

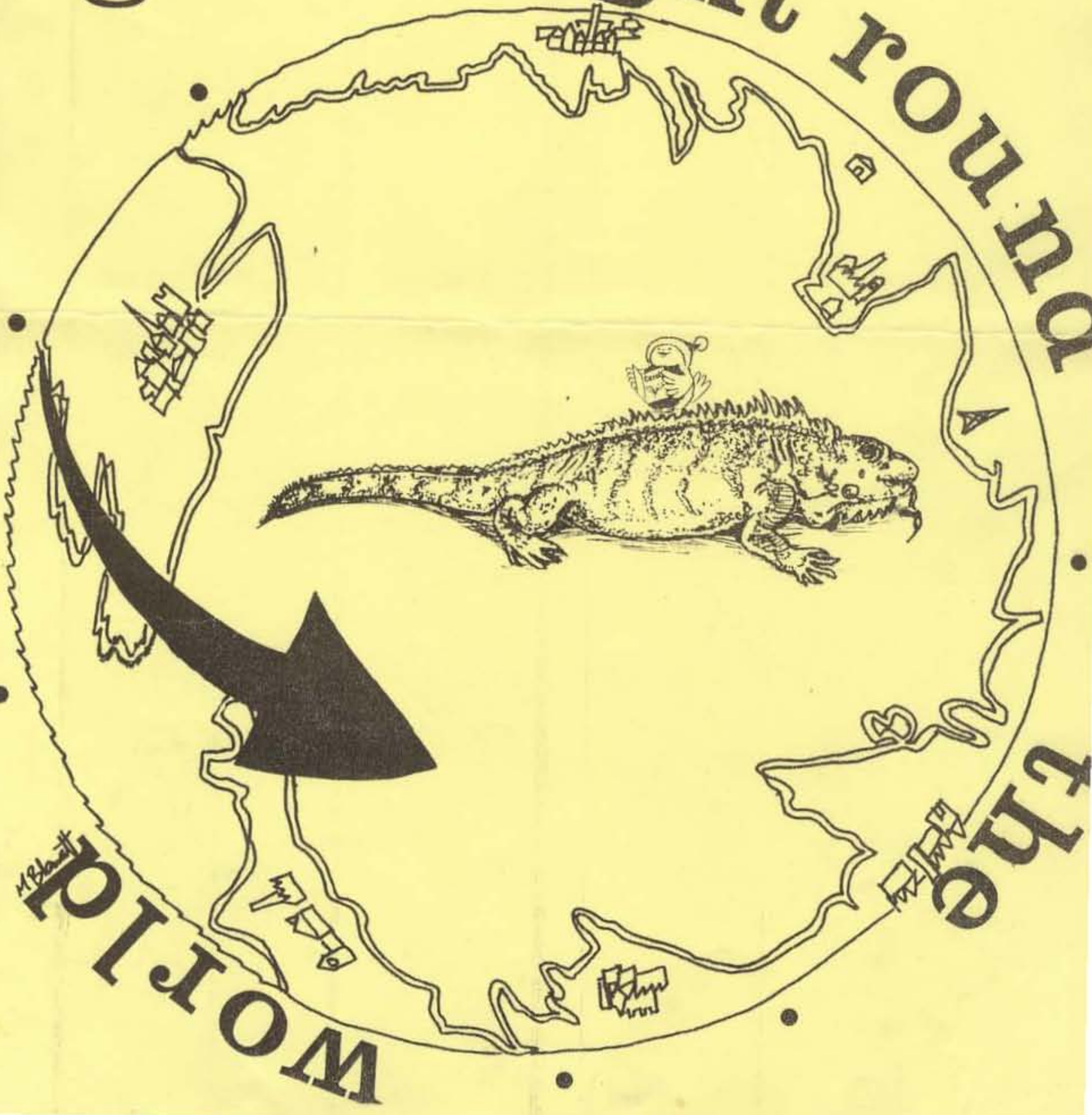
FEB 2

SPECIAL XMAS EDITION

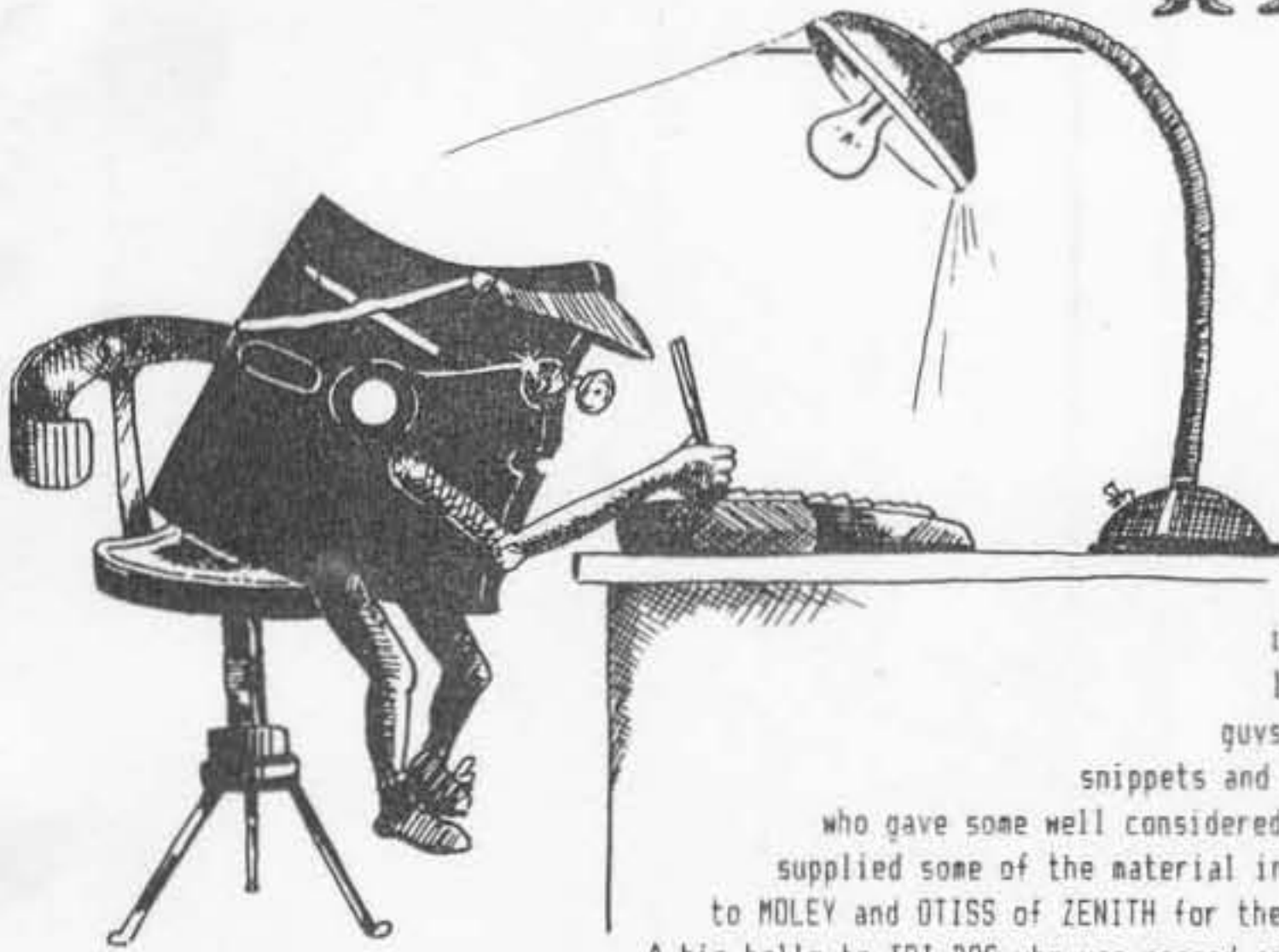


I GUANA

goes right round



M Blissett



Shit, it came too soon !! Here is edition 4 and as I am writing this it looks as though it is gonna be the biggest yet. I am not surprised, last month was a busy month, not so much on the software scene but the groups !!! A lot of comings and goings, followed by the inevitable reforming etc. Read the interesting article on hackers on page 6, or what about the Maniacs of Noise article on page 9, all good interesting stuff. Also this month sees the largest gossip page ever, thanks to all the guys on all the conferences who supplied the snippets and a special thanks to JEFF SMART/ILLEGAL/SC6

who gave some well considered constructive criticism and also supplied some of the material in this mag...Wie getes JEFF ?. Thanks also to MOLEY and OTISS of ZENITH for their undying commitment to the mag. !!!

