

EXPOSE

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1st issue

October 1983

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# Editorial

Yes! Here it is! The first issue of Expose! This is something completely different, because this isn't a newsmag! Heh!

Any articles, previews, news or suggestions can be send to the following addies:

Zwimmer/Beethoven  
Linnasaarekuja 5a  
78300 Yarkaus  
Finland

Death  
Yinkkelikuja 8  
26560 Rauma  
Finland

Then some kind of a list of credits, they are going to the following dudes:

Editors: Zwimmer/Beethoven  
Death

Art: Bass/Beethoven

And, Bass draws his graphics with pen & paper, he isn't any computerartist! So don't ask him to do some graphics for you!

Then, there are some dudes who also have done something for this magazine, but I don't bother mentioning them! And, if you have heard rumours that Expose is a diskmag, forget it, this is a papermag and always will be! There are too many diskmags already, this is something else!

Then some dickshakes only to the best:

**BROWBEAT - CONTEX - ORIGO - TRAPEZ - TRIAD - WWE+TRC -**

That was it! No more greetings, because the others are too much to mention, and not as close as cool as these groups!

Have fun with a loaded gun!  
Zwimmer/Beethoven

# OLD NEWS

Compiled by whole "Expose" staff

- **Stardom** is dead.
- Scumsucker of **Magic Science** left the 64-scene. Maybe he will be back on the Amiga. Let's hope!
- **Babygang**(France) and **Transcom**(France, Belgium) are at war. Anti-demos are used in offensive actions. In **Babygang's** demo they say that **Transcom** is a gay.
- **Drion** is back in the 64-world!
- Frederic of **Pavillion 7 Crew** joined **Transcom**. He is now RST of **Transcom**.
- **Origo** seems to be the best demogroup in Finland at the moment. First they called themselves **Brains**, but then Destino and Crony of **Albion** joined them. They have released two really high quality demos called "Revolutions" and "Coitus".
- Zang left **Contex**.
- Trap of **Dominators**, Stone of **Abnormal**, Sonny of **2000 AD** and Luxor formed a new legal group called **Bonzai**.
- Metakes-U2, ex-WWE, ex-**Abnormal** joined **Browbeat**.
- All big lamers were kicked out of **Eurasia**, so maybe they can improve their really bad beginning!
- Rockstar of **Byterapers** joined **Contex**. The 64-section of **Byterapers** is now inactive, when Python and Dr.Star went to Amiga for real, and Goldenchild and King Fisher want to join an active 64 crew.
- **Excess** is dead. Andy formed a new legal group called **Cabana**, and their current member status looks like this: Andy(coder), Trixter(coder), Mr DJ(coder), Bizzmo(artist), TDK(composer), Matt(swapper) and Gaz(swapper). Good luck, guys!
- **BCS** and **Tigersoft** are having a copyparty in Hoeselt, Belgium. If we look at the Varnie those groups have, the party isn't gonna be a big success!
- There is no co-operation between **The Guardian Angels** and **The Bass** anymore. They still stay friends, though!
- There is a new Amiga group coming to the scene, **Jinx**. For example, TDJ(who still is a member of **WWE** on the 64) and Morris(ex-**Digital Force**) are some of the **Jinx**-dudes, so it will be a great group, it's a sure thing!

In more "News" here! You may say, that these aren't any news! Well, we aren't a news-mag, and we want to tell you only sure things, so we print no shitty rumours! All these things we said here are at least 99% true! We know that if we start printing rumours, only 45% of them is true! And we're not going to get fuckings for that!

If you are a guy of many contacts, you can get a job of a news editor! And, all Amiga freaks are welcome to start writing news and all that stuff from the Amiga world!



# COMICS

## Written by Death

This column will criticize you about 2 comics in every issue. I won't tell you anything about comics like Donald Duck and his big fat family. No, these comics are better, much better, but now, let's go to the point!

