEETS)		
Favorite drink:	COKE		
Favorite music:	TRASH AND GERMAN STUFF		
Favorite film(s):	THERE ARE TOO MANY GOOD FILMS		
Best game(s):	RICK DANGEROUS, AIRBORNE RANGER		
Political position:	RIGHT RADICAL		
Greatest experience:	???		
Biggest disappointment:	CRAZY-PARTY!!! KOTZ!		
Personal slogan:	???		
Best friends in the scene:	ALL ROUGH TRADERS, KRS#1 AND JACCO OF FALCON, ASTERIX, CHRIS/BEAT MACHINE, SADO AND PENTANGLE OF SCOOPEX, TOM, SPT/ACTION, LENIN AND OF COURSE OLI AND BAAL OF P4CG!		
Most disliked persons:	???		

I have to say ...

A NEW COMPANY IS BORN - ICON ARTS

SPEAKING: Dirk/ICON ARTS

Icon Arts formed about one month ago and consists of six guys. Every one from them was a in different cracker-groups like e.g. G*P, BYTESTAR, MANTRO-NIX etc. But now we want to stop the illegal things and wanna start to code games and perhaps if we will get enough orders, we'll also start to code demos and intros for other groups.

At the moment we code a game called *HIRNOX 7* of which we will soon be able to present a preview to you. The story so far...

You are a little green man, who want to be a member of "The little green men gang". To get a member of this gang he must encounter some missions. These missions look like this... the little green man must maneuver his space-shit through 7 different levels. At the end of each level a very strong enemy is waiting for you. If you've killed him you have to solve a Riddle before going on to the next stage. At the end of the game a funny surprise will await you!

If you want to contact *ICON ARTS* then write or call...

ICON ARTS
Dirk M. Sackbrock
Spechtstr. 35
4460 Nordhorn
West-Germany
dial: x49-(0)5921-35711

WE'VE ALL BEEN AT THE PCS...



WARI

TEAM

FLT

HIL

F4CG

FM

TALENT

(AND MANY OTHERS TOO!)

Well, I finished school on friday at 5 pm, as I had to catch my train at half past six. I just got the time to prepare my little bag and catch my bus to the Brussel's train-station in direction of GENT where I had to meet Abigail and Solar. We took the train to Castena where we caught the boat in direction of the wellknown Dover. We arrived there at 2 am. After checking a lame taxi we entered Western docks-station where we had to wait for a train until 6 am. We got a lot of FUN as there was absolutely nobody in that fuckin' place. Listening to Solar's Hard-rock and kidding with everything we could find. We putted at least some cool atmospere in this lame station (no waiting-room, no little shops, no chief-station... Fuck Western-docks!). We finally reached the English's capital at 7.30 am. After we had something to eat, we took one of these lame english tube in direction of Earl's Court where the PCS was taking place.

While hundreds of people were queuing, some kind organisators came to us and gave us free tickets... We met our friends from SONIX SYSTEM and went in... After walking and visiting some stands, we met Hobbit (he was already there since wednesday) who told us to be at 3 o'clock pm in the restaurant as all the freaks had to be there... Later on we met the crazy Jeff Smart who informed us that everybody will meet at 6 o'clock pm at the entrance of the show, and then we will all go together to the RSI-party. Well, we ate some uneatable english food and then we meet the french T-COMMUNISTS ("Where cheating is an art, eh Remy and Chris?") who were spreading their newest CCCP where they ranked themselves as europeans #3! At 6 o'clock, we could finally see all those crackers as there were... HOTLINE, FAIRLIGHT (Hi Viper!), RTI (Anthrax, sadly no english dude), AFL, SPHINX, TALENT, MDG, ZENITH (Steve in a strange cow-boy wear!), RADWAR, JUNGLE COMMAND, ORACLE, DCS, TRI-DOS, BAMIGA and RSI ((?) Hey you! No one seemed to know much about your party! Did it take place?).

As you maybe understand there was no party. We had to find a place to sleep. Hobbit gave me the add of a little hotel. Solar and Abigail could sleep at SONIX-SYSTEM's place...





The next day we didn't meet anybody, and as time was running quite fast it was already time to leave in direction of our good and kind Belgium...

The things I won't forget from this show:

- 1.) At a demo stand I read "NATO demo disk for sale: 8 pounds!".
- 2.) Solar showing the F4CG-demos at another demo-stand, fooling himself when he gave a disk on which was only...
EATMAN++++ !!

