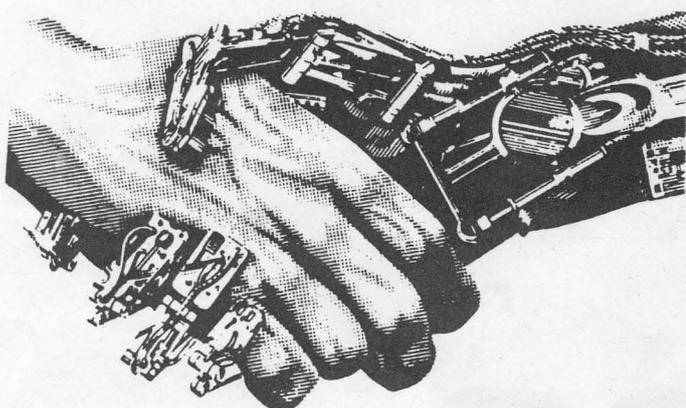# NEXUS

Welcome to NEXUS. This is a magazine
produced entirely by the WITCHDOCTOR.
It is designed especially to
entertain all those who are members of
the underground computer culture.
Originally NEXUS was going to contain
more art and visual stimulation, but
as always some things just never
happen. NEXUS was produced by me for
exlusive release and distribution at
the PEARL scene gathering (Uncle
Beavers Summer Camp) over Easter.

   All ideas in this 'zine' are mine so
feel free to do a little thinking for
yourself ! Im always open to
constructive critisism.   If you wish
to reproduce any of the text in anyway,
then go right ahead ! But you must a)
give the WITCHDOCTOR credit and b) fix
up the spelling and punctuation errors!
(I was never very good at English).
If you enjoyed reading NEXUS then why
dont you make a few copies to spread
for your contax ? At least pass it
around to a few friends.

   In case you think this zine looks a
bit crusty and unprofessional then fuck
you ! What did you expect ? This is no
profit generated money making venture !
Where am I going to get access to desk
top publishing or the time to process
this on a PC ? Believe it or not, this
mag took quite some to produce ! All
underground publications have that
element of 'making the best out of
little'.

                Enjoy.
                WITCHDOCTOR

DUDE OR DORK ?
COMPUTER NERD QUESTIONAIRE

1) Do you know who FAT AGNUS, PAULA and
   DENISE are ?

a) Yeah ! And Im in love with all 3 !!
b) Yeah, so what !?
c) Don't know, don't care

2) Have you ever wept over the
   confiscation of your computer ?

a) Didn't relise it was gone !
b) It was a minor inconvenience
c) Cried for days,I missed xxxxx dearly

3) Have you ever been so excited over a
   demo that you busted a nut ?

a) Are you serious ?
b) Not exactly, but some demos are cool
c) Often, uncontrollably

4) Do you ever hear computer voices
   speaking to you in your head ?

a) Not usually, unless Im tripping
b) All the time, xxxxx is my friend
c) Never. Im clinically dead

5) When at school,did/do you ever eat
   lunch at the front of the staffroom?

a) Only when I was in trouble
b) Always, for my own safety
c) Never. I have no education

6) Does your computer beat you up ?

a) No, but sometimes I wanna smash IT !
b) Never. Ive never even turned it on
c) Yes, xxxxx wears the pants in this
   relationship

ADD your scores:(1)a=3,b=2,c=1(2)a=1,
b=2,c=3(3)a=1,b=2,c=3(4)a=2,b=3,c=1
(5)a=1,b=3,c=2(6)a=2,b=1,c=3

06-10: Are you alive ? Do you know
       anything ?
10-14: OK, so you know whats happening
       but you take it cas. Good to see
       an attitude with flavour.
15-18: You are a geek ! Nothing but a
       goonie.Get a life you zookeeper.

ALL THINGS DARK AND CYBERPUNK

Todays modern society has bred many new 'street' subcultures. Prehaps one of the newer cultures is that of the 'CYBERPUNK'. So what or who are the cyberpunks ? There seems to be a lot of confusion and misconception about the entire cyberculture altogether. Like all the other new age street tribes which exist in society, cyberculture has a definite style and way of life.

