



#### Fourth Dimension #04

Anonymous, Mon 11 Jun 2007

##### CONTENTS FOR FOURTH DIMENSION ISSUE #04! <sup>1</sup>

001.....Title Page	065.....Interview With North Star
002.....Contents	069.....New Viruses
003.....Editorial	070.....Edstory
004.....Letters	082.....The Hobby Section
006.....Party Report	087.....Bimbex' Page
008.....Demo-Corner contents	088.....Blipblop Banana pages
009.....Demo-Corner	090.....What's Wrong With Diskmags?
016.....The Golden Charts	092.....Important
018.....Interview with Vision	093.....Interview With Jetaza/Vision
020.....The Real Norwegian Scene	096.....Newsflash
023.....The Reading Festival	097.....Why Computer Users Are So Ugly
026.....A Silly Joke from Norwegian TV	098.....Wanted
027.....How To Order Fourth Dimension	099.....Ein Forn Ögliches Erz Ählung
028.....News and Rumours	101..Yes, But Mister Salesman... Help!!
031.....Vision-Aces-Active party	104.....Coders Corner
033.....The Real German Scene	104.....CC corner:.....Ask Dr.Heatseeker
035.....Fourth Dimension addresses	109.....CC corner:.....TecTip
036.....Advertisements	113.....CC corner:.....Optimizing
056.....Are You A Cat?	118.....Credits
057.....A Comic	
058.....Interview with Dexion	Fourth Dimension #5 at 01.12.1990
062.....A Guide Through Noisetracking	
064.....How To Order	

##### EDITORIAL! <sup>1</sup>

Here we are again with another issue news if there are anyone out there with of Fourth Dimension. We are a little an interest in helping us with that. We bit delayed this time. Our excuses figure some other diskmags will copy include the following points: School that idea, so remember who was first... has been very hard on the managing We have also made some shapeups in our editor the last months, Trixal had a routine. As you might have noticed, the



very bad disease, infact he was close routine now supports med-res 16 colours to death (The real death, moron), but and still the 640x225 pixel view. We he's now recovering well, our members will also, in forthcoming issues, make have been very lazy and so on... Well, even more upgrades. I hope you will be as a compensation to the long period pleased with our efforts to please you! of waiting (not that long), we provide Well, there isn't very much more to say this excellent magazine with over 100 except: Welcome Firestorm of Technique pages. Yep, we beat the magic number! to our staff. We are glad to have you This issue include the first episode here. If other people want to join our of a rather weird short story which staff, they are more than welcome to do will go on if protests aren't too many so at our headquarter address: and we've got a new and improved demo-

<sup>1</sup>corner for you. Check it out! We also ¢Fourth Dimension

<sup>1</sup>have a new and rather unique chart ¢P.o. Box 217

<sup>1</sup>system, we figure it will be fair to ¢6801 F ørde

<sup>1</sup>all demos in our new system. We also ¢Norway.

<sup>1</sup>plan to make an own part for country <sup>2</sup>Blackstar, managing editor.

HI THERE ! <sup>1</sup>and as long as we feel the ads don't

<sup>1</sup>occupy too many pages, we will print

øI like your mag, but I dislike the <sup>1</sup>all ads coming in. If, however, we get

øcountry charts! Country reports are ok <sup>1</sup>larger queues, we might hold back on

øbut country chart?? Keep on your work. <sup>1</sup>groups with more than 1 ad.

<sup>2</sup> Blackstar.

¢Yours Tom... !

<sup>3</sup>Greetings 4th. Dimension.

<sup>1</sup>Well, as you might have noticed from

<sup>1</sup>last issue, we removed the country <sup>3</sup>Your free ad offer is to good to resist

<sup>1</sup>charts. It was impossible for us to ¢ Dr. Compoq./Magnum Force

<sup>1</sup>judge on who was no. 1 and so on!

<sup>1</sup>Yep, I know!!

<sup>2</sup>Blackstar. <sup>2</sup> Blackstar.

<sup>3</sup>Hi Fourth Dimension! øHi!