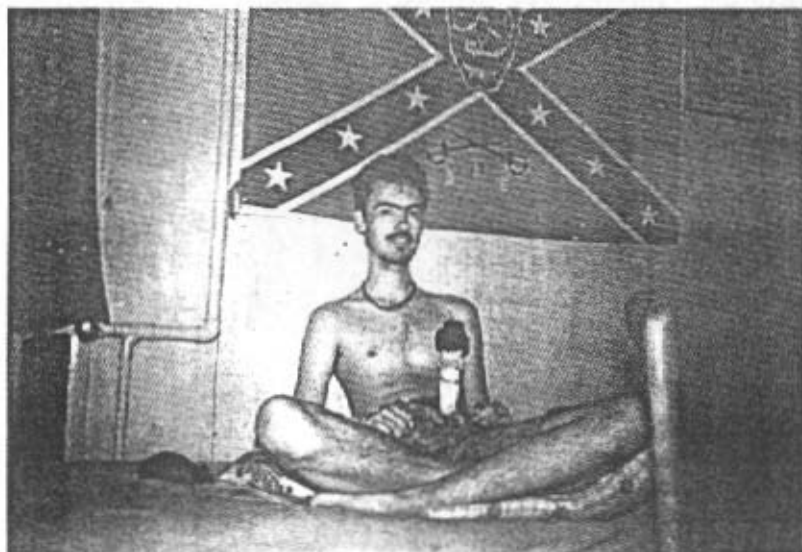
- 3.) Hobbit learning "Arschhole", in french, to Jeff Smart who got angry and shouting it to everyone he could see!
- 4.) Lameys buying Ocean's new release(?)...
BATMAN !
- 5.) Jeff Smart (again) got his car confiscated by the hobbies as it was badly parked and couldn't get it back as the bill he had to pay was too high (75 pounds)!

I arrived in Brussel at 11 o'clock and had a look at my homework (Don't ask me what happened on monday at school... (?!!)).

At last some hellos to some friends: Tricket/ DOM, Mr Lee/711, Jim and Narc/RTI, Mega-snail/NATO, Antichrist/G*P, ACTION HQ, Flex/CONTEX, Tape & Nam/NUCLEAR and ofcourse all the F4CG-members and Pirates-Fans!
Ciao Doods....



THE DOCUMENT !



On the picture you see NAM of NUCLEAR (ex.VIRGIN) playing with Sonny's (BONZAI) toy-dick! He (NAM) really had fun with anal-sex using that dick! And god he enjoyed it !!.....



OCEAN SHOWED THEIR LATEST PRODUCTIONS...



U.S. GOLD'S BIG STAND ON THE PCW-SHOW...



FRENCH REPORT

SPEAKING: Jumpie/F4CG

I know it sounds strange that a belgian guy will tell you wotz-up on the french scene, but it's quite special... In France there's a quite cool thing called "Minitel", but where's the rapport with the french hacking scene? Imagine a BBS where all the Frenchies are connected and can let all the messages they want...that's the "Minitel". Just imagine the famous french group TRANSCOM wanting to clean their country by destroying all the other groups...that's the french scene! To give you the atmosphere here comes some messages you could read on the "Minitel"(translated from french)...

- Bocaderf/YANKEES has announced they will join a new group...
- Merlin/TRANSCOM 10/8 at 18.41h
"AAAAARGE! but he will make us afraid the Bocalame! So you will soon join a new `cool` group ??? What is it... FAIRLIGHT , DOMINATORS , ACTION ? No? even better... tss! We can't wait anylonger!"
- Crazy Bob/YANKEES 10/8 at 19.15h
"Yes we will soon join a new group with fame...we'll soon release `who, and then you'll finally close your big fuckin` mouth!
I bet T-COM let ya join coz of your speaking-talents (quite little anyway)...coz except opening ya mouth on Minitel you're a big zero! That's it!!!"
- Merlin/TRANSCOM 10/8 at 20.00h
"One more that give me turn, think about lamer! You should pay that group really high for accepting a burden such as yankshit...talking of surprise...wait till September!"
- Bocaderf/YANKESS 10/8 at 22.00h
"You know what? I just discovered that there are lamers on earth (blind or what-ed PIRATES)...The first of them are all together and are called TRANSCOM! It seems they're the best in their category (lamer`s one!). Yep I think it's true...I'm ashamed of being french `coz T-COM is french."

Well dudes this is only one little example between hundreds of others but read the following message and have fun...

- TRANSCOM 19/8 at 23.35h
"This message is dedicated to all those french lamers who pretends to be `a group`, being insulted without any breath, WE, decided to show who's the master on C-64.This means a war to death! Against all those shitheads such as YKSHIT and PGT.Well, they still can present their excuse downhere to avoid it...This message will give peace `coz after this message there won't be any problems! This message is approved by all the T-COM leadership.
Well, Merlin, Malibu, LKJ, Stinger, Greystoke wish you a nice time!
P.S.: For those who don't dare to give officially their excuse on the Minitel, we still can arrange ourselves! You just have to pay us a fine of 200 FF."