First comic is "The Punisher". You maybe have heard about this quite cool comic. Scene is the future and the world is worse place to live. Streets are full of violence and crime. Something is rotten and something gotta do. So if you're out of fear and if you're violent, this is the place to be. The Punisher is all and much more. Frank Castle, the Punisher, was in Vietnam. After the war he served the law and was proud of it. Everything was fine, but then his family got killed in a gangwar. Then Frank had nothing to lose and he became the Punisher, the man against the crime. If you are a friend of violence, good graphics and action you better check out this comic. The Punisher is dangerous to criminals, but he also tries to protect the innocent (bad thing, only one), coz he still darkly remembers his family and the horrible death they got. My opinion is, that "The Punisher" is one of the best comics I ever read and it always will be one. Remember Life is hard and then you die. Hammer scale: 5 bullets!

And now the second comic! It's called "Action Force", but in the USA it has been known as "G.I. Joe". This comic shows you how to fight highlevel terrorism. Action Force was founded by the government of the USA to fight and win the criminal terrorist force better known as "Cobra". But Cobra wasn't so easy piece of cake as it first seemed to be and the war is still going on. There are many different kinds of characters in the both forces like commandos, ninjas and flyers (and later on Signed Zimmerman), but all of them have a common love: it's killing. At the moment you're thinking that "Oh yeah, they are just some kind of toyboys with shotguns", but that's not the truth. They are tough fighters with hard weapons like recoilless rifles, machineguns, choppers and fast airplanes and all the kind of that. So check out this comic and you'll never be the same person. Killing tough guys is a hard job, killing me is impossible. Hammer scale: 4 bullets!

That's it! See you next time with new comics. If you wanna criticize, write to me!

## VENLO

The Venlo meeting is held every third Saturday of the month, from 11 to 15. Your chance is here, if you want to meet all of the leading central-European groups. Addy:

Gebouw De Staay  
Witthenstraat 68  
Venlo-Blerick  
Holland

## MUSIC CODERS WANTED

Dynastik Science is looking for music-coders on the Commodore 64. All groupless musicians, try this. Death informed me about this thing, but he didn't tell the addy of these dynamicists or are they? Dudes. So, if you really want to get in touch with them, you must find the addy yourself.

### 16-bit games

## MICROSOCCER versus KICK OFF!

By Zzimmer

Two superb footy games have arrived my desk lately, so I consider it duty to write an article of these two cool games.

Older one is MicroProse Soccer by MicroProse (surprise?). The Amiga version is similar to the 64 version, only difference is better sounds & graphics, but the thing that really is important, gameplay, is similar. This has been one of my favourite games since I got the 64 version. MicroSoccer features many kicks (banana kick, bicycle kick and the normal ones), more than Kick Off, but those extra-kicks are more only tricks than useful. MicroSoccer has many options, so the game gets more realistic with rain, slippery pitch etc. This what I have told until now, makes you think that this game is perfect. Nope! The players are too big and the pitch is too small. This means that you can't really "play", you can only run from goal to goal. Also the game music is very bad melody, and many times I must have turned off the volume. But MicroSoccer is like a dope, when you have once played it, you will never give up playing it again and again... And for all those soccer fans this is a must!

The other cool footy game is Kick Off by Anco. I've got only the Amiga version, I also had once the 64 version, but it was a bad copy, so I can't judge it. But the Amiga version begins with a nice sampled sound! Ole ole, ole. Then the first menu captures the screen, and it's easy to go on with the game. But the menus aren't important, so what's the game like? The pitch is much bigger and more realistic than it was in MicroSoccer. The players are small, and that makes the game also very realistic - you gotta run very much! The fouls are also added in the game, and that is good and that is bad - I run out of players because of red cards! There is also the penalty kick. Then the bad things: the game is very fast - sometimes a little bit too fast, so the players move around as fast as hockey players, which is very ridiculous. Also the in-game sounds are worse compared to MicroSoccer. But this is also a helluva good game, and my opinion is that Kick Off is better of these two games, because of its realism. Player number ten, yellow card.

