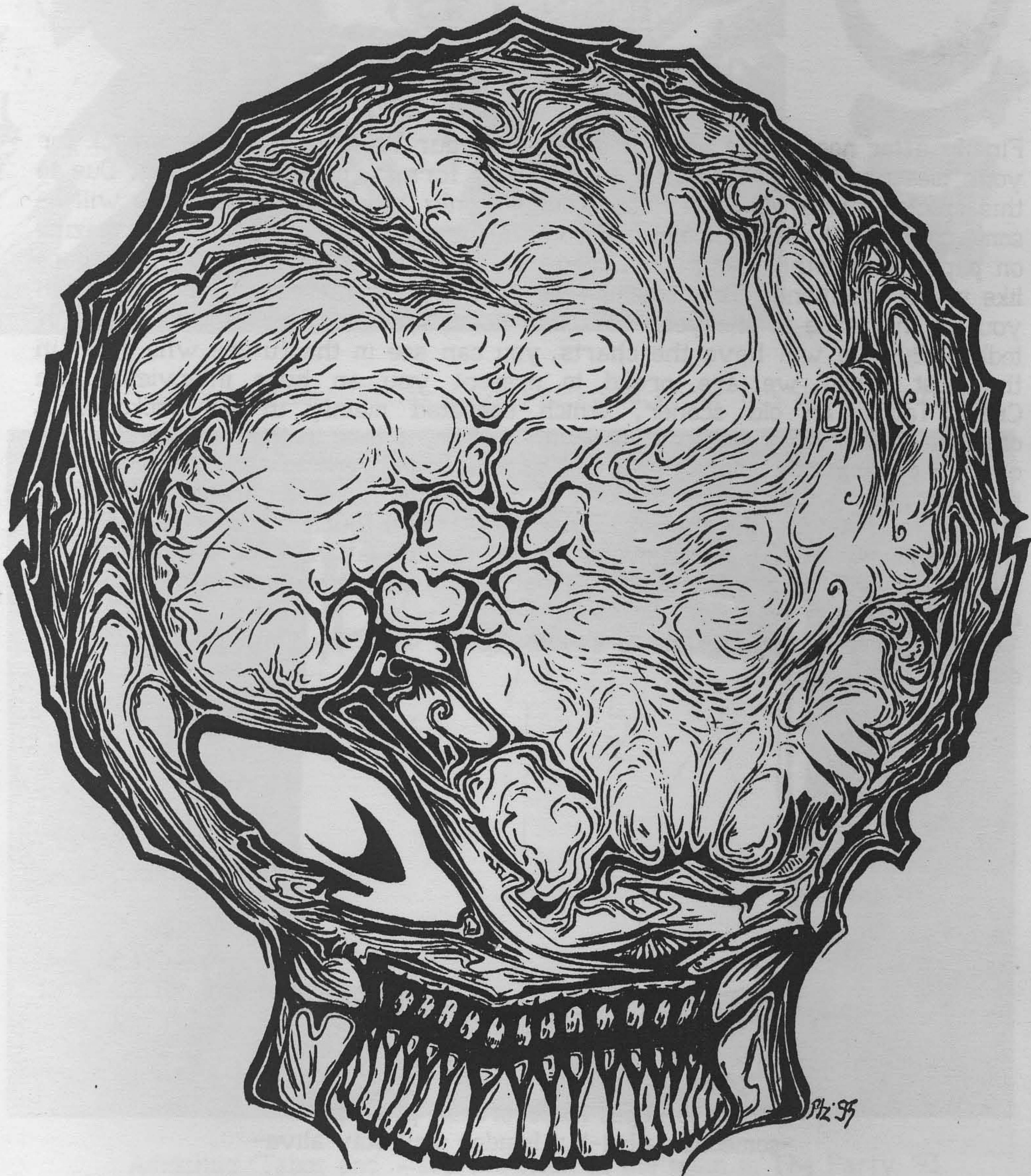


# Wobbe



A MAG BY REFLEX 27.12.1995

# Editorial

## INSIDER #5

-THE PAPER ISSUE-

Finally after nearly one year of abstinence your favorite magazine is back for your pleasure. This time with a different format, printed on paper. Due to this special carrier of information, but not only because of that, there will be some changes. A disc is something you will format after some time, a magazine on paper is something you could keep for longer. So you won't find news here like in the traditional disc-magazine. Or would it be interesting for you, when you get this issue in one year back into your hand, to read the lame news of today? But we will have the charts, you can see in the future who ruled in the past. Then we are proud to present you an huge interview with Cresh/Taboc, an old scener, which operated mainly in the background, ofcourse held live by our reporter with a glass of beer in the hand (and in the other a pen). Furthermore there will be some small reports about the events of the year, and we'll include the best of our photos from our archive. Syndrom made a interview with Mr. Sex/Byterapers Inc. through the Internet including the groupstory of (B). Happymaker visited the IFA at the end of this summer, his report will keep you updated about the latest developments of consumer electronics.

Well, so there is nothing left to say except to wish you'll enjoy the fruits of our work...

december 1995

the editors

Felidae/Reflex

Happymaker/Reflex

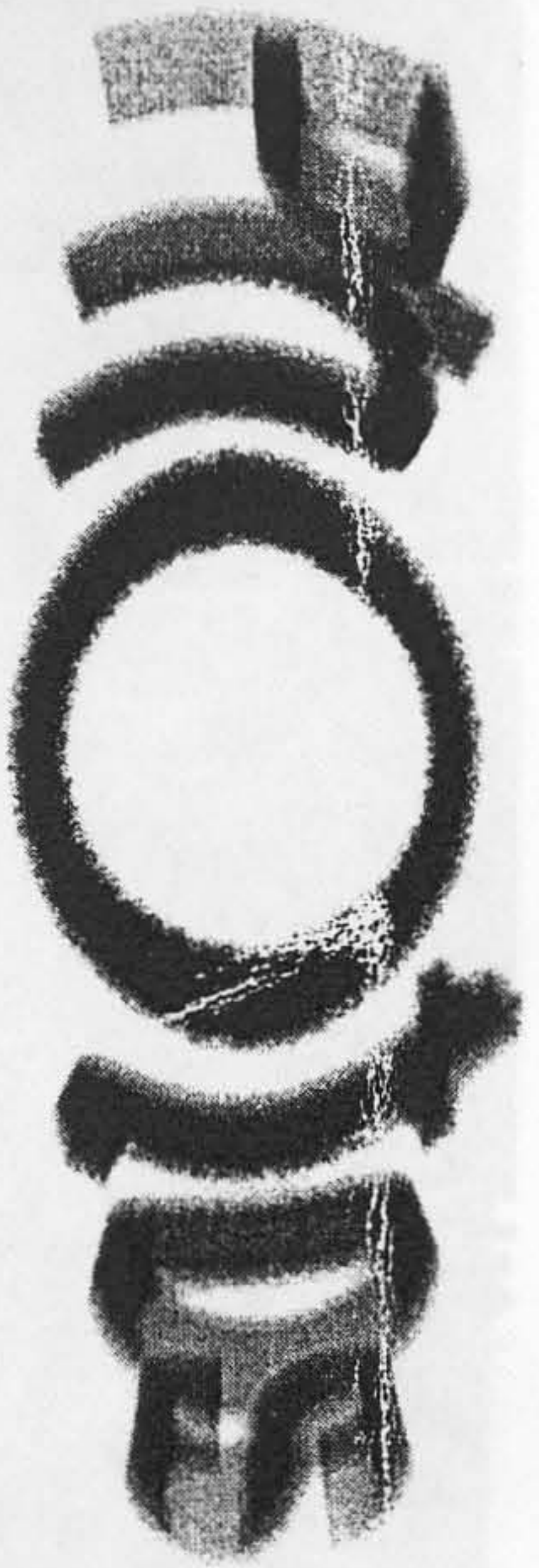
Hogan/Reflex

and the quests

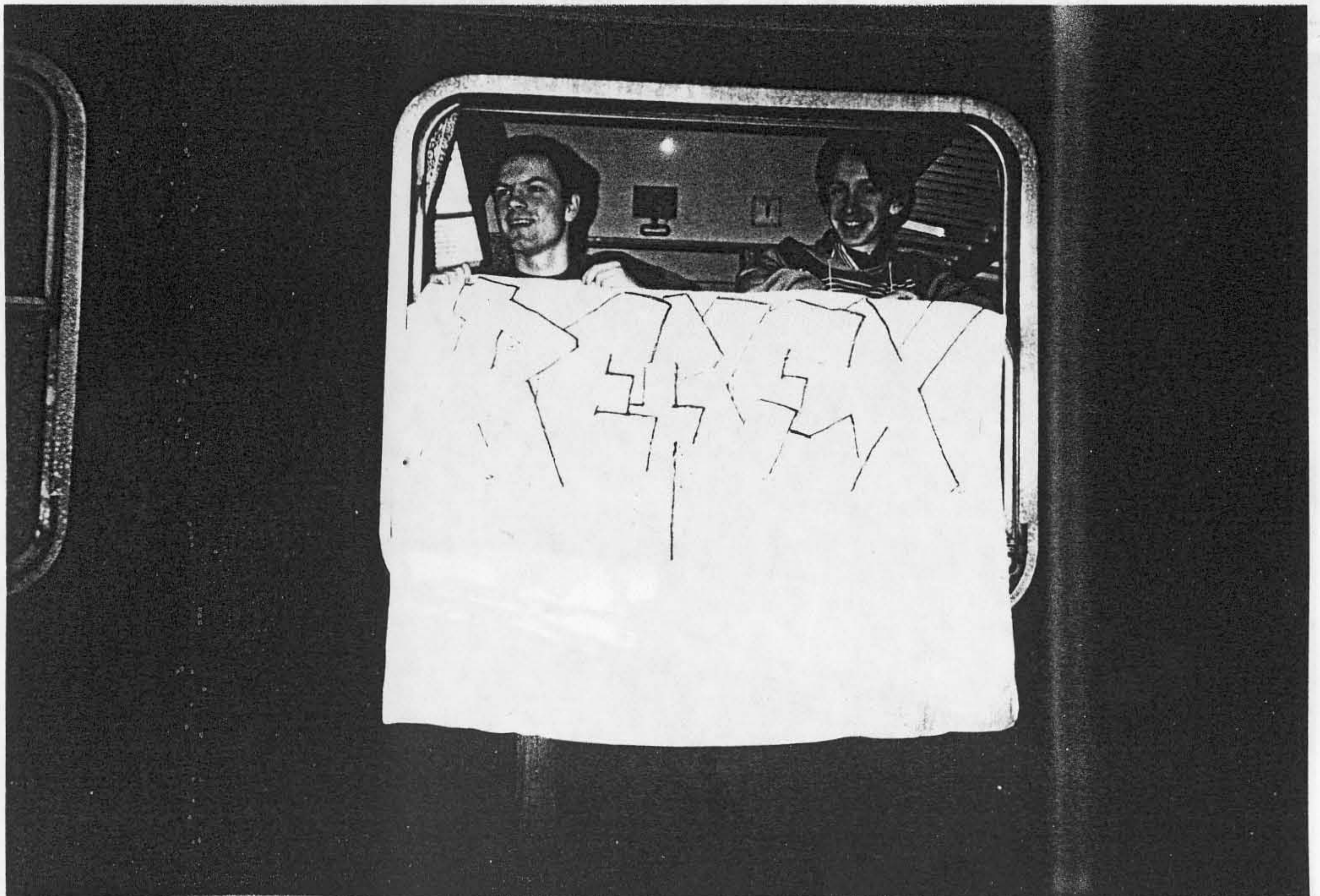
Earthquake/CS

Syndrom/TIA/Crest

-false hopes made-broken promises-  
-someone failed-but Insider will stay alive-



PMCF/Reflex and Zoro/Reflex making lucky faces for this unexpected photo



Acidchild/Taboo and Warp 8/Reflex in the train to The Party '93



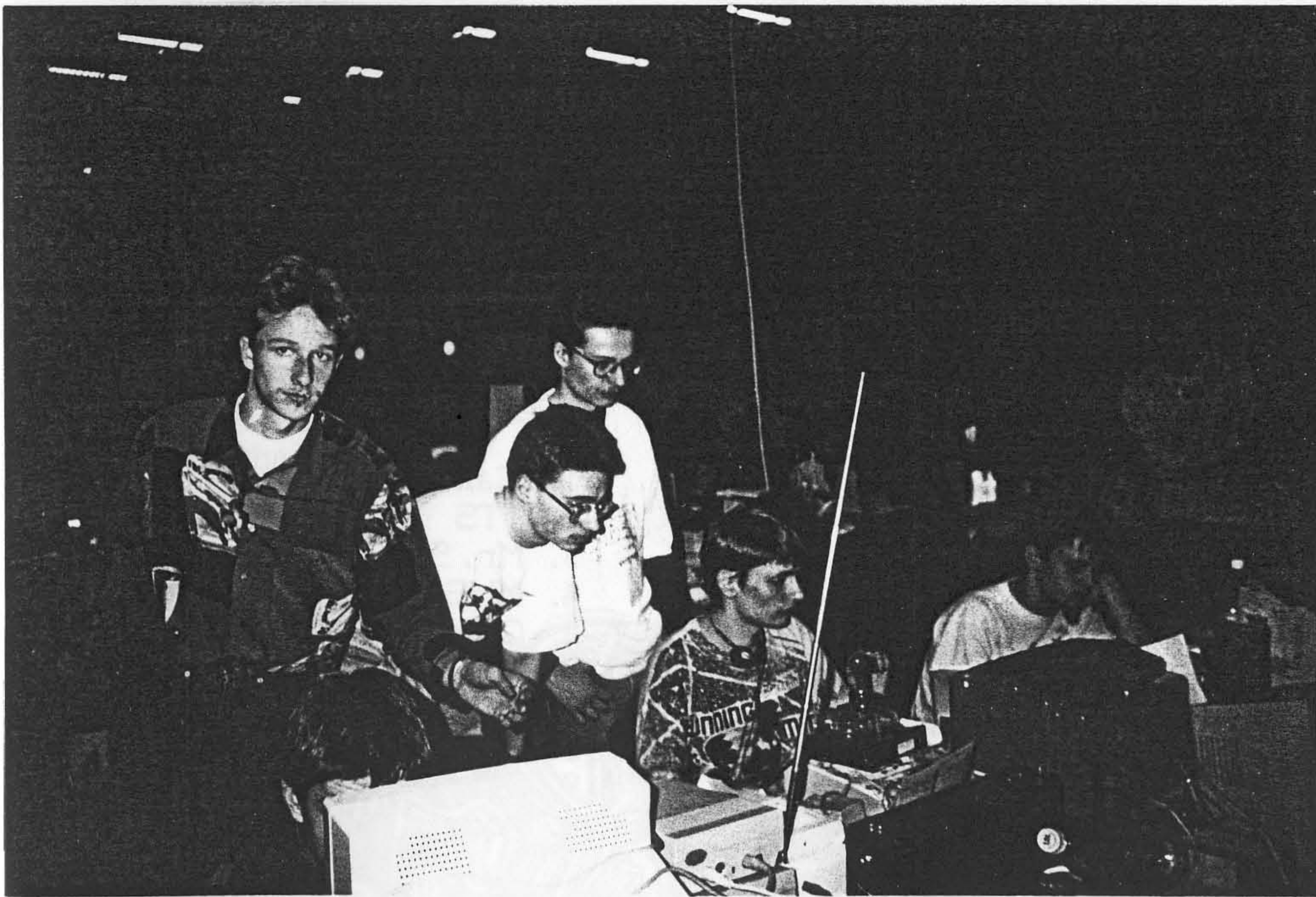
Warp 8, Earthquake/Cosmic Style, Mephisto/Cosmic Style, Acidchild, The Alien/BCD and me at the first trainstation in Denmark



the Partybuilding for the parties '93 and '94 x-mas



Duke, the Pulse editor and Acidchild from behind



Johnnie Walker/Reflex, Hogan/Reflex, me, PVCF and Felidae/Reflex

# Charts

## Demogroups

1. Oxyron
2. Camelot
3. Byterapers
4. Taboo
5. Agony
6. Fairlight
7. Censor Design
8. Antic
9. Crest
10. Nipson
11. Wrath Design
12. Padua
13. Triad
14. Focus
15. Charged
16. Chorus
17. Light
18. Elysium
19. Vermes
20. Beyond Force

## Crackergroups

1. Avantgarde
2. F4CG
3. SCS+TRC
4. Chromance
5. Afl'70
6. Motiv 8
7. Hardcore
8. Atlantis
9. Dytec
10. Excess
11. Onslaught
12. Triad
13. Fairlight
14. Fatum
15. Talent
16. Lepsi
17. Cult
18. Xenon
19. TRSI
20. Amnesia

## Maqs

1. Skyhigh
2. Nitro
3. Shout
4. Vandalism
5. Domination
6. Tribune
7. Revealed
8. Propaganda
9. Mendip
10. Metamorphosis

## Coders

1. Slammer
2. TTS
3. Mr. Sex
4. MMS
5. Graham
6. Druid
7. Crossbow
8. Tron
9. KM
10. Axis

Mags (cont.)

11. Newspress
12. Relax
13. Jamaica
14. Vitality
15. Pulse
16. Splash
17. Gossip
18. Update
19. Astoria
20. Always

Coders (cont.)