- the first reaction came from Al Capone of YKS...
20/8 at 12.02h to TCOM
"FUCK YOU! Is this excuse `ok, for you!"

- Bocadert/YKS 20/8 to Merlin/TRANS-APPLE/TRANSPOMME
"(...) Go on being fucked Merlin, the lamest of both of us, is you! Just arrange your face (...) I give my excuse to TCOM and I FUCK Merlin, the little lamer...Na!"

- Malibu/TRANSCOM 20/8 at 17.35h
"To lamers! Representing the full TCOM, I want to tell ya` all that the war isn't against Merlin but against the whole group TRANSCOM. (...) Well, now Bocadert and other 14 years old childrens, Merlin being a TCOM member, attacking him means that you attack not only me but the whole TCOM`ers. For some people it will be better not to go to copy-parties coz insults on our parents, sexual manners all other stupidity that a child may say when his parents are shopping, are quite unadvised. End of my only message.

Malibu/TCOM."



I could continue giving you other messages but I prefer to quite here... Consider the fact that these messy`s were written in August so after calling Malibu/TRANSCOM, here`s some updated (middle of October) facts from France (group by group).

TRANSCOM: They didn't crack anything since "Mr.Heli". why? Simply because they don't have money for originals anymore (the fact is that no one wants to pay their "group-subscription" before Malibu!). At least, they kicked some useless members out.

ATOM: They are cracking and their releases aren't bad at all...

BABYGANG: After loosing their two best members Wolf and NAF (remember "Prise deTete") they are now trying to reorganize their group as well as possible. Soon they'll bring a new mega-demo which should have the length from about one disk side.

POLTERGEIST: Newstyle left, Bugboy seems to study, really not active at the moment in PGT.

YANKEES: They continue cracking biut unfortunately, on a low level.

At least some hellos from me are going to: Plutonium/ATOM and Malibu/TCOM for their big help for this article!
Ciao.Jumpie.





DOMARK

NEW DOMARK RELEASES IN THE NEXT TIME

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Take control of Jake and Duke as they fight their way through hordes of evil robots in search of Professor Sarah Bellum. At the end of each Factory Level the heroes are shown their reward status and must race to the next factory to set free more captives. The graphics will catapult you straight into the thrilling world of comics. The presentation and feel of the game is superb.

This game will be released in the new year for the Amiga and C-64!

TOEBIN

Wanna compete in the world's first inner-tube race? Join the crazy guys and travel the roughest rivers by tube. Shoot the rapids, keep on jump ahead of theigators and armed with tin cans waste any creeps that get in the way of havin' a good time.

TOEBIN will be available on November 8th for Amiga and C-64.

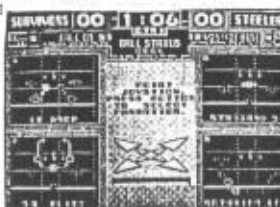
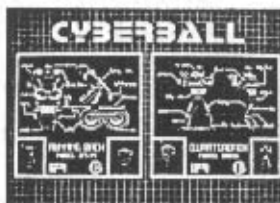
CYBERBALL



The year is 2022... and the last human player has been eliminated from the game. Now, only robots five times the size of humans can withstand the violence and destruction...

CYBERBALL offers you the most incredible challenge. Pit two of these immense cyborg teams against each other and watch the sparks fly - billowing smoke identifies robots near breakdown. The challenge of the game lies in working out the right tactics to annihilate the opposing team. Fit the huge selection of plays to the right conditions and you could be a winner. Make the wrong selection and you'll be crushed!

CYBERBALL will be released to coincide with the Super-Bowl in Mid-January for the Amiga and the C-64.



HARD DRIVIN'

HARD DRIVIN' is the mind-blowing coin-op conversation Heralded as the most realistic driving sim around, you've only got to grab hold of the wheel, put your foot on the gas to experience the thrills and spills of both race and stunt track. The 16-bit versions will be programmed by Jurgen Friederich and the 8-bit versions will be done by Binary Design. HARD DRIVIN' will be racing for pole position on November 22th on the Amiga and C-64.



ACTIVISION

NEW ACTIVISION RELEASES THE NEXT TIME



Bomber

Ever wondered what it is to fly a modern fighter-bomber aircraft like the Tornado or F-15E? Or how about the amazing Saab Viggen, the Mig 27 Flogger or the F-4 Phantom? BOMBER - TACTICAL AIR COMMAND, a unique multi-aircraft flight simulator that stands out from the crowd. Fast and fun to play, BOMBER provides a highly detailed and accurate combination of flight simulation, air-to-air and air-to-ground combat.

