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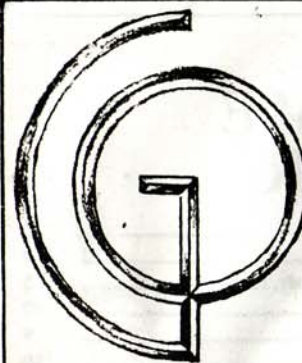
WE'RE DAYDREAMING... EVEN ABOUT THE NEXT ISSUE...  
...AND MAYBE THE DREAMS COME TRUE...

A HUGE  
POSTER



WELL...

A COOL  
INTERVIEW



# GRIDPOINT OBSERVER

VOLUME 1

15.7.1990

## First Release!

### SCENE REVIEW

FROM 6 COUNTRIES (p5)

### PARTYTIME

ENERGY+CHAOS REPORT (p7)

TRANSCOM INVITATION (p14)

FREE ISSUES TO  
WIN WITH ENIGMA  
AND OLDIES!  
DETAILS: p17-18

## WIN!





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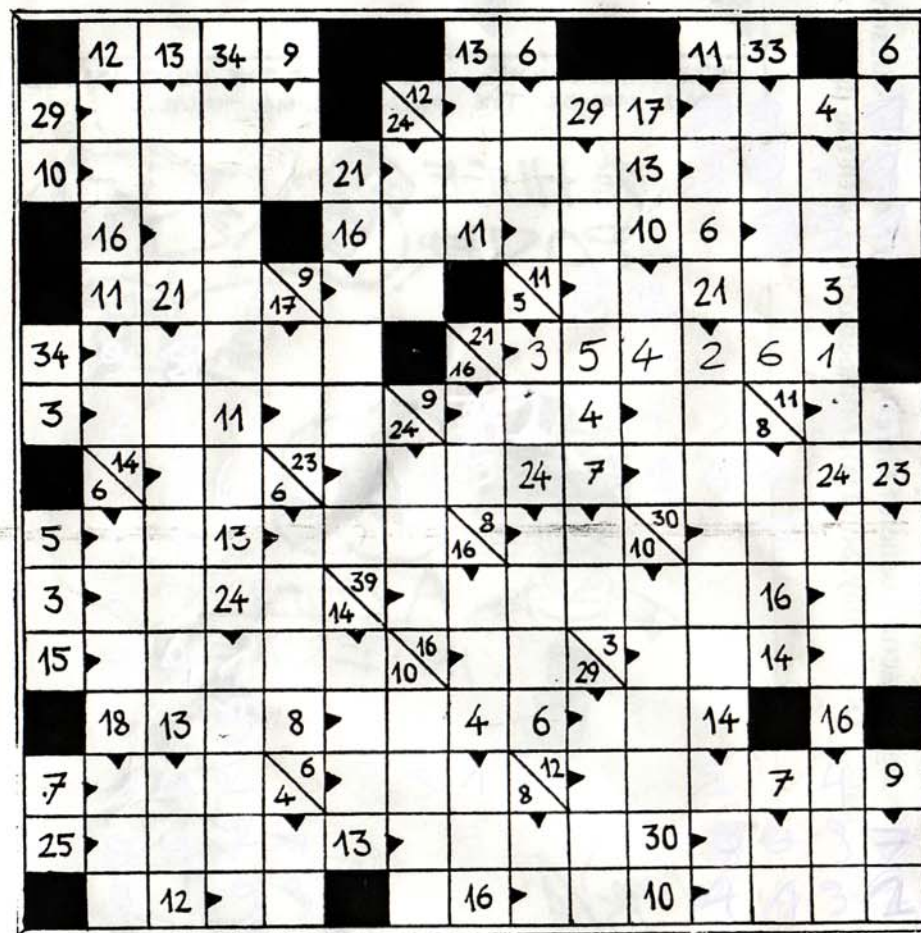
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NumLock  
BY  
LUPUS



## ENIGMA ENGINE

This part of **GridPoint** is designed for those dudes who like to solve problems outside of computers, too. We plan to show different puzzles in here and ofcourse the solution will appear in the next issue. Solve the mystery and send the results to our Editorial Offices before the deadline to enter the contest. Do not forget to write onto the envelope: **ENIGMA ENGINE!** The solvers (who are correct) will enter to the drawing and one lucky mate will win 3 free next issues of **GridPoint Observer!** All the senders of the correct solution will be listed in the next release, too.

This time here is a strange num-puz by **Lupus Yonderboy**. The Rules of the Puzzle:

- fill all the boxes with numbers
- the total of the numbers in a row or column must be equal to the number standing in the angle at the top of the column (or at the head of the row)

To see the mood, check the pre-filled row in the puzzle picture. There, in the triangle stands 21 which is the total of the numbers in the row:  $3+5+4+2+6+1=21$ ! Got it? Then jump to the opposite side... Off you go!

**DEADLINE:** 30 August. Try to send in time to be arrived to us **BEFORE** the deadline is over! Afterwards the letters will be ignored...

## VERY FIRST EDITORIAL BY ARMITAGE

Hiyo readers! A new papermag in the scene: it's a good surprise, innit? Well, let me introduce this media!

