

RAKUT

BREAKOUT CHARTS

APRIL 1989

crackers of the month

64

the crew

editor : Jeff Smart
 arts : Sean JCS
 staff : West / RAY
 LA / ROSS
 Nossah / JCS
 Ineta / RSI
 Laser / RBE
 Suvik / Triscale
 Evil Eddie

editorial/comments/problems
 phone up : 49/2041-23954
 everyday between
 1900 and 2200 hrs.

crackers of the month

amiga

1. IKARI		
2. FAIRLIGHT		
3. X-2		
4. ELITE		
5. Ill		
6. D.C.S.		
7. HOTLINE		
8. T.C.		
9. COSMOS		
10. NATO		

1. QUARTEX		
2. BLACK MONKS		
3. WORLD OF WONDERS		
4. VP/IB		
5. ORACLE		
6. DEFJAM/SPREADPOINT		
7. THE BAND		
8. BENCOR BROTHERS		
9. FAIRLIGHT/NORTHSTAR		
10. RED SECTOR		

games of the month

64

games of the month

amiga

1. MICROPROSE SOCCER		
2. PROJECT FIRESTART		
3. F16 FMCAT		
4. RUN THE GAUNTLET		
5. TARGET RENEGADE 3		
6. NAV MOVES		
7. KATAKIS		
8. FISH		
9. CRAZY COMBAT		
10. FIST+		

1. GRAND MONSTER SLAM		
2. QUEER HANG ON		
3. THE KRISTAL		
4. W-TYPE		
5. BALLISTIX		
6. IK+		
7. ELITE		
8. SPACE HARRIER		
9. DRAGON'S LAIR		
10. TIGER ROAD		

Subscriptions and Backnumbers

Please allow for each issue you'd like to get.
 2 DM (= 1 Amiga disk)
 PLUS
 2 DM for postage!

THE NEXT ONE

should be launched around
MAY, 20th.

PREVIEW #38

- * the Dutch giant
- * old 64 legends, part III
- * Gentle People
- * Cooler than Sweden in the winter time
- * The Bear test

ILLEGAL
 PLK 1 2 3 1 4 4 C
 4250 BOTTROP/WG.



THAT TAKES THE BISCUIT!

- This month :
- FIVE INTERVIEWS
 - MUSIC TOP 15
 - Ikari/Zargon reports
 - UBI SOFT COMPO!
 - Evil Eddie enters
 - Video reviews
 - Tales from a computershop
 - System 4
 - detailed News
 - CE-BIT report
 - Equitana - Horse Show Fun
 - "BREAKOUT" charts

and all that in one single magazine : your

DRAWN BY FOZZ OF THE JES

"THE PIRATES' BIBLE"

"Basically it reveals in its downright naughtiness, but at the same time it reaffirms the reasoning behind cracking"

BRILLBOARD and YELL-UP



VIDEO REVIEWS TIME

Well, it's that time of the month again for some quite good video reviews for you to read. This month we'll have a look at "DIE HARD" with Bruce Willis and "INDIANA JONES AND THE HOLY GRAIL" starring Harrison Ford.

[1] DIE HARD
When a group of armed robbers capture a tower block with the intention of stealing 500 million dollars, the hold everyone hostage - except one!
Bruce Willis plays the cop they didn't catch, and then continues to fight a one man war against the robbers.
Rating: Quite good! 75%

[2] INDIANA JONES AND THE HOLY GRAIL
This, the third and final chapter in the Indiana Jones saga sees INDY searching for the holy grail that contains the blood of Jesus Christ. The original plot of this was for Indy to go in search of the lost city of Atlantis, but this was changed when to the holy grail.
This is the best film of 1989 so far, and the special effects at the end of the film are some of the best ever made!
Rating: Fucking brilliant! 97%

BREAKOUT VIDEO CHARTS

1.	RED HEAT	[1]
2.	INDIANA JONES III	[1]
3.	COLORS	[1]
4.	RUNNING MAN	[1]
5.	THINS	[1]
6.	DIE HARD	[1]
7.	ARTHUR 2	[1]
8.	COCKTAIL	[1]
9.	A FISH CALLED WANDA	[1]
10.	SHORT CIRCUIT 2	[1]

WANTED!

I am searching for any porn videos that contain children getting fucked or animals getting fucked.
If anyone has any, I will pay TOP CASH MONEY PRICES!
Write to me at the "ILLEGAL" adress.

Some greetings must go to:

Myshka, Mik & Gaz, Malke,
Jeffie, Chris of X-RAY,
Christian K., and Lady Codius.

Lazer / New Benz Bloomers.

THE BRILLBOARD and YELLUP TOP 15 charts!

From now on every month exclusively in your "ILLEGAL" magazine, the official BRILLBOARD + YELLUP Top 15.

1. Jeff Smart on the women's toilet:
"Leave me alone"
2. Nosah of Iguana:
"Sailing"
3. Steve of Zenith:
"I'm so beautiful"
4. The IKARI crew:
"Too many broken games"
5. The Fleet of X-RAY:
"Welcome to the Drinkers' Dome"
6. MWS of Radwar:
"Bed"
7. Oracle:
"Something's gotten hold on our boards"
8. Some hot girls:
"I'd rather Jeff"
9. Tri-dos:
"Domino Puking"
10. Strider / Fairlight:
"I wanna be your drill instructor"
11. Günni von Grafenreuth:
"Help"
12. Black Monks:
"We call it Amiiiiica"
13. Phreakers Int.:
"American Telephone and Telegraph Road"
14. Maniacs of Noise:
"Hey music lovers"
15. Weetibix / SCG:
"Comeback and stay"

64

garbage...