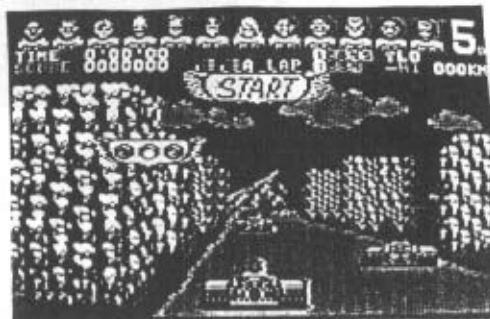
SPECIAL FEATURES: - True 3D environment allowing full and free movement
 - Choose from seven combat aeroplanes
 - The most complex aircraft shapes ever seen
 - Unique external view control system allowing full movement in all axis

BOMBER

BOMBER will come in one of the very next weeks for Amiga and C-64

POWER DRIFT

A new powerful speed-car racing. Chris Butler has attempted the impossible and succeeded in a very fine style. Nearly all features from the coin op are in the computer conversation. It's a game full of speed and fun, it's one of the best C-64 racing game yet.



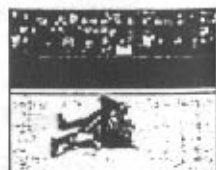
NEW GAMES

GAMESTAR★

An exciting, multi-perspective, fast-moving simulation of
shoot 'n fight hockey.



FACE OFF!

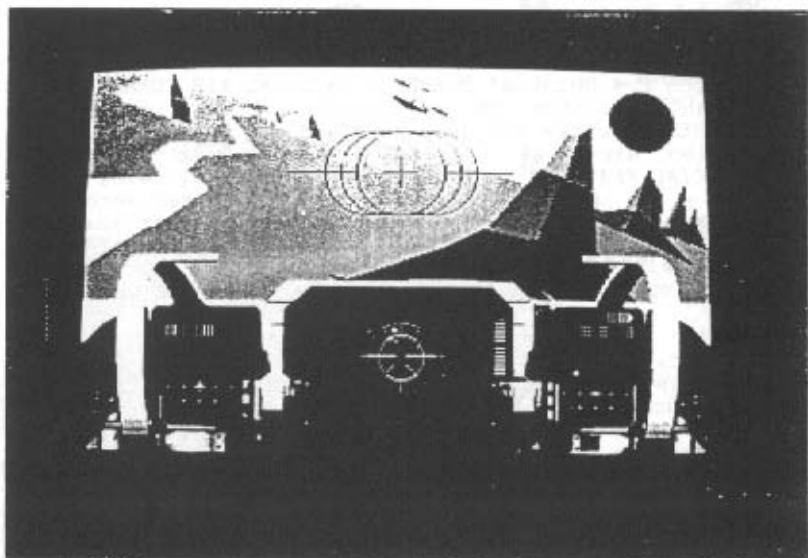


FACE OFF is a new icehockey simulation from GAMESTAR. It contains tactical and action parts. You can fight against each other, complete league and general manager features. It's hockey the way it was meant to be - fast, furious, and violent. Design your own plays and then call them on the fly from the ice. Get your players working efficiently as a team. Change your lineup. Choose your 1st stringers and your bench warmers!

FACE OFF will be at the shops in November only for the C-64!

GOLDRUNNER 3D

You all remember Goldrunner, the mag shoot 'em up?! Now a new Goldrunner will follow...GOLDRUNNER 3D !!! With fast and accurate filled vectors. Supercool sound and a lot of action! This game will be out for AMIGA from MIRCODEAL...



THE NEWS ...

BAAL'S BOX

- FAIRLIGHT the old legend is back after a long time absence! They released some quality cracks the last time, so let's wait and see if they can get back to their old standard.
- Stone left BONZAI and joined AMOK now.
- Orc/INORIX/BLACKMAIL and 20CC are going to make a game which will be called ARTECH.
- There were some rumours about JB, which said that he would have joined PRCSOXIX! This is not true, he only sold his music-routine to them.
- Dogfriend is not dead as some magazines wrote! He only has to join the army begin 1990.
- Rebel/F4CG stopped swapping. He will stay as a coder now.
- CHAOS: code a game which is called PHANTASM, the graphics will be done by Orc/INORIX/BLACKMAIL.
- PANINARO is dead! Bonham has joined CRACLE on the Amiga, Tri-Dos and the Yattering are still in CUARTEX.
- RAMPAR is back! After ARCANA's death some members rebuilt RAMPAR, they are going to release some wares soon.
- Rocky and Fist left ABNORMAL and joined now ILLUSION. It seems that ANN is complete dead now. Firkin (ex.STARS, ex.BROS, ex.SHADOWS) joined also ILLUSION. The actual ILLUSION member-status looks like this: Buzz, Dwarf, Firkin, Fist, Garfield, Gene, Hawkeye, Mrg, Rocky, Sauron, Tankard, TLW and Xyrion.
- FAME is a new american group which consists of some ex.RAGE FOR ORDER members and Asterix (ex.ARCANA).
- IKARI is back in business, they are in cooperation now with TALENT.
- Crime left CONTEX and joined NATO now.
- The ZEB & WOT cooperation is dead! Oli, Andy, Holly, Do-X and Baal (myself) left ZEB & WOT and joined F4CG.