First of all I have to announce that Hungary's most famous (but not of quality) group **FBI CREW** is dead! That means, the most shitty designed magazine **EAST** is also dropped into oblivion! Instead of **FBI CREW** there's a newly formed group **CHROMANCE** (by the best members of **FBI**) and instead of **EAST** here's your ultimate scene paper **GridPoint Observer!**

The editorial staff is a bit infected with an aspect of cyberpunk. You probably know what does this catchword mean. Our life came closer to the imagination of cyberauthors like *William Gibson* and others. "Let's just declare the arrival of the 21st Century and have done with it — after all we're already living in it."

The activities of a cyberhacker are very similar to a nowadays' pirate's. Must be some roots of future here in our world. A parallel past, if you read me. Actually, the circumstances are not so bad and the landscape isn't so cruel like in LA, 2019 of **BLADE RUNNER** or in *The Sprawl* or *Chiba City*, definitely not. But if you think about air/water pollution, crime boom, computer progress then you can realise all these imaginations are not imaginations anymore. And it's obvious that all cyberfreaks need more and more infos, as we do. If so, infos and freaks must meet each other somewhere. Maybe at **GridPoint**? That's right. And if you find it too hard or too complicated to reach that place, don't get desperate! This mag is just released to solve your prob.

Anyway, you're reading the very first issue of our **GridPoint Observer**. What can you find in it? Globally, we have some resident columns which are planned to be regular and interesting, and lots of other articles and informations. I suggest you to survey **VOLUME OFFER** carefully every time for details.

We hope you'll help us in editing by article or/and info supplies. Need to know, we neither send back any material, nor storage them. If you wanna send an article, don't hesitate, but please type or print that if it's possible, to help the editors' work! Photos, gfx or other publishable materials are also welcome. For our linking addresses please check the **IMPRESSUM**. On the back cover you can find the **ORDERBORDER** which contains all data required about subscription.

At last (but not least) on behalf of the whole staff and other Chromanciens, I wish you pleasure and delight with this mag!

Your Editor: Armitage/CHROMANCE

## CHROMANCE FORMED

(by Armitage/CHROMANCE)

Firstly, there was FBI CREW. And it lasted up to 3 years. But times are changing and that crew got more and more uncomfortable and rather comic. There was a lack of coordination, though one of the members always tried to pretend something what he called "being the Boss". This conduct became ridiculous and blocked the creative instinct of the powerful members. The result was rather sad: the FBI'ers worked separated, just for fun (SUN FOR FUN) and there was no sign of unity/adherence. All this status turned into an intolerable situation. That's why a hard decision was born: FBI CREW must die to make it possible to organize a better group on the ruins. So the best members of the late FBI formed this cool group CHROMANCE.

Some names have been changed and some passive members have been deleted. To make it clear, the Chromanciens are:

AMIGA: Jean	C-64 : Armitage (earlier: Vertex)
Sangfroid (earlier: SKC)	Griff
Chris	Lupus Yonderboy (earlier: Brain)
Comiga	Mr Wax
CPU	

### ACTIVITIES:

Jean : swap, code	Armitage: gfx, GPO main editor
Sangfroid : gfx, code	Griff : msx, code
Chris : swap, msx	Lupus : code
Comiga : code	Mr Wax : swap
CPU : code	

This group is planned to be a really powerful one, to work mostly on Amiga. Most of the 64'er section members intend to buy their Amiga soon; meanwhile, the codework remains alive on the 64 (demos, utilities, etc.) and also the swapping, but this is just a makeshift status... The new group serves as background for our GridPoint Observer and this magazine serves as the own media of CHROMANCE. We all hope these new objects in the scene will be relevant and become well known. So don't search FBI CREW in the scene in future 'coz it doesn't exist anymore! Here we go with CHROMANCE! Prepare for us!

See you in Budapest at CHROMANCE party, on 25-26 August! So long...

## OLDIES WANTED!

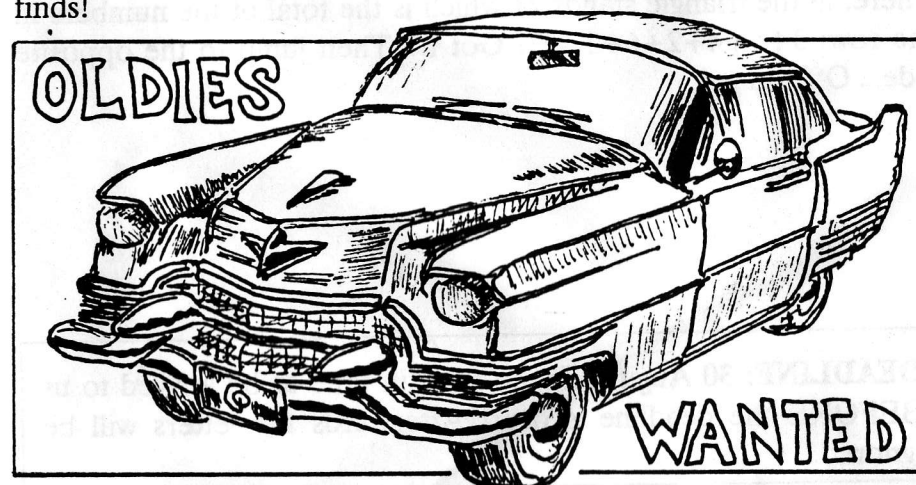
Well, mates, all of us are interested in the NEWEST warez, aren't we? But now, for a turn. Here in Gridpoint Observer we think of the Past. All the origin of our world, yes. Why don't set up a chart called OLDEST 10?!? We are just curious how much is possible to jump back in time? We need now your assistance! Send us the 5 OLDEST games you can get around you and check the result in the next releases...