+ RUN THE GAUNTLET was one of the very few games that could be at least be played for a couple of minutes, though the water sequence is crap. 69 pts.
+ Fighting against dull animated aliens offers TARGET REHEGADE 3. Hope they won't do a fourth one! 81 pts.
+ NAVY MOVES can't reach its predecessor ARMY MOVES naturally. Some 64 pts.
+ Though it reminds me of BIONIC COMMANDO this CRAZY COMBAT is not the worst one to play. Some nice action, 71 pts.
+ THE DEEP is deep crap on the 64, while you can have a good time on the Amiga with the same game. Bad graphics, and even worse sprites! God, we haven't got 1983 anymore. 12 pts.
+ THE REAL GHOSTBUSTERS could have stayed at home. The game comes from DATA EAST (that says all), and is more a bad ALIEN SYNCROME clone. 19 pts. JS

IGUANA NOW FROM THE FALKLANDS ??

Aha, who said that this NOSAH (editor of fab DC8 mag "IGUANA") who had to go for 5 months to the FALKLAND ISLANDS, would never return ???

GAH! He's still active. As I got to know directly from him, he is planning to release the new issue of "IGUANA" from the Falklands! He found some mate who has a computer down there, and NOSAH slowly began to put everything together again. That sounds so interesting, I can't wait for it! Go on, DAVE! JS

Just one thing...

LETTERS TO THE EDITOR

Hi mate,
I just found it strange when I read about that LORD VON GRAFENREUTH sucker talking bullshit.
He said in the "High Score" show during the discussion (referring to "ILLEGAL" issue #34) the following:
"The changing, destroying, and suppressing of any dates of a programme is punishable!"

Now, I'm just wondering what is with official computer magazines publishing 'pokes' to train games, e.g. for unlimited lives, disabling sprites collisions, etc...
After GRAFENREUTH this would mean that computer magazines are supporting the so-called 'changing of dates' or what ???
Pretty stupid what this idiot is talking, isn't it ???

M.O.C./MANTRONIX

Answer:
You've got a very good point on that, M.O.C. I will tell MWS of RADWAR to ask GRAFENREUTH about this next time, when they have a discussion again. JS

Party Time!

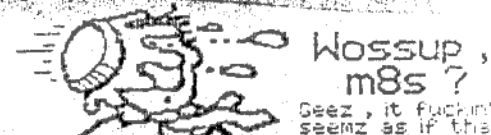
CRAZY/STM

PARTY

on August 4-6, '89
in La Loele, Switzerland
for C 64 + Amiga.

For information, write to:

STM
P.O. BOX 18
CH - 1128 BELFAUX
CH
CRAZY
P.O. BOX 30
CH - 2053 CERNIER
both in SWITZERLAND.



Wossup,
m8s?

Seez, it fuckin' seemz as if that darned period of absolute boredom does stop so soon. Well below there follows brief list of some titles that can be expected (hopefully) soon. Anyway, some greetings to my best pals around:
EX-RAY (Chris + ze heavy drinkin' rest)
KA-RAY (ze hol' bunch 've coolest m8s)
FARE-LITE (Strider, Black Shadow, Uiper, Bacchus, Hobbit, Collum...)
ROUGH-NUTZ (Nosie, Three-Dos, Sully)
J C S (Fozzie + Chunke)
GREEN SEC-TOR (ATATI + NILPAGE),
BLUE MONX (Great Green),
WORD 'VE WANDERZ (N D),
NO BANG CORE BROS (N D),
UIZION FACTS + BEYONDEARS (Wokey),
COMA (ze n ty red cru),
HATLINE (Stetch + Robber ...),
47126524162 (Wallie),
Staid's K, Coman + Sergeant Zoff,
Schatz + Biersoldat (Stillgestanden!),
Der Duggy, Pitack, Raggie, the cop,
shocker, Arnd of the court, Mad owl,
Weetibicks, EXODUS/RAMPAR+USA (than 4 r) ze corfs, doodz, Famus,
NATO (Mega...), PULSAR (Mickey)
that ole woman Beany, my ole' buddy
PINGA (ole' cowboy), Grandad,
Munn'dead, Ian + the living rest,
Andrea, and all of the dead among
the living undead (hsh ???)
Well, we'll see us (we aren't blind)

finally... NEW DIS... err... Titles coming soon!

Aha, here is a short list about so titles announced:
(A = Amiga, C = C 64)
from PALACE SOFTWARE:
Cosmic Pirates (A + C), Astound!
Astral Adventures (A), Superth
(A), Monster Museum
ELECTRONIC ARTS:
Populus (A)
US GOLD bought the licence for a game about the MICHAEL JACKSON movie "Moonwalker"
OCEAN:
Orion's belt (A)
SOFTWARE HORIZONS:
Dragon Scape (A)
FIREBIRD:
Tyger Tyger (C), 3D POOL (C),
Bubble Bobble II (A + C)
INFOGAMES:
Hostages (64)
LINEL:
The Champ (A)
UEI-SOFT:
Iron Lord, Final Command, Est,
Skateball, Puffy's Saga,
Night Hunter
MICROPROSE:
Zenophobe (C), Spiderman (C),
Doctor Doom (C), The X-Men (C)
CRL:
Transputer, Purple Heart
GREMLIN GRAPHICS:
The Muncher (C)

THE LAST OF THE FAMOUS INTERNATIONAL CRACKERS

Though Holland never had such a big importance on international market as e.g. England or Germany have, it brought up one of the most famous groups ever: HOTLINE. Their founder and former main cracker