I have to say ...

MISTAKE !!!

SPEAKING: ORC from the INORIX section of BLACKMAIL

There have been some misunderstandings about the cool monster in SO-PHISTICATED !!! A lot of people think that I made it, but I didn't !!! I'm not the only one of INORIX who can make nice graphics, no we even have got a much better graphic-dude in our group. His name is ROBERT and he was also responsible for the graphics in METALWARS (which will also be released soon!). So now you know who made the monster in S.P. !!! Coming soon: A BATMAN-demo (the best!) with a cool picture by ROBERT and some graphics by me and mega cool music by 20CC !!! Further: GFX !! from which I can't give you more details only that it will be cool !!!

And some other demos which are still in a begining stadium...

I have to say ...

The reason for starting these Section-A was that we thought that there is no good Amiga-magazine on paper till yet. Also we believe that there are many guys who own a 64 and an Amiga and are interested in both scenes...

We don't wanna be a rival to the CRACKER-JOURNAL, that isn't possible because the CJ is a disk-magazine with years of experience. But we think that Section-A can be a supplement for the scene. Up to this Section-A should be no normal "Amiga-corner" with a few news and a lot of shit, no it should be an own part of the PIRATES-magazine, so important and big like the 64-Section.

Yes, this time the Amiga-Section is a little bit small and is full of little(?) errors. But it's our first issue and we hope that we can change this till one of the next issues, but we need your help. So if you are interested in writing articles, party-reports and other things for this section: just contact us...

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Nutribrain/TRISTAR

THE DEVELOPMENT OF THE AMIGA-SCENE

This article should depict how the development of the Amiga-Scene proceeded. At the very first there was only one group called NEW AGE which was busy on cracking games. They consisted of a few american guys and Headbanger. Some groups followed and the scene started to live. This groups were BITSTOPPERS and BAMIGA SECTOR ONE, a short while after this MOVERS, TRISTAR, THE CHAMPS, HOTLINE and DELTA FORCE also joined the scene.

A short while after NEW AGE stopped Headbanger went to America and got legal. After this BSI, BITSTOPPERS and MOVERS were in an unknown cooperation. As an answer to this little cooperation THE LEADING FOUR formed, consisting of TRISTAR, HOTLINE, THE CHAMPS and at the last moment DELTA FORCE. Each one of the both cooperations cracked about 50% of the outcoming software. This went on a good while till AXCESS came and released the most of the outcoming software. In the following six months the two cooperations broke slowly down. But after this half year AXCESS left as fast as they came. TRISTAR and BSI got slowly and the other groups which ruled the scene in former times stopped one by one.

After a short break HOTLINE, RAGE and DYNAMIC SYSTEMS formed WORLD OF WONDERS. As WOW got more and more members a few guys left and formed their own group called VISION FACTORY which had no success at the beginning and no one expected that they will get famous.

Rocket Ranger was their first crack, they consisted of some former members from THE CHAMPS and BITSTOPPERS, they called themselves QUARTEX - The Only Name In Business (?) and...they got right! They reached the top in a very short time, where they are still today.

After some problems at the beginning VISION FACTORY got better and faster and finally a hard rival to QUARTEX. WORLD OF WONDERS got lame and started a war with QUARTEX. This war ended with the split of WOW, and the foundation of PARANOIMIA.

I missed out a few groups in this article which have been important for the development of the scene. But I haven't the time and the place to mention every good group like e.g. DEFJAM, RED SECTOR, TRILOGY...

At the moment there are three groups which are leading, namely QUARTEX, PARANOIMIA and VISION FACTORY.

Nutribrain/TRISTAR

ARRR!

INTERVIEW WITH BAMIGA SECTOR ONE

PIRATES: Please tell me your name and group you belong to.

SWITCH : Our name is Switch and we belong now to the group BAMIGA SECTOR ONE. We called ourselves "Switch" 'cause we switched for about two months between RANDOM ACCESS and BS1. We wanted to test BS1 and so we released some of our wares under RANDOM ACCESS and some under BAMIGA. But now we switched full over to BAMIGA SECTOR ONE.

PIRATES: How many members you are in Switch?

SWITCH : We are now five members, three are busy with coding, cracking, compacting and two are musicians.

PIRATES: Who's the leader of your group, if there's one?

SWITCH : We in Switch have no leader, but in BAMIGA it's Ermida.