A big hello to TRI-DOS who was soared any mention of ASCII in this months IGUANA.

Quite a few people have asked me about the name NOSAH, am I a foreigner or what ?? Well it actually stands for something, NOSAH=No Original Software Available Here!.

It is hoped that this issue will also include an interview with FUDWEXX/ATC, time allowing. If not it will probably appear in next months.

This months cover was supplied by LAZI and his brother MARK....cheers guys. !! So this month has seen an increase in the number of people contributing to the magazine and I already have plans to involve other people as well. I don't think that I will be doing the demo page again. !!!

If you were looking forward to the "DIARY OF A CRACKER" article which I promised you last month then I must apologise for its absence, WEETABIX didn't manage to do it and I can only assume it was because of the SC6 problems, he assures me that it is forthcoming, so who knows (only WEETABIX actually !!!).

THOROS OPT LANCE

REGARDS....
NOSAH.

TO obtain your edition of IGUANA, send a SAE to me (if you live in UK) and it will be sent to you free of charge. If you live outside UK then you will have to send a disk to me to cover the cost of postage to you. On this point I would like to add to some people that if you expect me to send you a mag free of charge each month then you are in for a big shock. I cannot afford to send magazines all over the world without some form of recompense, so, if you don't receive a copy of this mag or future mags then you will need to send me a disk. NO MORE FREEBIES !!!!.

Also, if you send me a disk or SAE then you might as well send a top ten vote as well hadn't you ???

NOSAH
35 OAKAPPLE CLOSE
COLCHESTER
ESSEX
CO2 9QH
ENGLAND

UNCLE MOLEY
64 MARTIN AVE
STUBBINGTON
FAREHAM
HANTS
PO14 2RZ
ENGLAND

TEL (0206) 760419



'Go on. Ask if it thinks it's worth the money'



THE LEGEND OF SETH BRASKET.

written by OTISS

Pt 4.



After many bends and turns in the stonework of the castle. Seth and Haidyn came upon a large oak door. The young guard had left them at the very first bend, leaving them to find their own way. Surprisingly, the passageways were quiet and empty. Quite strange for the time of day, Haidyn pointed out.

Etched into the very heart of the wooden door were some strange symbols, although neither Seth or Haidyn could identify their purpose. Haidyn knocked roughly on the door, and stood back. After a moment, a rough, strong faced guard opened the door. After a quick look of astonishment, the guard allowed them into the adjoining room.

Seth's eyes lit up at the sight of the majestic room. The floor was covered in a deep, luxurious carpet, the walls had been covered by many wonderful pictures, of many various scenes. The furniture was the highlight of the room. Instead of the plastic moulded furniture Seth had been used to, the chairs, and tables were carved out of the darkest mahogany, tinted with shards of polished ivory. They were truly magnificent.

In one corner, the floor was littered with soft, plush cushions. Lying sprawled out on one of these, lay a tall, thin man. He was dressed in putrid purple robes, and in his hand he carried a golden staff. He was also fast asleep. There was no doubt that this was the Baron Rynheuld.

Haidyn smiled weakly at both Seth, and the guard, who still gaped at Seth. With courage, the short, bearded man moved to the snoring man. He placed his hand upon the Baron's shoulder, and shook him gently. "Baron" he said into Rynheuld's ear, "The Archmage is here. You wanted to meet him?"

Quickly, the Baron broke from his sleep. "Eh? What? Oh, oh yes". The Baron lifted himself off of his cushions, and stood erect. The man was truly tall - he towered above Haidyn, and was almost three inches higher than the usually tall Seth. "Your majesty" Seth said curtly, not wanting to make a bad impression.

The tall man walked towards Seth, his arm outstretched. "Welcome to my domain, Archmage." The two men shook hands, Seth somewhat reluctantly. "I hope your every need has been tended to"

Haidyn snarled. "No. That fool Prowis believes Archmage Brasket..."

Seth coughed loudly, interrupting the short man.

"...Seth." The short man glared at Seth. "Is an infiltrator. A spy for the High Lord".

The Baron eyed Seth suspiciously. "And is he?"

"Oh, no Baron" Haidyn added, sure of his facts. "Definitely not".

"Well, Archmage" the Baron continued, "You are welcome in my domain. Queen Freyr will possibly send an escort. She will want to see you".

Seth sighed once more. "Please believe me. I'm no Archmage. I'm a traveller, from another planet".

The Baron laughed, as if Seth had made a joke. "Tell me, traveller. How did you travel from your planet?" The Baron winked at Haidyn. "Did you fly?"

Seth nodded eagerly. "Yes. In the Starship Acturus!"

The Baron opened his mouth. "Come, come Archmage. You must know flight is only for the birds".

Seth's mind searched for an answer. A moment later, he stumbled across it. He walked across to a table, picked up a piece of blank paper, and folded into the shape of an aeroplane.

Haidyn, and the tall Baron shrugged at each other. Seth threw the plane gently, and it lifted up in the air currents, bent to the left, and then came down on a wooden table.

Seth looked pleased with himself. The regal Baron, and scruffy Haidyn stood with wide eyes. "See" Seth said, "Flight isn't impossible. It's a matter of air pressure".

The Baron didn't reply. Haidyn just grunted disbelievingly.

Seth moved to the table where the plane had landed. He put his hand out to pick the plane up, whilst he placed one outstretched hand on an unusually bumpy surface.

Seth looked down to see where he had placed his hand - and the shock of what he saw nearly knocked him to the ground. It was part of the computer system of the ill fated Starship Acturus.

"W...where the hell did you get this?" he nearly shouted.

The Baron shook his head. "I don't know. It's been here for years. Looks quite impressive doesn't it?"

"It's for show? Do you know what it does?" Seth said through clenched teeth.

(TO BE CONTINUED)



Once more, the Baron shook his head. Haidyn looked at Seth with begging eyes.
 Seth didn't stop. He picked up the square board, and examined it. "Its the guidance circuits! Its shows my entire route from Earth to here!
 "Christ! It could take me home!"
 The Baron started to walk towards Seth, but he never made it. All three members of the room found themselves on the floor, as the unsteady tower rocked to and fro.
 "What the..." Seth said, the wind knocked out of him.
 "No!" the Baron cried. "Not now!"
 "Damn the High Lord!" Haidyn rasped. He was the first up, and the first to the window. Seth followed after him.
 Down on the grass, outside the castle, stood an uncountable number of black masked soldiers, all on white mounts. Stood in front of the mass was their obvious leader - The High Lord.
 The High Lord stood nearly ten feet tall. He covered himself in black, reflective armour, and an evil, dragonlike black helmet. It was the most frightening sight Seth had ever seen.
 "Ryneheuld!" the High Lord called. His voice stroke fear into Seths heart. He began to tremble slightly.
 "Hear me!" the terrifying figure continued. "I know you hold the Archmage Brasket. Either you give him to me now, and I may spare your pathetic keep, or I destroy everything and slay everyone".
 The High Lord's last sentence rang out, like a racous bell. "Come Ryneheuld. The choice is yours".
 For some reason, the Baron looked flustered.



(TO BE CONTINUED)

INTERVIEW

Do you remember the Dynamic Duo, you know, the English pair ? Good because here we have a short interview with one of them, Simon. He is now at the ripe old age of 19, while Archie, the other half of the Duo is a little older. Simon, by some huge coincidence turned out to be on the same course as myself at college. It goes like this :
 Two days before my first day at college I got a phone call from Archie who recognised my phone number in micromart to be local to him so we decided to meet the next day at his house to exchange a few demos for his bulletin board. We got chatting and I told him about my forthcoming college course, shocked beyond belief he told me Simon was doing the same course next day, quite a coincidence. A little later on I interviewed him.

UNC: Hi simon, how are you today ? (oh very original Unc...ED)

SIM: Ooh not so bad.

UNC: Now lets get down to some serious interviewing. Lets get this straight, your not to be confused with the European Dynamic Duo are you. (Incidentally, the European ones were based in Dortmund, W. Germany, I think...ED). So what exactly did you do with the 64?

SIM: Programmed it.