Many people confuse cyberpunks with 'computer hackers', this is a true comparison in some respects since there is no such thing as a computer illiterate cyberpunk. Basically, cyberpunks are those guys and girls who are 'underground', the fetish with computing (generally illegal), hi-tech and the desire to cause trouble (in some instances). Hacking is just a part of the cyberculture, along with programming, phone phreaking, skamming, and a host of other favorite pastimes. Cyberculture stemmed from 'The scene'. 'The scene' as it is termed, is the underground computing society of the world. It all began years ago as the users of commodore 64's (The God of all home computers), banded together (worldwide) and began trading pirate softwarez. This led to the formation of 'groups' and a heirarchy. Groups were ranked against each other depending on their skills of programming, trading ability, cracking, and general popularity. Everybody respected the elite and nobody respected lamers.

'Cyberpunk' was first described by a few recent sci-fi authours, the most notable was 'William Gibson' in his book 'neuromancer'. This is a story about people living in a depressive hi-tech urban society where 'cyberspace' was a virtually real representation of a world data net(work) which was accessed by a direct link to the brain via 'neurophones'. 'Neuromancer' best describes cyberpunk as the urban, drugfucked, hi-tech, socio-bleak culture that it is.

The cyberpunk is esentially urban and quite often, bleak. Every culture has their own music which they can safely call 'their own'. Example, the B-Boys have HipHop, Ravers have Techno, Bogans have Heavy Metal. Its the same with cyberpunk. The primary cyberpunk music is 'Industrial', bands like 'Severed Heads', 'Front 242' etc. The music range often extends to the domain of techno and occasionally alternative. We also have a shakey undefined fashion code too, which is naturally streetwise. As with every culture there are a lot of 'wannabes', 'tryhards',if you would like to call them that. These are basically people who are desperate to look the part, but just don't have that certain image. They usually go out of their way and often overemphasise the clothes they wear and the way they talk. If you are the sort of person who says stuff like 'Yeah ! Im a cyberpunk, I'm right into all that virtual reality stuff, I even saw a documentarry called cyperpunk, and Ive read all of William Gibsons books too!' then sorry borry ! Your'e just kidding yourself ! The real cyberpunk doesn't talk shit and never brags. Not like the lamers being interviewed on the documentary 'cyberpunk'. One so called cyberpunk bragged about calling Russia for free ! Big fucking deal! If you, the reader are impressed about somebody phreaking a call to Russia then you have a long way to go !

To further the descrepancy between hackers and cyberpunks; hackers are often seen as 'the kind intruders' since many go by ethics of 'look but don't touch other peoples data'. Cyberpunks however have a very different code of ethics: 'Information is power' and 'Information wants to be free' are the two proverbs which govern cyberpunk life. Cyberpunks are rarely interested in 'just looking' we would prefer to alter it, sell it or publicise it. Information IS power and this is becoming more apparent as we develop further into an information society. If anybody is interested, there is a list of Visual, Audio and reading material located somewhere throughout this mag.

CYBERPUNK: SMART, STREETWISE, HI-TECH.

POST HOLOCOST SURVIVAL
HOW TO SURVIVE A NUCLEAR WINTER

With the never ending threat of nuclear war upon us. its no wonder some people
are a little edgy these days. Just imagine, what the fuck would you do if the
bomb did drop ? Run for shelter ? Then what ? Chances are things will be pretty
scary, especially with the destruction of modernday society and the advent of
anarchy. Thats why I'm writing this article, to give you a competative edge in
the new world. Firstly lets accept the fact that the survival rate for a
missle is not particulary high. There will be plenty of places to avoid and
prepare yourself to get a little sick.In order to have even the smallest chance
for survival you must hope that the bomb doesnt land nearby, ie: within a 4000
Kilometer radius. If you are extra lucky then you may live in one of those
meteorological freak of nature zones where the effects of radioactive particles
will not affect you to a large extent. Before anything you must prepare for
the bomb. Find yourself a nice large sturdy underground bunker of some sort
(building basements are good examples), next make it nice and comfy just like
home..choka full of food, water and other stuff to pass the time. Clean water
will be hard to find in the new world so start to think of ways in which you
can manufacture your own, eg by burning alcohols or hydrocarbons to give off
CO_2 and H_2O. Remember ! survival is important so switch on !