PIRATES: Why do you crack?

SWITCH : That's a good question... It's everytime a new challenge to remove the protection of a game.

PIRATES: I didn't see much, not to say nothing, from BS1 lately. Why this, is BS1 dead?

SWITCH : No BS1 is not dead, but only released some compactings in the last time, sometimes also a crack but that is very scarce. We don't get the originals in time, we have no fast original supplier at the moment but we hope to fix this very soon.

PIRATES: What do you think about the cracker-scene generally, and especially in your country?

SWITCH : I think that the scene is too monopolized, there are only a hand full of real good cracker-groups in the world. Up to this we think that if a lame group have cracked a game with a real hard protection they have to be respected for this. The scene in Holland is almost dead, there's no big dutch group at the moment, only some wellknown foreign groups have dutch members.

PIRATES: Do you had a shining example in your lamer days? If so, do you still have a model?

SWITCH : Yes, it was HEADBANGER but he doesn't crack anymore.

PIRATES: Do you think that the computer years are wasted years?

SWITCH : No never, it's our job!

PIRATES: What was the greatest thing ever happened in your life?

SWITCH : Our first cracks were one of the most exciting things which happened to us. They were called "Playhouse Strip-Poker" and "The Enforcer".

PIRATES: And what was the biggest disappointment in your life?

SWITCH : We were very disappointed when QUARTEX cracked a title from which they knew that it was coded by BS1.

PIRATES: What's the hardest crack you ever did?

SWITCH : The one we didn't finish.

PIRATES: Who's the best group ever?

SWITCH : QUARTEX!

PIRATES: Okay thanks for giving this interview. Do you want to add something at the end now?

SWITCH : We wish you a sunny future - the best will survive!

interview with Switch/BS1 by Nutribrain/TRISTAR





SIERRA IS PIONEERING THE MARKET FOR THE NEW 16-BIT TECHNOLOGY

No single animated character has had the reception or the impact of Leisure Suit Larry. Larry is loved by owners of all major home computer, but the Amiga people opened their hearts to him in a special way. Despite his many feelings, including low resolution world and his somewhat blocky animated body, Larry was an Amiga best seller.

Now, Sierra has moved its SCI (Sierra's Creative Interpreter) programming platform to the Amiga, and will soon launch Larry into his next adventure in a new and improved format. Amiga owners can look for the new Larry II, King's Quest IV and Space Quest III, to have a cleaner, improved look. Gone are the blocky graphics, the jerky animation and the limited music of early Sierra Amiga products. The SCI is able to deliver complex graphics and animation and stereo music to the user, while processing a heavy amount of data in the background.

King's Quest IV, Larry II and Space Quest III will debut due the end of October.

This is a little preview on the games which will soon come from Sierra:

MANHUNTER SAN FRANCISCO

This is the exciting sequel to Manhunter New York, you take the role of an undercover manhunter, working for alien invaders against your own kind. Locate evil doctors, penetrate the hideout of a band of renegade Ninjas, Climb the famous electric "Ghirardelli Square" sign to rescue a hanging body.

SPECIAL FEATURES: - Arcade sequences with various levels of difficulty.
- Moments of sheer terror as well as tension relieving humor.

LEISURE SUIT LARRY III

Are you Larry Laffer, everybody's fave goodtime guy, trying to find himself in the overgrown jungles of a south-sea island? Or are you a Passionate Patti, nightclub entertainer extraordinaire, searching everywhere for the man of her dreams, who has apparently vanished from the face of the earth? Get ready for computer gaming's first-ever viewpoint character switch, because in Sierra's latest 3-D adventure, Leisure Suit Larry III, you are both!

SPECIAL FEATURES: - Sexier than Land of the Lounge Lizards, more challenging than Looking for Love.
- Outstanding graphics and superior sound enhance enjoyment.

CODENAME: ICEMAN

Experience the newest in simulation technology as secret agent Johnny Westland attempts to crack the deadly security of a terrorist base and rescue a hostage ambassador in the most critical assignment of his career. The game includes state-of-the-art submarine navigation simulation to give the player a sense of total control. A one-man diving vehicle must be maneuvered through sensitive magnetic fields without being detected and destroyed.

SPECIAL FEATURES: - Naval intelligence charts enhance your excitement as you pilot a nuclear submarine into enemy territory in a race against time.
- Enhanced graphics and sound capabilities to add to your gaming enjoyment.