	MicroProse Soccer	Kick Off
Graphics	9	7
Sounds	8	7
Realism	7	9
Stability	9	9
Overall rating	93%	96%

Now I see you asking, why am I writing about these old games? Well, the first reason is that I really love football, I'm a big fan (Ruud Gullit rules!), and we have no games writer yet, so we must make our game-texts ourselves... Hi TDJ, you Atari fan, if I ever meet ya, let's see who is better in Kick Off.

### POPWALLS

Stuck in this megacool god-game? Well, not anymore, because we give you some passwords for higher worlds! 20 - Shaddad, 40 - Eoamelas, 59 - Mingbdon, 73 - Eurgbord, 90 - Verigtury, 107 - Nimikepil. These passwords were found out by MirAce, Bass, Death and Zzimmer.

### WANTED

A game-writer! If you can write some reviews of some new games on 64 or Amiga for our issues, send your reviews to us and we print them if they are good enough!

# Charts

## Compiled by Zwimmer

First of all, I wanna send fuckings to some guys who promised to send their votings here, but they didn't! They know themselves who I am talking about. But, luckily this isn't a "one-man-voting"! Some guys really managed to get their votings... The ranks are from the beginning of August to this day... Okay, send votes for next issue and let's go on!

### The Best CRACKERS

- |                    |   |
|--------------------|---|
| 1.Nato             | (England)                                   |
| 2.Paninaro         | (England)                                   |
| 3.Talent           | (Holland)                                   |
| 4.Genesis Projects | (Germany)                                   |
| 5.7H               | (Germany)                                   |
| 6.F4CG             | (Italy)                                     |
| 7.Dominators       | (Denmark)                                   |
| 8.DCS              | (England)                                   |
| 9.NEC              | (I'm legal, don't suppose me to know this!) |
| 10.Dynamix         | (Germany)                                   |
| 11.X-Ray           | (Germany)                                   |
| 12.Crazy           | (Switzerland)                               |
| 13.Action          | (Germany)                                   |
| 14.Nuclear         | (Never heard of these dudes...)             |
| 15.Byterapers      | (Sweden)                                    |
| 16.Hotline         | (Holland)                                   |

### The Best COMPOSERS

- 1.Jeroen Tel/Maniacs of Noise
- 2.Johannes Bjerregaard/Maniacs of Noise
- 3.Edwin van Santen/20th Century Composers
- 4.Red/World Wide Expressive
- 5.Digiblaster/World Wide Expressive
- 6.Falco Paul/20th Century Composers
- 7.~~Skulue Technica~~
- 8.Jesper Olsen/Amok
- 9.Danke/Fairlight      20 cc
- 10.Lacity/Starion