<sup>3</sup>To improve your excellent mag, make it øAbout a week ago I got the July issue

<sup>3</sup>ompossible to have more than 1 add per ø of your diskmag from one of my contacts

<sup>3</sup>group, each time. ø I was very impressed and I think that



¢ Janitor/Rebels ¢ you have one of the best diskmags in  
¢ the scene. I looked everywhere in the  
1Hi Janitor! ¢ mag but I couldn't find anything that  
¢ said "how to order". Please let me know  
1Our basic slogan is 'free ads for all' ¢ how much it costs and I will order the

¢next issue available. I think you ¢Well, that was it for letters today! If  
¢mentioned it is going to be available ¢you have anything you wish to say, do  
¢on the 20th of September. If you don't ¢so through us. We will try to reply to  
¢accept CYPRUS currency then I'll try ¢all letters in our mag, we can, however  
¢to find some dollars but it will be ¢not guarantee a written reply to you  
¢much easier for me to pay you in ¢all, there is too much mail coming in  
¢Cyprus pounds. And faster too! ¢to our p.o. box.

¢ Spyros Antoniou ¢ Blackstar/Cryptoburners  
1Hi Spyros! ¢ - Managing Editor -

1-----

1I'm glad you liked our mag. Concerning  
1the "how to order" part, check out the  
1article called "how to order". I must  
1say that it is no good for us if you  
1send foreign currency to us, we would  
1end up with a lot of foreign money we  
1couldn't do anything with due to the  
1high exchange costs in Norway. Please  
1understand this, we can only accept  
1Norwegian currency. No use in sending  
1US dollars, Swedish crowns, Pounds and  
1so on. I am terribly sorry about not  
1being able to reply you, I lost your  
1address.

Blackstar.

#### PARTY REPORT

-----

It was Friday, two weeks ago. For the into it...  
first time in my life I had decided to When I woke up again, we were at a  
go to a party. A friend of mine had place with very loud music beeing



told me that there should be such a poured out of some giant loadspeakers.  
thing this evening. So, off we went. I recognised some of the songs as

The first thing I noticed was the remixes of various Amiga tracks -  
total lack of computers... Instead this had to be the party! But there  
there were lotsa bottles of beer and were no computers...?! Instead of  
other alcoholic stuff laying all over coding or something, everybody had a  
the place, not to mention all the GIRL which they TOUCHED!  
drunk people! You can't imagine how surprised I

I was quite worried, but my friend was, this had to be the worst party  
told me everything was quite o.k. and ever! I just sat there, and was quite  
offered me a beer. As I had never shocked...

tried this sort of liquid before, and After a while a girl came towards me,  
was quite naive, I decided to give it and asked if I wanted to dance, but  
a try.... with all this music and movement, I

I put the bottle to my lips, filled realized there wouldn't be enough  
my moth and swallowed it. The next raster-time, so I answered no. Then  
thing I noticed was that the BLPMOD- she asked me if I could follow her  
register went quite ape, with all home, and since I didn't expect any  
sorts of strange values beeing poked surprises I even followed her into her  
room...

#### FOR THE VERY FIRST TIME

It all started when she suddenly took  
off her clothes! I was so shocked I I had been looking forward to this  
couldn't move!! So she had absolutely special moment for many weeks now...  
no problems taking off my clothes!!!

Then she took the thing I have It was as if the air was filled with  
between my legs in her hands and said magic as I touched its shiny, smooth  
"Oh, Fallos, please do it to me!" What surface for the very first time...  
the hell did she mean, I wondered, "do

you really want me to do IT to you?" Exitement, was in the air as I  
"Oh yeaaahh, you're so cool Fallos! Do carefully held it to my lips, and with  
it, now!" she answered. a great deal of sensitivity licked it

Since she held my dick, I had an idea with my tounge...

of what she wanted me to do, but when

I think of what happened afterwards, I put it between my teeth, and bit it  
she probably didn't want me to piss on with the kind of attention you only  
her... have the very first time...

FALLOS / CINEFEX When it slided it into my mouth, I



was surprised to learn it was harder  
than I had thought. But after a while  
it was soft and good - Stimorol THE  
best chewing gum!

