



Zine #4 - 86 - Cracking A Problem

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Cracking A Problem

by Cocaine of Apex

ARTICLE ABOUT A PROBLEM

I wanna write about a problem some people may already had. Of course it has to do something with our scene. I wanna talk about Cracks. Perhaps many people may think that I am a little bit confused but I think its quite important. I think we should think more about the things we do. At first when ya own ya Compi the first thing ya do is playing some Games. I think most of the Freaks began like that. Later, ya wanna do something more interesting, so ya learn a language or ya begin to pixel some GFX or ya compose some Muzax. But if ya wanna be in the scene, ya have to swap and the most things that are swapped are cracked games. So every group want to get originals from somebody to crack them and to be the fastest. But later on, everything ya do is all the same and ya get bored to do the same all the days. So what do ya do ? Ya began to code a game or some Utils. And ya think ya make a good protection so that nobody could crack it. But if ya are one of these lucky persons, ya may change ya opinion if the same happened to ya like to me. One day ya receive a sending. Nice, ya think, new stuff. Ya open the sendin and put the disk in ya Compi. I think ya will be quite surprised if ya see yar Game cracked by a group and ya cant even buy the game in a local shop. And I ll promise ya will think a little bit different about the scene and its fastness. Ya may ask me now how thiz problem could be solved. I know that its not easy, coz everyone wants to be the fastest. In my opinion the software firms must have more time to sell some of the games. Of course ya are angry if ya bought a game which is shit, but I think that the shops must be forced to show ya a game if ya are interested in buying it. If there is only a month between the appearing in the shop and the releasing date I think that it would be able for the software firms to stop people like Gravenreuth if they know we let them some time. Otherwise I see the great danger that the firms would stop to produce games because they wouldnt earn enough money. The result will be the dead of our scene. At least, games like Populous or Falcon F16 or other Top Hits should be bought be the Freax, becoz A PROGRAM WORTH USING IS A PROGRAM WORTH BUYING. Now think a little bit about my words before ya release ya new crack.

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