UNC: Okay, that tells us a lot doesn't it. What sort of cracks did you do, can you name any ?

SIM: NO, But we did crack Electronic Arts, usually because their protection was a challenge and was always the same.

UNC: Do you use the 64 any more ?

SIM: No, I never actually owned one, it was on loan.

UNC: I see, do you regret leaving it ?

SIM: No, I didn't like them. If there were BBC games like there were on the 64 then I would have been famous on that.

UNC: Eh?, Alright then, I'll take your word for it. You've been off the swapping scene for a long time now, do you see yourself or Archie getting heavily involved again on the Amiga ?

SIM: YES !

UNC: I know Archie has an Amiga, will you be joining him soon ? Don't say you can't afford it, I saw that huge student grant cheque yesterday.

SIM: (Laughter) Oh yes definately.

UNC: If you do then will you start coding and cracking on it ?

SIM: Coding yes, but not cracking, I'd rather like to write demos on it.

UNC: Thats nice. What machine do you use at present at home ?

SIM: A PC AT clone, with 44 meg hard drive and a 12Mhz processor which I use for the bulletin board.

UNC: Very nice.... Now for a really stupid question. Have you ever considered binning computers completely ? Could you live without them ?

SIM: Well, I've never been without one since the age of 11, I had a ZX81 soldering together kit which cost me £65 at the time, but without them I'd get withdrawal symptoms.

UNC: So would I !! Thanks Simon see you later....

SIM: Okay Moles.

If you want to use Simon or Archies AMIGA software bulletin boards then thier data numbers are:

Archie (SPIDERS WEB): 0329 45824

Simon (SHADOW BBS) : 0705 511501



Simon is building his up at the moment so hang on a short while to use his. They both contain vast amounts of public domain demos, utilities, games etc for you to use and download.

DEMO REVIEWS

WELCOME TO WHAT I HOPE TO BE THE FIRST OF MANY DEMO REVIEW ARTICLES. THIS MONTH I WILL BE CONCENTRATING ON JUST TWO DEMO GROUPS HORIZON AND S451.....

I HAVE SEEN 4 EXCELLANT DEMOS THIS MONTH BY HORIZON. THREE WERE CODED BY BAGDER AND THE OTHER WAS CODED BY A NEW MEMBER OF THE GROUP. HIS NAME IS EXILON. OK THEN FIRST THE ONES DONE BY BAGDER, THE TITLES WERE 1. EXSULTABUNDUS, 2. TWO BEER OR... 3. NO NAME !! ALL WERE VERY WELL CODED BY BAGDER WITH A GOOD VARIATION OF USE OF RASTER TIME... COLOUR BARS ETC. ALSO PRESENT WERE A VAST ARRAY OF DIFFERANT SIZE SCROLLERS. FROM THE SMALL TO THE BIG !!, A GOOD USE OF WHOLE SCREEN WORK, I.E. SCROLLERS AND PICS IN THE BORDER (OR AT LEAST IT APPEARS THAT WAY !!) MY FAVOURITE DEMO IS NO NAME !!!, THE FIRST SCREEN OF THIS DEMO IS VISUALLY STUNNING AND THE ACCOMPANYING MUSIC IS SO COOL !!!

THE DEMO BY EXILON IS CALLED BONANZA AND AGAIN IT IS VISUALLY QUITE BRILLIANT, WHAT APPEARS TO BE ABOUT 9 PICS WHICH HAVE BEEN JOINED TOGETHER IN A SORT OF COLLAGE ARE ROTATED INTO AND OUT OF VIEW, WHAT IS EVEN MORE CLEVER IS THAT IF YOU TOOK THE PICS AND LAID THEM OUT ON A SURFACE THEY WOULD TAKE UP AT LEAST TWO FULL SCREENS SO THE PERSON WHO MIXED THE PICS TOGETHER (NAMED IN THE DEMO AS BOOGALOO AND ZAGON) WOULD HAVE HAD QUITE A JOB ON THEIR HANDS !! OF THE FOUR DEMOS I HAVE JUST MENTIONED, MAKE SURE YOU CHECK THIS ONE OUT !!

JUST A POINT TO THE MEMBERS OF HORIZON THOUGH..... GUYS PLEASE THINK OF SOME DECENT TITLES FOR YOUR DEMOS !!!!

NOW TO THE S451 DEMO, CALLED "SPAIN 2" (WHAT HAPPENED TO SPAIN 1 ??). THIS IS CODED BY A NEW MEMBER OF THE GROUP CALLED SPIRIT, LIKE OTHER MEMBERS OF THE GROUP HE LIVES IN SWEDEN. THE INTRO TO THE DEMO, AND INCIDENTALLY S451 CRACKS, IS CODED BY GLERC AND ALTHOUGH BASICALLY THERE IS NOTHING NEW IN THERE, IT IS EXTREMELY WELL DONE AND VISUALLY PLEASING. THE DEMO ITSELF CONTAINS SOME EXCELLANT LOGOS WHICH I PRESUME WERE ALL DRAWN BY SPIRIT, THEY ARE VERY GOOD INDEED. GOOD USE OF TUNES THROUGHOUT THE DEMO BUT MY FAVOURITE IS THE TUNE IN THE LAST PART, WHICH I HAVE NOT HEARD BEFORE BUT SOUNDS LIKE A JERDEN TEL TUNE. A VERY WELL PUT TOGETHER DEMO WHICH IS CERTAINLY ON PAR, IF NOT BETTER THAN "BACK STRIKE"... WELL DONE S451 !!

IF YOU HAVE DEMOS WHICH YOU THINK SHOULD BE MENTIONED IN THE MAGAZINE THEN SEND EM TO ME. IF I DON'T SEE EM I CAN'T VERY WELL WRITE ABOUT THEM..... WHICH BRINGS ME NICELY TO THE REMINDER ABOUT THE DEMO COMPETITION ORGANISED BY TRIANGLE. ABOUT 30 OF THE MAJOR GROUPS HAVE BEEN ASKED TO SUBMIT A DEMO FOR JUDGING BUT THE COMPETITION IS OPEN TO ANYONE SO IF YOU HAVE A DEMO WHICH YOU THINK IS WORTHY THEN ENTER IT !!! SOME OF THE GROUPS THAT MAY BE DOING A DEMO ARE: UPFRONT, SPHINX, NETWORK, XRAY COSMOS, NEW BENCOR BROS AND HORIZON !!

THE DEMO HAS TO BE IN BY 17 DEC SO GET YOUR SKATES ON.... VOTING WILL BE A SHORT WHILE AFTER THAT. IT HAS NOT YET BEEN DECIDED JUST HOW THE VOTING WILL BE CARRIED OUT, IT COULD BE A CASE OF THE DEMOS BEING SPREAD TO ALL AND THEN PEOPLE HAVE TO SEND THEIR VOTES IN, OR THERE MAY BE A NUMBER OF JUDGES APPOINTED TO VOTE.

ANYWAY IF YOU WANNA ENTER THE COMPETITION THEN SEND YOUR COOL SHIT TO:



TRIANGLE
P.O. BOX 116
8382 HINNERUB
DENMARK

(REMEMBER... 17TH DEC !!)

SELLING SOFTWARE ? TUT TUT !!



It has come to my attention after speaking to a few people recently that people on the scene are actually selling cracks to small timers who don't know any better. It may seem naive of me but I have never realised before that this is going on. Now, I don't want to sound like some arsehole by preaching to the flock etc, but this really pisses me off.

If the word of many crackers is to be believed (and irrespective what the authorities say, I think you can believe em), most people crack for the kicks involved in beating the system and they are not interested in payment for the cracks. But someone IS selling the stuff and I susoect it is someone outside the immediate circle of the crackers who is merely receiving the cracks from others. The problem is that this could have serious repercussions for us in UK. At present the authorities have a somewhat laid back attitude to the crackers but I cannot see this continuing if people are actually selling the cracks to other people.

So, do you know anyone who is selling the cracks ??, if so I personally think you should be leaning on them heavily, because for a start, they are probably making money out of other peoples work (i.e..... yours !!) and more importantly they may well end up dropping us all in the deepest of shit. !!

OK, I would be glad to print peoples opinion on this subject, why not drop me a line..... but don't ask me if I want to buy any games !!!!

NOSAH



DEAR UNCLE MOLEY



Mr Embarrassed

Mr Victimized

AARGH !! ITS AGONY UNCLE MOLEY !!!