### CONDITIONS:

- 5 games sent to us
- the release date is obvious
- self-made lameness or games with fake, old-dated intros ignored

If your Oldie Pack is fit to the conditions, your name will appear in the greetings list and the sender of the oldest 10 will be rewarded as the "Best Ware Archeologist" and wins 2 free issues of Gridpoint Observer! Of course, the "OLDEST 10" will be shown...

Now, up for hinting... Search lamers for consultation and send your finds!





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**Reset/TRANSCOM**  
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15 Rue G. Reynes  
7490 Brain-le-Comte  
Belgium

**Dexion/FLASH INC.**  
Asalveien 1  
8200 Fauske  
Norway

**T.C.B.O./POISON**  
PLK 055859 C  
2060 Bad Oldesloe  
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## SCENE REVIEW

In this column there's a good opportunity for all foreigners to show their own home scenes. Just write your article and send to our Editorial Office.

This time you can read about New Zealand, Netherlands, (West) Germany, Italy and Canada. Here begins an article about the history of the Hungarian scene as well. thanks for the authors - wir danken Euch!

### NEW ZEALAND SCENE REPORT (by Maverick+Sidewinder/EAGLE)

At the moment the 64 scene in NZ is quite slack as very few groups are doing anything notable and those that might be don't seem to be spreading!

The main groups in NZ are NUKEBUSTERS, EAGLE, THE SOURCE (now PHOENIX NZ) and INTROSPECTIVE, there are also members from ACU. Other Kiwi groups include TRAXXON, HART FOUNDATION, (lame, lame, lame!!), GRILLASOFT (?), and 0-SPACE.

The reason that there are hardly any groups is because most guys are on their own, or looking for groups.

NZ has only a small amount of good coders and crackers as finding new originals over here is virtually impossible. On top of that, they cost around NZ\$ 70-110 or approx pound sterling 25-36!

Most Kiwis can ripp but nearly all depend on Europe/Scandinavia for original code (and games). Even through all of this, most NZ'ers are quite devoted and are excellent swappers and spreaders (apart from Capone/HART FOUNDATION!).

Bam-Bam/NUKEBUSTERS got busted by the pigs and Porsche, also of NUKEBUSTERS, has left NZ with his 64 (and Amiga) and has gone to W Germany, giving his contacts to Darren/ACU.

Although the 64 scene is a bit slack, the Amiga scene is booming with such groups as THE GODS and Dave+Christine of THE FIRESTARTERS.

Most Kiwis on the 64 can learn code quite quickly and therefore NZ is coming up fast on the scene. That's all for now!

### DUTCH SCENE REPORT (by Action-Jackson/TRC)

It's almost half 1990. BLACKMAIL and THE RULING COMPANY still haven't released there upcoming megademos! While other groups out of Holland are releasing one after one. Yeah, you see... it's real slowing down here in Holland! But when you look at positive sides, you can see that there's born another demogroup in Holland called RUTHLESS (with members fo ATG, TRC and sum more!). Let's see of they could break through! What's happened to DENSITY, for God's sake! Also ATG (Dutch) is slowing down nowadays; so you really see that Holland is quitting the scene bit by bit, maybe Amiga soon??? But there's always a change! At the mo' TRC is in cooperation with BLASTERS to keep up the crackworld satisfied.

Macmagix left M.O.N. and works now professional by SYSTEM 3. Did you see Flimbo's Quest already? Macmagix did sum music for this game! About games, TRC will release a cool s.e.u. called Synex this summer! So you see the Dutch scene isn't dead yet! CULTURE still leads the importcharts and MANIACS OF NOISE is still on top eventhough JCH claims to be the best! Okay, enough for this time. Responses are welcome!

### GERMAN SCENE REPORT (by Narc/LEGEND)

Germany is a real crowded country in cracking and coding. But that doesn't mean that we've lot's of cool groups, no way. More than 80% of all groups are lame. We've only a few cracking groups left, named LEGEND, GENESIS, CRAZY+LOTUS, PARAMOUNT+ALPHA FLIGHT, ACTION and X-RAY. These groups are the only ones which can crack fast and do cool versions. All of the others simply don't know how to get fast originals. Most of 'em just buys at the groups above. The other ones are simply recrackers and freezers. Also in the coding scene only a very few good groups are left. They are MDG, CREST, X-AMPLE, LEVEL 99 IND. and that's all. In cracking we've no dominating group like it was the years ago with ELITE, STRIKE FORCE and 711... All the cool German groups have their skills lying very near to each other so it's real difficult to find a



leading group. Another interesting thing about the German scene is that Germany is the sure land of the mags. lot's of disk and papermags are done here in Germany. Although Germany is the only land where crackers are hunted by law, it is one of the biggest cracking countries in the whole world...