SLEDGEHAMMER / HTL

- ? : Was interviewed this issue
- ? : Let's start talking about your own person a little bit. When did you decided to take the first step into this world?
- !!! : Well I've been born on 22-10-65, so you can guess my age.
- ? : What was the reason for you to start cracking?
- !!! : The reason is that in Holland there is hardly no new software in the shops. Just about 1% percent of all the software released in a whole year is also released in Holland. So not a fuckin' lot! And we had good original suppliers in England. And when you get an original tape, you like to have it on a disk, right? So that's how the cracking started.
- ? : What was the first game that you ever cracked?
- !!! : Fuck, that's a long time ago... It was Donkey Kong by OCEAN somewhere in October or November of '86.
- ? : What was the toughest protection you ever worked on?
- !!! : Defender of the Crown from Cinemaware, but I just tried it for fun. I can't think of any real hard protections from European software houses.
- ? : What do you think, what was the most famous releases of your group?
- !!! : I don't know, probably our pre-releases like Double Dragon, Gapsus, Alloyrun, etc.
- ? : In which groups have you been?
- !!! : I've been only in my own group, yep only in HOTLINE.
- ? : Who do you regard as the best crackers (64 and Amiga)?
- !!! : Oh, Amiga I reckon WORLD OF MONDERS is pretty good. But I'm not very up to date on the Amiga scene.
- !!! : On 64 I think TRI-DOS of DCS (even though he is a bit big-headed) and ELITE are doing a nice job to these days.
- ? : What are you doing nowadays?
- !!! : At the moment I'm working on 40 hours shifts, and I'm learning how to crack on the Atari ST.
- ? : How do you see the whole pirate scene (64/Amiga)?
- !!! : I got to say, that it changed a lot thanks to the modem business. And then the fact that we and PAC started this mess. But I prefer it the way it was about 1-2 years ago. At least I know how to enjoy a game.

- ? : What are your fave...
 - !!! : a) games : Super Party On, Space Harrier and Oak Mc Kracken - all on the ST.
 - b) demos : I haven't seen many demos lately but I like the ones by Scoop and Ash & Dave.
 - c) Movies : Red Heat, A Fish called Wanda.
 - d) Music : Public Enemy, Run DMC, Two Live Crew etc.
 - e) TV series : The Young Ones and Alf.

- ? : How do your future plans look like?
- !!! : Like a dark tunnel, where I've not been able the light yet.
- ? : How do think does the future of HOTLINE is going to be like?
- !!! : We just keep on cracking most of the stuff that is released and also now and then a pre-release.

and we will continue our quest until the 64 software river dries up!

TRIANGLE DEMO COMP "Demo of the year!" THE RESULTS

And here go the official results of the 2nd TRIANGLE "demo of the year" comp!

1.	UFFRONT	25.0 %
2.	HORIZON	19.2 %
3.	STARION	19.2 %
4.	DRIVE	13.8 %
5.	DEXION	11.7 %
6.	SPHINX	11.7 %
7.	BONES	11.7 %
8.	COSMOS	11.7 %
9.	ABNORMAL	11.7 %
10.	X-RAY	10.1 %
11.	MICRO	0.4 %

No votes went in for: Dolphin-Crew, Dream Systems, Elite 1997, Frame, Magic, Shining 8. We have to add that we're very sorry for relasing the whole competition so late, and for not managing to finish our own part. Anyway guys, check out two new TRIANGLE demos called "TRIANGLE TWO YEARS" and "DISTINCTION" Later boys, SWYX of TRIANGLE!

Huh! The comment on the "Breakout" charts

Well we decided to call the "ILLEGAL" chart list from now on "BREAKOUT" charts. Anyway, IKARI climbed the elite position again while FAIRLIGHT and X-RAY made a good jump up! 711 with a remarkable entry as well HATO do appear for the first time in the charts. ELITE, DCS and ATC seem to be fallen asleep this month. The ultimate new entry in the "Breakout Amiga" charts was done by new stars BLACK MONKS just beaten by QUARTEX taking over the top for the 1st time. RED SECTOR and DEFJAM split up, so there are two 7th places from the last month. UF7B had to take a drop, so had ORACLE, ESI (out!) and THE BAND. J/S



THE EVIL EDDIE PAGE!

Greetings loyal readers of ILLEGAL, welcome to my first masterpiece for this "the pirates bible". If you are bound to notice there will be no order at all in my writings, in short, everything that comes to my evil, deranged mind will be gotted down on this piece of leather with my broadsword total anarchy, so be prepared you are warned.

The Enigma

(I will not waste time and space by playing games with you concerning who I am, it's not your goddamn business, there's a big chance that you know but I choose to write under my other personality, i.e. Evil Eddy - the duke of hell. So to be brief Evil Eddy really exist, if ya phone me my secretary Vampire will answer the phone saying - "Evil Eddie's Hellhouse, fuck off and die...")

The Evil challenge preparation

Each time, the ILLEGAL appears the Evil Challenge will burn your soul. The Evil Challenge is a serie of 8 questions which the subject can answer only with YES or NO, honesty is demanded, don't try to improve your ego by answering falsely, ONE question, and only ONE can be chosen NOT TO BE ANSWERED. Each months two guys will be given the Evil Challenge, this month it's me and my editor JEFF SMART. If you want the Evil Challenge to come down on you then write me, oh yes, that's right, you can't write me, write to Jeff Smart under the following top secret adress:

"Evil Challenge"
PLK 123144 C
4250 Bottrop
West Germany.

Equitana - Horse Show fun!

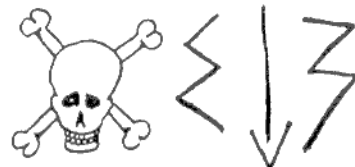
The "Equitana" taking place in Essen, Germany is some big horse show. Present was also the CP publication and they had some computer horse game where you have to mount some big plastic horse and ride over some course jumping over obstacles etc. The only problem was that the program (on C 64) wasn't working. IKAY (S-Triad + SCG) got a phonecall if he could repair the game. Amazingly, the programmer got about 4000 DM for just repairing all routines from the old EPIC - SUMMER GAMES 2 riding! The coder had made some silly mistakes so it took TRIAY a while to get it working! Now!