FALLOS / CINEFEX

\*\*\* DEMOS CORNER \*\*\*

Our ratings are as follows: For this issue, we've made quite a few  
changes in our demos corner. First of  
all, we've decided to get more demos evaluated, we've  
enough. (the LAMER-category) included so-called short-reviews of  
some selected single-part demos. We'll  
continue with the bigger reviews of  
demos, but we will not take so many for  
each issue, and we'll make them even  
bigger! We hope you will find these  
changes for the better! Contents for  
this issue's demo corner:  
Can be accepted, average.  
(Nothing exceptional) 09.....Budbrain Megademo  
11.....Cemetery Of Silence/Possessed  
1: Good work, above average. 12.....Short Reviews  
Very good work! Well thought Except from Budbrain megademo, there  
wasn't any REAL crackers this time. We  
found many good demos, but none really  
Excellent, this really is reached the top. Today's demos seem to  
have very few original ideas. This is  
perhaps what must be changed, coz the  
Simply the best! Marvellous! code gets better and better!

BUDBRAIN: MEGADEMO 1 THE SQUEEZE: 1 Just a funny interlude, so  
to speak! Good graphics and good sound.  
From Denmark came this megademo cover- For those of you who haven't seen it, I  
think I'll leave it as surprise! One  
the demo competition at the RSI/TSL thing about this interlude though! I





conference in Denmark this summer, I couldn't help comparing it to RSI's had quite some expectations for it! worm in their megademo, and in comparison. And boy, was I surprised the first time I saw it! It is a bit hard to rate all the parts in percentage, so I will just write some comments to each part before the overall ratings! house being burglarized wakes up and is on his way towards the burglar.....

¢INTRODUCTION: ¢KAOS: ¢MOVIE PART 2: ¢MOVIE PART 1: ¢MOVIE PART 3: ¢OVERALL IMPRESSION: ¢THE CIRCLE: ¢THE CIRCLE: ¢OVERALL: 89% ¢REVIEWER'S COMMENT TO THE GROUP:

1Started with a very good soundtrack and a text generator. This part contained some sine scrollers, by Rebels, only this one is better. The good looking linedraw formations, and rocking house music is really great, nothing else. The code was decent, but the graphics are better than in Coma, not impressing. On the whole, a well-made introduction. best demo of this megademo.....

1Nice sound effects put you in the mood for the action. In this part, you see a burglar breaking into a house.... Nice graphics fit well!

1The confrontation between you in the mood for the action. In this part, you see a burglar breaking into a house.... Nice graphics fit well!

1It is very hard to rate a demo like this, coz the coding, session! Fans of house music and which was very simple, didn't play any probably everyone else will love this part in this megademo. The main things part! The graphics are great and the were sound and graphics plus very good sound is sooooo cooooo! Too bad it's ideas. I will therefore skip the normal so short though... ratings and just give an overall mark.

One negative thing though: The movie was too short, too little action.... attraction. Probably the best coded part, but the music was horrible. (It was sampled though!)

-----  
1REVIEWER'S COMMENT TO THE GROUP:



[http://www.bitfellas.org/e107\\_plugins/content/content.php?content.291](http://www.bitfellas.org/e107_plugins/content/content.php?content.291)

Page 7/71

¢HUSTLER: <sup>1</sup> Sort of a slideshow with Somehow I have a feeling that we won't excellent pictures. The humour is a see so much more from Budbrain. I don't bit sick though, almost worse than our know why, and I hope I am mistaken! The humour! The sound/music was made up of people behind Budbrain are indeed very simple baselines and the 'audience'. talented, and I hope they will continue Very effective though! in the scene with productions like this with new and innovative ideas!!!

¢THE END: <sup>1</sup> A traditional end-part with a <sup>2</sup> Blackstar/Cryptoburners

<sup>2</sup> Possessed: Cemetery Of Silence <sup>1</sup> were displayed, were acceptable though.