### ITALIAN SCENE REPORT

(by Exat/THE FORCE)

The scene in Italy at the moment is quite poor. Only some good groups presented. THE FORCE is well known as a good demo-group. Soon they are getting some hot originals, too. GOX 777 is a good swapper group with two members, they've got over fifty contacts, but as they aren't any kind of coders (only some little things) and crackers, they don't release anything. F4CG are back and I think they are going to kick ass again! BCT, who are in co-operation with CHAOS#1 are a very good cracker group, but their best cracker joined TAT! ROBIN HOOD is a new group, so I can't say so much about them. But I've seen a diskmag from them, which was quite nice. ARM is just nice, but their member SM has got some problems. ICS aren't powerful anymore as MAMASOFT (Marco) died, but they are just nice anyway. IBB are mostly on Amiga now. And ofcourse there are some small groups like DOP. I think the leading groups in Italy are THE FORCE, BCT and F4CG. I hope you know a bit more about the Italian scene now.

### CANADIAN SCENE REPORT

(by The Unholy/DEMONIX)

The scene here in Canada isn't that good, Canadian "groups" import from the USA coz they claim they can't get it from anyone else. Now, that's 90% of Canada, other Canadians that try, they focus only on the USA scene. There are few cool Canadians that have cool European contacts. There have been one or two Canadian groups that hit it big in USA, but not too many. A lot of Canadians also import from the USA coz the country has been put down so much, that they think "Even if we sent to some euros, they won't send back, because we're Canadians". For 99% this is true but only coz they themselves think this... The phreaking in Canada is almost impossible...

A good PBX or code just doesn't show up that often and even calling cards become dangerous. So Canadians have to pay for every call they make.

For copy parties, well I'm sure that they have been tried, but I've heard of only a few that worked, but they were nothing special at all. I'm a Hungarian-Canadian, I only import from Europeans. But I can't say that Canada has it that bad. I think we get enough to keep us happy, there are 1 or 2 Canadian BBS that can keep up with American ones. At least, not too many Canadians have egos, still there're quite a few! But those are only the ones that are lame and get stuff from the USA and think they are the kings of their area...

### LITTLE HUNGARIAN SCENE HISTORY

(by Jean/CHROMANCE)

The main prob in Hungary was, that there weren't enough groups to create a strong home scene. Reasons are various. Firstly, the lack of literature. There are about sixthousand freaks having Amiga and up to now there wasn't any Hungarian Amiga-book available. Then, the lack of software. It became possible just in the very last year to get foreign originals, but only for 64'er. So everything must go by illegal way. We must steal origos from main ware traders...

OK, let's jump back three years in time to look at the 64 scene history!

At the very beginning there was nothing. The first better groups were HIC and TSS. Nowadays the founders use these names. Later FBI CREW was founded. In the initial times we only imported games because we had just low-level facilities. Afterwards we released some demos which were not too succesful (No Commies, Time Operator). One and half year later some powerful dudes joined us and the boom began.

Meanwhile QUALITY was founded, from the members of HIC, TSS and late EURATOM. They made some really cool demos (eg. The Cat) which pushed them up to the charts. About one year ago they started to crack, taking it seriously. Some months later FBI CREW joined to them for a temporary co-op, this was rather productive. The great age of FBI CREW was about 1989-90 (Xmas Demo, Sun For Fun, utilities by CPU, etc.) then decline came up. on 27th of June, 1990 FBI CREW died! (Read the article 'Chromance Founded' for details.) Beside us there are other groups existing but they're not really significant (IDIOTS, SOLDIERS, REDS, TRIUMVYRAT...).

(To be continued.)

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3098 Koeniz  
Switzerland

Modesty/PARAGON  
Vinstav. 53  
16224 Vallingby  
Sweden

Twilight/UNITED ARTISTS  
P.O.BOX 36  
9034 Eggersriet  
Switzerland

help each other and not to make that name famous like a demo-group or so! To be in AGONY you've to be 100% legal (at least 99.9%). We don't want guys who crack at the one hand and do code games at the other hand. So you see, we're not organized like AMOK, where people (that are also illegal) do produce games under the real name AMOK. Another difference to AMOK is, that all guys that join this connection will be official members so there will be no problems about: is he now a member or not? We also plan to make an information-file or paper which tells you the latest things about AGONY. (Eg. memberstatus, latest releases, etc.)

Which guys does AGONY need?

All guys that think of doing some professional work: coders, graphicicians, musicians, public relation people, people that have good ideas. You see, we need almost everything that makes a good program.

How can AGONY help you?

Whenever you need something special, a music, a graphicician, a coder, or a good idea, AGONY will help you to find. Take AGONY as a very big co-operation between several guys, that all have the target to make some money with their abilities.

If you are interested to join this connection (don't forget to mention your abilities; send some samples if possible), or if you still have got some more questions, then write to:

AGONY HQ  
c/o Martin Frech  
Kurt-Schumacher Str. 13  
6361 Niddatal 2  
W GERMANY



## ADVERTISEMENTS

This column was created especially for those persons who want to advertise something, events or activities, contact addresses, services or things for sale. If you want to boost then write your ad and send it directly to the Advertising Division of GridPoint. Note that advertisements sent to the Editorial Offices instead of the Advertising Division will be ignored! The publishing of the advertisements is free of charge but we don't accept any kind of jokes or silliness as an ad.

### PARTYTIME!

#### TRANSCOM PARTY IN YUGOSLAVIA!!!

Party Invitation For 4-13 August!

A TRANSCOM-party is always something you must not miss! This time party will take place at Subotica/Yugoslavia.

The party place is a big house openhanded on a lake. The whole TRANSCOM will be there! Low prices, and one week of carousing and wenching!

#### HOW TO GET THERE?

From HUNGARY take the train Budapest-Beograd. Subotica is the first stop after the border. From other places take the train to Beograd.