The Evil Challenge #1: Evil Eddie + Jeff Smart

- 1: Would you swap your computer(s) for beautiful girlfriend who let's you control her body every night?
- E.E. answers: Yes
- Jeff Smart: Yes
- 2: Do you sometimes feel that your computer years are wasted years?
- E.E.: No
- J/S.: Yes
- 3: Do you sometimes feel sexually aroused by a porn show on your computer (in other words: Does Johnny come out and play)?
- E.E.: Yes
- J/S.: Yes
- 4: Question to E.E.: Do you write under a pseudonym because you are a failed pirate (a laner for life)?
- E.E.: Pass
- 4: Question to J/S.: Do you feel like a jinx (someone who brings bad luck) because all of the groups you joined split up after a while: Bojesoft, GSS, TFD, TRIAD, SCG?
- J/S.: No
- 5: Is it your opinion that most pirates look weird?
- E.E.: Yes
- J/S.: Yes
- 6: Question to E.E.: Are your swap-friends only friends when you send them good stuff, otherwise do they drop you?
- E.E.: No
- 6: Question to J/S.: Have you ever cheated with the crackers or demo charts?
- J/S.: Pass
- 7: Do you have a successful social life outside computers (girlfriend, going out, sports...)?
- E.E.: Yes
- J/S.: No
- 8: Question to E.E.: When Delirious Mag stopped without any warning beforehand, without even telling you, were you angry?
- E.E.: Yes
- 8: Question to J/S.: Some people claim that you became a big-headed snob when ILLEGAL became the number 1 magazine around issue #24. Is this true?
- J/S.: Yes

OK!
As you see readers of ILLEGAL, the questions are drill down to the root of the truth. From now on, each month, two of you will get a letter or a phone call from Jeff Smart with 8 questions, you will not know who your partner is until the magazine is published. The reason that Jeff Smart contacts you is that I am of course anonymous!
Thank for reading. EJR



TALES FROM A



COMPUTERSHOP ! ! !

Hi lads, my name is MURDOCK and I've been working for a very long at a local computer shop. I use to repair broken computers, monitors or disk drives, and also people consult me when they have trouble with their computers.

Were I present some of the funniest stories (that of course really took place and are not invented) . . . (1) 'tapedown'

Some 14 year old boy entered the computershop and told me that his tape recorder, because he was not loading anything from tape. Naturally, he didn't bring along his tape recorder, so I told to return with it.

A few hours later he returned with the tape recorder, and after a short check I found out that the tape recorder was okay. Then I told him that this must be up to the computer then, and he shall bring the computer up.

On the next day he brought his computer (C 64) along, and you won't believe me what I saw when I switched it on! There was Speeddos installed!!! Oh god, the boy didn't want to believe me that speeddos has no tape functions. Well after all I couldn't demand any money, so shit for me.

(2) 'oily drive'

Some other boy once showed up with his disk drive and he said something like: "ugh. Mister, I don't know if you could help me, but . . . ah . . . my drive made some strange noises during loading some disks . . . so I thought . . . that was because it needed some oil . . ." and I opened the drive - and Jesus Christ! Try to get it! There was nothing but oil to be seen inside the drive. The boy asked: "Ah . . . what do you think? Can you repair it?" Well I told him to flush it down the toilet.

I also asked him to bring the disks where he had the problems with, as I had some certain assumption. Well it was the way that I thought it to be, the disks were original games and the roaring from inside was then of course the checking of the copy protection. Argh!

(3) 'broken original'

First I have to add that the shop is also selling originals, so it happened that some kid wanted to get the money back for some "shit game that isn't working". Huh, I thought. Well I had to check I told him, and I tried to load it. Not only that the disk wasn't looking like an original disk, there was nothing on it. I asked him if it could be that he kept the original at home, and before I got an answer I saw him running out of the shop. 18r! Murdock.

Party Report: IKARI / ZARGON.

Thursday, March 23rd, we from X-RAY came together to set off to SLAGELSE, a rather small town about 100 km away from Copenhagen. The train-ride will surely stay on our minds forever: the train was very clean and new - except for our compartment (after the ride - of course!). We had a waterproof text-marker which was used to mark (see pillows)



this sign) on all the lying around in our compartment and of we changed the compartment after . . . Hehe. We broke

a while off the ashtrays and some curtains - We were in the mood for funny action - one of our members was taken up, his shoe-strips were bound together, and he was hung over the light switch which was over the door! That was real fun, 'cuz it took him quite a time to get down! We arrived at Slagelse finally, and it was pretty funny 'cuz we were carrying 10 bags with us (computers, TV sets, disk drives . . . - and it looked as if we were carrying things for 10 guys, but we were four). The first guys we were the guys from DOMINATORS (Domi Hate us) who showed us some real strange way to the place (DOM # X-RAY off road racing).

When he came to the party place, we saw guys like: JUST ICE + NIK of IKARI (two very cool dudes!), the Danish house of IKARI, CHANNEL 42, ONLINE, COSMOS (hey Antitrack - cool shoes!), TRIANGLE (tall guy, Stretch - Huh!), and a lot of other friends. We found some space where we could put our computers on (the room was already overcrowded), but they didn't work. . . . Bad luck - as we usually wanted to do a part for the demo compo - which was the best I've ever seen (the IKARI and CHANNEL 42 contributions were the best, and UPFRONT didn't finish their part).

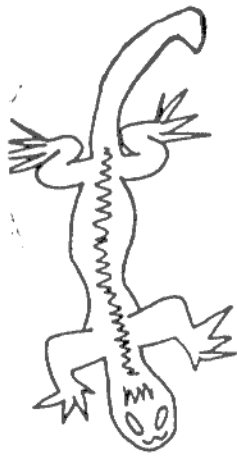
After spreading our party stuff, we finally fell asleep at 3 o'clock in the night (in the basement - cold like hell!). In the morning we were woken up by some dickhead. err . . . Jeff Smart shouting around that the police was there! He was only joking of course, but a lot of cool guys also arrived, e.g. the living legend of FAIRLIGHT, TRANSCOMMUNISTS.

Then the best part of the party came, when JEFFUS and me started to drink my self burned liquid (78 %), and JEFFUS puked directly on one of our member's sleeping bag (Good shot!). Then he was puking THREE HOURS IN A ROW (!) ON THE WOMEN'S TOILET (huh? Ed.), we thought he was flushed down. After he slept, we had some conferences, and some guy from STARION was taken by the doctor (meningitis!). Some hours later, after getting some sleep, we left the place around five (on Saturday), and travelled through the city up to 11 when the train took us home (it took me over 30 hours to get back to Austria!).