   When the bomb drops things will be pretty chaotic, people running around,
screaming, crying.... acting stupid. You have no time to waste by loosing the
plot, the smart surviver has already planned for this moment so take advantage
of it. Go outside but be very careful ! Wear protective clothing if you must.
You must first think about obtaining some weaponry. Forget Grandpa's .22, let
it stay on the shelf. The first emergency procedure that the country will adopt
is to activate the military as the street law enforcement body. We all know
that they carry lots of cool weapons and that they often get shot or like
leaving stuff around...so Keep an eye out ! An automatic weapon will be your
best friend from now on. Collect as much weaponry and ammo as possible as the
streets are gonna get pretty mean a little later on. Take the chance now and
plunder as much useful stuff as possible, because when society settles down
people are going to step outside into the new world, where food and posessions
must be fought for. Start planning ahead, think of future survival projects.
A list of good equipment to have follows: generator, fuel, geiger counter,
long range communications equipment, heavy duty transport, weaponry/explosives,
water purifier, radiation suit. After the first week or two you may notice a
few changes....there are more dead people lying around, your hair and teeth
are falling out and the world is turning into a wasteland. Incorrect, the world
is turning into your playground. If lack of food begins to worry you, go and
grab a weirdo cookbook from one of those bizzarre asian countries and cook
yourself up something good. Cockroaches, bees and beetles will be in abundance
since they can withstand up to 100x more radiation than humans can and I hear
they make tasty snacks.   Be thoughtful about the type of clothing you wear
while exploring the wastelands, rubber thongs and G'Day mate! tee-shirts will
get you nowhere. Good sturdy pants are a must, Country Road work wear or decent
jeans are quite acceptable. ALWAYS wear boots. Docs, GP militia style or stompa
geological type hikers are neccessary. Make sure that they are comfortable and
that you can run in them, you will be doing a lot of running in the new world.

   It is probably inevitable that you will come in contact with other people,
class one survivers like yourself. Prehaps you may decide to join forces and
share your recourses ? Well that is good but choose your friends wisely. People
like doctors, scientists, mechanics, rogue military personell and engineers are
all good to take on but dont waste time with religious fanatics or psychos.

Well there you have it. A survivers guide to the holocost. Remember what I
have said and you will survive. Seeyou in the WASTELANDS....WitchDoctor.

HARD WIRED
THE SCENE EXPOSED

My very first, legally owned computer was a Commodore 64. I could almost hear
celestial voices singing as I unwrapped the tacky Christmas paper and exposed
the sleek, new streamlined home computer. This is a description of the humble
beginings that many of todays cybercommunity experienced. I think many of us
will agree that the legendary commodore 64 was the birth of underground
computing. The 'Scene' as it is commonly called is the society that underground
computer users belong to. It all started out with piracy of software where
games were copied and 'swapped' with other users. Each user had a codename and
often swapped via magazine adverts with other users internationaly. As
software companies began to get pissed with piracy they began to put 'copy
protection' on thir software. This was just a small piece of programming which
foiled the read/write of data. Due to this, it was necessary for the pirate to
learn the working of the computer in order to alter the software which protects
the program from duplication. The removing of software protection is called
'CRACKING'. A cracked program is copyable and quite often has a few extras
added such as the option of unlimited lives, level starts etc. These options
are called 'CHEATS'. The cracker of a program usually belonged to a 'CREW'
which consisted of other users with various other skills and talents. Every
crew or 'GROUP' on the scene are out to obtain the most respect and publicity
possible. This was mostly done by being the very first to crack and distribute
a program, crack the most programs. have the most cheats. the most compacted
cracks or the most cracks...period. Groups insert a short little program at
the begining of their cracks which consist of a group logo, music,a few little
routines and often a message or two about how cool they are and also greets to
other scene groups. This little sub program is called an 'INTRO'(duction). Once
a program has been cracked, it is distributed to other scene groups and the
general public. A scene group will always depend on the specialist skills of a
'SUPPLIER' to distribute the crack. SUPPLIERS or SWAPPERS are those members
who have 'CONTACTS' with whom they trade software. SoftWARE which is used for
trading are called 'WARES'. The swapper will copy his/her warez as soon as they
are recieved, package them up then post them off. The reciever of the goods
will do likewise, if the 'SEND' was good and the warez are fast or 'HOT'. If
the warez were not hot enough (ie they have already been distributed by another
group) then the disks will be wiped and not redistributed. The fastest warez
usually come from Europe since software is first released there. Once software
has been released commercially it is no longer worth distributing. Swappers are
seen as the outside connection with their group as they are the ones who
interact with other scene groups. They are ranked by the quality of their sends
and how well known or popular they are. Some become very famous because they
have fast, reliable contacts...usually a contact in an elite cracking crew.
Scene programmers are called 'CODERS' and are in charge of the groups
'RELEASES'. Quite often, coders like to show off their skills at programming.
They do this by releasing 'DEMOS' which are just demonstrations of their coding
ability. They usually involve tricky or complex routines or just look good. A
good quality demo raises the groups status compared to other groups. As with
everything, demos are ranked against other demos. A demo contains a mixture of
graphics, music and mathematical routines. Coders also call upon other
specialists in the group to produce music or graphics. Once the demo is
complete, it is handed to the swapper for mass reproduction and distribution.
On the commodore 64 scene, swappers gained a lot of fame and respect however
they are not as prized on the Amiga or PC scene which places a lot of emphasis
on the quality of a groups demos. Beginers on the scene have a tough time
getting started since they have no contacts or coding experience. They
need to start off at the bottom by trading with 'LAMERS' and releasing crusty