Address of party: Cara Dusana 3  
SUBOTICA

PHONE: (+38) 24-21557

If more details wanted, get in touch with TRANSCOM:

TRANSCOM

BP 143

7700 MOUSCRON 1

BELGIUM

Or dial (+33) 2024-2385 Chris/LKJ

#### A NEW PROGRAMMING- CONNECTION FOR ALL

(by Stad/MNX, member of AGONY-conn.)

Do you know that problem? You've got a great idea for a game, but you've no coding-abilities... Or you've good coding-abilities and you need a graphician... Or the program is almost finished, but what you miss is a music specially done for that program... You know that problems? Then this little article is going to be the right one for you!

There's been found a new programming-connection, where everyone can join in, in order to produce professional software which is thought to be sold.

The special on this connection is: you don't need to leave your old group for being in this connection... you'll keep your old name'n'group! Only when the program is finished, the name of the connection will stand above all. By the way: the name of this connection is AGONY. So if you coded a program it will be look like this: Code by XXX of YYY, Design by VVV of WWW, music by TTT of UUU, game released by AGONY. Nothing more, and nothing less. This connection is just thought to

## ENERGY-CHAOS PARTY REPORT

(by Jean/CHROMANCE)

The whole torment started at 11PM Friday. We met Martin/REDS each other at the terminal. The original setup was that we carry a demo for the competition, but it failed because of the slackness of our coder (CPU). He was out after some girl. So we started out together in two, freshly to the party.

At the terminal we had a vision incredible. There were some subs lying all around in the waiting hall exhaling so insupportable stench that we could only hardly stand the queue! We were waiting one and a half hour here.

About midnight we started to nowhere about, because we knew only the arrival time for Szombathely. After a couple of hours waiting, we continued the trip. We took it as double or nothing: either this train goes to Graz or does it to "Aden-Baden"... In this case, the party would be rather short...

The Austrian conductor didn't speak any language! We even tried to get some infos, but without any success, because: (1) The conductor was mute. (2) The only Hungarian traveller was stoned of drink. (3) We asked someone if he speaks English. He answered: "Sure!" and afterwards he spoke only German.

We arrived at last to Graz at 10. Floyd/ENERGY waited for us at the terminal. We visited a fellow from IMMORTAL whose room was fantastically disgusting. He showed a SUB-

WAY logo which was even worse than the room! Afterwards we went to the school of Mark/SUBWAY. We were sixteen in the car. At Floyd's we got a superb lunch (Thanks to Floyd's mother for that!) and then out to the party!

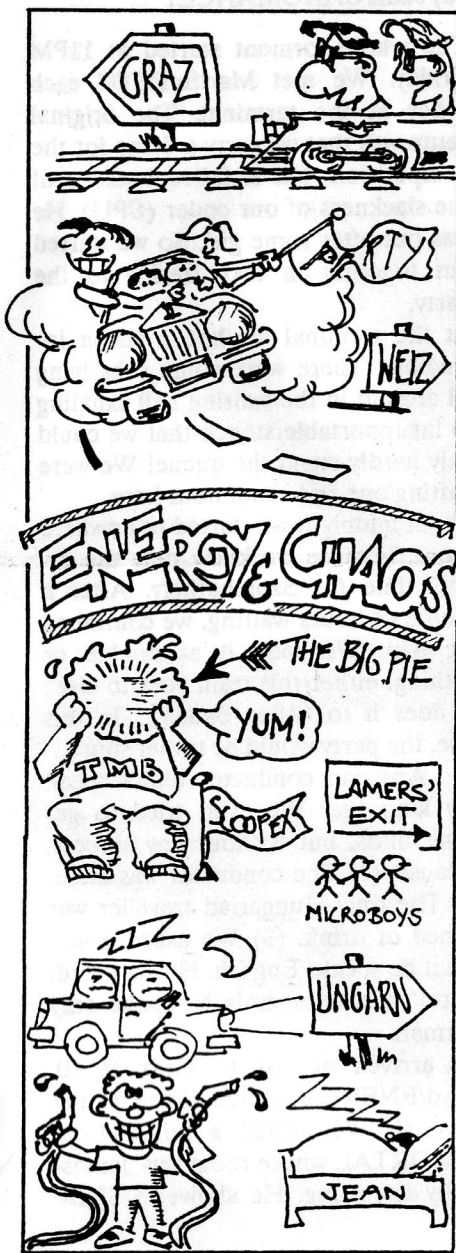
The party took place at Weiz, 40 kilometers off from Graz. Organizers were: for Amiga: ENERGY and for 64: CHAOS. We settled down in the company of some ugly lamers. Eg. from Hungary there was the MICROBOYS SOFTWARE (pah!). I haven't seen any interesting on the sixtyfour. Some groups flashed their own demos (THE ANCIENT TEMPLE). Later arrived Antitrack (Hi!) and Big Ben of COSMOS, Hermes (ex-COSMOS) then Gotcha and another member of CRAZY and Edge of LAZER. The others were all stinking lamers! For Amiga there were Trillion (ex-ROBOTECH), Immortal (ex-TSK CREW), SUBWAY and the whole ENERGY, SOC.BRIGADE (from Hungary) and last arrived SCOOPLEX. After the arrival of TMB of SCOOPLEX the scandal broke out (like always). He is the biggest showman, ever seen in the scene. Immediately fast azzolickers surrounded him and they got SCOOPLEX stickers very soon, put onto their forehead. One of the lickers lifted out an enormous pie from a refrigerator which was prepared definitely not for this aim! Soon after the hotel owner ran out hunting the culprit... I just hardly imagine how could TMB with his full mouth escape...