Anyway thank for a great party ZARGON + IKARI (NIK, MR. GLEIM? Haha!)! I just send some hellos to: NIK, Justice, Excell, Fletch of IKARI - ELITE (Nic!) - 711 (Walter) - Puka Champ Smart and Wiederschwein (pornstar!) - Rooze - JCH and Scorpio of C42 - Falco, 20cc and Harvell.

The Fleet of t-RAY!

Up from the FALKLANDS: NOSAH of IGUANA



interviewed!

? : You are pretty well known on the circuit now, through your work on IGUANA, but how long have you been on the circuit?

!!! : I bought my 64 in '83 and six repairs later I am still here. I got onto the "Second User Network" almost immediately. Although in those days it was very small. Cracks were a lot different too, no intros at all. To find out who cracked game you listed the prog and usually besides the SYS Call was the cracker's name, that was it.

Anyway I started trading a lot and eventually became one of the biggest swappers in UK with about 50 contacts and I used to pay a weekly visit to a local computer shop and hand out freebies to all the lamers.

Neil in February 1988 STEVE OF ZENITH asked me if I wanted to join the group because they wanted a good spreader and I said yes. For a time things were good in Zenith, but then they began to go sour, so I left. Within one day of leaving Zenith, MR.SULU asked me if I wanted to join DCS, so I did.

? : Do you regret your time with Zenith?

!!! : No way, they were a fucking good group. Steve was so fast with the originals. Plus it was in Zenith that I first suggested doing IGUANA, this was after seeing ILLEGAL. I thought that there was room for another magazine so I talked it over with the guys. At first they said no because they thought I would be accused of copying ILLEGAL, which in reality is what were are doing, but eventually they said yes. NEAR VEN and MYSELF became CO-EDITORS and in AUGUST '88 IGUANA was born!

? : How difficult did you find it setting up a magazine?

!!! : Shit Jeff, you should know this one. It is just so fucking hard to begin with. You start with nothing and must produce an interesting mag. The main problem is getting people interested enough to start sending articles to you. This took a long time to happen, for instance I was begging for covers and a resident artist, I now have enough covers to last me months and I have a resident artist, with further offers almost every week.

? : Do you have any enemies?

!!! : No, none. I hate the way that groups spend so much time and effort on warring. pointless. Steve of Zenith seems to think I have something against him, this is coz of a few bits that have appeared in the IGUANA.

but they are just a bit of fun. NO offence is ever meant by what appears in the mag.

? : Finally, tell us a bit about yourself.

!!! : Ok well, I am so old . . . 23! And I am married to the lovely LINDA. I also have two children. I am a technician by trade. I love videos, can't get enough re films.

My taste in music is a bit dated - ALAN PARSONS PROJECT, CAMEL, GENESIS, etc. ABSOLUTELY NO ACID. Sports wise I am a bit of a FITNESS FREAK, I run marathons (Yeuch! E), and I also compete in triathlons (I consist of swimming, biking and run - the ed.). Swimming is also one of my favourites.

? : Ok Nosah boy, thank for chattin', do you want to add anything before we finish?

!!! : Yes Jeff, I have a question for you. How the fuck do you make all those sound effects on your RADIO SHOW? I mean there is only so much you can subject your body to. Do you put your balls in a mangle or what ??? Tell us! (huh? Ed.)

? : Well, I think we better finish here or what. I tell you when you come we are gonna have the long awaited beer and Korn, right ???

MACHINATIONS OF THE German Police.

Unfortunately the German police is quite infamous for their raids, probably because the German law is directed against any misuse of copyright. (A loaded gun won't set you free)

Well the biggest problem is that they are collecting any kind of addresses, p.lks or p.o.boxes. For them, finding one's address somewhere it is a evident that this poor one is also connected to the pirate circuit! They do not check whether this is true or not, they just break in your door, take everything they think is important (in good cases just some disks, in bad cases: everything and that includes not only computers, but also TV sets!). And here starts the shit, because if they once took your stuff away, the chances of getting it back are equal to zero.

You are invited to a nice examination at the police office, where they not only ask silly questions, but also confront you with hundreds addresses where you have to give comment to (here they check the addresses they get), but naturally you don't have to. In rare cases you get the chance to tell them the tale that you are just some unlucky programmer, and they might believe you. In rarer cases you get your stuff back.

How to help out? Get them before they get you! (next time: some tips)



AMIGA

MEGAS !

Here they are ! The AMIGA GAME REVIEWS !

TIGER ROAD is not that bad ! thought it to be, better said it's pretty well done! the game play is good ! 78 pts.

AFTER SLIPPER HANG ON one could expect SPACE HARRIER to be of some quality, but it's somewhat weaker though it's very fine converted. Faast ! 82 pts.

Hum, I've heard about AFTERBURNER before, wasn't it some ace arcade game? Anyway you can't really convert it to any computer, I'm afraid. 59 pts.

BAAL is some new PSYGNOSIS game, and it's like the others full of brilliant graphics and animation, but the game play is pretty senseless. 71 pts.

Known under the name BOB MORAN, this OPERATION NEPTUNE made its way round on the 64. Well it's a lot better on the Amiga, but still very difficult. 69 pts.

BLASTERIOUS can be seen as ASTEROIDS 2 and it's not the worst one ! The only point I have to mention that the game is so easy I finished the whole game with my first attempt. 75 pts.

BALLISTIX is a fine combination of Pool-Billard, Speedball and Soccer with about 80 different levels and computer opponents. Excellent graphics and good sound effects are a real thriller ! 87 pts.

An amazingly close conversion of the arcade thriller R-TYPE is now available on Amiga. Almost as good as on PC ENGINE! Apart from little programming bugs (due to the crack?) : brilliant ! 93 pts.

THE DEEP is a fine SINK 'EM GAME, i.e. you have to destroy submarines and other creatures moving in the water by releasing pods from your ship on the surface. Very nice ! 87 pts.

You have to have four empty disks and some time if you want to enjoy THE KRISTAL which seems to be a poor ripoff of the old Maniac Mansion idea. Well, anyway it's pretty complex and it features a lot of great graphics. 86 pts.