Well here we are again with the page which caters for all you computer mega-depressants out there. But it seems as though the Christmas spirit really has got to you, but it hasn't got to me yet. I'm now manically depressed due mainly to the extremely poor response this month to my page !!. So get off your games and onto your word processors and write and tell your favourite Uncle about your little problems.....PLEASE !!!

PROBLEM ONE.

Dear Uncle Moley,

Help me, I've got a really serious problem which directly affects you. I can't stop killing the people who write problem letters to you, I don't know why I do it and I just can't help myself, can you ?. I am just dying to read all those letters on your page, help !.....

Yours Oddly,
Mr Laney.

ANSWER ONE.

So it's you is it ?? Hummm, well the answer is in the post to you at this very moment, in the form of a letter bomb.!!

PROBLEM TWO.

Dearest Uncle Moley,

I thought I would drop you a line to tell you about something hilarious that happened to me the other day. As a couple of my contacts were with me the other day, I thought I would show them my trained version of Manic miner. After spending 2 hours looking for the disk, I suddenly realised that I was in the gents toilet at Victoria station and not in my bedroom after all. Luckily we all saw the funny side.

Lots of Love,
Steve(of Zenith ??)

ANSWER.

Well all I can say Steve is, what the hell were you doing in the Gents.??

Well thats all this sad month. Get writing and I almost guarantee to solve your problem, try me.....

GIVE AMIGA A CHANCE !!

Its all very well having all these demo competitions and things on the 64 in past Iguanas. How about a regular top 5 or 10 demo chart for AMIGA demos ?? I have seen many excellant demos recently on the Amiga and think it's about time we had a regular guide of what you Amiga owners should watch out for.

So if your a demo writer on the Amiga and have entered a demo competition, or just written a good demo, working on half or one megabytes, then don't you think it would be a good idea to get yourself better known and your demo praised ?. If so then I insist you send me, Uncle Moley (address on page 1) a 3.5" disk with your amazing creation on and in crunched or uncrunched form. It will be returned as soon as possible, even quicker if the stamps are taped up. What will I do with your demos ?. Well I'll judge them then put them into a top (x) chart depending on how many you send me. Get tapping all you groups and independants out there.

UNCLE MOLEY.



OH, NEW TECHNOLOGY. What did we do without you? We're all computer-literate now. We know what user-friendly means. We can all read green print, we understand the system. Sheila from Accounts understands it; Personnel understand it; you understand it.

But do you? Supposing you sat down at your keyboard one morning, merrily called up the latest sales figures and the screen was suddenly covered in Christmas trees? Or (worse) the words GOTCHA - YOU'VE BEEN HACKED! flashed up and resisted all your efforts with the delete button? Computer hackers are popping up everywhere. Inside Nato, inside the Pentagon, inside British Telecom, inside your personal pension plan. Hackers are the mercenaries of new technology, the Rambos of the small screen.

You might think your secrets are safe once you've stored them on your floppy disks. But for the hacker, breaking in is as easy as taking candy from a baby. Every single military and industrial computer system in the world has been penetrated by hackers. So who are they? One of the most active British hackers calls himself Plug (all hackers use a *nom de guerre* and keep their true identities well hidden); you don't call him, he calls you.

The phone rings and a voice says, 'It's Plug,' but I can barely make out his voice. Plug seems to be calling from a phone box on a motorway. 'No you can't tape the call . . . I've given you 14 credits, that's 15 minutes.' I subsequently learn that Plug 'books' time on telephones by using a keypad - a transmitter the size of a cigarette packet - to send tones down the receiver which automatically give him free time. 'You've got 13 credits left.' Why are you a hacker? 'In any anarcho-syndicalist movement you have to find out how the authorities protect their information so that when they attack you, you know how to fight back. Something I'm working on at the moment is a radio receiver - you can buy them through *Exchange & Mart* for about 200 quid - which picks up all cell-phone transmissions within a 1,000-yard area. I park myself in the City because a lot of yuppie brokers over there use portable phones which are connected to their company computers. I pick up a lot of computer passwords and useful gossip and of course there are financial advantages.

'Do you know about CB radio and petrol pumps?' No. 'You hold a high-powered CB radio next to the pump and turn it on to transmit. The radio frequency affects the silicon chip in the meter so that it slows down. The computer in the meter is saying to >

itself, "Petrol? What petrol?" when you've got a full tank. You've got eight credits left.'

Do you join forces with other hackers? 'I'm a member of the European group, KGB. We co-operate on our searches into networks but we don't know each other's real names. I sometimes recognise the handiwork of another hacker and I might even leave a message for him in a system, but I don't want to meet him. Preserving anonymity is more sensible.'

Is it easy to get into other people's computer systems? 'Sure, once you've got the password. But you have to realise that a computer is a two-way channel. The network that I'm invading is investigating my system at the same time. It backtracks up my phone line, asks me on my screen who I am and it will try to lead me down false trails to give itself more time to find out if I'm really the authorised person that I say I am. That's how the German kid was caught in the Star Wars research network in California. The American military knew somebody was in there because the kid was occupying so much memory-space; so they threw up a computer game in his path, and the idiot played it while they traced him back to his source in Bremen. Two credits left.'

Don't you worry about being caught? 'No. If they put one of those new electronic tags on me, I'll hack it in two minutes. All you have to do is put a microset recorder next to the tag and when the filth calls to check you're there, you tape the tones transmitted by the tag and feed them on to your answering machine. When they next call back, I'll be out robbing . . . with a fail-safe alibi.' The voice is cut off and the line goes dead.

It's war out there, and in the battle between hackers and computer companies no one knows where the front line is. One side lobes up a 'logic bomb', the other retaliates by releasing a 'virus' which replicates and proliferates all over the battlefield.

ONCE THE SMOKE clears it is easy to tell that hackers see themselves as a liberation army, probing and penetrating the flanks of the imperialist computer conglomerate IBM, and its supporting battalions, Micro Soft, Apple, Tandy and Tandem. The techno-terrorists want to break the control held over computerised information by the massive corporations and disseminate it freely. But as in most wars, battle-lines are not clearly drawn. IBM has formed FAST, the Federation Against Software Theft because 80 per cent of the

software used in computers is illegally copied; but if it wasn't, the whole computer industry would grind to a halt. Small businesses can't afford to buy basic programs for everybody in their offices so they duplicate them. That is hacking. All Eastern bloc computers, commonly referred to as IBMskys, are, in fact, copies of western models so its whole industry is a form of hacking. Computer ads don't mention it, but computers have an all too frequent tendency to break down. Someone then has to come in, poke around until they find the bug and realign the system. In the computer industry, this is called reverse engineering, but it's also another form of hacking.

Dr Peter Woolliams of London's North Eastern Polytechnic Computer Department says: 'Over 80 per cent of computing today is hacking,' and just to muddy the waters, 'Hackers are quite often the actual designers of the system. There's a company which offers a one-year contract to come out and remove any bugs for you, but after a year you have to pay a £5,000 retainer for any further maintenance. If you say, "Oh no, I can't afford that. I'll stick with the one-year contract", the designer enters your computer through the "back door" and plants a time bomb triggered to go off when the year is up. When your data unravels on that day you ring him up and say: "The computer's crashed. Would you please come and fix it?" He replies:

"Yes, that will cost you £6,000."

Exacerbating the conflict are ordinary-looking observers on the sidelines whose only loyalty is to themselves. Computer criminals don't give a damn about what computers are used for. They simply want to rob them and very efficient at it they are, too. In the 225 cases of computer fraud which were traced last year each netted an average of £389,000 - a definite advance on 1983 when the average was a meagre £31,000. The biggest advantage a computer criminal has, besides never being at the actual scene of the crime, is the reluctance of firms to prosecute. In fact companies are so terrified of any embarrassment, and loss of confidence caused by publicity, that they frequently offer computer fraudsters golden handshakes and a glowing reference.

But another, far more sinister, group also lurks on the sidelines. Often camouflaged as hackers, Trojan Horse and virus creators are considered by some to be the hacker's elite corps. A Trojan Horse looks like an ordinary program but when you run the tainted copy through your system, it scrambles data or leaves a mess on your disks. With the proliferation of Trojan Horses, Trojan Hunters were designed



to search out and destroy the interlopers. Notroj purports to be a hunter but it's actually playing a waiting game while it pretends to look through your files for signs of an alien presence.