BOOTSELECTOR FOR YOUR AMIGA

SPEAKING: Adam/QUARTERLINE

For your new bootselector you need the following things...



x2



x1

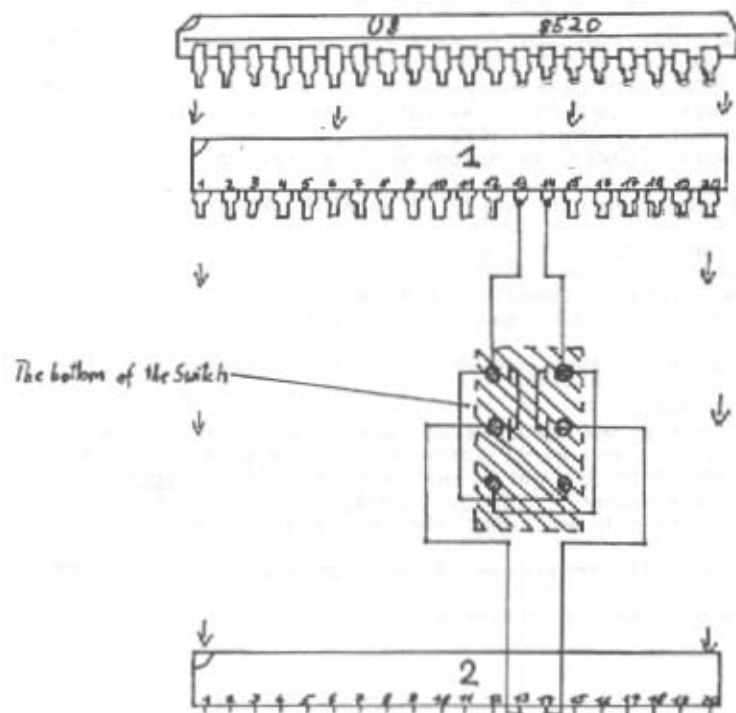
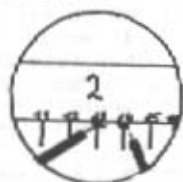
Now cut the Pins 13 and 14 off.



Then solder them with the together with the switch.
(look also on the big pic-
at the bottom of this page)

Put IC 1 on IC 2, but remember that the Pin 13 of IC 1 has no contact with the Pin 13 of IC 2! Now check the same for Pin 14 of both IC's.

Then solder Pin 13 and 14 with the switch (look Pic) and put the chip (8520) on IC 1. For a better understanding here's a big plan which shows all from the bottom of the switch...



THE INTERVIEW !

INTERVIEW WITH VISION FACTORY

- PIRATES: Please tell me something about your computer career.
- V.F. : The group with which I started my "career" was RWGE, later I formed WORLD OF WONDERS together with DNS and a guy from HOTLINE. But as WOW got more and more members I decided to built up my own group, namely VISION FACTORY. After some problems in the beginning, VF raised to the top where we stayed till now.
- PIRATES: How many members does VISION FACTORY have at the moment?
- V.F. : We are at the moment ten guys.
- PIRATES: Who is the leader of VF, if there is one?
- V.F. : Yes we have a leader, it's Cologne HQ.
- PIRATES: What's your special job?
- V.F. : I'm the original supplier in VF.
- PIRATES: Who do you think is the No.1 in the world and your country in cracking and who's the best demo-creator?
- V.F. : I personally think that QUARTEX and VF are the best crackers and RED SECTOR are the best demo-creators.
- PIRATES: Why do you crack?
- V.F. : We crack just for fun, that's different to other groups like e.g. QUARTEX. They only crack games in order to earn money.
- PIRATES: Anyone who was a shining example in your lamer days?
- V.F. : I was never a lamer!
- PIRATES: Which person do you wanna meet if ya could?
- V.F. : It would be very nice if I can meet Whitney Houston (The girl is top, the music sucks!).
- PIRATES: You must travel to a lonely island, which three things do you would bring along with ya'?
- V.F. : I would bring an Amiga, a modem and a telephone-line along with me.
- PIRATES: Did you ever regret your computer years?
- V.F. : No!
- PIRATES: What was the biggest disappointment and the greatest thing ever happened to you?
- V.F. : The biggest disappointment happened to me as I must recognized that PARANOIMIA is lame. The greatest thing I've never dreamed of was the rise with VISION FACTORY.
- PIRATES: A (Some) special fuck(s) to anyone who, do you think, deserves it.
- V.F. : I wanna fuck these suckin' guys... PARALAMIA, STORM (ex. THORAX) and QUEEN.
- PIRATES: Do you have any personal slogan?
- V.F. : No Risk - No Fun !! (c) RSI
- PIRATES: Describe how a typical lamer looks like.
- V.F. : The guys looks like this... small, brown hairs, do everything only for stinkin' money.
- PIRATES: The biggest wish you have now at the moment (Imagine that I am a fairy!).
- V.F. : To slay PARALAMIA!
- PIRATES: Please name me the best group ever, world best cracker (one person), the best and the worst software company in your opinion.
- V.F. : Best group: HEADBANGER, world best cracker: QNYX, best and worst software company: PSYGNOSIS EPHYX.
- PIRATES: If ya wouldn't be a human, what else you want to be?
- V.F. : A Computer!
- PIRATES: Okay, thanks for the interview, do you wanna add something at the end now?
- V.F. : I wanna greet the Bencor Brothers and all my other friends!