GRAND MONSTER SLAM is one the funniest games ever to be seen ! You have to kick little, round monsters (Beloms) over to the opposite side while your opponent is trying to do the same, and the one who has no Beloms left on his side is the winner. Subdivided into three leagues the game offers not only great gameplay, but also good fun (Duck kicking) and brilliant graphics ! FUCKING ACE ! 95 pts.

JEFF SMART KILLED IN AN ACCIDENT ????

Aha, I thought you would read this one - at least I know how to arouse your interest, eh ?

Okey, this is just to give you a short survey of how long to wait for your orders.

the latest ILLEGAL : 2-4 days .

JEFF SMART RADIO SHOW #1 (yes, #2 is in progress !) : 5-1 days .

old back issues (possible from #24 on ...) : 10-14 days .

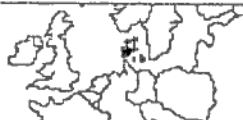
In rare cases delays may be caused but don't kill us ... MD/JS

"copyparties are simply the international gatherings for the crews to get together"

Aha ! The first ultimate meeting of 1989 was supposed to take place at SLAGELSE, DENMARK organized by IKARI and ZARGON. Well, again

ILLEGAL ON TOUR

AUH/RADNAR whose car was the one taken (an old FORD FIESTA), CONAN and GENERAL ZOFF (former SF/MOUERS) plus myself made up the gang that took up the way to DK ! After 3 hours car driving (AUH and me, ugh!) and 2 hours ferry we reached it ! Some big school, and it was a bit similar to the old VENLO PLACE from outside. Anyway, a very good place for a party, from inside. IKARI had the elite position on a pit above the others. A lot of guys were sleeping in the basement (not really long after I arrived), others rested on the floors. After I greeted my buddies from IKARI, FAIRLIGHT, COSMOS, RADNAR, 711, TRIANGLE and after waking up X-RAY, I just walked around and got already pretty drunk after some cherry by CHRIS/X-RAY (ein Schweins Zeug !), that meant I needed some sleep which I didn't find, well I don't really why but I couldn't sleep. The hours went past, and I got some stuff on the 64 (from IKARI, X-RAD and FAIRLIGHT) and Amiga (TRILUGY, etc) my oldest buddy STRIDER arrived ! Yo, that was the start of the drinking orgy !!! Well BLACK SHADOH joined our party and after STRIDER brought along some bottles of some STRONG TUBORG BEER, after



Chris/X-RAY and me drank half of the whole bottle together, and after each of us bought 8 bottles normal TUBORG (for 64 Danish Crown - Hoh !), I seemed to have a lack of memory. Well I try to tell you what I was told the other day. Hum, first I vomitted on some sleeping bag (coincidentally on one of X-RAY's), then I was spending three mysterious hours on the women's toilet (huh ?) and then climbing into some sleeping bag in some quiet room. Well, the next day I had some bad headache (don't know why !), I had also fun when JUST ICE and NIK left me standing in the rain (they ran - I could not !) when we were buying some food at a fuel station. Shit!

However I have to make IKARI and ZARGON a big compliment for the good organization of the party. That really made the shame of the last year (UFFRONT-DOMINATORS-DANISH GOLD-JEWELS) disappear in history. Yet the most difficult part had to come as I had to drive five (!) hours with the car. Damn, anyway I'm still living alive and drinking !



They do exist ! Well here they are packed together by the one and only drunken Jeff Smart : The latest news from the inner section

(*) Top news are coming from Great Britain (as usually) : NIK and JUST ICE of living legend IKARI declared on their fab party that they are going to drop the work on the 64 mostly ! Geez, for what ? They want to concentrate more on Amiga, of course. What a loss !

(*) Aha, WEETBIK, former master cracker of fame SCOUSE CRACKING GROUP returns ! But, guess what ! (Nah, not again) only on Amiga (Ohh !) to kick ORACLE's ass. Hum, Britain's Amiga scene getting more interesting at last.

(*) Damn ! MR.ZEROPAGE almost finished doing the impossible ! He was about to release DRAGON'S LAIR (yes, the darned six pack ... err ... six disks Amiga game) when he got a phonecall by READYSOFT. They told him that he would get into the greatest difficulties if he is releasing the game. Though he wondered how they got to know that RED SECTOR was going to crack it, he had to stop now. SHIT !

(*) THE DOUGHNUTS stayed very quiet the last after NOSAH went off to the Falklands. However TRI-DOS is still alive doing some cracks, together with some promising guy called VATTERING (whatever that means ...), who showed quite some talent !

(*) Aha, \$\$\$ rules the world. GOLLUM and THE SARGE of old star team FAIRLIGHT presented their new game that is probably called "RUBICON" featuring close similarities to "HAWKEYE", but it seems to be ace ! They still search for a company, but you can yet wonder who's going to crack it !

(*) Though ELITE seems to be very quiet recently, 711 seems to take over the German business. Fast originals and a talented cracker (MR.LEE) made them also appear for the first time in the cracker charts (on no. 5 !).

(*) Austrian COSMOS were claiming to be releasing the shortest versions of the game they crack. Just some examples : SCHNUPFBI by COSMOS took 151 blocks, and X-RAY's version had 93 ! ELIMINATOR by AGILE took 100 blocks while COSMOS' one had some 131 blocks. AHA !

(*) Well seems as if that GENESIS PROJECT/FIRE EAGLE corporation is dead. Not that big deal, as they were lame enough to release that MOTOR MASACRE equivalent to ROAD RAIDER we talked about last time !

(*) Some new light appears on the Amiga : BLACK MONKS gave a lot of others a serious kicks with excellent releases of R-TYPE and THE KRISTAL. Gosh !

(*) How good people can crack proved MIRACLE (the no.1 in Denmark as they say). They did THE DEEP in one single part. Some problems only appear when you finish the first level and the next one has to be loaded. MIRACLE rather seem to be the new STEVES OF ZENITHS.

(*) More strange releases came from another Danish group called DEEP. It brought us LORDS OF THE MISSING SOUV, but you surely found out that this was only a preview. I mean it'd have been all over if they mentioned that fact in their intro. But they did not ! Strange indeed !