When your hard disk is 70 per cent full, Notroj erases all your data.

The earliest known virus was created by the notorious British hacker, Mike Blip (he, like Plug, keeps his real name secret). With his team, the Ministry of Sabotage, he penetrated the Nato network and entered the words: 'If you want a picture of a Christmas tree, type in, "Christmas tree".'

THOSE SERVICEMEN, recalls Blip, 'forced to sit in front of computer consoles when they wanted to be eating plum pudding with their wives, probably thought it was some kind of present from high command. And so one or two typed it in, and a picture of a Christmas tree duly appeared. Then their friends wanted a picture, so they did it, too.'

When the soldiers tried to delete them from the screen the trees multiplied and jumped on to other screens. The servicemen soon couldn't see the trees for a computerised wood. 'As far as I know,' says Blip, 'those trees are still on the Nato system. The next year, though, we got more sophisticated. We gave them laughing frogs.'

Blip's early viruses were relatively easy to detect because the programs they were written on to looked wrong. Also, according to Dr Solomon of SIS Enterprises, who is called in by businesses to treat these electronic plagues, 'the first viruses didn't have what it takes to survive. They weren't able to camouflage themselves. If you like, the old viruses were written on to paper, the new ones that I now meet out in the field are in the paper itself.'

Experimenting with this new strain was a 17-year-old German student who hacked under the handle of Oberführer Zap. Last Christmas, Zap took a temporary job in Hamburg's IBM office and designed a virus to look through the American company's worldwide network for computerised address lists. Zap started by sending a message to one computer in Paris; from there the message was carried to 20 more terminals, then to 400 computers until the virus eventually clogged up IBM's entire internal network.

Zap's virus downed IBM for five days and it took the corporation weeks to trace its source. Zap had long since left the Hamburg office and, in any case, he had programmed the virus to activate four days after he left.

George Stone, who invented Max Headroom, says: 'You can tell a hacker immediately at the age of eight or nine by throwing him a bicycle combination lock. The hacker is the one who sits down and very patiently gets that lock open. It's the challenge. Most hackers aren't motivated by any philosophy or political attitude. If you asked a hacker why he had broken into a particular system he'd probably quote Sir Edmund Hillary: "Because it was there."'

UNDoubtedly curiosity was the reason behind Robert Schifreen's penetration of British Telecom's viewdata system, Prestel. Until recently, Schifreen worked for a company which provides computerised pages for Prestel, so the 23-year-old hacker had easy access. One day in his wanderings around the pages, he came across the Prestel system manager's name. He looked up the name in the phone book and took down the manager's number. All he needed now to look through the system's most sensitive areas was the manager's password.

The ease with which passwords are discovered has a lot to do with the most stupid as well as the most intelligent person in an office having to remember them. Britain's most popular is Fred; America's is Sex. Finding out someone's mother's maiden name, says Blip, gets him into a lot of personal computer systems, while Hullo or Mum is also favoured. Computerised offices usually have their password stuck on the top of each of their terminals anyway, and if it isn't there, it will probably be taped on the inside of the nearest drawer. New computer systems are also easy to penetrate: often the first person to be invited to try the system is a visiting politician or a member of the Royal Family, therefore the password is made idiot-proof.

Back to Schifreen, though. He wasn't even thinking about the Prestel system manager's password when he discovered it. His fingers were idling over his keyboard when they almost automatically typed 1234. Hey presto. Now he had the authority to look at some of the most sensitive information held on computer in this country. Schifreen immediately used this maximum possible privilege to create new accounts for himself so that in the event of his being thrown out of the system under one name he could get back under another. He then tried a few experiments.

He told one section of the network 'to stop'. Before he knew it the whole system was closing down: he was out in the cold and he couldn't get back in because all the ports of entry were



"MUST SEND ONE OF THESE TO NISAM SO I GET THE NEXT IGUNA"

↑ Please Note!

IF YOU HAVE ANY COMMENTS ON THIS ARTICLE, FEEL FREE TO WRITE IN!

INTERESTING EH?



busy. Schifreen threw rank and chucked an authorised user off the line under his assumed mantle of system manager. He was back in the network.

A few days later, Schifreen was looking through the system's electronic mail boxes when he discovered one allocated to Prince Philip. Under the alias, Phil the Greek, he left the following message 'I do so love puzzles and games. Pip, pip. HRH Hacker.'

Schifreen warned Prestel that they had a security problem. British Telecom's response was simplistic to say the least. Instead of changing each subscriber's - including Prince Philip's - individual password, they merely inverted them from 2222 WXYZ, say, to WXYZ 2222.

When Telecom prosecuted Schifreen under the Forgery Act, the Law Lords finally threw the case out of court complaining of 'grave difficulties for both judge and jury which we would not wish to see repeated'. The law as it stands today makes it legal for someone to gain unauthorised access into someone else's computer as long as no damage is caused and no fraud is committed.

The electronic war, though, is by no means all one way. Apple has recently embedded a Trojan in one of its accounting programs to stop people copying it. Hackers retaliated by creating a program for cheap computers which gives them the capability of performing in exactly the same way as an expensive Apple II. Such manoeuvres do not enhance Apple sales.

The unseen struggle swings to and fro, but it is an uneven battle. There is no doubt who holds the big guns. Hackers are just irritating gnats on the corporate computer's back and sooner or later they will be squashed. It is IBM and its cohorts who design the locks that hackers have to pick. 'The computer systems the designers create have an immense influence,' says IBM systems designer, Jacques Vallee. 'Real power resides with those who set up the structure for others to think about, because they define what is available and what is not.'

SOW DO COMPUTER system designers think? 'Sitting down with a computer,' says hacker Mike Blip, 'is a mystery into which you are initiated. You have communion with the machine. What's more, it's completely safe. It acts in a structured and dependable way. Out there is a random and confusing world and one we can't predict. With your computer, it's the complete opposite. It's a world over which you have complete control. It never lets you down. It's the perfect mistress.' Computer system designers, as well as hackers, must make lousy lovers. □

EXTRA , EXTRA , READ ALL ABOUT IT !!!



Well, quite a bit of gossip this month....although there was little happening on the software scene there was plenty happening on the group scene !!!, In fact, there was so much going on that from next edition onwards I am going to run the gossip column like a diary because what was true one minute was not necessarily true the next, read on and you will see what I mean.....