13 nov 1989

BAMIGA COPY PARTY

The party will start at 10 o'clock AM and will end far past midnight. On the party there will be two giant video screens, to show the latest cracks and works done at the party. Also VES video recorders will be available at the party, so you only have to bring your newest titles to the party. Up to this there will be a good accomodation for staying overnight, inquire about the prices. The exactly location is: Fercheval, Dintherseweg 14, Nistelrode, The Netherlands.

If you have any questions feel free to write: BSI
P.O.Box 691
5400 AR Uden
The Netherlands

THE NEWS ...

- TIP, a former Soundtracker-coder, will soon release a 8-voice sound-routine with an echo function and a new way of sample-modification. It's called Octalizer and will be released through the german software-magazine 'Amiga Spezial' (Verlag Mayer). After this he will code a new TAR (The Accoustic Revolution) tuneshow, a Ray Tracing program and finally his new game. So let's wait and see.
- Quarterline will soon release their first tuneshow with some superb sounds made by Lord Layer (Ex Mega-force). It will perhaps shown at the Amiga Expo and released at the BSI-Copy Party. What you can expect, can you see at the pic. The guy is a Quarterline member who had some troubles with Data Becker and is now in trouble with 'Guenni' Gravenreuth.
- For Ghosts'n Goblins you will have to wait a while, because some ex.HQC guys stopped to code the conversation.
- Mr Magic left the scene! He said he has enough and he will now only work for companies. At the Amiga Expo in Cologne his new Diskmon and the new coderboard called Top Secret (around 10 seconds faster than X-Copy) will be shown.
- Linel has some problems with their staff coders, cause they didn't pay them. So wait what's going on with Kaiser and all the other releases.
- Major Rom of Quadlite (Coder of the Burstnibbler and the game Crash and Burn) is working on a freezer and on a way to copy PC-Engine games. Zeronine of Quadlight was caught by the cops but they only found some old 64 discs.
- Probably there will be soon a new X-Copy with hardware which is able to copy nearly all originals like Dragons Lair.
- The war between QUARTEX and SUPREME seems to expand. QUARTEX told many lies about SUPREME, like their death and that they have to pay a punishment about 500.000 DM to Sphinx for cracking their games. That's false right is that SUPREME lost their BBS.
- The next TRISTAR-party will be January 1990. This time there will be also a big demo-competition, so be sure to get your demos ready in time.



C64 VOTESCRACKER-CHART

NAME	PLACE(1-15)
1. 711	/
2. ACTION	/
3. CENSOR	/
4. CONTEX	/
5. COSMOS	/
6. CRAZY	/
7. DCS	/
8. DCMINATORS	/
9. DYNAMIX	/
10. F4CG	/
11. FAIRLIGHT	/
12. G*P	/
13. HOTLINE	/
14. ILLUSION	/
15. LIGHT	/
16. NATO	/
17. RTI	/
18. SUCCESS	/
19. TALENT+IKARI	/
20. TRANSCOM	/
21. X-RAY	/
22.	/
23.	/

(don't vote for yourself!)

}two groups of
}your own choice!

THE TOP FIVE DEMO CREATORS

- 1.
- 2.
- 3.
- 4.
- 5.

THE TOP FIVE MUSICANS

- 1.
- 2.
- 3.
- 4.
- 5.

THE BEST IMPORTING GROUPS

- 1.
- 2.
- 3.

THE BEST DEMOS OF THE MONTH

- 1.
- 2.
- 3.

THE BEST GAMES OF THE MONTH

- 1.
- 2.
- 3.

AMIGA VOTESCRACKER-CHART

NAME	POINTS(0-10)
1. ACCUMULATORS	/
2. AFL+TMA	/
3. BLACK MONKS	/
4. BS1	/
5. DEFJAM	/
6. FAIRLIGHT	/
7. ORACLE	/
8. PARANOIMIA	/
9. QUARTEX	/
10. QUICKSILVER	/
11. SUPREME	/
12. THE BAND	/
13. TRILOGY	/
14. TRISTAR	/
15. VISION FACTORY	/
16.	/
17.	/

(don't vote for yourself!)

}two groups of
}your own choice!

THE GREATEST LAMERS

- 1.
- 2.
- 3.

THE BEST GAMES OF THE MONTH

- 1.
- 2.
- 3.
- 4.
- 5.

SEND THE AMIGA-VOTES TO THE
FOLLOWING ADDRESS:

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4156 WILlich 3

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