demos untill their coding improves.

        The scene is all about expression. It involves art, a lot of skill/talent
and ingenuity. The mediocre sceners will say that the scene is nothing but a
hobby. This is crap because all sceners are really B-Boys of the information
society. The cyberpunk is a glorified graffiti artist of the tech community.
Lets look at all the simularities. Some of us, like myself have had the benefit
of being both in the B-boy and cybercommunities.How often have you heard a post
mid life crisis, misinformed 'gent' comment on 'destructive vandalism' ? Well
just the other day I heard a similar comment, only it was referring to a virus
which had wormed its way into his workstation PC. What is Graff art ? The die
hard writers will say that it's art, expression,a snippet of their imagination.
Thats exactly what a demo is. It's underground, it's got that illegal element
and its addictive. I doubt that there is a writer or scener who will say that
what they do isn't addictive. Whats more striking is that both of these
cultures are centered around young people (ie at least younger than 30), of
course there are a few exceptions (as with everything). The B-boy/writer scene
has a lot to do with respect and gaining respect.It is a microsociety just like
the modern political system. Believe it ! There are leaders, losers, enemies
and parties (posses). Its all about getting up, getting noticed and getting
respect. You must work your way up in this society. This is exactly the same
scenario with the scene. If there are any experienced writers or scene members,
take a minute and think back to when you were starting out.

 Naturally, as with everything, somebody gets pissed with someone else, for
whatever reason. Fights are had, enemies are born and wars start. Sure Ive seen
it happen in the street and It happens a lot on the scene. It was always fun to
check out a war demo and I remember countless times when some unfortunate,
cheeky lamer recieved 100+ prank phone calls from a pre-programmed war-dialer
phone. Like on the street, sceners take their rivals seriously.
Crime is a big factor with both both cultures, stuff like rolling,
breaks and ramraids are one of the many criminally fun pastimes of
the B-boy society. Likewise with the scene community however the crimes differ
somewhat. Stuff like Credit card fraud, phone phreaking, skamming etc are just
a few of the scene criminal activities. Some sceners trade only in credit card
numbers (+details) and others are concerned only with phonephreaking. There are
heaps of different crimes in both cultures and quite varied.
I've already mentioned the social heirarchy to some extent. The Graff scene has
Kings and Toys, both at opposite ends of the status scale. The 'Toy' will
always respect the 'King'. Likewise with the scene.We have 'Elite' and 'Lamers'
who are also at either end of the scale. Lamers always look up to the elite
groups and rarely DISrespect them. There is a phenomenal amount of users who
are trying to make their mark on the scene, 90% of which are just unheard of.
Its the same with the Graff-scene. Look at all the incomprehensable skribbles
scrawlled everywhere. Who really pays much attention ? Whenever I recieved a
tacky, diskless letter from some lamer asking to be a contact, it went straight
in the bin.