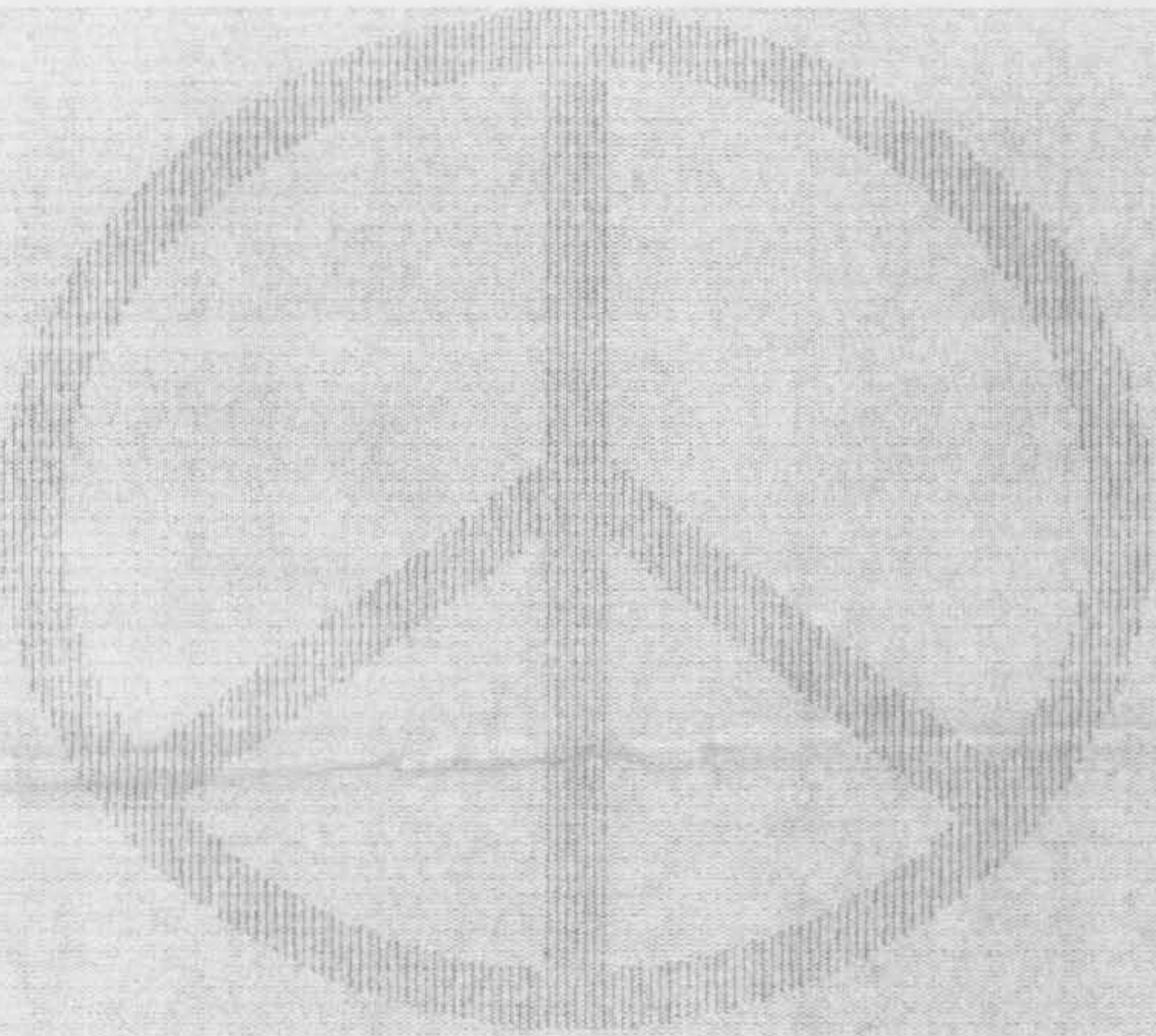
### The Best DEMOS

- 1.Piece of Cake/Megastyle Inc.
- 2.Wonderland II/Censor Designs
- 3.Lethal Display/Bonzai
- 4.Dig This/World Wide Expressive + The Ruling Company
- 5.Blood and Hell/Impulse
- 6.Megapuke/Triad
- 7.Immortal Bytes/Zone 45
- 8.One Year/Crest
- 9.Twister/Nato
- 10.Fascinating/Contex

Okay. Remember to send your votings for the next issue! You may think these charts as strange ones but I told you that only a few guys kept their promises to vote... Is it better in the next issue, it's up to you! Then, vote from the beginning of October to late November!



The next EXPOSE in December.



- No kidding?
- No, killing !!!!

Others have exploding news, we have exposing news! Read Expose and you'll become as brandamaged as us!

# INTERVIEWS

Here are two interviews of two cool dudes in this first issue, and the next issue may include THE BEST interviews ever seen in the history of magazines. And this is NOT boasting... First Enjoy of FBR, who isn't a man of many words, but cool anyway... Interviewer is Zwimmer.