11. Depeh
12. Bob
13. Glasnost
14. Unifier
15. Raz
16. Sir Art
17. Clarence
18. Zodiac
19. Rico
20. Cruzer

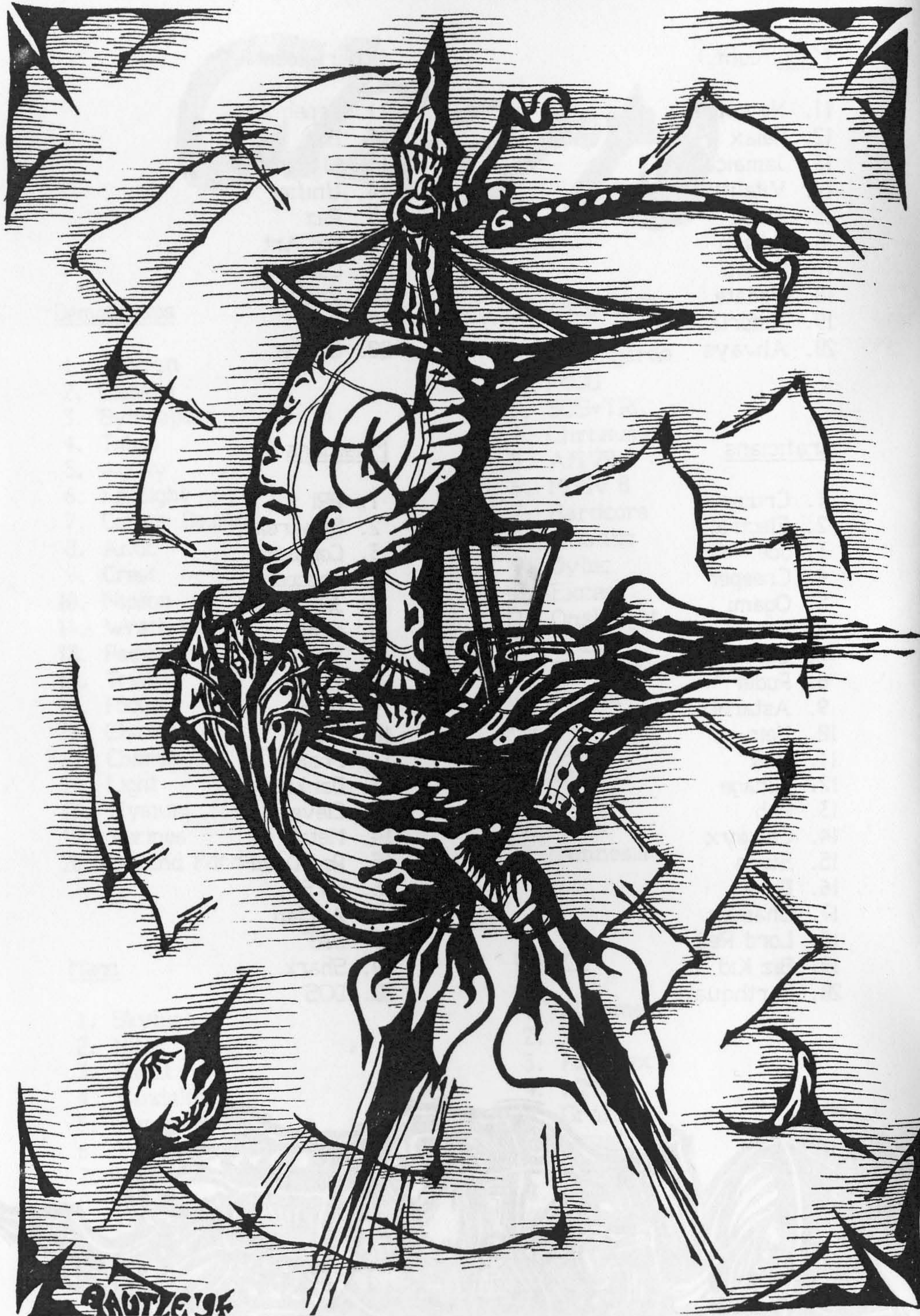
Graficians

1. Cruise
2. Electric
3. Joe
4. Creeper
5. Ogami
6. Fazee
7. Carrion
8. Roder
9. Astaroth
10. Hein
11. RRR
12. Mirage
13. Rob
14. Compyx
15. Stone
16. Dane
17. Shaman
18. Lord Red
19. Biz Kid
20. Earthquake

Musicians

1. PRI
2. Syndrom
3. Compod
4. Shogoon
5. Jeroen Tel
6. Fanta
7. Jeff
8. Zyron
9. Drax
10. Moog
11. Praiser
12. Danko
13. Cleve
14. Metal
15. Red Devil
16. EVS
17. A-Man
18. DAF
19. Shark
20. DOS





TRANSISTOUR



## Interview with Mr. Sex/Byterapers Inc.

I: You call yourself Mr. Sex. Are you a sexual addict or how is the story of your handle ?

MS: Ofcourse I'm sexual addict and pervert. How else could I be a member of Byterapers Inc.? Anyway, I didn't invent my handle myself... and there can be a story for it, but who is interested? Btw, I'm seeking for new and hot sex-slaves... so if there are any girls reading this, contact me fast. :-)

I: Don't think there's nobody interested in the story! This is an interview! So everything you say is interesting! and now tell us about that story...

MS: Hehe, maybe it's best to keep atleast some secrets and leave something for your imaginations... or just ask from some girls :-)

I: And what about your real life ? After you released 3 WOC in that short time I am supposed to think you didn't do anything else than coding he ?

MS: Well, actually I didn't spent so much time for making those demos. World Of Code I was coded when I was in army... so most of routines were very old. And other two needed only about few weeks per demo... hopefully I never have to code in such hurry again. My next demo will take a lot more time to do...

And about my real life? Ofcourse I do a lot more than just code, but as I'm studying for Computer science in Tampere University of Technology I have to spend quite a lot of time with computers. And surfing in internet takes lots of it... ..but in fact, I think the time I spend with coding isn't much as I do mostly something else like boozing and having fun with friends...

I: What idea did you have to release a picture-collection with converted pics?

MS: There wasn't any idea for releasing that... it was just one of those "not-so-serious" releases from Byterapers. Anyway, as I coded that converter and it turned out to be quite usefull we just putted out some pictures. And if people just think that it's lame to do things like that, it's their opinion. But I will always code just for fun, because I like it.

I: Hmm, let's have a closer look on your coding activities... What software do you use? (assembler-monitor, cable or not)... which code-style are you using ? (structured? planned? spaghetti?)

MS: Well, I make my code with variations of Turboassembler and debug it with AR-6 monitor. It's quite painfull to code long programs without any cables, but I hope to get REU or FLASH8 someday.

Hmm.. code-style... it should be planned I guess, but when making small programs there isn't really any need for plans.

I: How long are you coding on an effect? I mean, do you spend just some hours

a day, or do you just continue until it's finished without checking the clock?

MS: I never check my clock while coding (except when I really have to go somewhere). And coding on an effect can take from few hours to few days, depending on routine and time I have. Usually I plan and calculate everything before real coding job. That makes my coding easier and faster as I don't have to think about algorithms or anything similar while \*coding\*. After planning I start to make code with Turboassembler and in most cases I work until effect is finished or atleast it works as I wanted. So, sometimes I code continuously for very long time.

I: There have been some rumours around, that you got a top-painter to work for your next production. Is there anything about it? And what about a composer?

MS: Rumours? Well, we got a new member in the end of 1994. He happens to be good graphician called Mike. And as he lives quite near to me, we can work very well on our next demo which will be released at Assembly'95. Ofcourse there is some possibilities to release something before that, but I'm not sure. Hmm... I bet you have heard some other rumours from painter, but it is still not sure so I won't tell anything yet. If we have any luck we can get music from old finnish dudes, but I don't tell about it yet as it's not 100% clear.

I: Could you please tell us some things about the story of BYTERAPERS INC. I bet, most of today's sceners don't know anything about the old rapers, including me. The only thing I got from the old ones years ago is an old cruncher.

(answered by Grendel/Byterapers)

The origins of Byterapers were laid somewhere in 1986, with Kasper getting heavily into cracking and coding. First product that we have thought as first Byterapers demo was released in December 1986, in form of a small crackintro, a magnificent piece of coding in our small circles. Some time later we officially started to call us 4 persons as "Byterapers inc.": Grendel, Kasper, Professor Fate and The Boss. It was mostly of having fun and learning things in very small scale. We knew nobody, nobody knew us. We didn't knew of any scene, only had seen some crackintros that gave us example what happens outside in the big world. So we worked in our small circle, I personally attempting to get new contacts that I could swap games with, and in the same time releasing those small intros and reworking the older ones to advertise us. Somehow I managed to get in touch with some other real groups, spreading our name into the real scene. And since there simply weren't many groups around, we established rather easily. But I don't remember how long it took, when we released our first real demo at spring '87 we were still the original 4. Our first outside member was JTP, a coder, and I guess he joined in '87 summer or autumm. After that it was quite fast. We were well known in Finland, and I guess somehow in outside world too. (B) was still rather small, in terms of productivity, but were making steady progress. In the first three parties in Finland, FIG/Jezebels at new year 1987/1988, Digitize Design Group Diziparty'88 at spring '88 and our very first party at summer '88 (B) was finally very well known, and even enlarging its fame to outside world.

(B) was releasing demos steadily, they weren't nothing perfectos and amazing stuff, but anyway good and much enough to make impression of a "good" group. Of course, there was cracking too, typical for the time, and for a long time it was the priority thing for (B). Before quitting it (B) was even voted as 9th best crackers in the world. But it's not something I want to talk or think about. For a long time (B) suffered of having no limits on membership. Though all new members were somehow checked for their skills, much looser types were let in, and at one time group was almost 50 guys big. At the time it wasn't such a big deal, but since people were let in and kicked out constantly, memberflow was rather high. The "inside" guys stayed and worked, but "auxiliary" members were often quite short lived when they were found out useless to the group. Of course, some of them were anyway good, and melted to the core group. At 1989 we had quite a clean-up, and kicked some 20-30 members out, including practically whole Swedish Byterapers, all other non-Finns and many Finns too. That left us a much smaller and more efficient (B), though those "good times" were quite short since during same year (B) left the C-64 scene. The reason for leaving C-64 on 1989 is two-fold: 1st, Rockstar, the master cracker, left Byterapers, and I decided that instead of finding another top cracker (Rockstar was one of the best in whole world), or continuing as pure demogroup (which really wasn't Byterapers' strong area), I would officially declare Byterapers leaving ACTIVE C-64 scene. This left us a backdoor of releasing stuff later if time for such action would come. I think this decision was a good one, since therefore we left scene while we were on top, and Byterapers' name was on it's highest ever position. The group was deemed "elite", and was clearly on Finnish/Scandinavian top, with good reputation all over the world. The 2nd reason is much more embarrassing... I, personally, had broken disk drive and no money to fix it. I was mostly the driving force in (B) actions those days, but now I couldn't anymore swap, check our demos, follow the scene, etc etc. So there was no overall control over the group. I had been forced to leave C-64 scene. So with Rockstar leaving, it was quite much easier to disband the C-64 side of (B). Of course, we were already in full speed on Amiga side, with two Amiga demos released on previous year. 1989 saw Byterapers emerging with very fast speed on the Amiga, and until 1991 Byterapers released a lot of Amiga demos and musicdisks gaining some recognition on that machine too. And what (B) released on C-64? It's impossible to say. I personally have a small collection that expands on about ten floppies filled with (B) demos. And that is not all. I'm not sure, but sometimes I made a kind of calculation, that (B) released over 300 demos and intros - but I can't swear if that is correct. Only thing that is sure, is that during the 1st active 4 years, 1986-1989, awful lot was done. Kasper sometimes commented he had reached his 600th crack, but most were pre-Byterapers. Rockstar on other hand, had reached a 1000 crack limit on his (B) time. Byterapers' story is long, and filled with amazing stuff. Maybe one day I might collect old partystories, group histories etc. into one file. And remember: old legends never die.

I: What a story! But to keep you busy, what is your opinion about that 4\*4 pixel-resolution? Don't you think it looks ugly?

MS: Heheh.. I guessed someone will ask that. Especially because there were

a lot of effects done on that resolution in World Of Code 3. Anyway, it may look a bit ugly when compared to neat bitmap pictures, but it will provide some neat effects to be possible for C64. You know, some effects will be too slow in bitmap or characters to be big enough. Hmm... well, sometimes it's better to make effects in character sets, but all in all 4\*4 FLI mode is quite good. At least those effects looks really stunning from bigscreen :-)

I: What exactly are your next projects on the C64 ? When will we see the next production ?

MS: I hope you will see it very soon. As my summer holiday begins in few days (propably have begun long before you read this text), I have oppurtunity to code something in those rainy days here in Finland :) Next production is most propably (B)-net, which is a filetransfer program between amiga and c64. After that we will release a demo at Assembly '95, here in Finland. I hope to see a lot of other good demos here too... so, everyone: COME TO THE ASSEMBLY '95!!!

I: Have you got any favourites ?

MS: sure I have some...

drink : beer, vodka & rum (or anything with alcohol)  
vodka : Finlandia Vodka  
beer : Koff  
music : Prodigy  
computer : C64  
best way to waste time : IRC

haha.. you want some scene related favourites too??

well, it's just too difficult to decide just some group favourites or so, as I have too many of them. You can't be so brutal, or can you? :-)

I: And as a last one, if you want to say something to the scene or simply greet some friends, just do it now...

MS: Just keep on raping! And never stop your activities on holy C64, let's keep it rocking forever. And greetings must go to all our friends and especially to your readers.

I: Thank you for your patience...

MS: No problem. Thank you for interviewing...

net-addies...

Mr. Sex : b150542@proffa.cc.tut.fi  
Dr. Dick : t135344@proffa.cc.tut.fi  
Grendel : jkauppin@muikku.jmp.fi  
JTP : pomppuju@atki.helbp.fi  
Kasper : jarkko.sonninen@lut.fi  
Speedhead : nv92-mhe@nada.kth.se



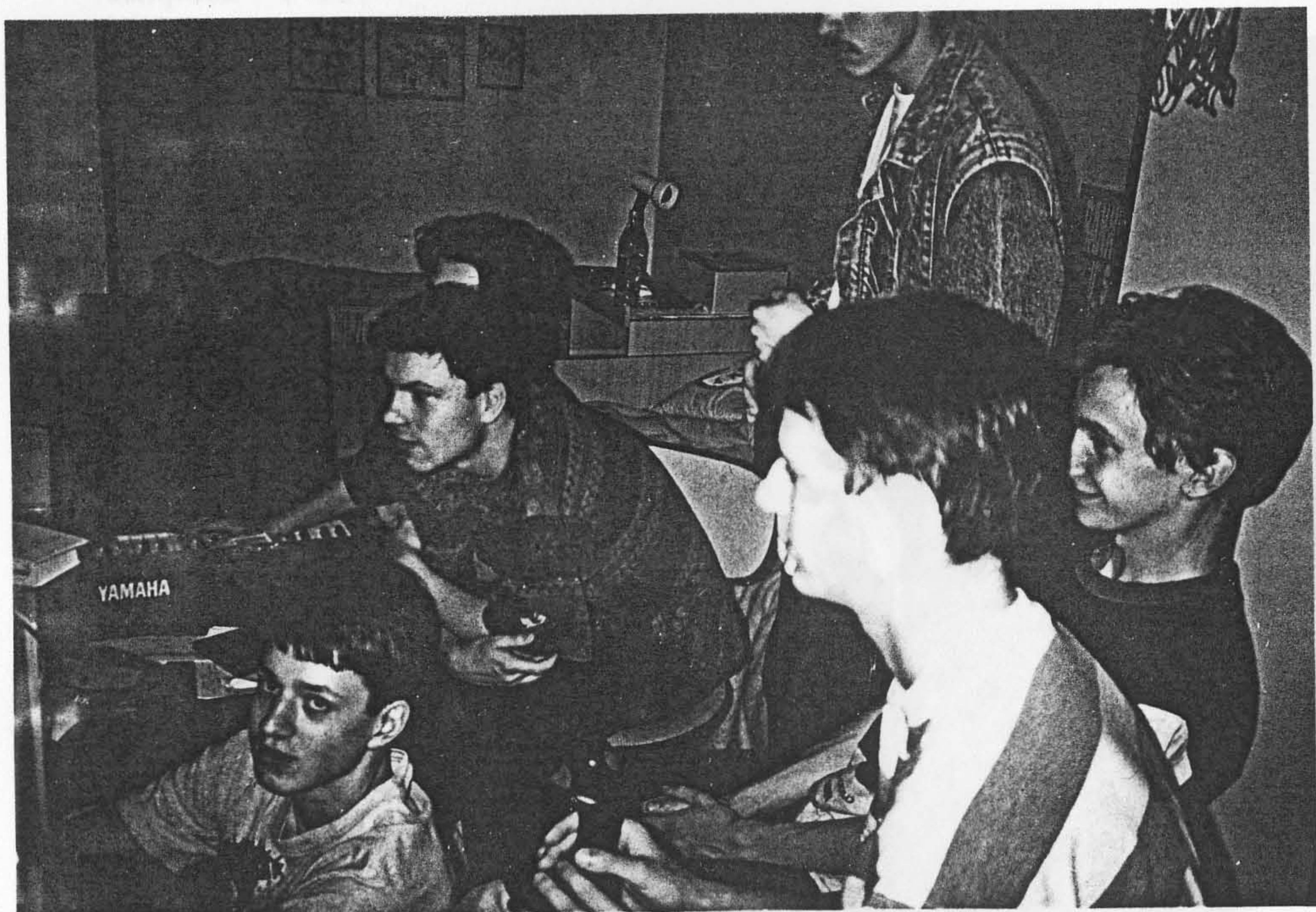
a Reflex-meeting in the early days at my place: Hogan, Warp 8 and Condor



at the place of Earthquake: he himself at the computer, Mephisto in the middle and right Warp 8



the famous Code 18 wearing his jeans-jacket like always, behind Warp 8 calling some toll-free numbers



Earthquake, Acidchild, Syndrom/TIA/Crest, Warp 8 and standing Code 18



TAVERNE ABSTRUS

Today the Insider-staff presents to you an interview with Cresh/Taboo. People who know him will remember Cresh as an always funny dude. You will find him often at the main-points of the scene, even if it's surely hard for him to be there always, as he is from the "poor" country Poland. We will set his profile now in the light, and you will be astonished after this interview.

Btw., this interview was held by Happymaker, and the time and location is an evening with an special feeling in our holidays at the lake Balaton in Hungary, were we invited him for...

I: First we want to know more about the private person behind the scener Cresh.

C: Ok, I was born in 1974 (so I'm 20 years old, or was it 21, hehe!). I'm 177 cms long and actually I don't remember my weight. I've got dark hair/eyes

and that's all I suppose. Humm, I'm still studying... in two schools, to be honest the first one is POLITECHNIKA, and the second one is a language school. as I would like to get any certificate - that helps to find a job later on. At the moment I'm living in Kresnik, it's a rather small city in the south-eastern part of Poland, but most probably I'll move to Lublin, that's the place were I'm studying. I've got an older sister and an younger brother, 3 cats, etc, etc. Satisfied?

I: And what will you be after your studying/education?

C: I don't know the proper word in english but my studies are involved with economy/marketing, so I should be somekinda manager.