(*) Also take THE DEEP (Amiga) from Dutch BORN TO WIN. Not only that you have to take some special nibble copy to get a working copy of the game, it additionally crashes after level 1. FACK, where did you go ?

(*) I was idiot enough (who said : "nothing new, Jeff" ?) to make everyone believe that CRAZY would have a party a day before the IKARI/ZARGON party. Fucking bullshit that is ! It's actually on April, 22nd to 23rd in Switzerland ! So sorry !

(*) How lucky those MANIACS OF NOISE are !!! Not only are they doing most of soundtracks of every game anyway. NAA, now they also got a contract with no one less than ACTUISION (not all exclusively, of course !) ! The first MON music for ACTUISION will be to heard in HOTROD (coming in ca. 2 months)

(*) News from DIGITAL MARKETING : After their C.O.P. SHOCKER they are now releasing a comfortable music editor, that not only features a separate Sound-FX editor, but also an easy to handle Window-Access. And the best thing about this is that every user has his own copyright on every music tracks he does !

(*) HOTLINE is going to install a 24 hours European board. RIOO of HOTLINE will be running it.

(*) WORLD OF WONDERS seem to take over most of the boards in the states and also trying to convince some guys from UF to crack for MW in exchange of a 9600 baud modem. Huh ? THE CHAMELEON (ex-cracker of ORACLE) now cracks for MW.

(*) Surprisingly, RED SECTOR turns out not to neglect the 64 business. The crack of CODE MASTERS' ADVANCED PINBALL SIMULATOR not only offered a high score save option (I wish that would happen on Amiga games !), but their very talented cracked MR.PRESIDENT (Ronnie ?) even removed a lot of bugs from the original. Another quality group, at least !

(*) ELITE announced to be adding two new titles to the ELITE PRE-RELEASED GAMES SERIES soon. That will be BUBBLE BOBBLE and TYGER TYGER, both from FIREBIRD, so we can conclude they haven't died yet.

(*) Poor TKAY ! Last month he was caught by the coppers for the third time, his mum must have got a heart attack ! Luckily, apart from the loss of many disks, not much was done to him.

(*) last but not least I got the news that NATO expanded a bit ! GREDD and YAZZ, EX-ZENOBITS now belong to NATO, as well as (believe it) thrown-out-of-BROS MAGIC CIRCLE. Huh ?

(*) thus ends the monthly supply of shocking events ...

Many thank for the following dudes for letting me share their "secrets" :

IRATA/RSI, SLH/HTL, LEE/ORACLE, CD/MANIACS OF NOISE, GREGG/NATO, CRAZY, TKAY, DIGITAL MARKETING and all the others.

Next month, same place !

Jeff



UBI-SOFT DEMO COMPO !!!

For this special "ILLEGAL" edition, we have made a competition! All you have to do to take part in our compo you have to make a demo with the UBI-SOFT logo, suitable to show in window shop, and send that to us.

The first TEN will receive prizes (software from UBI-SOFT), and the winner will be offered to work for UBI-SOFT.

You may also apply if you think yourself to be a talented and dedicated programmer, musician, painter or designer (preferably with some examples of your work). UBI-SOFT is active on almost all systems (Amstrad CPC, Amiga, Commodore 64, Atari ST, PC). Well I'm waiting for you entries!

Leo Henrik Grave Jr.
European Business School
Regent's College
Inner Circle, Regent's park
NW1 4NS LONDON
England
Representative of UBI-SOFT

BITE INTO THE CE-BIT.

The CE-BIT '89 was thought to be the equivalent to the PCS. Well it was sure not! You can't compare it really as most of the companies concentrate on professional and business software than on entertainment. So apart from some Commodore stand there was nothing worth to be visited. The price for entrance was a total rip-off (about 15 DM = 5 pound!). So there was also hardly to expect any new stuff, except new technologies or hardware products by several companies. Argh.

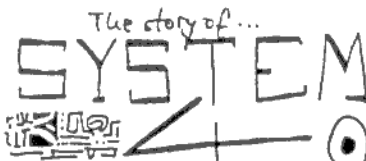
/JS

Hum, the CE-BIT '89 was pretty funny, but unfortunately there was nothing new, except for some lame previews by PELINE (RELAME). Quite a few known groups were present anyway, some of which were: QUARTEX, VISION FACTORY, QUADRITE, SENCOR BROTHERS (Bluebeard), RADWAR, JIL, ELITE (Sascha), H.O.C. (Oliver), Mario BOYS WITHOUT BRAINS, THE RED SECTOR DREW (Mr. Cursor, Irata, Spike, Mr. President, Mr. Zeropage, DAG), STARS OF SOFT, GARFIELD, BROS, BRADORS, DOMINATORS, FLASH (1), INTIMATE, BLACK MONKS, SPREADPOINT, S.C.A., KNIGHTHAWKS, TRISTAR, H.O.C. and that was it already about the CE-BIT '89.

IRATA / RED SECTOR
no risk - no fun !!!

All Star Puke Champs!