The future of Zenith must be seriously in doubt now, following in the footsteps of NOSAH who left last month, HENDY also left and joined DCS.....it was rumoured for a short while that STEVE had binned it and gone to PHOENIX, this turned out to be untrue.....apparently STEVE did approach a number of other groups to join them but basically he is still with ZENITH...following on from this IRONFIST of PE 64, left them and went back to ZENITH....There seems to be two completely separate elements in ZENITH now, STEVE & IRONFIST on the 64, and MOLEY, OTISS & ULTIMA on the AMIGA...lets hope things get back to normal soon for them !!.....Still on the subject of ZENITH, STEVE it seems has met the girl of his dreams and is slowing down on the computer, he has asked me to mention to people to please not send him anymore disks until you hear from him....which could be some time !!.....who cracked SAVAGE first in IKARI, was it TRI-DOS or NIK, perhaps we will never know....for a brief moment in the month of November SC6 actually folded, WEETABIX said his education was suffering and so gave up, this was amplified by CHUNK who was suffering from the same problem.....LEE actually joined DCS, although he will probably now go down in history as the shortest serving member of DCS !!....anyway guys don't worry, SC6 are now back so watch the letterboxes and boards.....SPITFIRE of XADES SOCIETY was paid a visit by the police in Germany, they took about 90 disks and also a copy of IGUANA...I am expecting a SAE from the police soon asking for further copies !!!.....another short lived occurrence this month was when BROS got a new member called MR.STACK who lives in Berlin, however he wasn't in for long, seems he was invited to leave because not all the group had been consulted in the first place and also he was the only BROS member who puts his name in the crack !!.....but MR.STACK is now in MCG, so he lives on !!!.....anyone seen RAWHEADS version of LAST NINJA 2 ???, well I was sent a copy and it had no less than 22+ on it, but the disk was knackered so it didn't work ... on the subject of LAST NINJA 2, SOFTKILLER of TSK assures me that they did a one side version of it, but I still haven't seen it, anyone else ???.....VENLO went down well on Nov 18, the TV cameras turned up, seems a German TV channel is doing some form of documentary on the games/cracking scene, TW6 were interviewed.....the TV crews obviously had a strong effect on some members of ORION who got drunk and were thrown out, rumour has it that they won't be attending again....STEVE/ZENITH was done for speeding in London.....YUNG KING (hope that is spelt right) of PE USA is rumoured to have joined a RAP band.....I was on a very interesting conference the other night when some guy called MEGASNAIL/NATO came on and he was getting some stick off CHUNK/SC6, seems he waited for the announcement of SC6s demise and then took the piss out of them, well he may regret it now they are back.....he is rumoured to be the person who posed for the SAVAGE advert !!....CONQUEST, the American group put out a hot new crack on the boards, which they called EMILY HUGHES SOCCER !!!.....PHOENIX managed to put out a 100% version of R-TYPE on the boards in USA, closer inspection revealed that you had to load each level as a separate game and also the first level was the C&V6 freebie, and level three was just a load of shit in memory that was crunched, it was never going to work!!!....TRIANGLE have organised a new demo competition, your demo has to be sent to them by the end of this year to be judged, I will try to get further details and print them in the magazine....PACO/BROS has an exterminator j/stick (wow!!)....Is BAMBAM/HTL joining a new group, watch this space.....JUDGE DROKK/INFILTRATORS has asked me to mention that the group is no longer active on the 64, they have all gone over to AMIGA now....this month's cover was supplied by LAZI and his brother....okay, another day and now I hear from PACO/BROS that BAMBAM is definitely joining BROS (will he bring all his warring partners)....was TRI-DOS made redundant ??.....is DWAYNE/PYROTECH stealing intros or is it just that he has no imagination It seems there is ANOTHER magazine coming onto the circuit, called NEWS, it will be printed solely in German !!.....back to HOTLINE now, seems they have a new member, RICO (formerly of SPHINX), probably the best English speaking guy in the group since he comes from Australia (....every body needs good neighbours !!).....the return of the living dead, JANITOR, one of THE legends of the cracking scene, reformed the old Swedish group RELAX (along with MR.PINGE), just to put out LAST NINJA 2, but it wasn't the best version, perhaps there were too many cobwebs !!!.....seems BROS have got problems at the moment, the formation of a federation against German BROS members has put em in a bad position, maybe BROS will just drop the German members ????... Oh well, syntax error on the eyelids so that's it for now.....

ALL INFORMATION RESEARCHED AND COMPILED BY NOSAH WITH HELP FROM MANY... (GOD HOW I LOVE THOSE CONFERENCES !!!)



MAKE FRIENDS !!

WHOS PLAYING THE TUNE ?? (An article by MANIACS OF NOISE).

In the last few months we heard a lot of music from us in the demos which you all made (if you take a close look at them you can barely call them demos, but ok....).

A few months back somebody used a piece called "ICE-AGE" in a demo. This piece was originally made for a member from [KARI] for his game ICE-AGE. We didn't hear anything from that guy anymore, so we tried to sell it to somebody else (we had no contract with him). After a while a firm called Probe Software had interest in the piece. It was almost sold when they saw a demo downloaded from Comounet with that piece of music in it. Probe called me and said the deal was over. So we lost the 360 pounds which we should get for it. The same thing happened with ALLOYRUN (for a game by Ash and Dave). I don't know from whom the person in this matter got it, but we lost another 375 pounds on it. If the same thing happens with GAPLUS now, then you can be sure that we will sue the persons who bring it on the pirate market. Thalamus were very angry about Hawkeye and almost didn't pay us.

Is this really what you hackers want ??

I don't know if you realise it, but we have to make a living out of it. It's not just a game, but a piece of software which is very valueable to us. If you still want to hear our music in games, then please stop using unreleased musics. If you are not sure about whether a piece was used or not, then please call me.

If you get a piece of music from us which is not released, then please tell me. If the information is valueable to me, then you will get a reward from me (honest!), but don't use the music in such a lousy thing as a demo !!!!

I hope you all understand the situation which we find ourselves in.

Another thing: We get a lot of letters from people asking if they can "join" Maniacs Of Noise. Let us be clear about this point, Maniacs of Noise is not a group, but a registered trademark which we use to sell music or soundeffects. If you really want to "join" MON, then the only thing you can do is write me an application letter with some samples of your work. Then I will look to see if you are good enough to work for me as a professional musician on full-time or part-time co-operator.

I don't care about people using my music-player, as long as they don't use it for commercial purpose or commercial example material, it's fine by me.

A couple of weeks ago a German freak called me and asked if he could interview me. I said it was OK, but when I read the article in his "SMASHER" magazine, I saw he had made a fool of me by writing strange, wrong or stupid answers.

NOSAH gave me the opportunity to tell you the real answers:

At first I only made the music for Double dragon, Soldier of Light, Zamzara and parts of Outrun Europe. Jeroen Tel and Johannes Bjerregaard did or have to do the other pieces (read about it in this article). We can write our music with a PC with the PDS system. Then he asked me about what I wanted to do in the future and I told him that we were dealing with VIRGIN Records about doing a record-song for them, and NOT THAT WE HAD ALREADY DONE SO !!!

And of course I'm still in contact with crackers (for examples: SLH).

He asked me how much we get if we do a piece of music, and I told him that it was not his problem, was it ??? In the article he wrote some prices (he didn't get that information from me) and he said I had an AUDI 80. I'm saving all my money for an AUDI 80 model '88, but I still haven't paid it fully, so it's not mine (yet!).

FUCK SMASHER and THE PEOPLE WHO WROTE IT !!! (they can't even speak English....).

Ok, for all who are interested, I give you a list of any future release with our music in it:

NAME	COMPANY	MUSICIAN
Outrun Europe 4x	Probe	JT+CD
Savage 4x	Probe	JT
Cyberoid II	Hewson	JT
Eliminator	Hewson	JT
Defensive	Dig. L&M	JT
Kinetix	Dig. Design	JT
Soldier of Light	Softek	CD
Night Dawn	Magic Bytes	JB
Double Dragon	Binary Des.	CD
Zamzara	Hewson	CD
Iron Lord	UBI-soft	JT
Trucc	BWB	MAD
Chops	BWB	--
Zynon	Reptilia D.	CD or JT
Combat game	Teleconsoft	JT
Bamboo (maybe..)	Thalamus	--
--	Origin syst.	JT
--	Origin syst.	--



THIS DRAWING APPEARS
ON THE NEW SCG
DISK COVER!
ITS COOL
S

Bob's FH (maybe)	Binary Des.	CD
BAT	UBI-soft	JB
Alien ???	Hewson	--
Skateball (maybe)	Ubi-soft	--

I hope I didn't forget anything, but as usual I think I have.....

Some personal greetings: Hello to Ash & Dave, SLH, Tony Dillon of CU (Thanx for the call!), I&M, Jeff, JT (I speak to you every day, but who cares ???), God & Hake, Franky of the Lions, Dave of Shamrock, the total Judges bunch, Markus Wiederstein, Knatter of Xakk and most people on the Venlo-meeting (especially Theo...). If I forgot you, then it's possible that the Bacardi-rum had a bad influence on your name or I just don't know you....

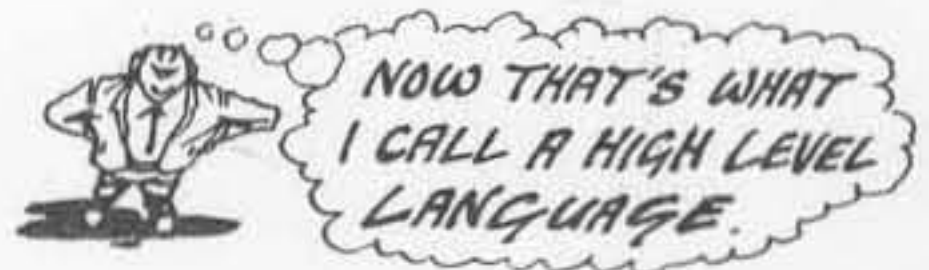
See yah all, and don't forget the message I gave you,

Charles Deenen
 Gildestr.19b
 5824 AA
 Holthees
 HOLLAND

Tel: from England: 010-314782509
 Normal: 04782-509
 Business calls from 9.00 to 18.00.
 Personal calls from 7.00 to 9.00 or 18.00 to 23.00



VENLO NOV '88 written by Jeff Smart



Well, after the good old Venlo meeting was starting to become more and more a meeting for all Lamers of the world to be as fast as all the cracking heroes for just one day, VENLO-NOVEMBER was better than normal. This was mainly due to two little things, first, the German TV station WDR is going to produce a show about computer games and other things associated with computers.