I: Ok. Please tell us a bit more, how your life does look like, describe your flat or what you are doing, when you are not sitting in front of your computer?

C: Well, I can't tell anything special, as my life looks probably just like any life of any young dude who's still studying - I've to attend to school every week day, and then, on the weekends I'm hanging around with my friends... Nothing unusual.

I: So we are coming now to the computer-topic. When do you got your C-64?

C: It was in 1987, I suppose.

I: Now we are curious, how or from who you got your 64, because back in this year the russians controlled the eastern system, which still existed, and in the GDR for example it was nearly impossible to get any west-european computers.

C: In 1986 my father returned from the USA, and he told me that my brother-in-law (he ment the son of his fathers brother /ed.) used to use an C-64 and I just wanted to have one, too. Well, it was also quite hard to buy hardware in Poland. But it was quite easy, if you had the certain amount of \$\$, so we just went to Warsaw to the place, were people were trading software/hardware, and just bought C-64. (I'm still using the same computer.) Some days later I got an datacorder, and that's it.

I: And how did your hardware expand through the years?

C: I don't remember the exact dates, but nowadays my equipment looks like this: C-64 (old one), 2 \* 1541 II, 128D, 14" colour-TV, disks, joysticks, cartridges (AR polish version), etc etc. I hope to buy PC this winter.

I: And what's the polish at the cartridge?

C: Hehe, the name (V7.0 pro) and the price, it's 3 times cheaper than the original one.

I: It's the cracked version of the normal carts, but you can buy them at every corner?

C: Yes, you can get it in the shops with computer equipment.

I: And now we come to the maybe most frequently asked question: How did you enter the scene? The things you told us yesterday evening were very interesting...

C: In 1989 (just after buying the drive) I went to Warsaw to the place where you could buy illegal software (well, it wasn't illegal at that time!). I still remember the rows of Spectrums, no Amigas, no PCs...I met TGJSL there (I will write something about him later on). I got some software from him, including the first issue of his magazine (WLOCZNIA WSCHODU) and

some gfx-programs. TGJSL was the leader of the first polish group called PARADOS DESIGNS, he left the C-64-scene long time ago, he is working as a journalist for the commercial Amiga magazine now. He changed his handle to Jarri. After some weeks I sent him some of my paintings, he answered and said something like "try harder". Some time passed and again I sent him some of my logos... I was lucky this time... He let me join and I was part of the scene.

-Interview is continued one day later at the beach...

I: And how big was your knowledge about the scene in this time, had you seen maybe some demos before meeting TGJSL?

C: Hard question. I always like to read the scrolltexts in intros and that was the way I got some infos about the scene. I got some demos on tape (by Quartet, FIG, etc), and after some time they turned out to be more interesting than games. The first english language magazine was Fate by Hurricane. And the first megademo that I've ever seen was done by HZ but I don't remember the name =).

I: And how was your scene-carrier going on, how long you stood in Parados?

C: Parados died in 1992. There were some reasons of this. Some members left the scene, some members formed ESM, it was stupid to stay in the group alone. In december 1992 I joined Taboo and I'm still there. In 1993 (I'm not sure) I



Happymaker and Cresh whilst the interview

joined the (real) Cadgers as my second group, then Cadgers died, some members formed Chorus, I was asked to join and so I did.

I: And what were your jobs at the time, did you ever something beside painting and swapping?

C: No.

I: As you have been quite from the beginning of the polish scene in there, please tell us something about these first days. Was the scene something more polish-intern, or was it connected to the whole european scene?

C: I think I'm not the right person to talk about the roots of the polish scene, but I'll try anyway. The first polish group was surely Quartet with members like Polonus, Hi-man. There was also Silver Dream, a talented coder, but he has never been a member of QRT. The next group worth mentioning was Slaves of Keyboard with Kruger (now Asphuxia) as their mainswapper. There were also some other groups like IQØ, Elite, THB etc but I don't know anything special about them. Polish scene at that time was quite an intern business. There were only 2 or 3 people known abroad. The old spirit is still remaining in some way - we have our own mags released in polish language only and some of them are really good.

I: And about the actual situation of the polish scene: In our opinion most polish dudes don't take the scene so serious. We hear about most groups only for 1 or 2 times, they put an logocollection together to have something to spread, is it right, that the average knowledge about the history of the scene and the unwritten laws is not to high, or what is your opinion about that?

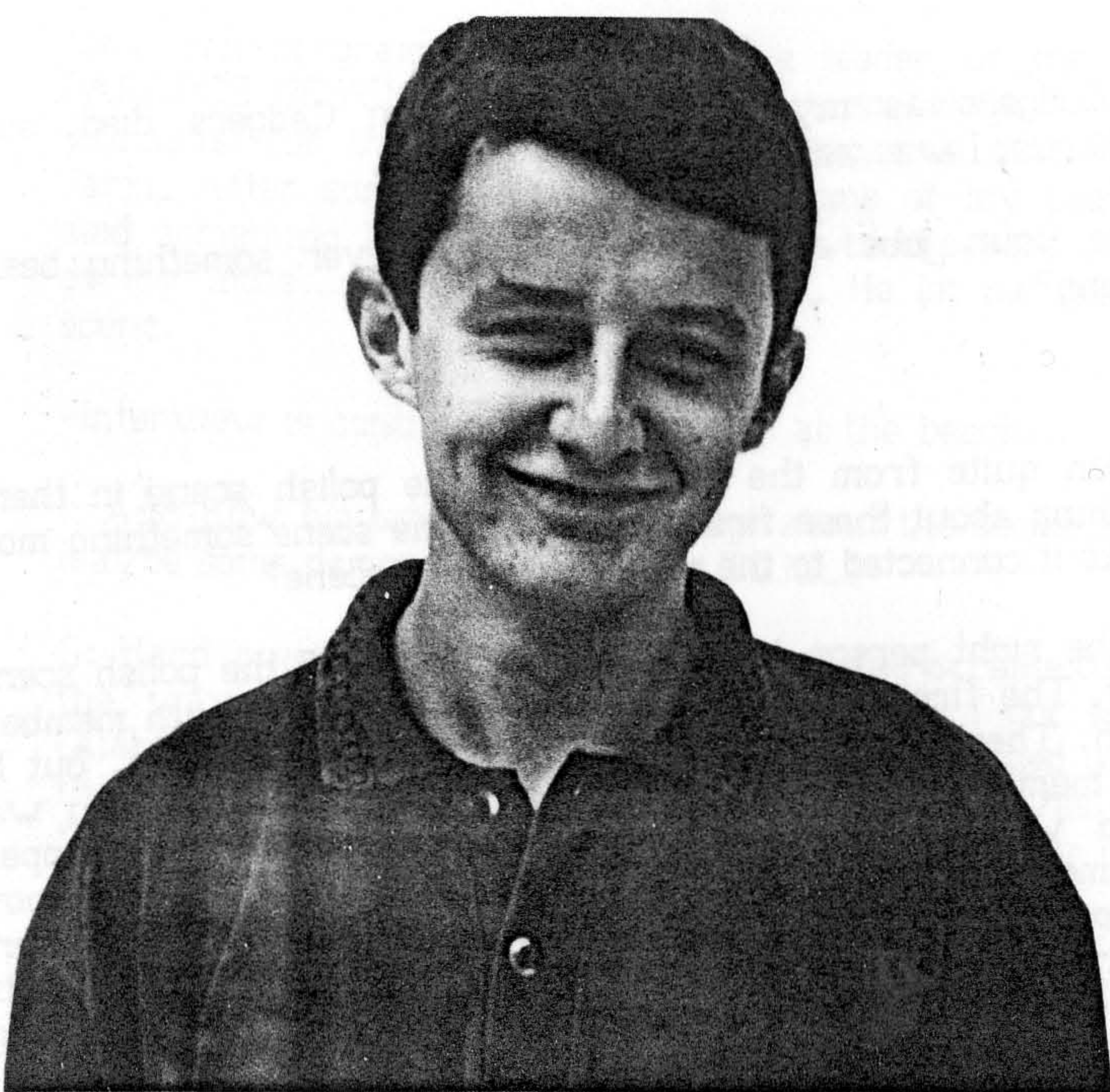
C: And again I don't seem to be the right one to tell anything in this subject, as I'm out of the latest happenings in the polish scene. But I agree with you. Most of the newcomers join the scene just to get software for free and it causes some misunderstandings, I suppose.

I: And what are your advices for an better future?

C: Well, whatever I say, nobody seems to care =). People should be more active (look who's talking! =)). We've got an really potential scene and there are still lotsa newcomers. The bad thing is the people who used to be active for quite a long time are slowing down with their activities or just quitting. The best way to keep the polish scene alive is to produce quality software, as simply as that.

I: In our opinion the years 92-93 were the most productive and best ones qualitywisely (for the polish scene).

C: Not really. Maybe there were some more people doing something or there were still companies interested in releasing C-64 software, but the best demos/tools etc are being produced today.



I: Most of us have seen some mags in polish language, also you have mentioned them. On one hand it surely helps the polish scene to get deeper in it, on the other hand I'm always a bit angry, because I'm not able to understand anything. How high is the chance, that these mags will write english somewhen to become a bit more internationality?

C: As far as I know there is not gonna be any polish magazine in english. The knowledge of the english language isn't good, atleast it's not good enough to start editing an magazine. Besides, polish magazines are built on our polish reality, polish sense of humour, etc. and you wouldn't understand it anyways.

I: We know, you also have access to the internet. How important is it for you and the polish scene?

C: It's the only way to get all the latest wares (I stopped swapping in december), it's the only way to talk to some of my friends, some of the legendary 64 sceners. I think that quite alot of polish dudes from the scene have access to the net, and that's ok (not for the people on #C-64 =)).

I: Can't the polish dudes on internet not behave, or are they mainly lamers, or why does the other people on #64 have something against them?

C: You shouldn't take it too serious, sometimes we just talk in our own language on the international channels (like #C-64), the same goes for

dutchers fe. and that pisses off the rest.

I: As you told before, you will buy an PC. Is it just for your education, or will you join the PC-scene too?

C: It's not sure I'll buy one, I hope so, at least. It's impossible to find a good job without the knowledge about PC, unfortunately, as PC is just a piece of crap. It's hard to say if I'm gonna join the PC-scene or not. Some members of Taboo have already started producing software on PC (games, demos, music-tracker), so they are part of the PC-scene by now, I guess.

I: And in case, Taboo would die on 64, when Altered States will be finally released, would you left the scene together with them, or what would be your favorite group to join? Or there are already plans for a new demo on 64 after AS?

C: I think, Taboo will not die on 64 as I'm not going to sell my 64... I cannot tell you the exact releasedate of AS, as I'm not the one who decides about it. But it should be out this year, hehe. If I ever leave Taboo I would probably join ESM as they are my best scene friends for sure. I don't know anything about the new demo by Taboo on 64, sorry...

I: As we all know, that you like to travel, please tell us, on which parties do you have been, and maybe you can write something general about polish parties for the curious readers, you know, we are mainly not able to read the reports in the polish magazines...

C: I was present at 14 parties (the list is available on request). I was also present at 2 foreign parties and maybe you will be dissapointed but they are almost the same. In my opinion you take part in such an event not to sit in front of the computers (you can do it at home). It's the only way to meet all your scene friends, and you shouldn't miss that opportunity.

I: But I heard, that an polish party was closed after 4 hours?!?

C: It was quite funny... I arrived to the partyplace, met some of my friends, there were some drunken people throwing chairs, playing piano with their legs, etc (no names here!). The dude who was supposed to organize stuff called the owner of the building, he called the police. The cops came and thrown ca. 200 people out of the partyplace. And this event was described in the national newspaper (let me know, if you want to get a copy!).

I: But is that usual?

C: No, I guess, it's not... But there are always some dudes who are thrown out because of boozing.

I: And what do you think about that artists on polish parties are allowed to compete with more than 1 music/picture?

C: Good question. Some days ago I wrote an article for the polish magazine concerning this subject. It's so fucking stupid and senseless. I always tried to persuade the party stuff to change that stupid rule, but, like always, nobody wants to listen to me.

I: What do you think about the 3 girls we invited for an ice yesterday?

C: Hehe, well I could have found some better chicks here, for sure. But, it's the last night here, so I hope you will succeed. Viel Gluck!

I: Yes, I really hope that we will met them today in the Paradiso-disco here in Siofok. But what about your girl-activities?

C: Hehe, I know you would ask about it. I'm alone at the moment. I used to have a girlfriend for quite a long time. The problem should be solved in october, when I'm gonna start my studies. And remember: if you need an empty room tonight, just let me know, I'll go to sleep in the kitchen, hehe!

I: I will remember you at this later in the evening. But back to seriousness and the scene. How does it come, that Avantgarde got the preview of Zone of Darkness?

C: Well, it shouldn't have been released, it was just a misunderstanding between me and Deff. But I've already explained this with MMS so there's really no reason to complain. Btw. AVT today or any other group in some time, what's the difference?

I: And finally, we give you the chance to send some greetings, put out a slogan or just write what you want.

C: I think, it's time to start packing my stuff, so I'll just send some greetings to the people I know personally, I used to swap with and to all people on #C-64. Thanks for the interview!

Yes, that's it! I hope, you've enjoyed reading this interview, and we from the staff want to say thanks again from this place to Cresh for giving us his time at our holidays for this detailed interview. We wish you the best for your future, and hope to meet you again!

Happymaker/Reflex

**INSIDER 5 - THE PAPER ISSUE**



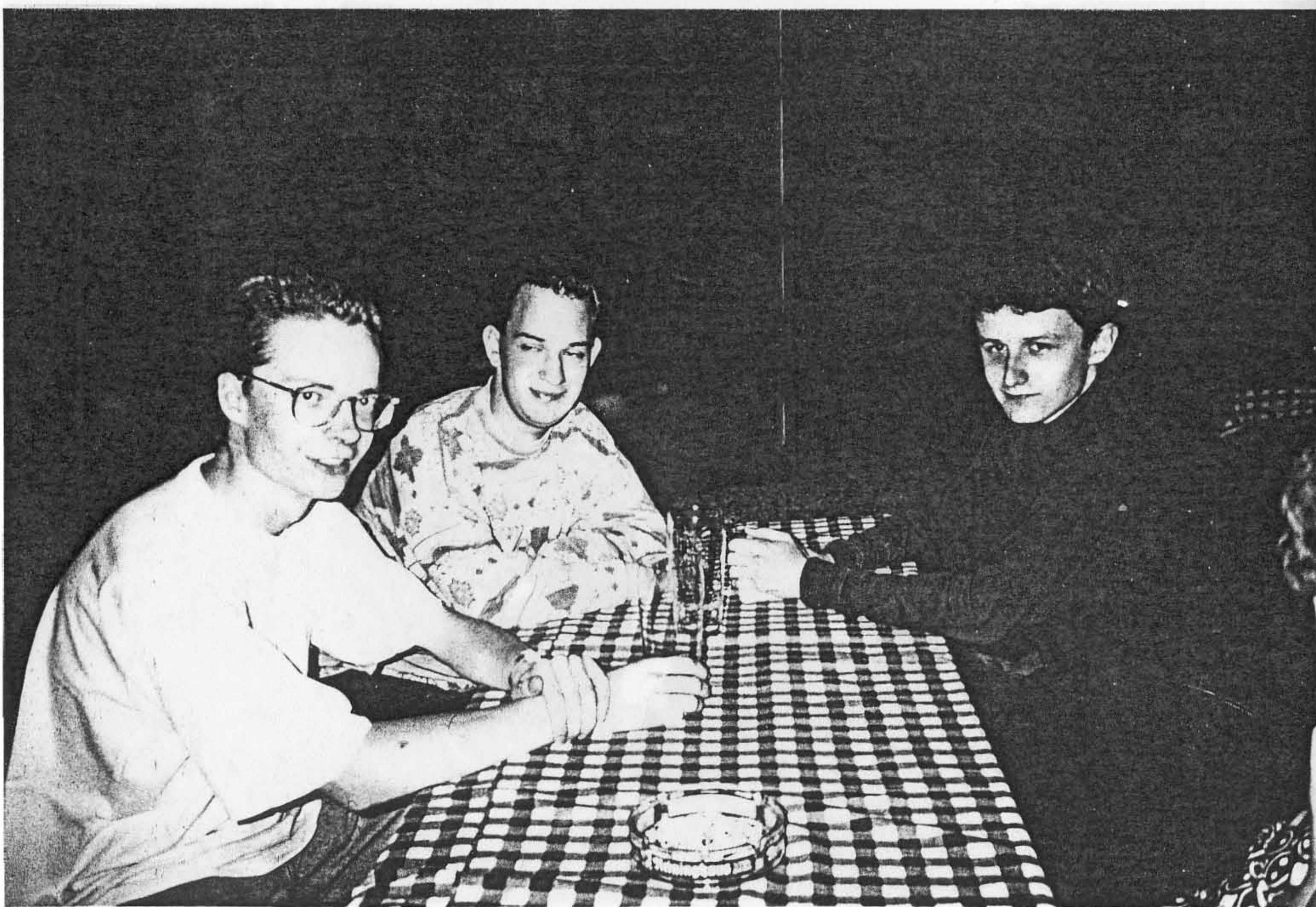
in Hungary 1994 at an evening without electricity, Pat/Agony, Acidchild, Warp 8, me, D-tract/Cosmic Style and Earthquake in a restaurant



infront our house 1994: me, Earthquake, Warp 8, Cresh/Taboo, Acidchild, Pat, D-tract, Mercury/Lethargy and DEC/Natural Beat