Summa summarum there wasn't democompo organized, but no prob, because there was only one cool demo, SCOOPEx's "Green Surprise". Most of the faces copied. Altogether I felt well. The place was cool and it was nice to meet the old dudes.

After thirtysix hours without sleeping we turned to home. Four mates in a Trabant: two members of SOC.BRIGADE, Martin/REDS, and me, we made the car full! Of course we ran out of petrol just before home of SOC.BRIGADE. So we had to use human propulsion... We managed to drag the car to a closed filling station at least. No prob, we poured together all the rest of very different kind of petrols from the pipes!! Just think what a nice mixture had in the tank for the poor engine... However, it wasn't enough to reach the very home of SOC.BRIGADE. The last drops of fuel were used 30 kms far from the town... It was almost midnight when we were drawn in to the town. We said farewell to SOC.BRIGADE. ADT/SOC.BRIGADE was talking all the time about some trains which start one by one, in every hour. Well, it was 4.25 AM when the first pulled out... During the waiting time (more then four hours!) we tried to sleep... I fell asleep soon after the visit of the first rat (yes, it was a real one, chasing around us...). After a half an hour sleep Martin woke me. There was a local tramp searching in our luggages... We kicked him away, of course! Then, about 3 AM we jumped to the (possible) Budapest train. After all this dreadful travel I arrived home.

Having a glance back (after three days' sleep) it was rather cool...



## GRIDCHARTS

Welcome to GridCharts! Well, maybe you'd miss a vote sheet for the next issue. Reason is, it'd be uncomfortable to insert a Tear-It-Off-Fill-In-Send-Back styled piece of paper. If you wanna vote, feel free to do, just keep the rules (don't vote for yourself/own group and don't vote lamely...) When voting, take care to separate Amiga/64 votes, because we plan to show charts for both. OK, let's see Today's Top'ers now!

### AMIGA CHART

#### CRACKER GROUPS:

- 1.VISION FACTORY
- 2.TARKUS TEAM
- 3.PARADOX
- 4.PARANOIMIA
- 5.QUARTEX
- 6.ORACLE
- 7.SUBWAY
- 8.DEFJAM/CCS/ACC
- 9.TRISTAR/DCS
- A.ADEPT

#### DEMO GROUPS:

- 1.SCOOPEx
- 2.RED SECTOR
- 3.FAIRLIGHT
- 4.CRYPTO BURNERS
- 5.SILENTS
- 6.PARADOX
- 7.BRAINSTORM
- 8.KEFRENS
- 9.ALCATRAZ
- A.REBELS

#### MUSICIANS:

- 1.Romeo Knight/RSI
- 2.Uncle Tom/RAZOR 1911
- 3.Codex/RAZOR 1911
- 4.Jesper Kyd/SILENTS
- 5.Grubi/BRAINSTORM

#### ARTISTS:

- 1.J.O.E./SCOOPEx
- 2.Dark/RSI
- 3.Reward/SCOOPEx
- 4.Zak/D-MOB
- 5.?

### 64'ER CHART

#### CRACKER GROUPS:

- 1.LEGEND
- 2.ILLUSION
- 3.IKARI+TALENT
- 4.DOMINATORS
- 5.GENESIS\*PROJECT
- 6.CENSOR DESIGN
- 7.CLASS
- 8.PARAMOUNT+AFL
- 9.FAIRLIGHT
- A.TRANSOM

#### DEMO GROUPS:

- 1.CREST
- 2.COSMOS DESIGN
- 3.BLACKMAIL
- 4.HORIZON
- 5.FBI CREW (+)
- 6.NATO
- 7.ARTLINE DESIGN
- 8.ORIGO
- 9.MEGASTYLE INC.
- A.TRC