The TV station is in COLOGNE, and as it happens TW6 come from COLOGNE too, so they were interviewed by WDR and then brought them along to the VENLO meeting. It was real fun to see the Lamers running as the news of the appearance of a TV crew was heard, but they weren't running out of the meeting, rather into the asses of the WDR guys !!! But WDR did contact me first and I am still in touch with them, so you never know, you might just see me on TV one day, telling a few jokes or selling a few copies of the ILLEGAL !!.

The second thing that happened was that for the first time in the history of the VENLO meeting, several guys were kicked out due to the fact that they were pissed. It happened to two members of the Dutch ex-top shots ORION, some guys from CRYPT and also PHOTONY of CFR. I would just like to add that I also drank beer myself, but I don't drink it to show that I am hard, I drink it because I like it and I can handle it.

Cool to see that also for the first time in VENLO's history, a German group, namely STRIKE FORCE/MOVERS, were the leading sreaders of the meeting, and no longer HOTLINE or BROS (who weren't even present). What's more, SF didn't even get to the meeting until 45 mins before it closed. Other groups and friends that were present were: RADWAR (nice to meet all the old dudes again) WORLD OF WONDERS (Andy), SHINING 8 (Stet & Dark Force), TW6 (Beeran), HOTLINE (Sledge & Radix), CHARLES DEENAN AND JEROEN TEL from MANIACS OF NOISE, DIGITAL MARKETING, DEEJAY, ACROSS, MCG, MOVERS, VISION FACTOR and THE BEYONDERS, SPHINX and a hell of a lot more that I perhaps forgot.....

Well I can't wait for the December meeting to be opened as not only IKARI and DCS have promised to come over, but also the gents from SCG..... and in the evening we are gonna have the RADWAR meeting, so I guess you know what you'll be missing !!!.

JEFFIE S.

WHO'S PUDWEX ?

Here is an interview with one of the most prolific crackers in the USA at the moment, PUDWEX/ATC. The interview was carried out on 3/12/88 and was conducted by myself and MR SULU/DCS. Many thanks to JASON for sparing the time to talk to us. Take it from me guys, this is one really nice guy.!!

Q. How long have you been involved on the cracking circuit Jason ?

A. Well, on the major network, i.e. cracking and sending via modem, only about 1 year. However I have been cracking for my own personal use much longer than that. I used to crack programs for myself without even realising that there was such an existence as the cracking circuit. Then things developed and I found out that I lived just a short distance from the leader of ATC, CHEAPSHOT, so I asked if I could join and here I am.

Q. Have you been with any other groups besides ATC ?

A. Well strictly speaking, NO. But as I said I used to crack myself and got to know a few guys and eventually we set up a group called AOK, but we were very inexperienced and it really came to nothing.

Q. Who would you say are the best crackers on the US circuit. I mean individuals, would you care to name some and the groups that they are in ?

A. There is no question that MITCH of ESI is the best. He takes it all very seriously and has most of the different types of protection well sussed. He even has separate progs which he uses for different types of protection. Then there is me and I would say after that it would be MASTER CRACKER of NFI.

Q. So who would you say are your biggest rivals.

A. Gotta be ESI at the moment, but who knows for the future, I mean it is likely that ESI will be going AMIGA very soon.

Q. Do you have any idea why ESI took so long with Rocket Ranger ?

A. Sure, Mitch knows that no one else could crack it so he took his time with it. If there had been one other guy who could have cracked it, then Mitch would have put it out a lot sooner.

Q. Name some of the progs which you yourself have cracked.

A. JORDAN VS BIRD (ONE ON ONE 2), GRAND PRIX CIRCUIT, F-18 HORNET, TKO.

Q. Who are the members of ATC ?

A. This is in order of seniority...CHEAPSHOT, MAJOR THEFT, PUDWEX, ASTERIX, PREDATOR & STOREKEEPER.

Q. How old are you Jason ?

A. 28 years old (old fart eh ??)

(well not really Jason, I am 29 myself...NOSAH)

Q. So you must be the oldest member right ?

A. No, CHEAPSHOT is about 40.

Q. Besides the cracking, what else do you do on the 64, I mean, have you ever tried coding a game etc.

A. I don't have enough patience for that, but I do the intros for the group. They are not very clever though.

Q. I would disagree there Jason, your intros are quite good.

A. Well ok, the last one I did was real strange, I was just lying in bed one day and I had this idea about an intro, and it really came out well.

Q. That's the one that starts with a blank screen and then the music comes in before the letters ATC appear ?

A. Yes that's the one, it was a coincidence actually, I just picked the music because I liked it, but then I realised that I could time it so the letters appeared as the main music started.

Q. In the past some groups, i.e. ESI have gone exclusive with UK groups for releasing their cracks, what are your feelings about this ?

A. It's a nice idea if it works, but I think the exclusive trading thing is not viable anymore. With the amount of cross Atlantic Phone calls that are made these days you might as well be in the same country. It's not realistic for a group to go exclusive with someone now because to do it they would have to hold back on releasing the game on the boards while their exclusive counterpart was spreading it in UK, this is against a group's nature, to put it on the boards one day late means another group may have got there first. Nowadays everyone just gets the cracks off the boards, including many Europeans.

Q. What do you do for a living ?

A. Oh, well I suppose you could say that I am an unemployed computer programmer, although this may change in the near future because I am currently having interviews for a job. I do make a reasonable living at the moment working in a music band. I am the keyboard player and we do about 4-5 gigs a week, you know clubs etc.

Q. What sort of music are we talking about, rock, pop ?

A. We play just about anything, it depends what the audience requests, over here in the states you are not looked down upon for not writing your own material like they are in Britain.

Q. Where did the name PUDWEX come from ?

A. Ah.....funny story this one. First of all you have to understand that PUD is a little known American slang for penis, there are even quite a few Americans who don't know that. Anyway, before I got into computers in a big way I used to visit the arcades a lot and occasionally I got to enter my name in the high score table. We are talking about the days when you were only allowed to enter three letters, well kids used to enter things like TIT and FUK, so I thought about it for a while and



came up with PUD. I then got into computers and started to crack games for myself and I thought I would need a handle, after a lot of deliberation I decided to call it PUD corporation or Industries, but then I came up with idea PUDWORKS, and I did put that in a few cracks, it got abbreviated to PUDWERX. But the thing that really clinched it for me was when I was in a bar with some male friends and we were playing one of the computerised trivia games. Of course by now you could enter your whole name in the hi-scores table, well anyway, I got a high score and entered PUDWERX, what I didn't realise was that I had knocked off the top position a female, who was quite pissed off about it when she saw it.

In fact she was so pissed off that she turned to the bar and shouted at the top of her voice "WHO'S PUDWERX ??", well as you can imagine she got some pretty good answers and so I decided that the handle would stick.

Q. Have you ever had any other computer besides the 64 and are you planning to change in the near future ?

A. NO !, I have a simple setup, 64, one 1541, one monitor and one Modem. I do intend to get an Amiga 500 ASP and I dare say that I will carry on in the same trend, i.e. crack the games.

Q. In Europe, demos are a very big part of the 64 circuit, do you see any of these in USA and what do you think of them ?

A. Oh sure, I have seen quite a lot of the demos, at least I used to see a lot about 6 months ago. I don't see so many now. I think they are ok, I mean, some are good and some are bad.

Q. Why don't the Americans do this sort of thing.?

A. It has to be said that very few would be ABLE to do it !! But more importantly, the Americans just aren't interested in that sort of thing, they want GAMES. Most Americans probably think that the reason the Europeans put out demos is because they don't have games to crack, they just wouldn't appreciate how much work and thought has gone into a demo, they don't look at a demo and think "that is hard to do". Most boards in USA actually stipulate "NO DEMOS".

NOSAH. Well Jason a very interesting interview, thanks again. Would you like to add anything before we finish ?

