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80 Subkult

Adok, Sun 26 Dec 2010

Subkult

By Adok/Hugi

Subkult was a diskmag by the Norwegian group Dr. Dyregod & Kompani. It was a not-so-serious magazine with dark, sarcastic humour. Six issues were released in the years 1996-2000. All issues can be downloaded at scene.org (number of downloads: more than 1000 for the last issue, less than 100 for the others). On modern PCs issues 1-5 need DOSBox, issue 6 has a Windows-based engine.

Subkult #1

Subkult #1 was released on April 3rd, 1996. It was actually a very simple program coded by Quartex that displayed a white text on a blue background in textmode and supported keyboard and mouse control. There was also a menu at the beginning, clicking on an entry would scroll down the text until the specified section. There were no graphics, the ASCII art illustrations were of a low quality. The poor contents dealt with Maxwell crashing a BBS, The Party 1995 and The Gathering 1996, where Subkult #1 was released. All in all this issue can be summarized with one word: crap.

Subkult #2

Subkult #2 (June 1996) had the same engine as #1, but it had more articles. There were IRC-based interviews with Yitzhaq, Gaffer of Prometheus, Calvin of Proxima and Jmagic of Complex. The quality wasn't too good. The other articles were rubbish. 30% of the magazine was occupied by the Bush Party 1996 invitation.

Subkult #3

Subkult #3, released in August 1996, was the first issue with a graphical (VGA) interface coded by Calvin of Proxima with graphics by Pahladin and music by Caramel. What was annoying about this interface was that when you exited an article, you always came back to the first page of the main menu. There were some news, an interview with an Israeli scener named Paso, some poems, short



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stories and charts based on the submissions about 40 voters, categories groups, demos, intro, parties, coders, musicians, graphicians and diskmag. The charts were the only thing in this issue that could be taken seriously. All in all quite an uninteresting mag.

Subkult #4

Subkult #4 from December 1996, edited by Aqua and Pahladin, featured an intro coded by Bounty and the same interface as #3 albeit with new graphics (by Pahladin again) and music (three tunes by Oce, one tune each by Caramel and Tecon). The articles were partly in Norwegian this time. The English articles were mostly either lame or short or both things at the same time. The better texts were an interview with the Canadian scener Vastator, a Fudge 1996 party reports and some poems. Furthermore, there were some IRC logs in this issue.

Subkult #5

Subkult #5 was released in May 1997. It had a new engine coded by Aqua. The font was blurred and thus not too reader-friendly. The graphics came from Pahladin, and the tunes were made by Distance, Caramel and Latex. The articles were as uninteresting as always, they were not even funny. This issue also had charts again, but this time they were faked and thus were not relevant at all.

Subkult #6

Three years after the previous issue, in May 2000, Subkult #6 came out. It was coded and edited by Dr. Spock. The engine was now Windows based and the graphics (by Pop) and the layout (two columns per screen) were quite good. The music by Distance, Xhale and Stalin was also okay. But the contents were bad as always. At least they were not my taste. A lot of nonsense, false news, false rumours, fake charts - if it had been a paper magazine, it could have been at least used for the toilet.

Adok/Hugi