the water-chute was not sliding, so Warp 8 had to walk down

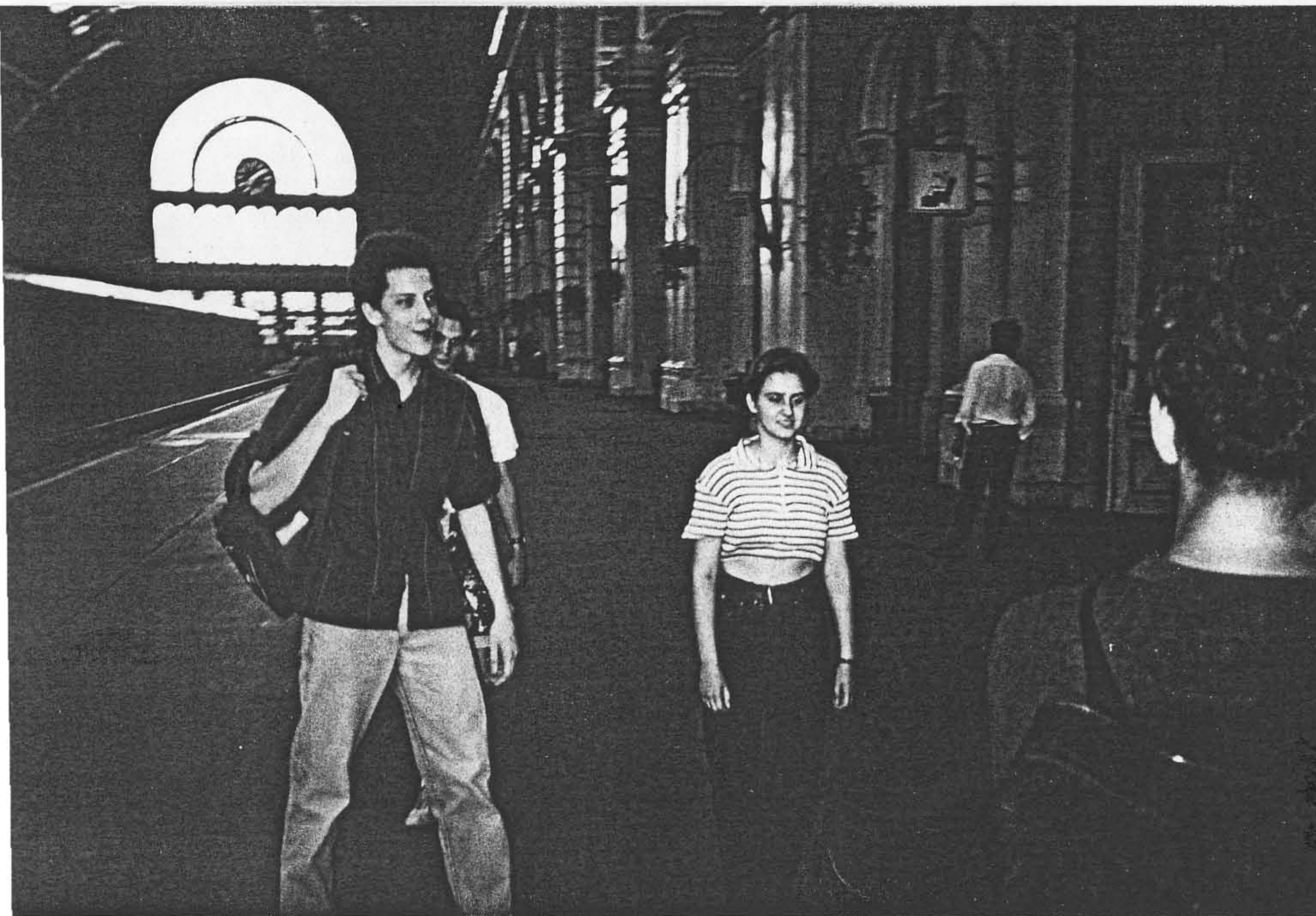


having fun in the beer-garden: me, DEC and Cresh

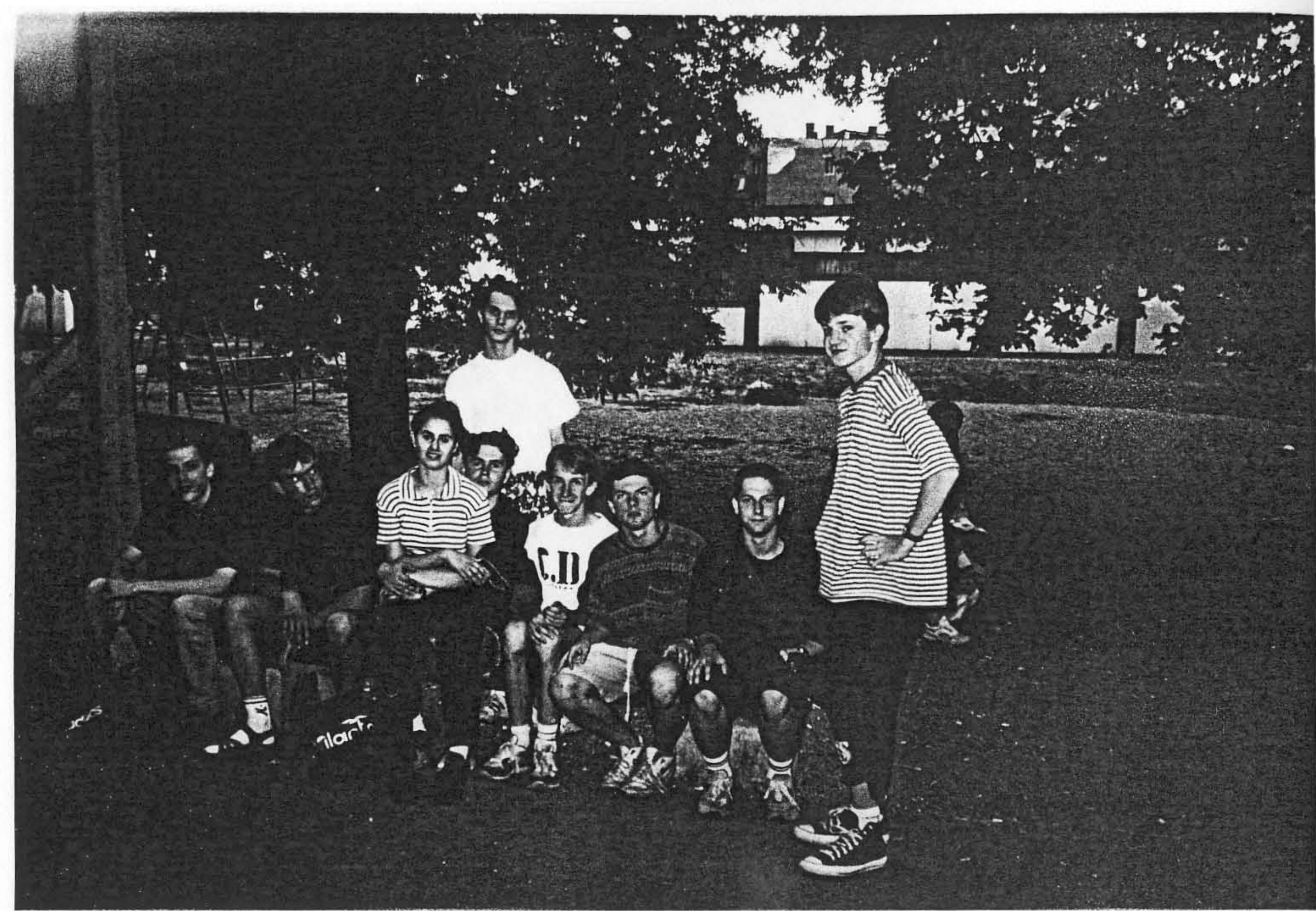




at an open-air restaurant: Mercury, D-tract, Acidchild, me, Earthquake, Trooper/Agony, Cresh and look how Warp 8 is sitting



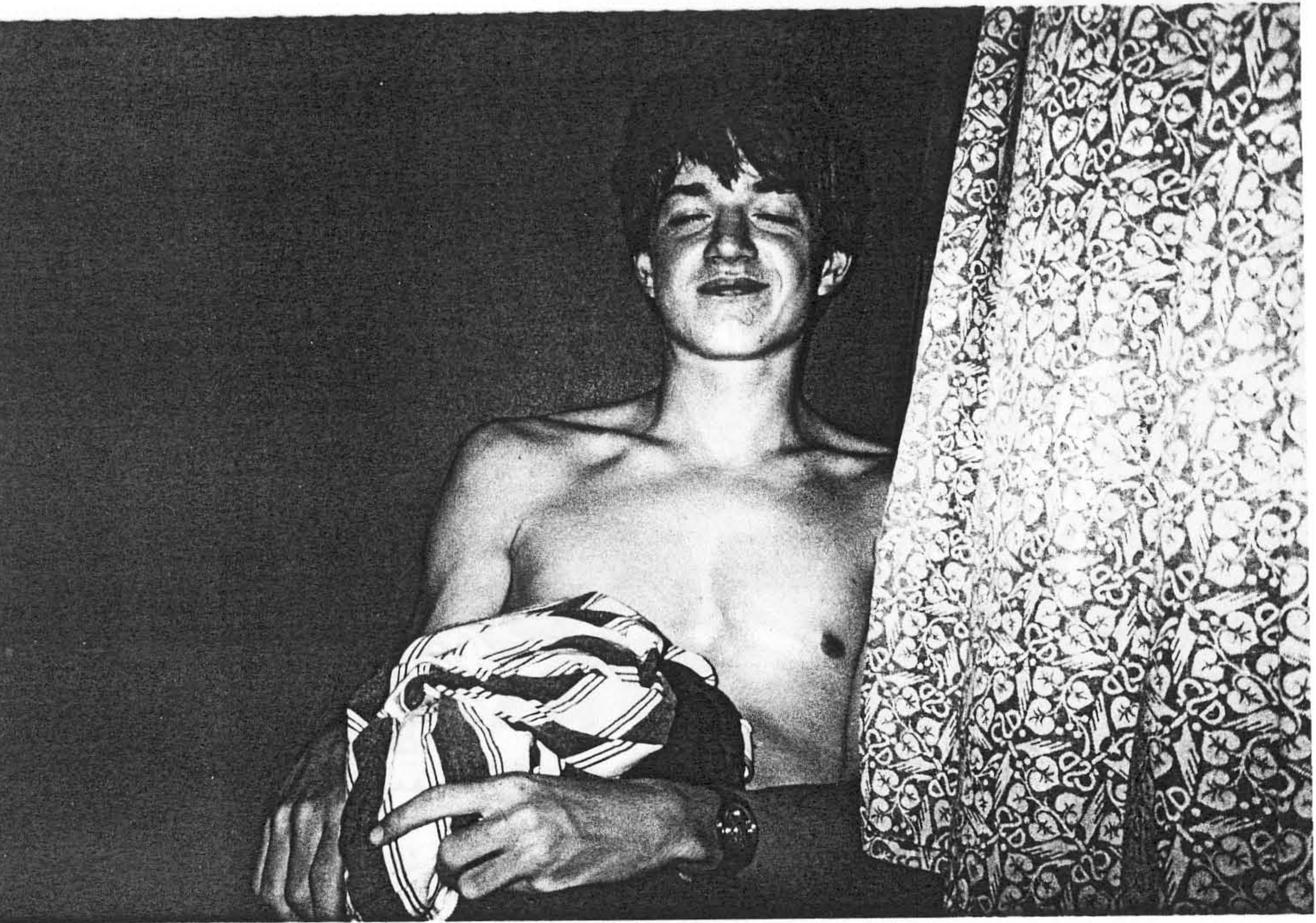
meeting at the trainstation in Budapest: Clarence/Chorus, behind Cruel/Pride, Witch/Lethargy (Mercurys sister)



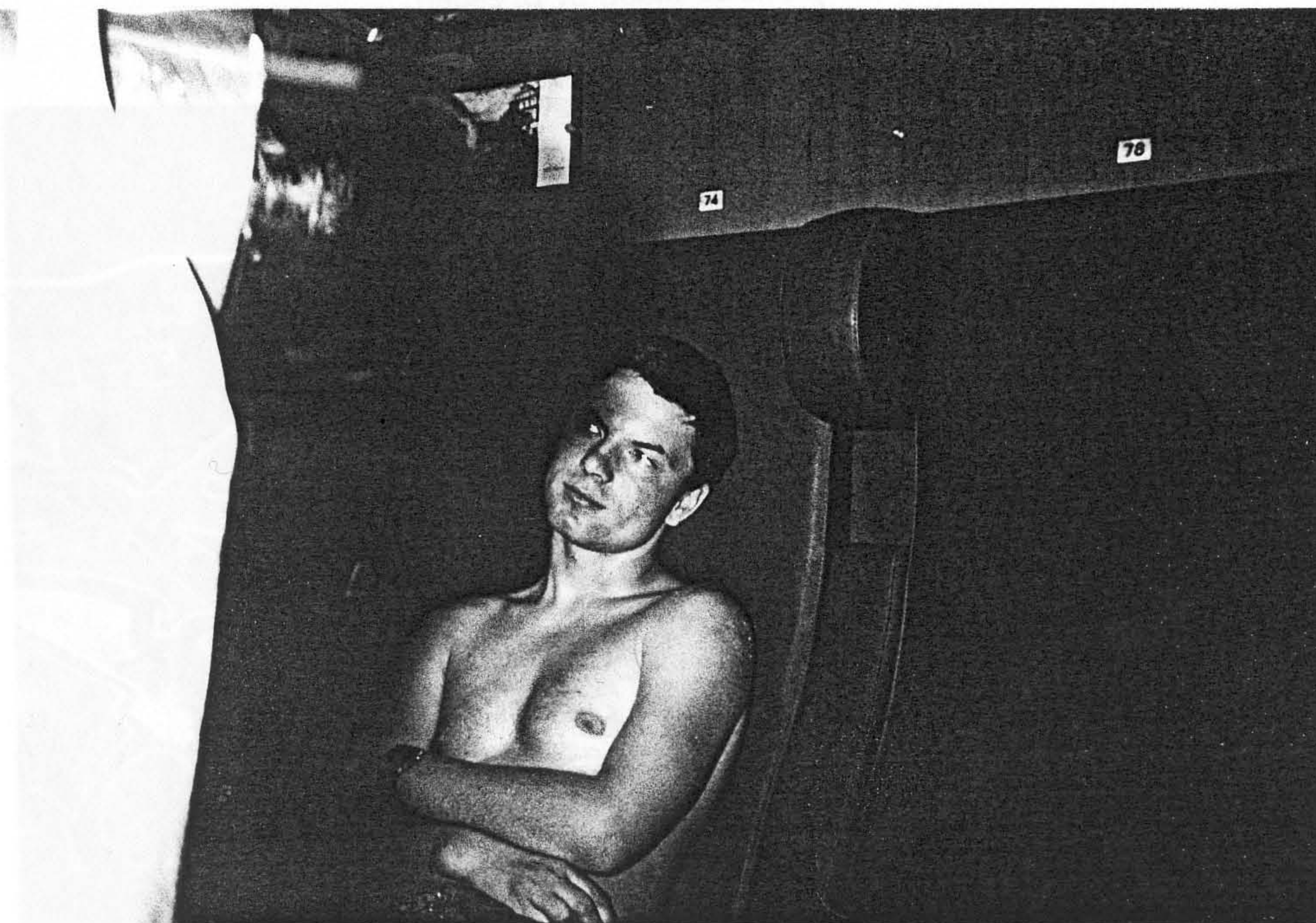
infront of Troopers house in Budapest: Clarence, Pat, Mercury with his sister standing behind Cruel, Warp 8, Acidchild, D-tract and standing Earthquake



back from the holidays 1994: Pat with a bottle tastefull wine



...Earthquake...



...Acidchild...



THE WALL  
pictures made in Dresden...





THE WALL  
...behind the trainstation



## Interview with Shogoon/Taboo/Agony

I: Hi Wojtek, please tell us something about yourself.

S: Hi! Like you have already noticed my real name is Wojtek (red polish name, eh?). I used to live in Katowice - a city in the southern part of Poland. At the moment I'm studying in the high school and ofcourse my studies concern computers and electronic.

I: When and how did you enter the scene?

S: Everything started in 1993 when I met Harpoon/Asphyxia. He used to sell games to the local lamers at the place called 'Gielda Komputerowa' where you can buy every kind of illegal software on any system... One day I was sitting there and copying some disks and then I met KM/Taboo. I gave him some of my zaks and some weeks after this I joined Taboo... Easy!

I: Do you use any other computers beside the 64?

S: Yes, sometimes I use Waynes Amiga to compose some stuff. I also use Matula brothers PC when I'm at their place. I hope some of my musics will be used in the forthcoming demo by Taboo on PC!

I: Which music-editor do you use and why?

S: At the moment I use Hardtrack Composer by Longhair/ESM. I also used the DMC and the Chubrocker. I haven't got any other editor that allows to compose quality musics. Everything depends on the composer and his/her abilities. There aren't bad editors only bad musicians!

I: Please describe the ultimate music-editor.

S: Hmm, it's really hard to describe the ultimate editor. I'm really satisfied with Hardtrack, it was released recently. Go and buy it! Ofcourse I've got some new ideas and most of them will be used in the new version of HC... Would be nice to have the possibility of changing filter modulation of single note in pattern and the same to rectangular wave (I hope you know what I mean!).

I: What do you think about multispeed-tunes? How many frames should be the limit? The record is 12 times/frame by Jeff/Camelot (actually 25 by PVCF/Reflex /ed.).

S: Yes, some of them are just great (see Jeff!). How many frames should be the limit? The answer is easy - the amount of rastertime our poor 64 has got!

I: What do you think about the difference between the old and the new SID? Which one do you like more?

S: Hmm, it's hard to say but I think I know what you mean: When I released my first competition tune some dudes said it fucked up on the old SID. That's true but it doesn't depend on the SID-type only. It also depends on the player routine. It's hard for me to say anything about the old SID because I've never used any...

I: What music are you listening in real life?

S: I really love jazz and classic guitar music and all kinds of metal. I hate disco, techno and stuff like that. I think this kind of zaks fit for Amiga-demos only!

I: Are you able to play an instrument and which?

S: Yes, I play on the classic guitar. I used to play the compositions of M. Giuliani, F. Sor, G. Paganini, J. S. Bach (on the beginning of my career I've played the lute!). A lot of my musics are also coming into existance on the guitar. Besides I like to use my electric guitar - J. Setrioni, V. Malmsteen, S. Vol, G. Skawinski, you know what I mean.

I: Are you addicted to any drugs like alcohol, cigarettes or hard drugs?

S: No, I'm not (Hi J. Walker!).

I: What do you think about these musicians?

Jeroen Tel: I will always remember his tunes, especially the unbeatable covers.

Syndrom : Cool work by him. His slowly-sleeply-feelin' tunes make his musics really good!

Geir Tjelta : He seems to be forgotten by the public like the other composers from Norway and that's not ok. His zaks are perfect!

JCH : Fine musician. Great player.

PRI : Peace, Rock and roll, Image.. Good job.