-----  
No matter what we say, Mental Hangover The music was quite catchy, and even and Cebit demo 1990 seem to get a lot though it was very little varied, it fans. Group after group try to copy was nice. The drums were good. them. Some are quite good, others are not. Here we have yet another one: <sup>3</sup>Conclusion: <sup>1</sup>

Yet another M.C. clone... Nothing more,  
The coding of this demo was not very nothing less...

good. Of course, it's pretty good to -----

code a filled vector routine, but Coding: ¢72% <sup>1</sup>

nowadays everyone can do that! This Graphics/Outlay: ¢ 72% <sup>1</sup>

routine was quite slow and jerky, and Music: ¢ 79% <sup>1</sup>

the objects were very boring. They've Originality: ¢ 5% <sup>1</sup>

added some vectorbobs (2-3 objects!) Overall: <sup>a</sup> 74% <sup>1</sup>

but they weren't really successful. If -----

you're going to release a clone of a <sup>2</sup>Reviewer's comment to the group: <sup>1</sup>

demo, you should at least offer better I have not heard much from Possessed,

or at least equally good code. This and if I ever hear more, please let

one didn't.... there be some new ideas, ok? They seem

to have reasonable talent, and they

The graphics were sparse, a pretty ok should spend some more time developing

end picture and a little background ideas. Also, the Satan thing is a bit

picture for the filled vector scroll silly and very childish... Lay it off!!

was all there was. The graphics which <sup>9</sup>Blackstar/Cryptoburners

#### SHORT-REVIEWS OF SOME ONE-PART DEMOS <sup>1</sup>

<sup>2</sup> Razor 1911: Psychodelia

Paradox: Beach-Volley demo



ð-----

<sup>1</sup> Coding: 84%	Coding: 72%
Graphics/Outlay: 82%	Graphics/Outlay: 74%
Music: 83%	Music: 64%
Originality: 80%	Originality: 72%

¢A demo featuring some weird, green A 'fight' between Paradox and a Beach-colour effects! Nice music by Ziphoid! Volley player is the main attraction!

<sup>a</sup> Overall: 83%	Overall: 71%
---------------------------	--------------

ð-----

<sup>2</sup> Spectral: Native Dipsomania	Brainstorm: Shocker demo
--	--------------------------

ð-----

<sup>1</sup> Coding: 73%	Coding: 65%
Graphics/Outlay: 72%	Graphics/Outlay: 72%
Music: 67%	Music: 62%
Originality: 14%	Originality: 60%

¢Another 'Cebit 1990'-clone!!! A new type of scroller.....

<sup>a</sup> Overall: 68%	Overall: 64%
---------------------------	--------------

ð-----

Cave: Mind Desaster!	Gate: Easy Demo
----------------------	-----------------

a-----

<sup>1</sup> Coding: 83%	Coding: 57%
Graphics/Outlay: 66%	Graphics/Outlay: 41%
Music: 42%	Music: 84%
Originality: 10%	Originality: 22%

<sup>3</sup>Cebit demo XXXVI. Good objects though! Again GATE proves to have excellent musicians. Nothing else here though!

<sup>1</sup>Overall: 73%

a-----	<sup>1</sup> Overall: 64%
--------	---------------------------

<sup>2</sup> Accession: Fractal Frenzy!	a-----
---	--------

a-----	<sup>2</sup> Vertigo: Vectors For All
--------	---------------------------------------

<sup>1</sup> Coding: 84%	a-----
--------------------------	--------

<sup>1</sup> Graphics/Outlay: 79%	Coding: 86%
Music: 71%	Graphics/Outlay: 64%





[http://www.bitfellas.org/e107\\_plugins/content/content.php?content.291](http://www.bitfellas.org/e107_plugins/content/content.php?content.291)

Page 9/71

Originality: 64%                      Music: 59%

Originality: 4%

<sup>3</sup>The best Fractal Demo around till now.

Fractal calculation time: Approx. 30- Universal Pictures IX. Still, they have 215 secs, depending on the complicity produced some good, fast code here, and of the fractal image to be drawn. they made fun of some old cliches!