#### MUSICIANS:

- 1.MANIACS OF NOISE
- 2.JCH/VIBRANTS
- 3.20CC
- 4.Drax/VIBRANTS
- 5.Moz(ic)art/SHAPE

#### ARTISTS:

- 1.DI ART
- 2.TPA/X-AMPLE
- 3.Gotcha/CRAZY
- 3.Redstar/LOGIC
- 5.ARTLINE DESIGN

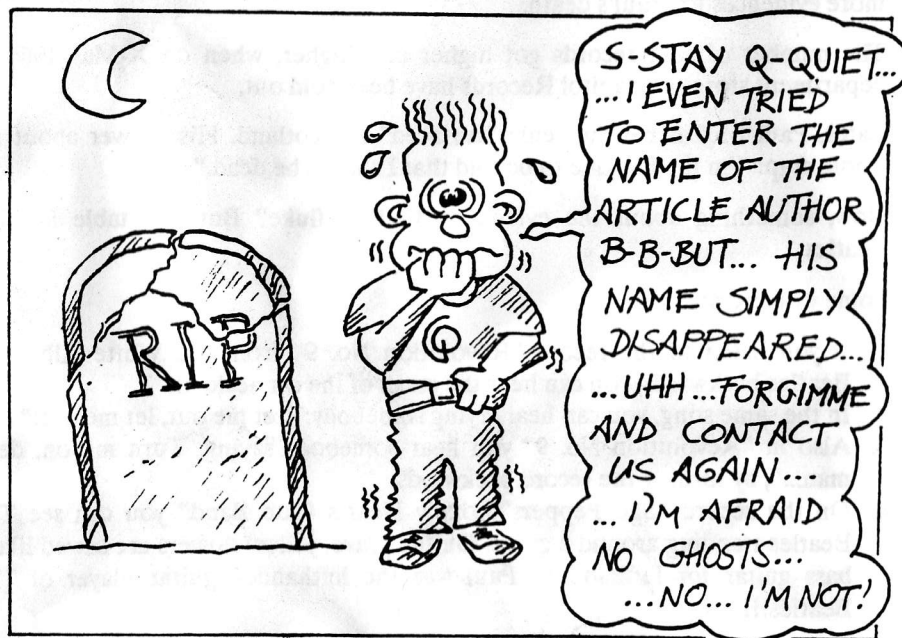
#### IMPORTERS:

- 1.CULTURE
- 2.GENESIS\*PROJECT
- 3.CRAZY+LOTUS
- 4.MANOWAR
- 5.PARAMOUNT+AFL

Send your votes to our links just in time! Use your FAX to make it quick! Later on...



5. On the same album, a hand is hold over Paul's head... A sign of death.
6. On the backside, Paul is the only one with his back to the camera.
7. Paul is wearing on this picture an armsling with the initials O.P.D. (Official Pronounced Dead)!
8. On the Album "Abbey Road" we see the Beatles crossing road. Paul is the only one without any shoes and he is also the only having the left foot in front.
9. In the background, you can see a Volkswagen standing on the left side with the number plate "28 IF". If Paul was...
10. On "Abbey Road" backside, in the upper half, there are some points and beside the name Beatles. If you bind up the points, you receive the number 3.
11. At the end of the song "Strawberry Fields forever" you hear, by playing the record backwards, John Lennon saying: "I buried Paul"
12. By playing backwards the song "I'm so tired" you hear someone whispering: "Paul is dead, miss him, miss him, miss him..."
13. In the song "Glass Onion", John Lennon is singing: "The walrus was Paul." Walrus is a Greek word and means 'dead body'.
14. Together with album "Magical Mystery Tour" they also released a picture book. On the third page, you can see Paul sitting in front of a sign, in which is written: "I was".
15. In the same book, on page 23, Paul is wearing a black pink. A sign of death and sorrow...



## DOSSIER CYBERPUNK

### Foreword For Cyber Calling

(by Armitage)

What's this catchword good for? Really a punk, color-haired and in connection with some kind of mechanics? Cyberpunk? Well, yes and not only and differents. In this column we try to collect the bits of this topic, issue by issue. Hopefully it'll be interesting for some of you. Actually, it'd be rather shameful if you were so narrow-minded that were interested only in hot games, demos and scene rumours. Maybe it's nice sometimes to widen your horizons and look/think other things, too. That's the aim of this column and the theme is one of my/our favourites. And there must be others having their reactions for this. Warmly welcome!

For those who can't find out what the hell am I gabbling, I give some hints. Think of the old film *BLADE RUNNER* and the world of it. People, crowd, technique, crime. Think of the old game *NEUROMANCER* by Interplay and the novel with the same title by William Gibson. Think of other cyberbooks by different authors. Count Zero, Burning Chrome, Mona Lisa Overdrive, Cabled. Survey articles in scientific magazines about cybernetics, new ways of computing development, data networks and the sins of hackers. See the megacities in USA/East Coast, in Far East. An accelerated way of life, extraordinarily booming technics which is the basement of the modern crime and the police against that. A world of brutal and beautiful.

To ask us that do we love this world, would be a question imbecille. We like it and we quake of it. Attractive and repellent is this fantasy which is reality. Almost it is, indeed. But either this or that point of view: in fact, it is the future of some parts of the Earth.

This area is interesting, in technical, sociological, psychological and criminal way, alike. Probably you know a lot of this. Off you go! Send us your thoughts, reactions or simple opinions on cyberpunk, to be published on these pages and to make Dossier Cyberpunk more complete! If you feel tired, just push in the cool music of CYBERPUNX by Cassandra Complex and type away!



## POLICE PANORAMA PLANNED!

Checking the English compumags you often meet the advertisements of the F.A.S.T. (Federation Against Software Theft). Surprised? Yes, in the UK piracy is crime. And the guys who are since a longer time in scene, can remember the big house search events and police detentions in Germany, published in good old IL-LEGAL.

But what about the police status nowadays all 'round Europe and other continents? We suppose it's rather different, depending on the countries. For example, opposite to Britain, in Hungary there's no soft-laws or special police forces against pirates (up to now...). We all in cracking/pirating scene ought to know the actual maturity of the Tactical Polices.

So let's have a look around over the copworks! Collect infos and send us in a form as follows:

- Local law against cracking (detail punishment)
- Local law against piracy: trade of cracked/original wares, swapping, etc. (detail punishment)
- Local police efforts against piracy (house search, arresting, special teams);
- Your methods to avert police annoyance

BE CAREFUL! We cannot stop police reading these lines so don't transmit secret infos which, if published, could be dangerous for you! Keep your weapons hidden! Either send methods of past (which are not useful for lawbots) or use your pseudonym only! Keep it in mind for your own good!