PVCF : Weird zaks! I think, you like sampling, don't you?

Drax : He always does in his zaks whatever he wants, and I guess he doesn't care what the people will say. He's a living anarchy...

I: What was your weirdest experience in the scene?

S: Hmm, hard to say. I guess all the polish parties... They are cool!

I: How is your opinion about discmags? Do you see sense in doing mags in polish language only?

S: I'm not the right person to talk about magazines as I'm not swapping, so it's impossible for me to get the latest magazines. Besides I'm not interested in the cracking scene mags... I guess somekinda standard was set by CML's 'Revealed' and some mags try to copy it. I'm looking forward to seeing the legal version of Shock. I think it's gonna be cool... The answer for the 2nd part of

the question is: Yes! These mags are really cool. If you want to check it - you just have to learn polish! Hehe!

I: What do you think about demos? Which sort do you like most, Trackmos, Dentros or 'press space'-demos, and why?

S: I love any kind of demos, but only if they contain good design and a nice soundtrack ofcourse.

I: Please tell us your favorite

Demogroup : Crest  
Musician : Laxity (jazzy man!)  
Grafician : Cruise, Carrion, Electric  
Coder : Wszystkie Krzysie i Marki rules  
Game : Turrican, Maniac Mansion, Tetris  
Demo : Produkthandler, Dutch Breeze, Visuality 1, 2, 3

I: Do you like digitunes? Why (not)?

S: Yes, I like some of them, fe. the music in Greystorm (20CC), all MON zaks and some digi tunes by Cycleburner. I like'm because they bring an special atmosphere into the normal SID-music.

I: Are you going to visit the X-mas party in Denmark this year?

S: Opz, yes, maybe this year...

I: If you want to send some greetings or messages, then do it now...

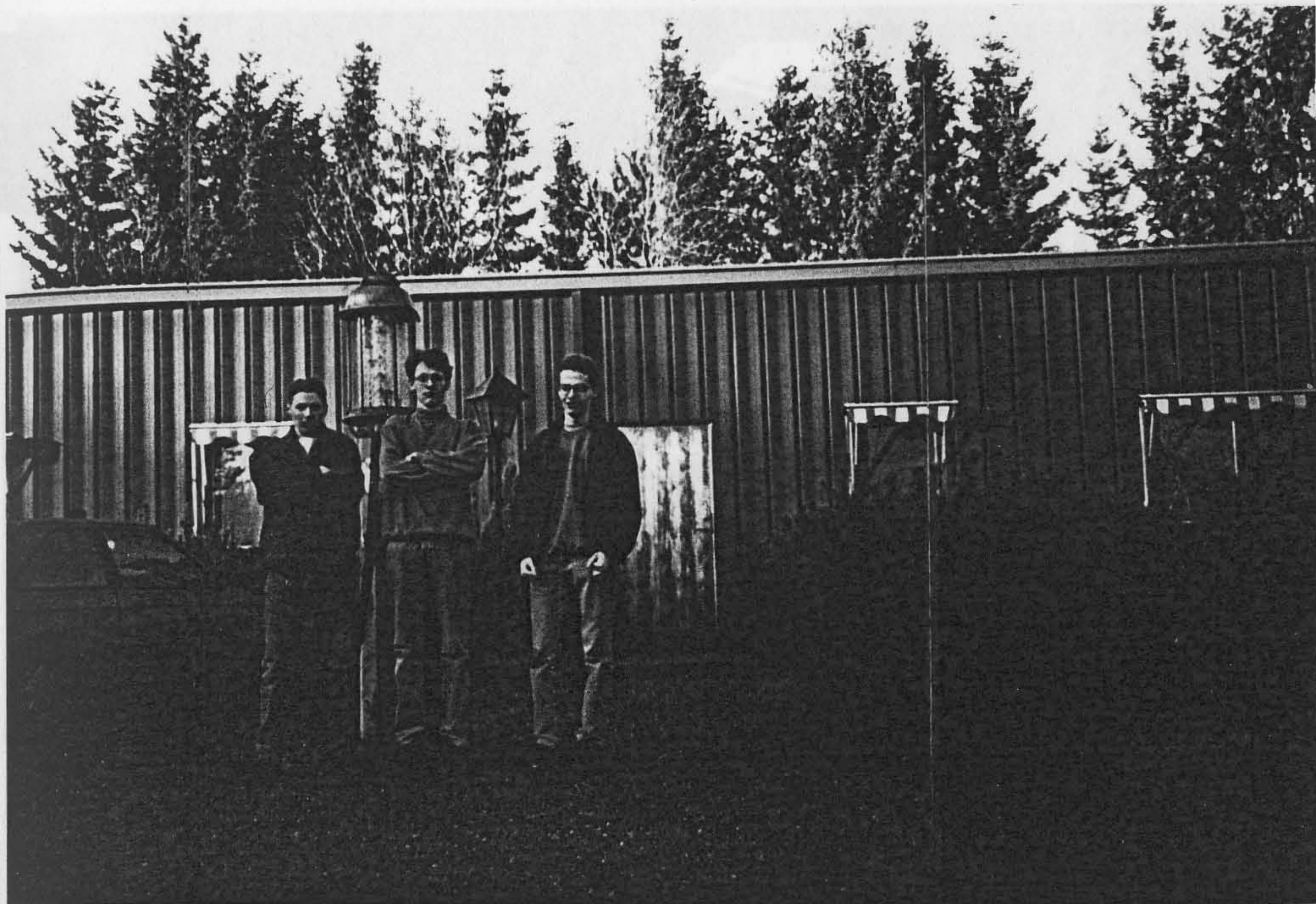
S: Yeah, greetz are flying to: all members of Taboo, Agony and ESM + the rest of my friends. Short msg's to:

Drax : Thanx for the zaks for AS!  
Syndrom : I've heard you were working on your own player. Good luck!  
Longhair : Jazz rules!  
Cresh : Call me up again!  
Zephyr : Ty juz som wiesz co!  
M&T : get a fuck!

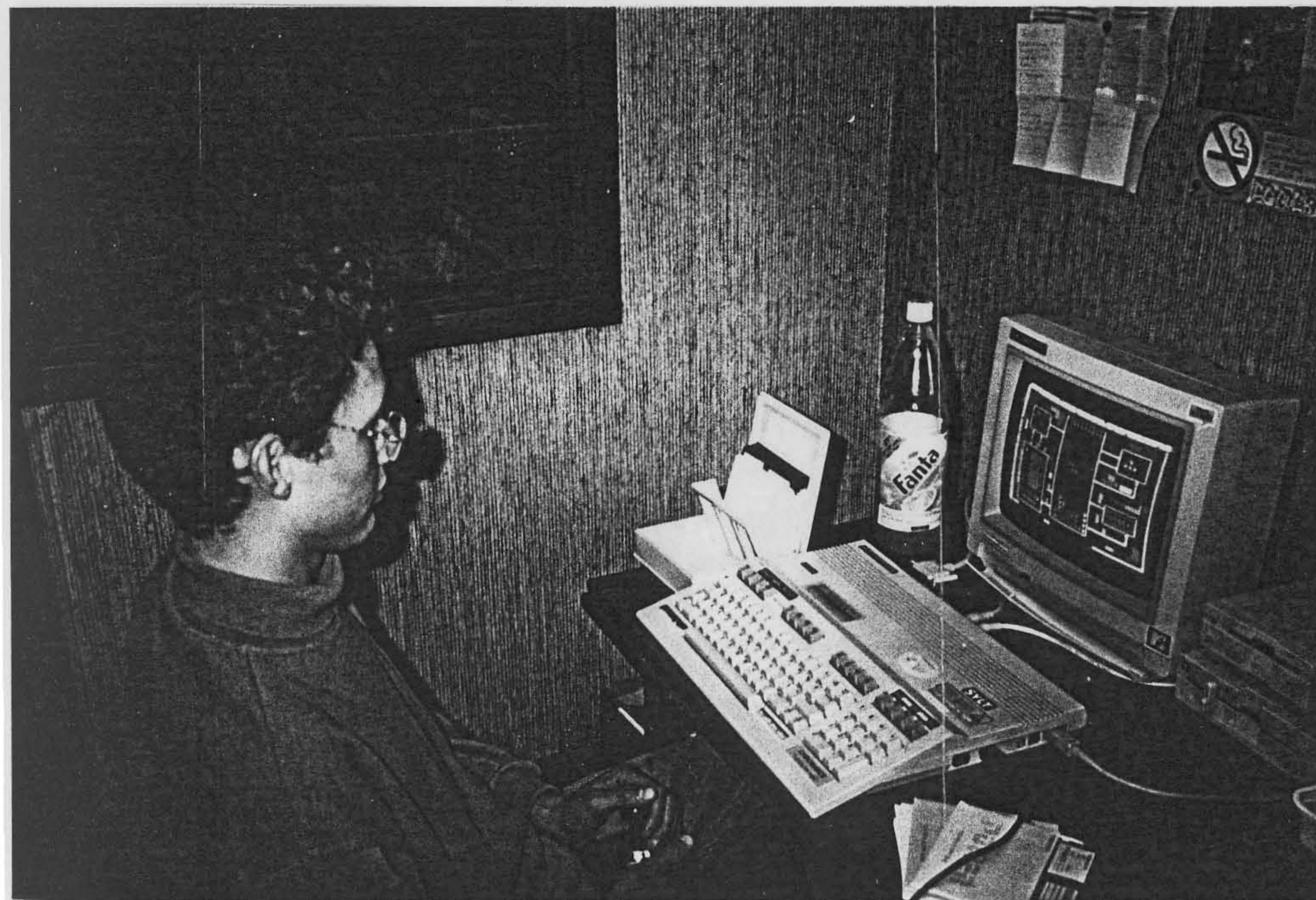
Thanks for the interview!!!

That's the end of this interview with one of the most famous polish musicians and one of the best in our time, Shogoon/Taboo/Agony. The questions were made some time ago by the united scene of Dresden and friendly translated by Cresh/Taboo. We from the staff say thanks to everybody who made this interview possible.





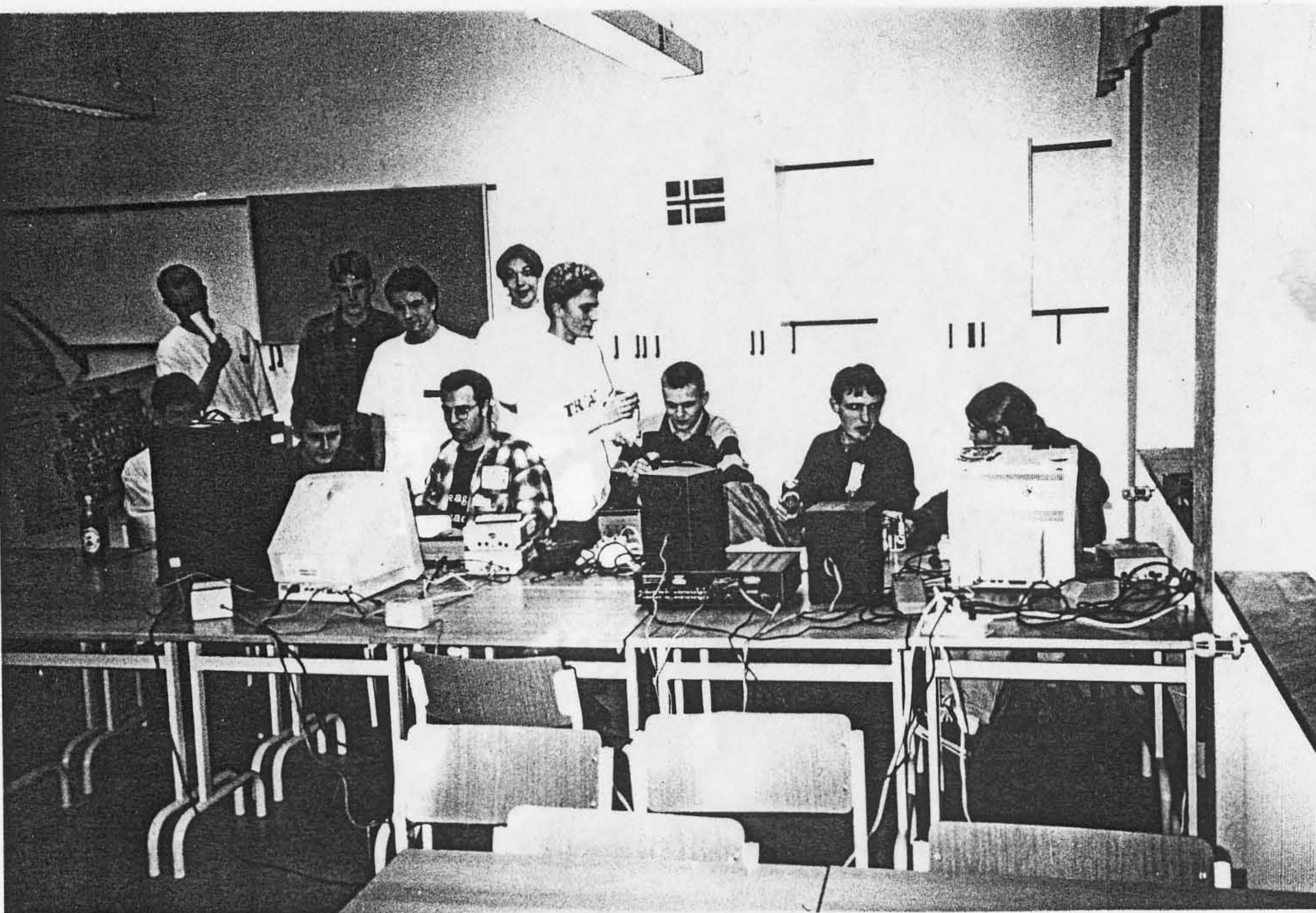
following pictures are done at my trip to Sweden, here Red Devil/Fairlight,  
Tabasco/Fairlight and me in front their local HQ



Tabasco playing a silly game



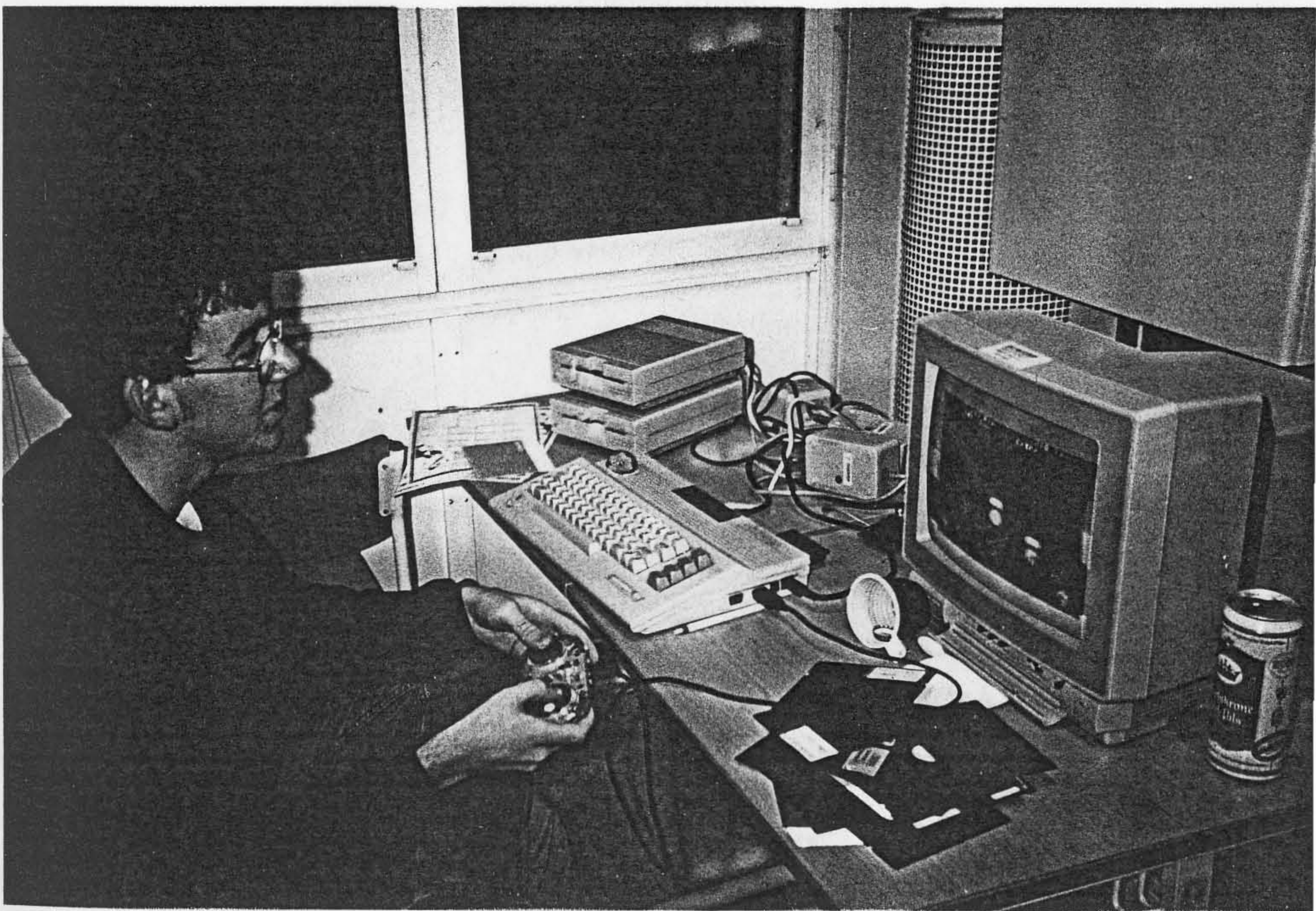
me and Tabasco (again)