1. JEFF SMART (March, 23rd '89; Denmark, IK/2C)
2. TRI-OBS (December, 11th '88; Germany, RNE 2)



Aha, the bell rings. I decide to get up and see who is aiming at my nerves. Well it just some postman bringing me an invitation to some major meeting in some country abroad. Phew I thought I should be going there, talking to the other 'a-divisioners' about how to get this damned 'critical' situation as the darned red button is still blinking, and I feel worse with every blink. Geez! I can't remember so much from that major meeting as there was too many Tuborg around. Hum, I was shocked anyway, many boys (including 'a-divisioners') seem to settle over to the 16th system. I admit it's attracting me, too, but I think I'm strong enough to resist (at this point). However, the three weeks of silence are followed by two weeks of heaven! Two out of 52, not bad, I think. Seems as if I discovered a new secret for myself, huh something like "I can't help the way I am!". Sounds very good to me, and Gaud! it actually helps me to get away from that... that... ah, forget it! (You see, I got busy!). There is something else around that has to be discovered, I think, and I put on my sunglasses, and walk along the street (though it's raining as usual). The good old beer doesn't taste like good old beer anymore. I don't know why, but perhaps it's because I'm growing up. I take some view back. I often wonder WHERE HAVE THEY BEEN? But then again I'm proud of myself for getting over this long time so well, well it's getting worse everyday. Back to 64, similarities are obvious. I often want to leave, but then again I'm proud of myself for getting over this long time so well, well it's getting fucking worse everyday. However I found out that not everybody is telling me the truth, hum I try to make them believe they fooled me, but HAH! I know better! TRY TO FIND THE CLUE! TRY TO FIND THE WAY TO GET OUT OF HERE! Now, those unknown pleasures challenge me again after quite a good time. Dead people tell me they are not dead, and that makes me feel slightly better. But still... I'm waiting for the big wonder, and something tells me that if it doesn't happen in the next two weeks, it will never happen! So check it out pals! Ambitions are low, and chances for a miracle are low, too. But do you think I give up ??? NOPE! Well not yet, I think. Taking some good KROMBACHER bottle, putting on some good JOY DIVISION record, I finally develop the new emergency plan. That red blinking went on my nerves too long now, now it's up to me. If I don't take the initiative now it could be well too late, yeah probably. Okay, let's see how to arrange it to work perfectly. If there wasn't that 54 thing I'd surely have got some time ago, but as it's here I feel okay. Wondering what will come next. Just like the OCEAN of the sea, just like the blood that runs in me. Someone's knocking at my door. He IAH coming to take me? NOPE, but four men in white coats ignore my 'DEADLY WORK' sign on the door and come in. SHIT they take their guns! O B CONTINUED...

PROGRAMMERS INTERVIEW

Interview with one of these guys below appeared in several so-called pirate magazines before, but here they are both!

The Katakis inventors: Manfred Trenz + Andreas Escher.

? : How did you get onto the serious programming circuit?
MT: I was contacted by RAINBOW ARTS after I took part in some graphic competition ("64er"). They offered me to work as a graphicist, but I was also coding with ML a lot, so it didn't stay just with doing graphics.
AE: I know Manfred for a very long time, and I always liked to draw graphics, so one day we got the idea of making a game together. At that time Manni was already working for RAINBOW ARTS so I followed him in February '88 after I finished my apprenticeship as an office machines mechanician.
? : How did you get the idea of doing "KATAKIS" then?
MT: One saw the brilliant arcade games, one saw the bad computer games, one thought to change that!
AE: It took us over 1/2 year to finish "KATAKIS" as a whole.
? : How do you like working for RAINBOW ARTS?
MT: The bad thing is that your are surrounded by a lot of stupid people, and the motivation is equal to zero.
? : But I guess you got quite a good payment for "KATAKIS".
AE: Nah, not really. Up to now it wasn't worth the work, but that is not due to the crackers.
? : Do you know about the people that cracked "KATAKIS" and how do you feel about that?
AE: Yes I remember seeing a BEASTIE BOYS crack of it, well I'd like to meet the guys (but I don't tell you what I would do with them).
MT: I remember three versions... I'll find THE BRAINS from Saarbrücken and destroy them.
To BEASTIE BOYS: I don't have anything against seeing a game well cracked. And I remember some one sided TRIAD version, that was very well done. They must have a good packer.
? : What do you think about people cracking games in general?
AE: I don't like it too much if they crack our own games (if the games are good), because we try to make the games as good as possible, so that the real customers are satisfied. And I think that is the least we have to do, because of the price and of the big advertisements.
? : Do you have pirate software at home?
MT: I sure have, but I also have C.O.P. SHOCKER (as it should be).
AE: Me, too. And I also have the C.O.P. SHOCKER (cops: we have to stay outside!).

? : Let's start talking about yourselves, when were you born?
MT: I was born on November 29th, '65.
AE: And I was born on January 23rd, '68. So you can guess how old I am (if not: PRINT 89-86).
? : What are your favourite?
AE: Games: Dungeon Master (ST), Hawkeye (64), Katakis (A).
Demos: all kind of demos.
Movies: Allens-the return, Star Wars 1.
Music: Magnum, little bit Acid, Italo disco, Gary Moore, Iron Maiden, well almost everything.
TV series: nothing except Alf.
Food: Dibbelabbies (Huh?)
place to live: where's sun and peace like Palm Springs.
reading: American Penthouse.
MT: Games: No home-computer games. Good arcade blast'em up-games, Super Mario Bros 1+3 on Nintendo and Tetris (A).
Demos: I collect every good demo, because a lot of them are mostly better than the games.
Music: Disco-power, and Rock (e.g. Magnum, Iron Maiden, Bonfire, Bon Jovi, Gary Moore...)
Movies: Allens - the return, Delta Force, Most of the Science Fiction- and Actionmovies.
TV series: none at all.
Food: Chinese food.
place to live: Palm Springs, well I've already been there before.
? : How do your future plans look like?
MT: Well let it come, nobody knows. But actually you all can watch out for my new game that will be ready in ca. 1/2 year called TURRICAN.
AE: This is yet unknown. But I'll do some work under my handle MWN (man without name).
? : Do you like to blow off some greeting before we finish?
AE: Sure! Here they are: Manni, Markus, Amrco, FAME, RWE, X-Ample, Chris, Ramico and everybody who knows me (especially the guys from Saarbrücken and Gdingen like Thomas, Nibbi and Hee).
At least (and last) no greetings must go to ORA.
MT: Okay, I'd like to greet: Marion, Meerschweinchen, whole RADWAR, TRIAD, FAME, FACTOR 5 and all my friends in Saarbrücken and around. I have to send no damn greetz to all fuckin' lawers and ORA. /JS

Some contents missing?

I'm sorry for cancelling the announced interview with a Hawkeye (Boys without Brains), and the Dr. Miller section, but that will surely appear in the next issue as I just forgot that I already had this interview and there won't be two of this kind. Dr. Miller appears every 2nd ish! J