- How did you get into the computerscene?
- A guy from Atom helped me to start swapping.
- What computers do you own?
- I own a Commodore 64 and three other, lame computers, like ZX81 and so on, but I'm not using them.
- What is your work in FBR?
- I'm a swapper as you know, and I make some cool grafix.
- What are your ex-groups?
- Cheyena.
- Have you been to any copyparties? What do you think of them?
- I haven't been on any copyparties. I could not come to the 2000 A.D. party.
- What other hobbies than computing you have?
- I play some football sometimes!
- What do you do for living?
- ???
- Do you have a girlfriend?
- No, she left me.
- What is your favourite drink?
- Beer.
- What is your favourite food?
- Burgers.
- Who are your best friends?
- Mr Smart of Contex, Inzaine of Sunshine, Quizkid of Vision and us.
- Thanks... Who do you hate most?
- All lamers like GDW, Zero Boys, Eliminators.
- What are your favourite games and demos?
- I like many cool games like First Strike, Leonardo, Buffalo Bill, New Zealand Story and many others. The best demos are Look Sharp, So-Phisticated III and Delirious. Ya know there are so many.
- Do you think that Eurasia should die?
- I don't know Eurasia but I'm sure they are lame.
- What do you think of the scene?
- I think we have a cool computer world with all those cool groups who make demon, crack and make cool progges!

Thanks to Enjoy for the interview. If some cool dudes out there would like to get in touch with him, his address is:

Enjoy of FBR  
Bakkegårdsvej 7  
4250 Fuglebjerg  
Denmark



And here is the second interview, with The Blue Guard (of The Guardian page). Interviewer: Death.  
Let's go on with the thing!

-How old are you?

-23 years

-How did you get into the computerscene?

-My nephew had a computer(C-64) when he was 15. I saw what this Cummie can do, so I decided to buy a C-64. Then I saw all those big computer groups(Hotline, Trid...) and I decided to be also in a group, which has to be very big one in the future.

-What computers do you own?

-I have Commodore 64 with SpeedDoo Plus and a Commodore 128.

-What do you do in the Guardian Angels?

-Swapping, drawing logos and soon I start cracking. We also go to many copyparties like Stardom, Crazy, Atom and Viper Designs.

-In which copyparties have you been? What do you think of them?

-October 1988, TGI-copyparty in Hasselt, Belgium. Great, but less important groups. May 1989, TGI/Blacklight/Tigersoft-copyparty. A flop, nothing was organized. Party was in Hasselt for 2-9 July 1989, Viper Designs/Beastie Boys-copyparty in Hameln, West Germany. Great, all cool groups. 24-25 July 1989, Atom-copyparty in Zuydcoote, France. Only 7 groups showed up. The Guardian Angels, Atom, F4CG, Stardom, Transcom, Eriffers and Night. August 1989, Stardom/Crazy-copyparty. It was perfect!

-What are your ex-groups?

-First I worked on my own as The Blue Guard. I worked alone from 1985 to 1988. Then we(Effy and me) started The Guardian Angels.

-What other hobbies than computing you have?

-I read comics. I also like driving by car and eating.

-What do you do for living?

-I work at the Ford-factory, you know those cars? (Of course! Signed: Death)

-What is your favourite drink?

-A "Pilsner-Beckon" or a red Bordeaux-wine.

-What is your favourite food?

-French fries and steak.

-Do you have a girlfriend?

-No, I'm still free!

-Who are your best friends?

-Effy, The Outlaw(The Gamemasters), Software Buster, the Belgian guys of Stardom, Ponsoff.

-Who do you hate most?

-Belgian Acid-crew, especially Ziggy. They say unkind things about many groups. A cool group doesn't do anything like that. They say you're lame when you're not. And the most important thing: they are lame!

-Favourite games and demos?

-Katakis is my number one! My favourite demo is Youthquake by Conter. I've always said "The bms are good!" (Cool text! Signed: Death)

-Do you think Eurasia should die?

-Yes!

-What do you think of the scene?

-What do you mean: scene? Which scene? What does the question mean? I don't understand the question, sorry.