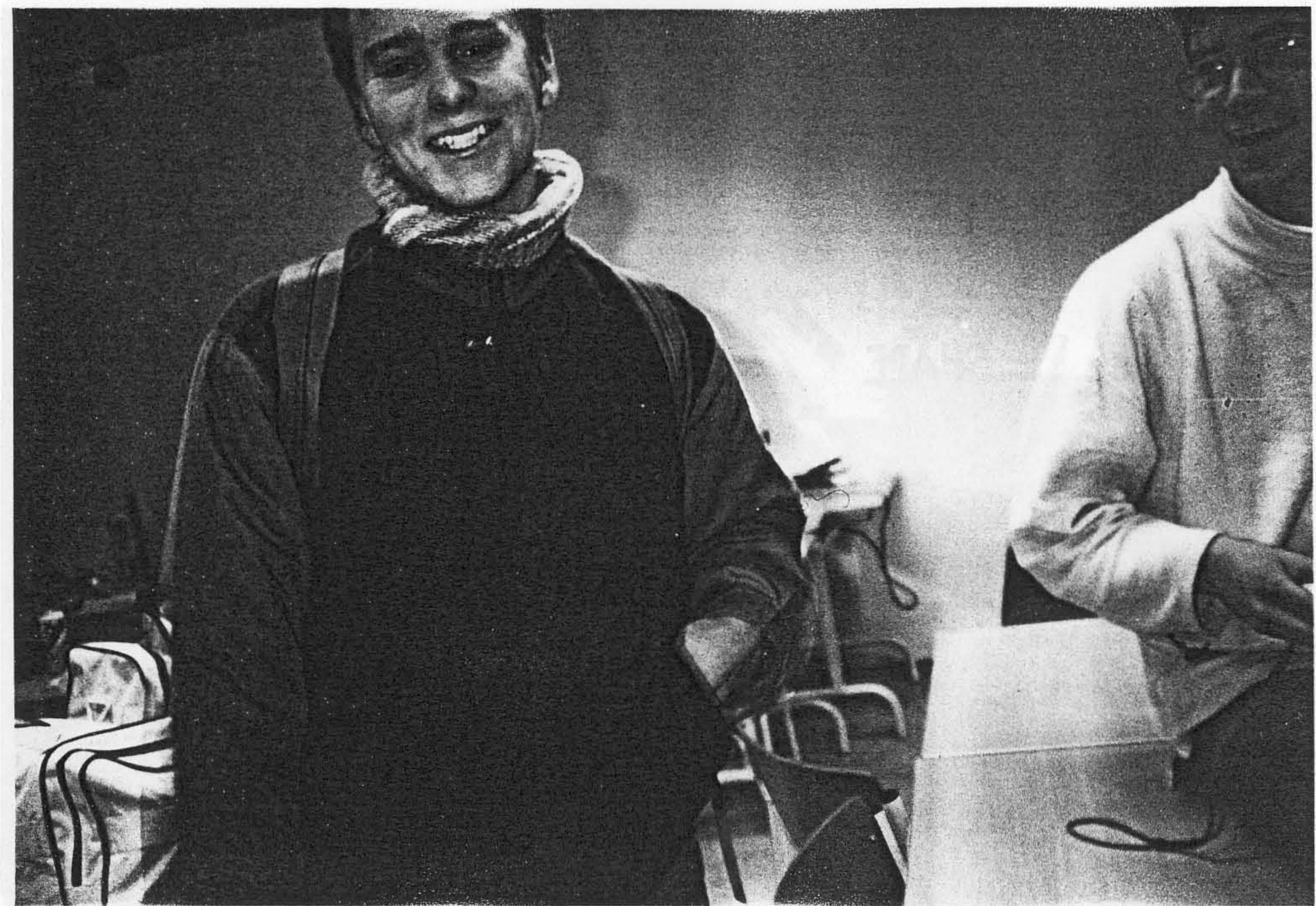
sitting: Pat, Cresh, Deff/AVT and 3 from Shape, I guess the middle one is Shark; standing: Rave/Triad, Iopop/Jam, Acidchild and 2 dudes of Triad



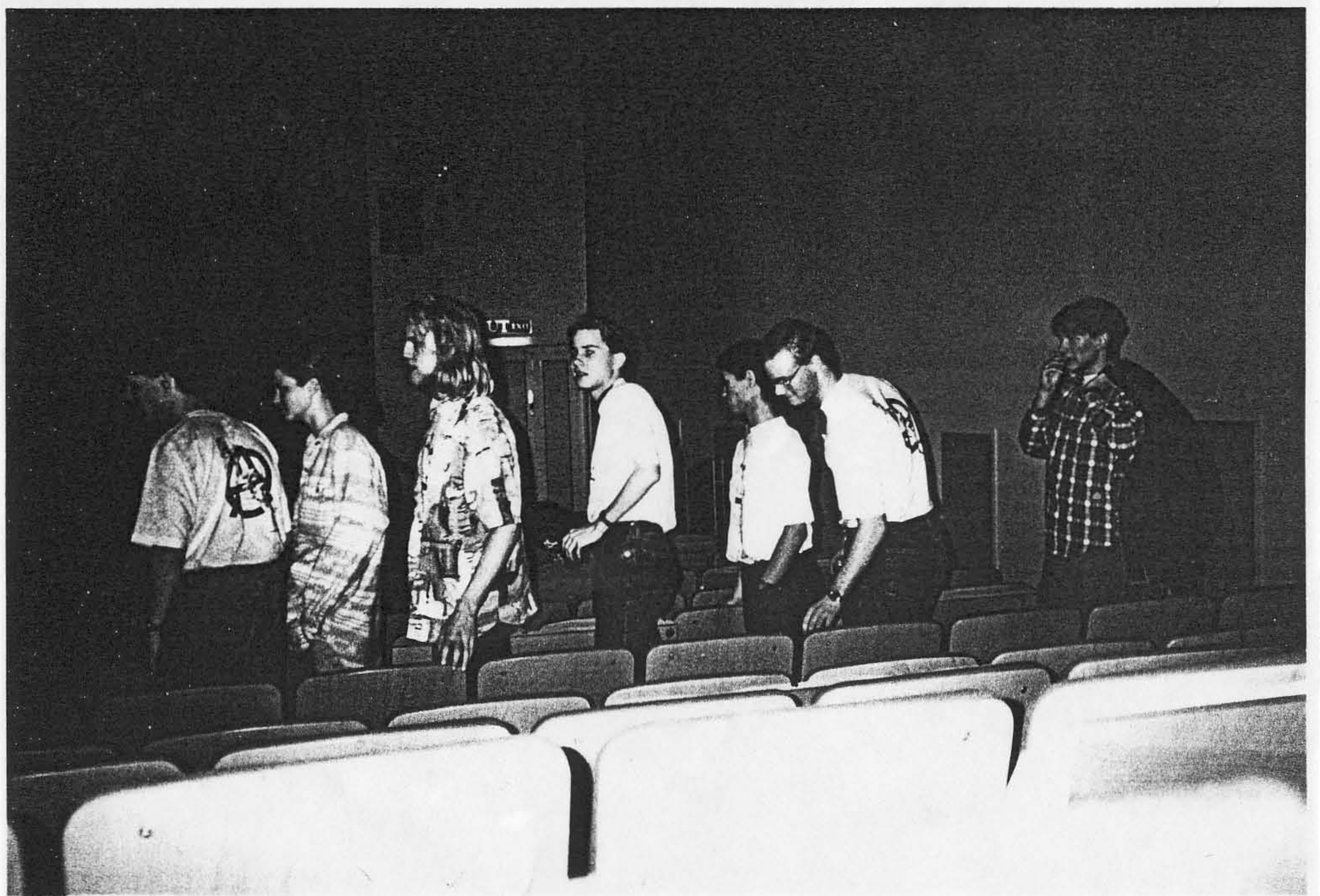
Zyron/Antic and Bungalow/Fairlight, already a bit drunk



Quiss/Reflex playing a cool brutal game :-)



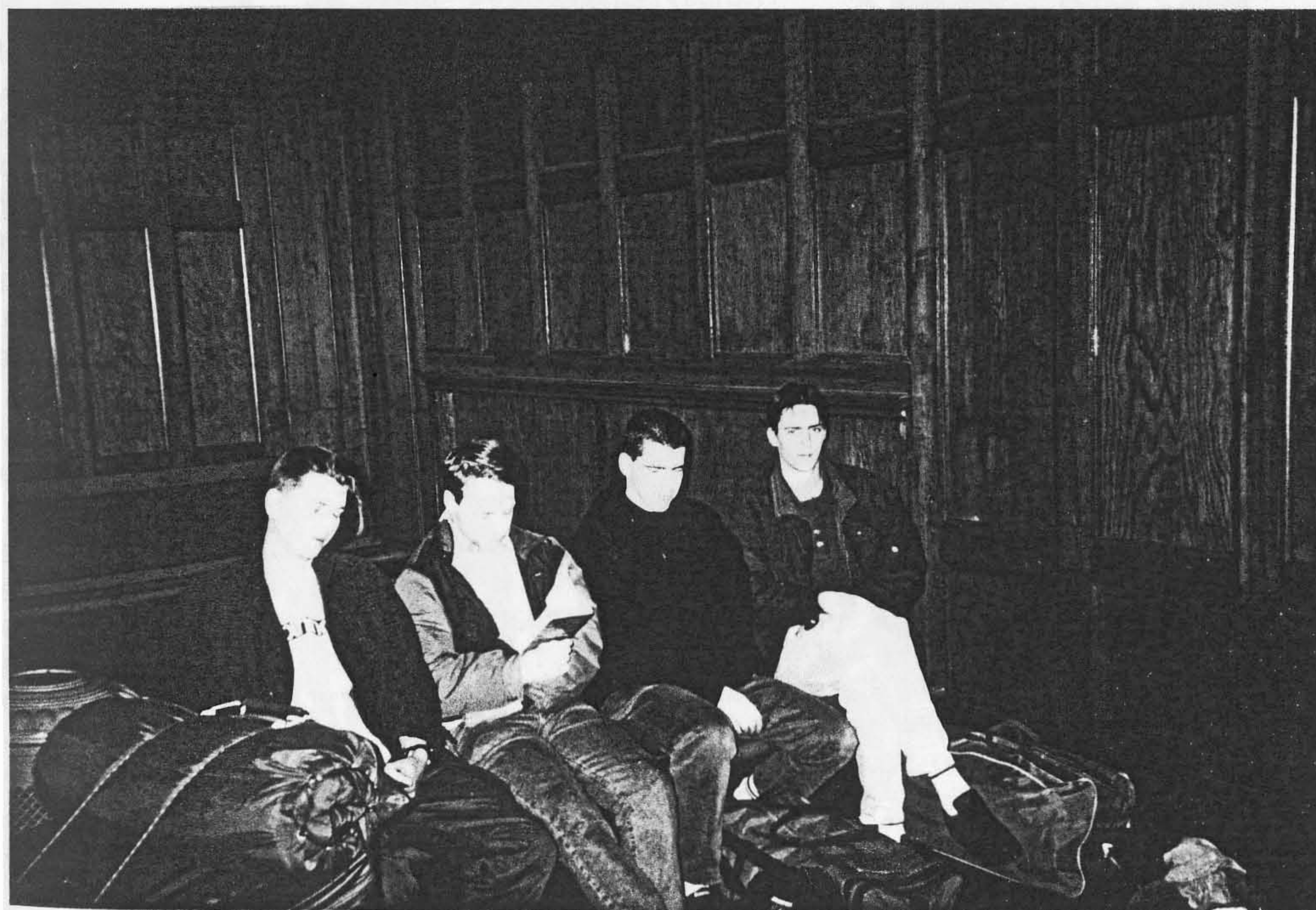
famous Slammer/Camelot and at right Pat



Antic-posse coming to watch the competition, I recognize only Zyron (3rd) and Incubus (6th)



Acidchild, Fanta, Syndrom, and Pat are waiting for the beginning of the competition



this is at the trainstation (in Malmoe, I guess) Kring/Camelot, Slammer, Fanta and Syndrom

# PARTYREPORTS

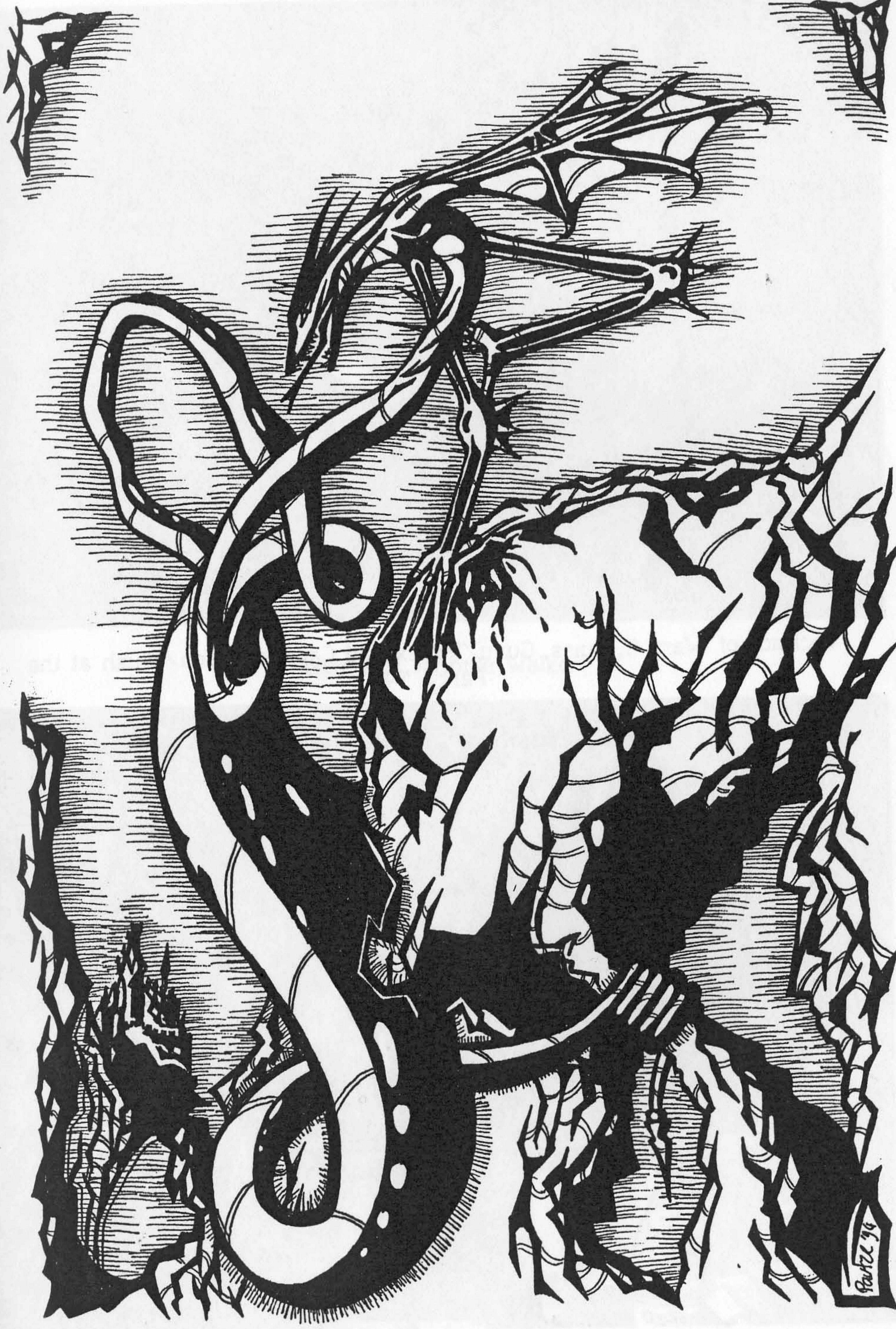
X-95

The party, arranged by the dutch groups Success, TRC and Focus. I myself had a hard sleepless trip for over 16 hours to Utrecht, the city of the partyplace. At the trainstation I met my groupmate Quiss. First we relaxed a bit and then decided to search for the partyplace. Ofcourse we arrived some time to early and were the first. Someone friendly from the organizers allowed us after some talking to give our bags to into the entrance-room. Meanwhile we fixed something to eat in the residential area, which made at us the impression of beeing somewhere in kinda somewhat ghetto. The partyplace itself seemed to be a childrens garden. From outside the house looked quite small, but inside it was enough room for the visitors, especially in the 64-rooms. About the party itself: for you dear member of the legal demo-scene it was maybe a bit dissapointing, 'cause it turned out to be mainly a meeting for all those crackergroups. Finally, after maybe I beeing the first, who went to sleep, and some trouble with Quiss' dissapeared discs in the morning, we of Reflex won surprisingly (?) the democompetition. And even before the price-giving-ceremony I left the place to go straight into the 2nd adventure at my journey. Quiss also had his own on the trip back, how I later got to hear...:-) I myself went to Amsterdam to stay for a few days at an youth-hostel. It's a beautiful city... But unlike others, who just had their fun in the red-light-district, I also did something for my education, like visiting the two most important museums of the Netherlands.

What to say as consequence? I came back after a few days, beeing a different man, knowing, there is another way to live.

## Hungarian holidays

As a kind of tradition, for the authors 3rd time, parts of the scene of Dresden decided to spent their summer-holdidays in Hungary, partly for relaxing there, partly to do something for the scene. This year Acidchild/Taboo, Happymaker/Reflex, Fanta/Plush, Earthquake/Cosmic Style, Felidae/Reflex and his girlie joined the team. We had rent a house in Siofok, the place with the most action at the famous and one of europes biggest lakes Balaton. Felidae prefered to lock himself and his girl day and night into their room in the house, and so were four freaks, who made the beach and the discos unsafe. Meanwhile beer and meals are cheap also for eastgermans... At the beach we were hunting for some wet and wild playmates. The water was very warm, too warm, as we saw some dead fishes into it. But hard man don't know any harm. Scenewisely, as every year, we invited some of our friends to stay with us for some days. Although our vague description of our rented house, Cresh/Taboo (from Poland!), Trooper/Agony and Mercury/Lethargy with his girlfriend found the way to us. Each stayed for some days. For two days we got invited to Budapest, the capital of Hungary. There we met some more sceners (see also the pictures!). A special fun was also the visiting of the amusement park. I liked the car-driving, even is I had first some fear because of all this dark shapes driving with us, I enjoyed it a lot (yeah, Trabant-drivers know how to take curves, right Fanta and Earthquake?). Back in our holiday-village we met in the Paradiso-disco Big Boost/BCD, who is also a scener from Dresden. (Do you still remember the two girls from UK who were so surprised about our english?) -And already the holidays were at it's end...