If the material sent is quite enough then the Police Panorama shows up in the next issue already! Warm it up! Thanx!



## THE BEATLES — A SWINDLE WHICH BROUGHT MILLIONS OF DOLLARS

(A Horror Of Music? — by Unknown)

You can call them the pioneers of backward masking. They perfectly understood to put manipulated messages in their songs.

The story began in 1969. All began with a phonecall of a teen. He phoned to a D. J. in Detroit and he asked, if he already knows, that Paul McCartney was dead. The D. J. said: "No!!!" The teen answered: "Let the song 'Revolution No. 9' play, and listen at the end of the record by turning backwards." The teen hang up. Wondering about this, he let the record playing backwards. What he heard, was terribly frightened: "Turn me on, dead man, turn me on..."

This message was the "trigger" of a chain reaction. The phones ran hot in the studio and the biggest swindle in history of rockmusic began.

In the year of 1966, it's pretended that Paul McCartney is said to be dead after a car accident. The accident has been hushed up. Afterwards, the left-hander William Cambel was the reserve of Paul. After undergoing an operation he became the face of Paul McCartney. In 1966 the swindle grew and grew. There was also done a special TV program, in which they brought always more and more evidences for Paul's death.

The number of sold records got higher and higher, when on X-Mas 1966 all department stores of Capitol Records have been sold out.

Later, Paul McCartney suddenly "surfaced" in Scotland. His answer about the whole crap: "I'm the last one to be told that I should be dead."

Now, something about the evidences. Only a fluke? But profitable for The Beatles.

Some evidences:

1. If you listen to the record "Revolution No. 9" from the White Album of Beatles backwards, you can hear the crash of the car accident.
2. In the same song, you can hear crying somebody: "Let me out, let me out!"
3. Also in "Revolution No. 9" you hear somebody saying: "Turn me on, dead man...", by turning the record backwards.
4. On the record "Sgt. Peppers' Lonely Hearts Club Band" you can see The Beatles standing around a grave. On the grave, yellow flowers are sawed like a bass guitar for lefthanders. Paul was the lefthanded guitar player of The Beatles!!!



# CHROMANCE PARTY IN BUDAPEST/HUNGARY

**25-26 AUGUST OF 1990**

## **PARTY ADDRESS:**

**CSOKONAI MUV. KOZP.**

XV. Eotvos u. 64-66.

Budapest/HUNGARY

## **PARTYPLACE PHONES:**

(+36) 1-169-0495

(+36) 1-189-2240

**HelpLine:** In any case of problems call either the place  
numbers, or:

(+36) 1-120-0772 ask for Jean

(+36) 1-186-3478 ask for Chris

**Up to the beginning of the party only!**

# CHROMANCE PARTY IN HUNGARY!

**Biggest Party Ever Seen In Budapest!**

**FBI's Official Successor As Host!**

**Party Invitation For 25-26 August!**

As you already know, the newly formed leader group in Hungary, CHROMANCE was built on the ruins of the late FBI CREW. Best freaks with best abilities are now inviting you to the best pardey in Hungary for 64 and Amiga owners!

**DETAILS:** The party takes place at a big cultural house, which holds 200 men. Carry your sleeping-bag with you to have a dream if you get tired. Democompetition with funny prizes available both for 64 and Amiga. Demos and infos will be projected on a huge film screen. Lamers are blasted away, Hungarians will arrive only with personal invitation. No danger of cops, 'coz there's no law or police against piracy!

**CHEAPEST BACKGROUND:** Budapest/Hungary is definitely cheap for a Western'er as you'll see. Just some data: 1 Big Mac+1 Big Pomm'Fri'+0.5 l Coke is about (all!) 200 Forints which is DM 4 or ATS 25! And other prices are also low!

**HOW TO GET THERE:** If you turn a page you'll see a precise map for own use (you can tear out this middle sheet and carry with you). Follow the map if coming by car. If you come by train, plane, tourist bus or so then don't waste time, just drop into a cab and show the other side of the map to the driver and point to the framed Party Address. The cab trip costs about 100-200 Forints (DM 3-4) so it's not too expensive.

**PARTY ENTRANCE FEE:** Forints: 200 (Only for Hungarians, ofcourse!)

DM : 10

ATS : 69

Feel welcome in Budapest, capital of Hungary on this party! You're not obliged to exchange your money, but if you wanna, use banks but look out for the changing discount. Never change money out on streets even you are offered well! Those people are traitors and you'll suck... We at party accept any kind of currency.

**HOW TO JOIN THE PARTY:** Send a readable form with your data like this (be exact!):

— Name/group

— Coming alone/together with X dudes

— Your machine is 64/Amiga

— You carry: machine(s), monitor/tv, drive(s), other equipments.

Depending on your machine, send your application to the following addresses:

AMIGA: 64:

CHROMANCE CHROMANCE

LETET 103/PF. 701 Latinka S. 41

1399 Budapest 1116 Budapest

Both addresses are ofcourse in HUNGARY!

"CSOKONAI"  
PARTY PLACE TO THE CORNER  
IS NEXT TO THE ARE ON  
OF EÖTVÖS AND HERE AM  
ST. TH AUG, AT 12 AM  
25<sup>TH</sup>

THE EASTERN TERMINAL  
IN TOWN. COMING FROM  
WEST BY TRAIN YOU'LL  
ARRIVE HERE USUALLY.