That's it. Thanks to TGI. And as you saw, these dudes are cool. Eurasia should die!

# Yet another INTERVIEW!

Because of a delay of this issue, we have had the possibility to get here third interview, which is done by The Guardian Angels in Venlo meeting, and the date was 16.09.1989.

+IBCs of The G.A.'s, -Rebel of F4CG and =Speedy of F4CG!

+How old are you?

=Almost 17

-17

+What about the Venlo-meeting?

=I think it's quite cool, nice to meet all those contacts!

-There are a lot of lamers there, but it's cool anyway!

+Your famous game on C64?

=Delta

-Also Delta

+Your plans for the future?

=Well, I'll continue swapping but I'll slow it down from now on (fuck school). I'm coding a game if that works out well, I'm certainly gonna consider to become legal. Other plans: Have loads a fun & girls! And make cool demos!

-I will continue swapping, coding and cracking! From next week on I'll also start modern trading and of course I'll try to code our (Speedy's + my) game!

+Which city/country are you from?

=I'm from a small town called Tongeren, in Belgium.

-I'm from Brizen - good old Belgium!

+Which groups have you been in before?

=Bit Image (ame!), Ultravox, Zero Boys (5 days!) and Tetragon (1 week!).

-I founded PBC and Ultravox! I also was in Warriors of Wasteland, Zero Boys and Tetragon!

+What is your best crack at the moment?

=I don't crack, I think it's boring, ask Rebel!

-I don't crack so long, Leonardo + Tank Attack were equal nice versions!

+Can you give me your list of the 10 best cracking groups?

=Paninaro, DCS, GP, Dynamix, F4CG, Nato, Talent, 7II, Action and X-Ray!

-GP, Dominators, Nato, Talent, F4CG, 7II, X-Ray, Action, Byterapers and Dynamix!

+Can you give me your list of the 10 fastest cracking groups?

=I can't, I think there is no absolute topper, like Ikari once!

-F4CG, Paninaro, DCS, Talent, X-Ray, Dynamix, Nato, Action, 7II and Dominators.

+Which group is for you a legend?

=Ikari + Hotline were my idols once, now not anymore of course!

-DCS, Hotline + Ikari

+What do you think of the groups in North Europe (Finland, Norway, Sweden, Denmark)?

=I've got lots of contacts in northern Europe. Most of them are quite cool!

-They're all lamers! Hahaha! No, a lot of cool groups are in northern Europe, such as Dominators, Nato, Shadows, Bonzai, Abnormal, Z-Circle, Confex etc. etc.

+Thanks for the answers! See ya guys!

-It was a pleasure!

Thanks to TEG, who seems to be very active helping us with this mag! Thanks also to Rebel & Speedy! (Zwimmer) has to make the pages with my 64 (if the mag gets a good start, I waste my money and make this with Amiga, so if you wanna cool pages, love this mag!). I was in big trouble because of Rebel's bad handwriting, so if some of your answers are a bit different, I can't help it, your handwriting is quite hard to read!

# Last Minute - Why it is late?

Written by Zwimmer

Yes, I wanna explain you here some things of this first issue. We have had some trouble, because this should have been released some weeks ago already!

First, I waited for some guys to send their votings. Those votings never came. So blame those dudes who didn't keep their promises for this delay! Also, I have been waiting for the main article from Porsche of Nukebusters. If it doesn't come tomorrow! It will be printed in the christmas issue(hope so.)

I want to thank all these people, who have been giving interviews, sending votings, making interviews and all that stuff. The following groups get a very big hello:

The Guardian Angels

Nato

Fantastic Four Cracking Group(F4CG)

Fucked Beyond Repair

And, one reason for delay is Bass, who is really slow artist.

## IN THE NEXT ISSUE:

-DRM of Nato interviewed + and some other cool dudes!

-Game reviews!

-Even better graphics!

-Newer news!

-Braddock - tough talk!

-And some other things beyond your imagination!