96 22/16

QUENTA ANCALAGON



backside of Warp 8, Quiss, Guru/Reflex and Caprice Design/Plush at the Party '94

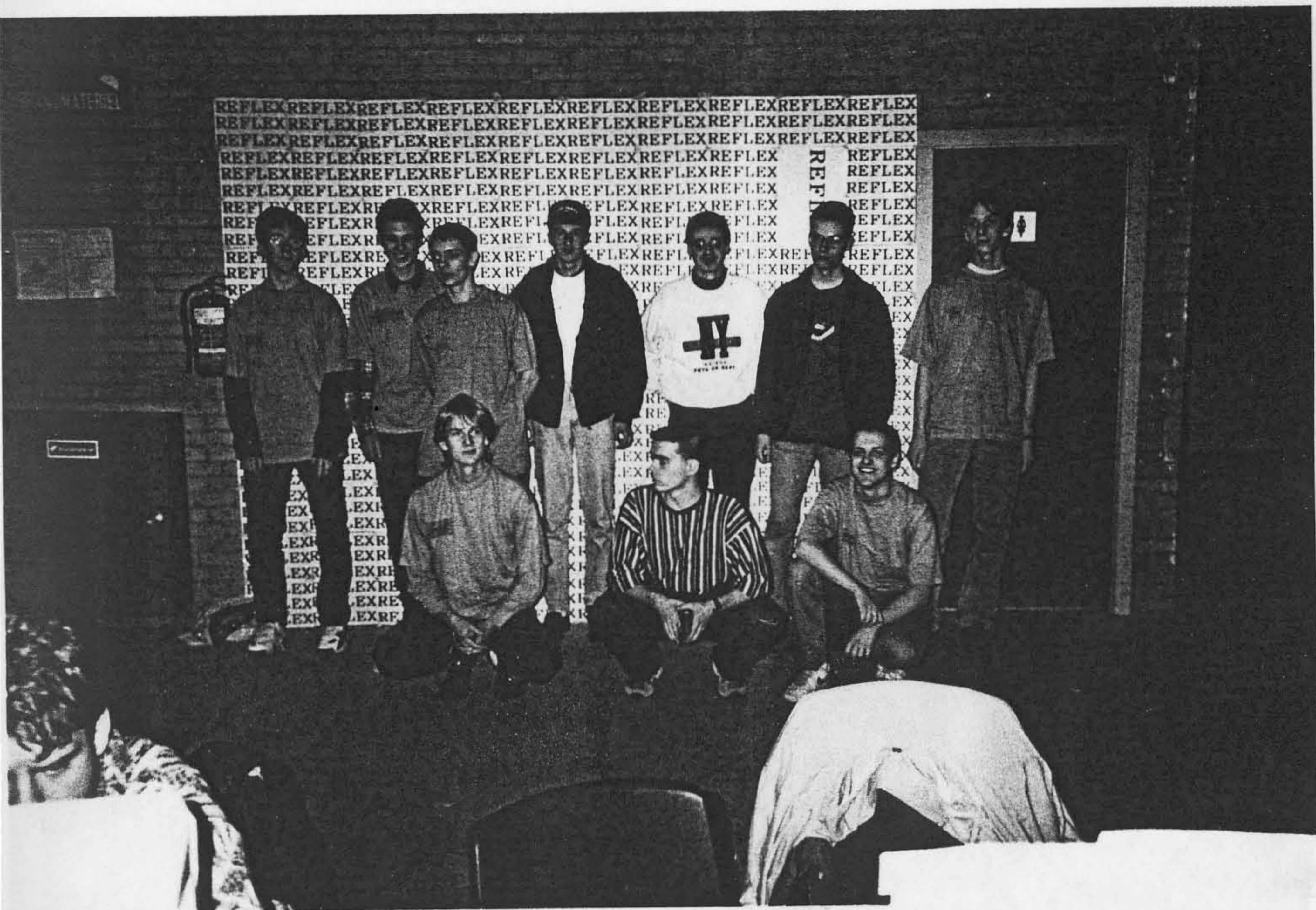


Volunteer/Fairlight, Johnnie Walker and Hogan

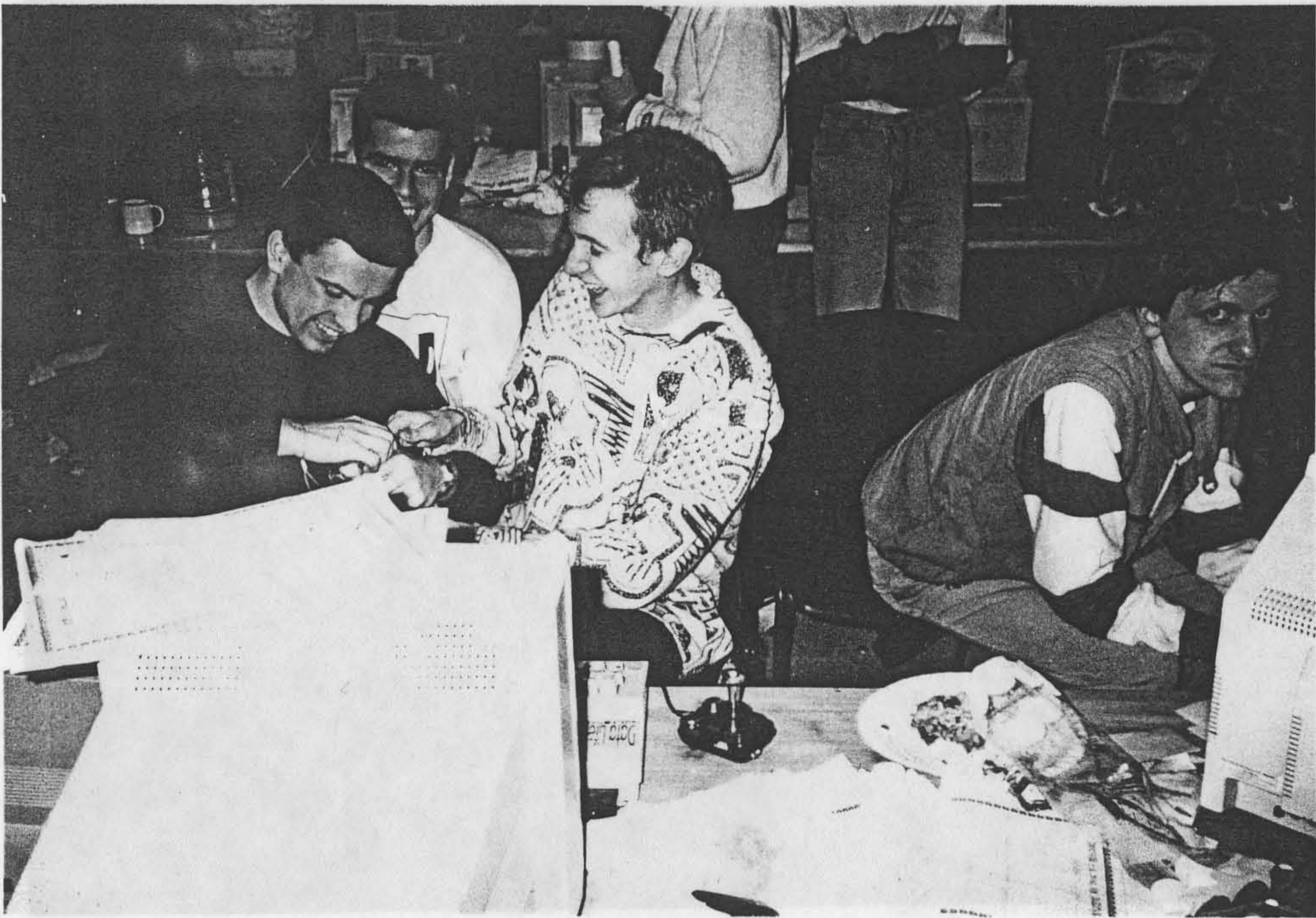




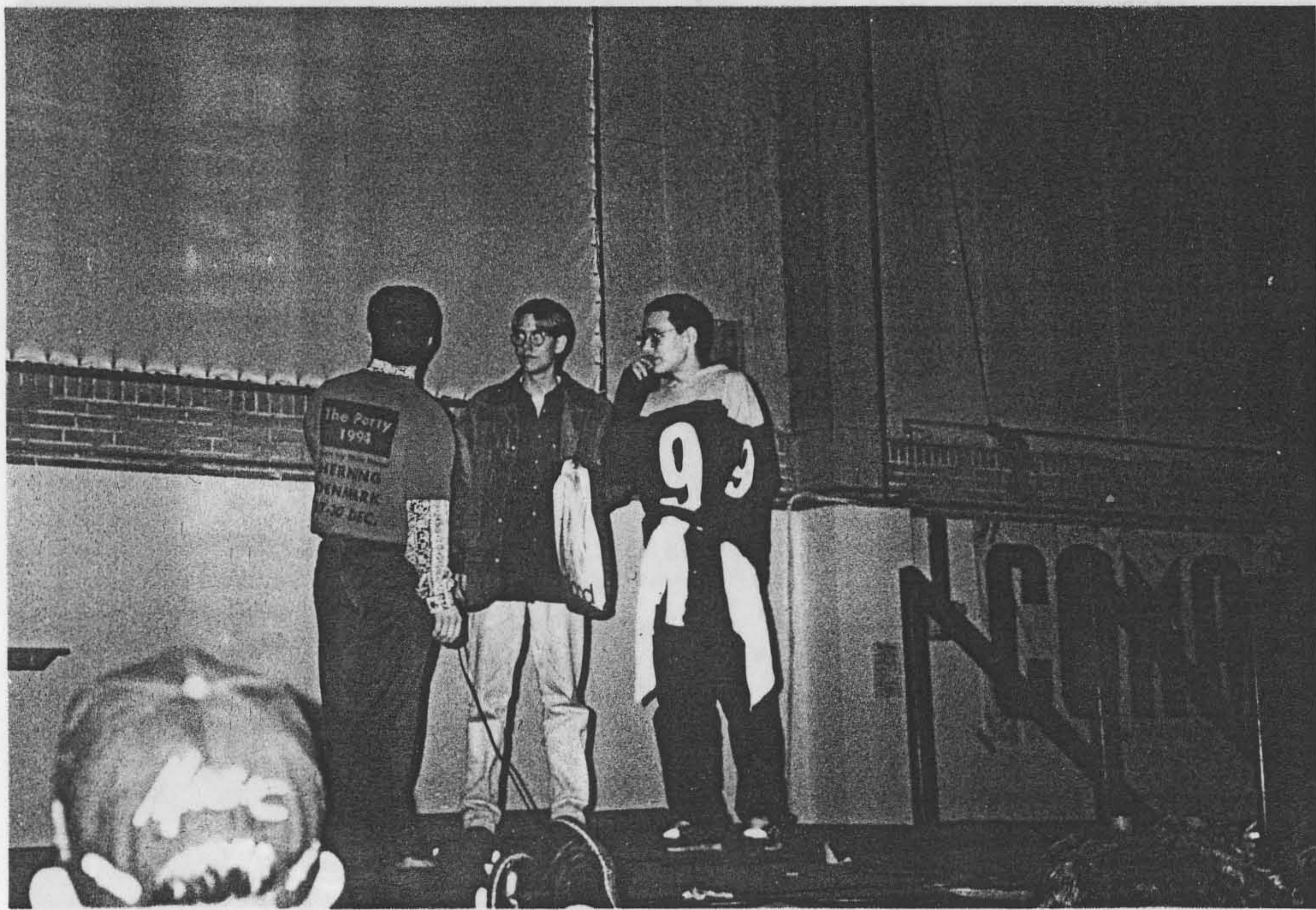
Hogan and Johnnie Walker



Reflex-group-picture, nearly complete, standing: Quiss, Guru, PVCF, Johnnie Walker, Hogan, me, Zorc and the 1st row Zorcs brother, PVT and Felidae



funny picture of Acidchild, Fanta, Warp 8 and right Creb/Dytec



the winners-honour 3rd place Wrath Design



...and the 2nd place Light



Earthquake, Volunteer and me short before leaving the party



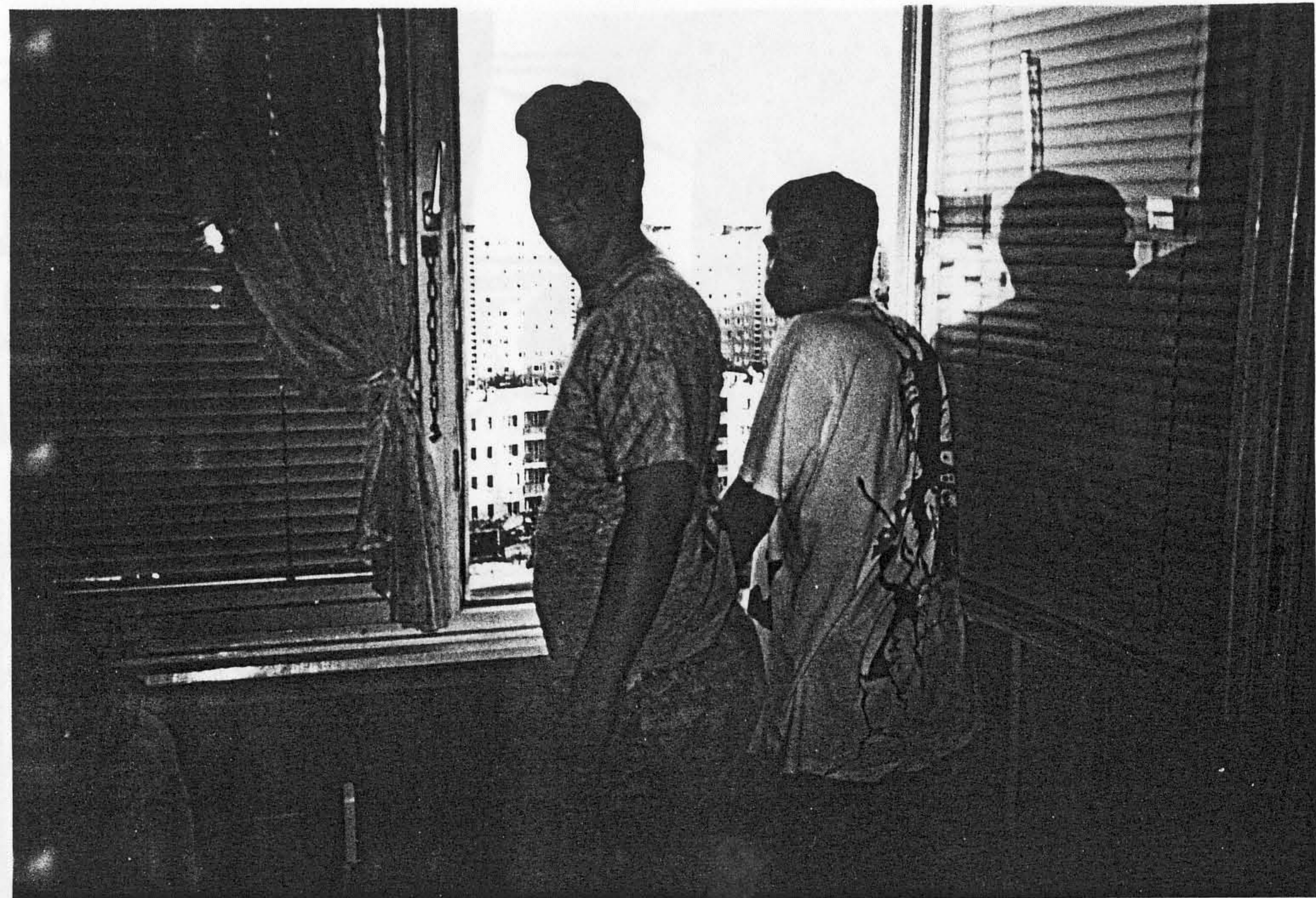
TRIWOLF AMORPH



in Siofok this year in a restaurant Cresh, Acidchild, Mercury and girlfriend, I, Trooper, Earthquake and in front Fanta with a beer mate in his hand



Trooper, Acidchild and funny dude Cresh



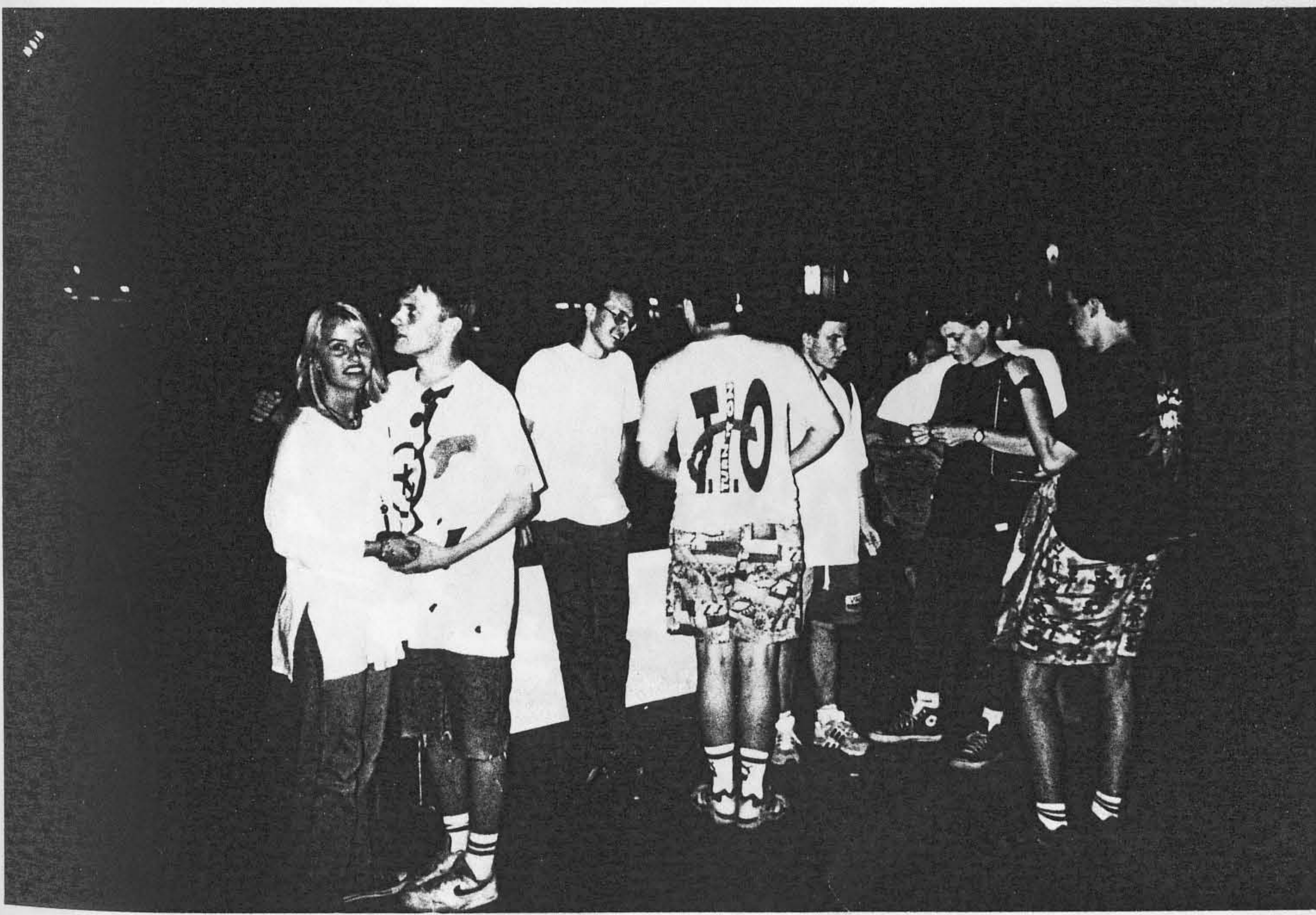
at Troopers place he and Felidae



Trooper the great drumming-talent



in the underground in Budapest Earthquake, Acidchild, Trooper and Feli's girl



needless to say who are the first 2, followed by Cait/Graffity, Trooper from behind, Acidchild, Earthquake and Fanta