        Lets take a look at 'codenames' (<- please excuse very parent like word).
Us in the computer scene call ourselves by 'HANDLES' eg: I happen to be
WITCHDOCTOR. The equivelent are 'TAGS'. Exactly the same thing in most
instances. Tags are usually mono-syllable (usually). Probably due to its
practicality of being pieced or written in minimal time. Computer users handles
are often a little longer and range from very cool to totally pointless.
Like everything in life, people conglomerate into a set identity known as
grouping. Birds of a feather stick together (<- excuse cliche). 'Posses' or
the more socially distasteful name of 'Gangs' is used to describe the B-boy
conglomeration. 'Crew' or 'Group' is scene jargon for a 'posse'.Either culture,
they both have a name eg: I was a member of IKON VISUAL, posse names are
usually three letters, each standing for the first letter of a word eg: U.G.A
'UnderGround Artists'.

        Well thats just about all I can say here concerning the scene and its
relationship with the B-Boy/Girl culture. This article was especially written

for the non-scene aware person, with the hope of opening up some eye-balls.

WILD PALMS

A movie reviewed by the WITCHDOCTOR

'Wild Palms' is a reletively new
release movie which has not been overly
publiscised. After watching Wild Palms
I quite understand why nobody has ever
heard of this extremely cool movie
which has potential for cult following.
  Wild Palms is set in the year 2007, in
LA (Where else?) where things are still
pretty much the same as today. It is a
period of Hi-Tech advancement and
political unrest.The central character,
Harry (James Belushi) is employed by
a strange ambitious fellow (The
'Senator') who owns a TV channel. a
software/hardware company, is a
political leader and also happens to be
the founder of a modernday 'cult'
called 'syntheotics' which practically
worships 'Neu(New)Realism'.
  Harry is introduced to all the
new company inventions such as,
3D holographic TV. a drug (Mimozine)
which allows interaction with holograms
and he even gets his first taste of
'cyberspace'. As the movie progresses.
the plot thickens (to an extremely
large extent) and Harrys entire life
unfolds before him. It seems everything
in his entire life has been planned
and everybody knows everybody.
  The movie is based on underground
political factions who strongly oppose
each other. It has a complex, involved
plot which keeps one thinking at all
times. The eerie music, strange camera
angles, special effects and weired
events gives Wild Palms a sense of
'Strangeness'. This is a REALISTIC
movie where everything is quite
believable. Its also the sort of movie
that can be watched and enjoyed even if
you can't understand what is going on.
  Wild Palms was actually made for an
American mini-series (which is obvious
in parts) and had quite a large budget.
Channel 9 Australia has purchased the
rights to Wild Palms but will not be
screening it. This is due to the fact
that the world is not yet ready for all
this virtual real hitech stuff. This is
true as people would much rather watch
LawnMower man.What crap! Get this movie
if its the only one you ever hire out.
Most non-mainstream video stores have
it as I've seen it around. A true movie
for the realistic socio cyberpunk.

COOL STUFF TO READ. WATCH OR LISTEN TO.

* = special WitchDoctor recomendation

AUDIO

Severed Heads *
Frontline Assembley
Pop Will Eat Itself
Joy Division
Front 242
Depeche Mode
U2 (Zooropoa)
NineInchNails (Pretty Hate Machine) *
NewOrder/JoyDivision (Substance) *
Information Society

VIDEO

'Wild Palms' *   'LawnMower Man'
'Total Recall'   'HardWare' *
'CyberPunk'   'Tron ?'

TEXT

Neuromancer (William Gibson) *
CountZero   (William Gibson)
MonaLisa Overdrive (William Gibson)
Burning Chrome (William Gibson)
Virtual Light (William Gibson)
Snow Crash (Neal Stevenson) *
Inside the Norton antivirus (P.Norton)
Mondo 2000 (Magazine) *
Axcess (Magazine) *
Wired (Magazine)
Future Sex (Magazine) *
Zero Assasin (Australian comic) *
Earth (Australian comic) *
Cyberspace 3000 (English comic -crap)

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