JASON. Yes, I would like to send this advice to all who are hoping to set up a group, make sure you are well prepared before you start or you might as well not bother. In my opinion you definitely need the following to become successful:

1. A bloody good cracker.
2. A fast and reliable source of originals.
3. A good distribution system, both modem and software runners (spreader !!). No good cracking if no one sees the end result.
4. Some spare cash to throw around. This is the difficult bit. There were times when the guys in ATC had to club together their money so that they could buy an original to crack. These days we get contributions from various sources for the services that we provide, you know, drive maintenance and board support (get my meaning).

If just one of these things is missing in your group then you will eventually start to have problems.

NOSAH. Cheers Jason.





WELCOME TO THE FIRST OF WHAT IS HOPED TO BECOME A MONTHLY GAMES REVIEW PAGE. THANKS TO MR. SULU/DCS WHO HAS VOLUNTEERED HIS SERVICES EACH MONTH TO BRING AN ASSESSMENT OF THE LATEST RELEASES TO YOU.

MICRO SOCCER.

A few expressions come to mind immediatly when seeing this game for the first time.....1.OH MY GOD who attached an Amiga emulator to my 64 ?.....2.oh well Emilyn ...you had the best football game for a week !!.

The indoor six a side game is the weakest of the two and I defy anybody to beat the computer, it's so hard even I can't do it. But this game is vastly improved when two players play together, it becomes fast and furious fun.

Now onto the game proper, outdoor micro soccer, and my god this game kicks ass !!

There are seven options on the title screen:

1. International challenge.
2. World cup tournament.
3. Soccer league.
4. Two player friendly.
5. Demo.
6. Control panel.
7. Name bank.



The control panel decides most of the options...colours....weather...swerve..etc.

The International challenge is a series of games against the computer starting on level 1 (Oman), up to level 15 (Brazil), it automatically goes up a level if you win and down one if you lose. Personally, at the moment I'm stuck on Italy (level 14), they are one mean bunch of bastards !.

The best option has to be the world cup tournament, which pitches you in a random group of four teams, of which the first two qualify, as well as the best four third placers.

The next and all future rounds are played on a strict knockout basis. It gets really hard as of now, but it is possible as both MR WIZBIT and myself have won the cup, but there again we are in DCS so we have a big advantage.

Other features of this awesome game include ball swerving to three aspects of severity, differing weather (dry, light rain, adn thunder !!) and sliding tackles (just watch em slip and slide in the rain, very funny !!).

All the other options are self explanatory so I won't go into them.

Now, a few hot tips from the God of this game, Mr Sulu.....

1. In the world cup tournament always choose one of the top seeded teams, i.e. Brazil, Italy, Argentina, W. Germany, Holland and USSR (not England tri-dos!!). It means that you don't get one of the seeds in your group.
2. Learn to love playing in the rain, it makes your life a hell of a lot easier when playing one of the better teams.

Oh well, that just about wraps up this review except to say that this game is the best around at the moment so get it, play it, and love it.!

	Outdoor	Indoor
Graphics	85%	80%
Sound	79%	79%
Playability	95%	75%
Overall	94%	82%

MR SULU/DCS 88.



conference time !!
~

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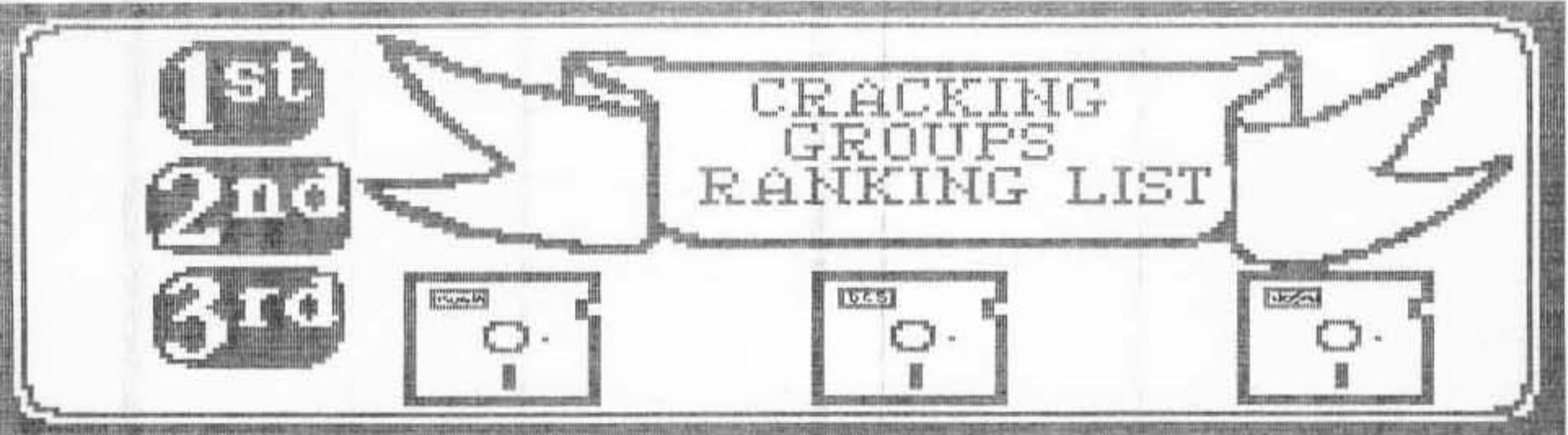
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3. A good distribution system, both modem and software runners (spreaders !!). No good cracking if no one sees the end result.
4. Some spare cash to throw around. This is the difficult bit. There were times when the guys in ATC had to club together their money so that they could buy an original to crack. These days we get contributions from various sources for the services that we provide, you know, drive maintenance and board support (get my meaning).

If just one of these things is missing in your group then you will eventually start to have problems.

NOSAH. Cheers Jason.





Month number four of the IGUANA crackers charts and once again the number of people voting has increased. Below I present the top 38 groups, there were more but I have to cut off somewhere !!!!

POS.	GROUP	VOTES	POS.	GROUP	VOTES
1.	IKARI	148	20=	AGILE	09
2.	DCS	108	20=	TEAM 88	09
3.	SCG	90	23=	XADES SOCIETY	08
4.	BROS	86	23=	SCC	08
5.	FLT	78	23=	ABNORMAL	08
6.	ATC	66	26=	HEXAGON	07
7.	HOTLINE	42	26=	MCG	07
8.	STRIKE FORCE/MOVERS	36	26=	FSS	07
9.	BEASTIE BOYS	34	26=	NEW BENCOR BROS	07
10.	SHINING 8	33	26=	AXION 1999	07
11.	PHOENIX	31	26=	RTI	07
12.	DOMINATORS	30	32=	711	06
13.	ESI	16	32=	MAYHEM	06
14.	TWG	14	32=	ORION	06
15.	NFI	13	32=	FUTURITY	06
16.	ZENITH	11	36=	COSMOS	05
17=	SPHINX	10	36=	RAWHEAD	05
17=	PYROTECH	10	38	ZARGON	04
17=	S451	10			
20=	FUTURE	09			



Once again IKARI reign supreme, the third time in 4 months. I guess you could call that consistent !!. DCS have pushed their way up to 2nd position, but then they have been doing a lot this month. SCG lost their footing this month, slipping down to 3rd position, but I think you can expect quite an onslaught from them now that they have "reformed" (its the drives man, they piss me off !!!).

Highest showing ever by an American crew, ATC. They leapt from 20th last month (which incidentally was also their first showing in the IGUANA charts) to 6th this month. Although to be fair ESI also managed to climb a few places as well this month (dying kicks ???). Take a look at 8th place because there is a group which has never appeared in the IGUANA charts before, well done STRIKEFORCE/MOVERS !! (it must have been VENLO lads). Mark Le May must be doing something right, a good jump to 11 for his group PHOENIX (and I haven't noticed too much slagging recently, white flag Mark ??, or are you just saving it all up for someone special ??).

Again quite a few non cracking groups appearing, I ain't sure what to do about this. I have been considering for a couple of weeks now how to run the crackers charts better but then I thought, what the shit, it's the readers chart, so let the readers decide..... I want you to send your ideas to me on how to run the charts more accurately and without the demo groups. Maybe I should run a demo group chart too ??? Anyway send your ideas to me.

On the subject of demos, I would like to mention a couple of groups who have sent very creditable demos to me recently. They are: ABNORMAL (SEEKER 5) and SHAPE (HELL IS LOOSE & SOBRIETY). SHAPE have a very good style and look very promising.