1st row: Fanta, Clarence, Ollie/Pride, Acidchild, me and Earthquake; 2nd row: girl and Felidae, Trooper and Calt



here we've got Acidchild, Clarence, Feli and his girl, Calt (psst!) and Trooper





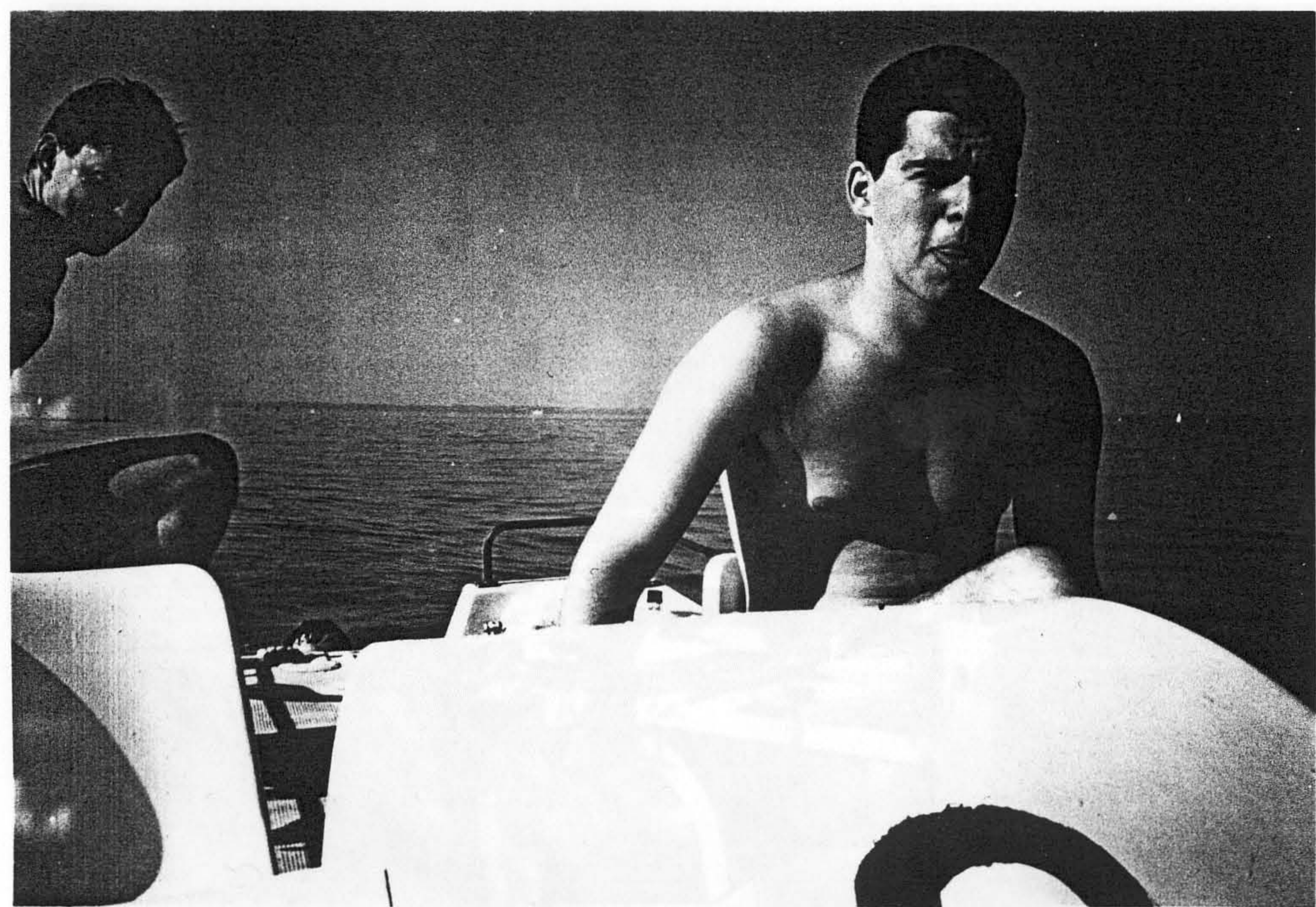
in a chinese restaurant: EQ, Fanta, me, Ach, Trooper, Feli, Calt, girl, Clarence, one chinese, Ollie and 2 more chineses, which wanted to be at the pic too



at the Pizza-Hut me, Fanta, Trooper, the face of Felidae and infront Earthquake



all are looking angry, maybe because of my photo-activities? Earthquake, Fanta, Acidchild, Trooper and the 2 fresh lovers



and with that picture we close the picture-show: Captain Fanta is hunting for some bathing beauties, Earthquake (left) is watching his efforts

# 40th WORLD OF CONSUMER ELECTRONICS

or also called:

## 40. Internationale Funkausstellung in Berlin

This exhibition is a must for every young people, which are interested in modern communication electronics, be it TV, Hifi, Video, Telephones or Mobile Telephones and every kind of this and accessories. Also TV- and Radiostations are presented there and producing shows and some of their regular magazines. This fair takes place every 2 years, I'm there since I'm able to. This year I called up Map/Plush, as I knew, that he would be also interested to visit it. After some calls we agreed upon the meeting point and -time. The trip by train was very comfortable, as I used an fast non-stop-train. The meeting itself was a bit difficult, as we didn't known each other before.

Each of us had got an trade visitor identity card, this made the day much easier. There is a special taxi-service onto the big area, rooms behind the commercial exhibition places open only for trade visitors and an silent and -much cheaper as outside- restaurant with free beer. Guess, that we settled down there for some relaxing and talking about the scene.

This fair is always the place where the establishment presents their new products first for the public, the research new techniques for the authority, and it always gives new power for the branch. The headlines in the medias have been this year especially the multimedia, but without any differentiation about the level of it. But this were only a big excitement. You could see some PCs, were you could watch TV on it, partly with better quality than before, as for example the monitor of the Siemens-PC could work as a real TV too, and not just a TV-card inside the PC with the typical low quality. In connection with an modem this can be also your phone-headquarter with fax, modem and answering machine. Grundig presented an prototype of the first DVB (digital video broadcasting) receiver in the MPEG II (Motion pictures expert group) standard. It will be needed, when the next Eutelsat- and Astra-satelites will transmit in this standart. But in my opinion both of these and their similarities detached to multimedia. The real multimedia will give you a lot more possibilities: pay per view, video on demand, backchannel to the local server for interactions like ordering something you saw at the home order channel, giving your answers for inquiries, time coded transmitting (the same programm comes to you onto alot of channels with always 1/2 hour difference), videogames, also multiplayer ones, getting an footballgame from 12 different cameras and you choose the perspective you want etc etc. Most of this features are only possible by cable and not by satelite. In the background there is actually a hard fight about the system between the socalled Kirch-group and the MMBG (Multimedia Betriebsgesellschaft). We can only hope, that we won't have a fight between the systems like we had with the video-recorders some years ago (with the result, that the technical worst system, the VHS won, but JVC had the best managment). Such a fight would destroy the market and would make the customers doubtful. Anyway, I'm asking myself about the acceptance of the multimedia, lots of the older people won't understand it, and when I think to all the old grandma's: 'The 3 channels I've got are enough for me.' That's the always heard sentence...

About the radio-scene: Astra presented the ADR-system, which is an digital

radio-system. Eutelsat will use for their digital radio the DVB-standard (MPEG), but inbetween some stations use the ADR (Astra digital radio) on Eutelsat for a short period until the MPEG is finished. It's a curiosity... I'm a bit angry about Astra using an own system and not the european standard. The telecom also presented an system for terrestical use, the DAB-standard (Digital audio broadcasting). I have a lot of respect to the deveiopers, as it's an frequency-economical system with a net of transmitters on the same wavelength. For the cable there are rumours about another digital radio system, it gets weird. The good old DSR (Digital Satelite Radio) seems to be fully forgotten, though it has been the best system soundqualitywise, as it works without any data reduction. Remember the rule of Hifi? Nothing adding and nothing subtracting from the original signal, and this happens anyway in any digital system. Sad, but in my opinion the DSR will be thrown out of the cable in atleast 1 or 2 years. Well. I could go easily deeper into that, but this would be probably to special...

Another highlight was the presentation of 16/9 TV's, partly with build in Pal-plus-decoder. Nearly every A-producer showed such models. I'll explain for you: Your actual TV has got an side-proportion of 4/3 of the picture tube. (If not, you're welcome as sponsor for Insider.) But it's known, that the eye looks more wide than high, so the 16/9-proportion is much more natural. In the cinema is the picture much wider since a long time. Sometimes on TV such movies are shown in the socalled letterbox-system. With an 16/9 TV you are able to zoom the picture until the full format, that you don't have the black upper and lower border anymore. When the news come for example you could watch onto your modern TV with black sideborders, or you zoom the picture, but then you'll miss parts of the upper and lower border. Pal-plus is a new TV-standart, it's compatible back to the normal Pal-Colorsystem (Phase alternate line). There are already a lot of transmissions in Pal-plus on german channels, which gives the consumer the safety that this system will be really supported. You recongice an Pal plus transmission, when there are black upper and lower borders, and the logo of the channel is atypical not on the corner of the tube, but in the corner of the used screen. In the black borders are the informations transmitted, unvisible ofcourse, to construct the Pal plus and 16/9 picture. Philips and Sony presented an socalled Hipal or Widescreen called system, as they are not in the Pal plus consortium they are not allowed to build Pal plus decoders. This system calculates out of 3 transmitted lines 4 lines for the screen. The visible difference to the Pal plus isn't big. Also RFT-Stassfurt will soon produce an 16/9 TV with this technique. But that's for this topic.

The environment safety starts also to play a role for an special klientel. So some producers presented special green lines with special stand-by-main-separations, which need much less energy than a normal one (Grundig, RFT-Stassfurt). The recycleability will be also important in the future, Loewe presented an easily disassemble TV to sort the used materials. The time of plastic cases comes also to an end, Loewe showed an TV made of Steel and RFT-Stassfurt an case of on-growing material, namely wood, which looked very noble.

As last I want to put the spotlight just onto a few outstanding products, there we have RFT-Stassfurt, which presented a whole new line of TV's. New technic into the old case, an new 100-Hertz-chassis for flickerfree

TV-pleasure (the best 100 Hertz-TV sofar, see also tests in trade journals), the named before wood cases and as an special, cases designed by Colani. A lot of prototypes are also presented, as there are 16/9 TV's, actually produced in serie and others. An very innovative firm.

Next is Telefunken, the traditional german firm, but overtaken by Thompson. They also showed a lot of new TV's, partly designed by Starck. What Colani makes round, he makes a lot of corners. But also good looking. Small hint: Take care with Telefunken Audio...

Later Map and I were impressed by the abilities of the Sony playstation, powerfull, nearly game hall quality. Also a lot of nice cameras with an big LCD-display have been presented.

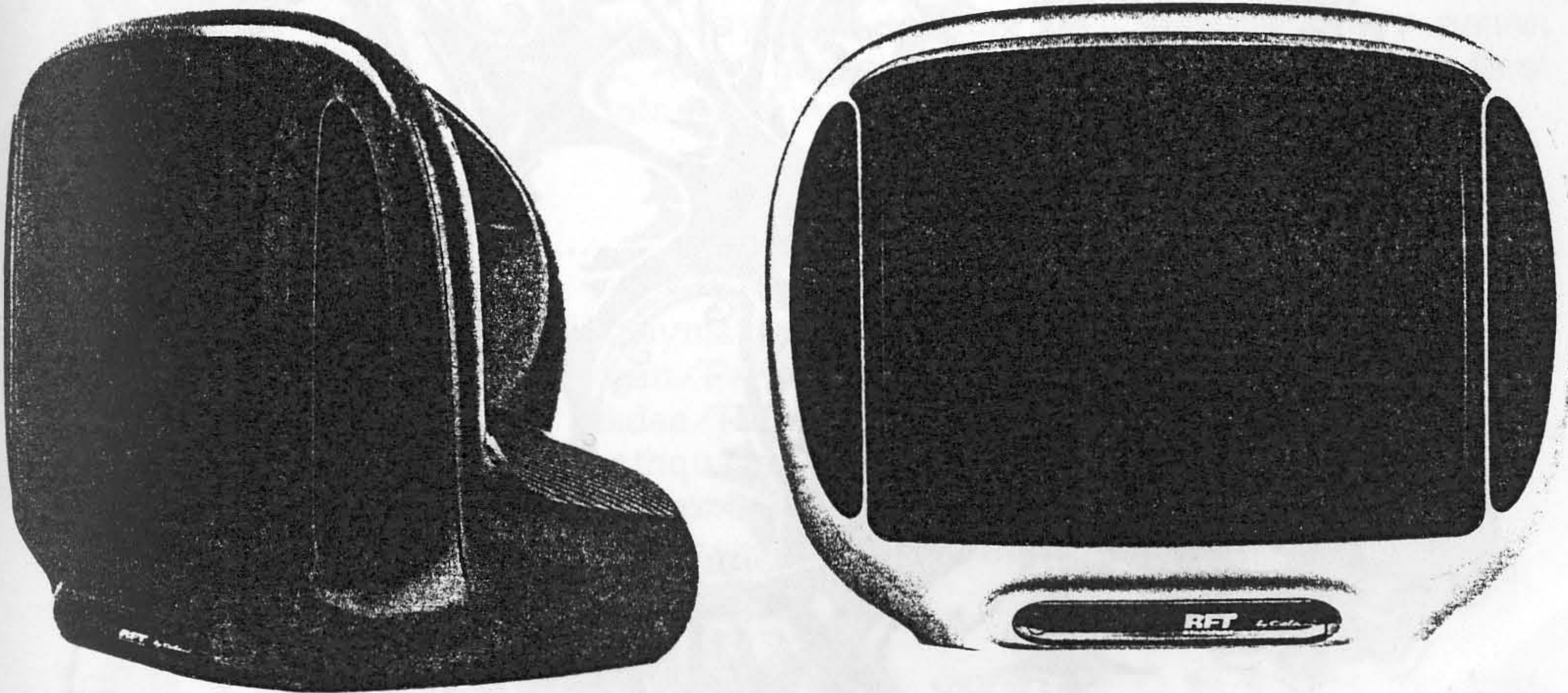
Well, ofcourse there has been much more I could tell about and you're able to see on one day, so take this as examples.

It has been an day full of impressions, just all the hostesses at the exhibition-boxes would have been worth the trip. Ofcourse you couldn't ask them a technical question, hehe. But who want's to bring nice girls into embarrassment?

Into my train back to Dresden I sat again comfortable with an beer, sadly no girls into my part of the train, but so I had the time to check some of the technical magazines I got on the fair.

Well, some greetings from this place to my friend Map/Plush. I hope to meet you in 2 years at the same place again!

And to the public: Always remember to buy your TV at the local authority and not from the discounter!



the TV designed by Luigi Colani



DER WEISE

## Last Words

And finally you reached the "outro". Nothing is left for you except this text and the backpage. But be sure, that we will be back with Insider #6, the new beginning, one day at any time.

To make it a real new beginning I will do my last duty and lift up a secret, which were promised to lift somewhen here in the Insider. How to come to the hidden part in the Fuse-demo "Respect"? Whilst the jumping balls, before some textscreens appear, you have to insert any disc with Insider #1-4. During the first screen you'll recognize a short loading from that disc. Then you've got one screen time again to recharge the disc. And if it doesn't fuck up, you'll be able to enjoy the long searched hidden part. Don't take the part itself too serious, but the texts after it say something true. And we have to announce, that the part was no idea by the Insider-staff, but by the Fuse-crew. Yeah, until today we didn't got any letters with the solution of the secret, so we can keep the discs we promised as price for the first by ourselves...

### Personal words from the editor

I (Happymaker) enjoyed making this magazine a lot, even if it was finished under big timepressure. It was a dream long ago to do a papermagazine, and for some reason there was for this issue no other way than to release it this way. I don't know, if it will happen again, cause it costed me a lot of money, and it also depends on the feedback I'll get. Anyway, I got some nostalgic thoughts whilst writing the FA-report, as we had this special chapter already in the very first Insider-issue. Way back in this times we were very naive, but we had a very good time. And I guess, this feeling is sensible in our first issues. But let's look positive into the future, ok?

### Some more detailed credits...

Texts, photos, layout	: Happymaker/Reflex
Sheets counted	: Hogan/Reflex
Pictures, Reflex-logo	: Felidae/Reflex
Logos	: Earthquake/Cosmic Style
Interview with Mr. Sex	: Syndrom/TIA/Crest
Interview with Shogun	: Dresden-scene in assistance of Cresh/Taboo

Ofcourse the whole magazine was created using the C 64 except the logos Earthquake did, and all handmade graphics ofcourse.

Btw., the title-picture is called *H.R. Insider* and the last picture *Kriegsende*.

We send greetings to all who appreciate our work, we say thanks to everybody who supported us.



by Paulze '94