<sup>1</sup>Overall: 76%

Overall: 75%

a\_\_\_\_\_

<sup>2</sup> Complex: Sportsmad

Cool-G: The Revolution Scroller

a\_\_\_\_\_

<sup>1</sup>Coding: 57%

Coding: 42%

Graphics/Outlay: 76%

Graphics/Outlay: 56%

Music: 47%

Music: 75%

Originality: 52%

Originality: 79%

<sup>3</sup>First ever demo to contain the entire A cool "commercial scroller". Music by demo source.... Nothing else though! Dr. Awesome, one of his best tunes too.

ðOverall: 48%

Overall: 66%

a\_\_\_\_\_

<sup>2</sup> Aeon: First Demo

Dual Crew: Yum Yum

a\_\_\_\_\_

<sup>1</sup>Coding: 22%

Coding: 77%

Graphics/Outlay: 64%

Graphics/Outlay: 72%

Music: 37%

Music: 84%

Originality: 31%

Originality 70%

<sup>3</sup>Aeon's first demo, and if they don't Logofade, bobs, text-gen, circlesroll improve, hopefully the last!!! copperbars, weird scroll and more.

ðOverall: 32%

Overall: 78%

a\_\_\_\_\_

a\_\_\_\_\_

<sup>2</sup> Dual Crew: Second Point Of View

Dual Crew: Third Point Of View

a\_\_\_\_\_

<sup>1</sup>Coding: 54%

Coding: 70%

Graphics/Outlay: 55%

Graphics/Outlay: 52%



Music: 47%	Music: 71%
Originality: 30%	Originality: 33%

Contains a flipping logo and scroll... Filled Vectors.....

Overall: 49%	Overall: 66%
-----	
2 Doom: Crazy Copper	Kefrens: Den Gik Sku' Ned
-----	
1Coding: 64%	Coding: 77%
Graphics: 55%	Graphics/Outlay: 74%
Music: 64%	Music: 62%
Originality: 27%	Originality: 75%

Some copperbars, a logo, scroller and Lots of weird ideas seem to have become a piece of music. the trademark of Kefrens. Not as good as Keftales though!

Overall: 59%	Overall: 73%
-----	-----
a	

#### TEN GOLDEN ONES! 1

Here in Fourth Dimension, we have We will, from this issue and up, give compiled a chart over the best Amiga some shorter reviews of one-part demos music and demos! We are limited to the where we only rank the demos! This way ones we have reviewed here in our mag, we get more demos with a chance of and to make it more fair for newcomers entering these charts! Because of this, each demo/music's ratings drop by 5% we will offer a diskback service on every issue! This gives a really good demos we receive for judging! More piece of work the chance to stay long details about that elsewhere in this in the charts, and good new demos have issue! a chance of entering the charts! If 2 To make these charts more userfriendly, demos, after our points calculation, we have included some colours to make ends up with the same percentage, the the charts easier to read! If you would oldest one will automatically top the like us to use other colours, different newer one since the older one received outlay etc., contact us at: a higher original ranking. The charts FOURTH DIMENSION



[http://www.bitfellas.org/e107\\_plugins/content/content.php?content.291](http://www.bitfellas.org/e107_plugins/content/content.php?content.291)

Page 11/71

will look something like this: P.o. Box 217, 6801 F ørde, Norway

xx. Demoname by Demogroup org: xx% current: xx.xxx% issue: xx

And the musiccharts'll look like this:

xx Demoname by Musician org: xx% current: xx.xxx% issue: xx

#### TEN GOLDEN DEMOS

- |                                    |   |
|------------------------------------|---|
| ²01. Megademo by Budbrain          | org: ¹89% ² current: ¹89.000% ² issue: ¹ 04 |
| ª02. Keftales by Kefrens           | org: ¹90% ª current: ¹85.500% ª issue: ¹ 03 |
| ª03. Psychedelia by Razor 1911     | org: ¹83% ª current: ¹83.000% ª issue: ¹ 04 |
| ª04. Cebit Demo by Red Sector Inc. | org: ¹90% ª current: ¹81.225% ª issue: ¹ 02 |
| ª05. Mental Hangover by Scoopex    | org: ¹89% ª current: ¹80.323% ª issue: ¹02  |
| ª06. Megademo VIII by Kefrens      | org: ¹92% ª current: ¹78.879% ª issue: ¹ 01 |
| ª07. My Room by Fairlight          | org: ¹92% ª current: ¹78.879% ª issue: ¹01  |
| ð08. Yum Yum by Dual Crew          | org: ¹78% ð current: ¹78.000% ð issue: ¹ 04 |
| ð09. Fractal Frenzy by Accession   | org: ¹76% ð current: ¹76.000% ð issue: ¹ 04 |
| ð10. Vectors For All by Vertigo    | org: ¹75% ð current: ¹75.000% ð issue: ¹ 04 |

#### j 0 TEN GOLDEN SONGS

- |   |   |
|---|---|
| ²01. Poseidon by Uncle Tom/Razor 1911   | org: ¹93% ² current: ¹88.350% ² issue: ¹ 03 |
| ª02. Easy Demo by Bruno/Gate            | org: ¹84% ª current: ¹84.000% ª issue: ¹ 04 |
| ª02. Yum Yum by Tip/Dual Crew           | org: ¹84% ª current: ¹84.000% ª issue: ¹ 04 |
| ª04. Psychedelia by Ziphoid/Razor 1911  | org: ¹83% ª current: ¹83.000% ª issue: ¹ 04 |
| ª05. Cebit Demo by Romeo Knight/RSI     | org: ¹91% ª current: ¹82.128% ª issue: ¹ 02 |
| ª06. Memorydust by Codex/Razor 1911     | org: ¹85% ª current: ¹80.750% ª issue: ¹ 03 |
| ª07. Cemetery Of Silence by ?/Possessed | org: ¹79% ª current: ¹79.000% ª issue: ¹ 04 |
| ª08. Savannah by Uncle Tom/Razor 1911   | org: ¹82% ª current: ¹77.900% ª issue: ¹ 03 |
| ª09. Copperdemo II by Studiomaster/THR  | org: ¹81% ª current: ¹76.950% ª issue: ¹ 03 |
| ð10. My Room by Danko/Fairlight         | org: ¹88% ð current: ¹75.449% ð issue: ¹ 01 |

#### INTERVIEW WITH: ²TDB/VISION ¹

²For the records, state your name and ¹spread your cracks and releases quickly  
²groupname!



<sup>1</sup>TDB/Vision                      <sup>2</sup>Have you had any problems with the cops  
<sup>1</sup>Yup, they gave me a ticket for parking  
<sup>2</sup>What is your job in the group???   <sup>1</sup>my bike in the wrong place....  
<sup>1</sup>I am a spreader, sysop and original  
<sup>1</sup>supplier!                      <sup>2</sup>Cute... Are you afraid of the police??  
<sup>1</sup>Police? Who's that? Ask Babyface about  
<sup>2</sup>You say your BBS is very fast. How   <sup>1</sup>that, he likes them...  
<sup>2</sup>does it feel to have a fast BBS?  
<sup>1</sup>Cool! I like it!                      <sup>2</sup>What is your view on organisations such  
   <sup>2</sup>as the 'friendship' - organisation???  
<sup>2</sup>When did you first open your BBS?   <sup>1</sup>I like it! To have friendship between  
<sup>1</sup>About a year ago.                      <sup>1</sup>all the groups will form a band between  
   <sup>1</sup>groups and no wars!!!!  
<sup>2</sup>All that equipment must cost a lot of  
<sup>2</sup>money! How did you finance your BBS?   <sup>2</sup>Are there any crews you like especially  
<sup>1</sup>I robbed the post-office and sold the   <sup>2</sup>well, groups you think contribute to  
<sup>1</sup>stamps instead (???)                      <sup>2</sup>the scene in a positive way?  
   <sup>1</sup>I like Digital Force. They are cool and  
<sup>2</sup>How important do you think modems are   <sup>1</sup>program cool demos and are real friends  
<sup>2</sup>to the scene the way it is today???   <sup>1</sup>They are the oldest group in the scene,  
<sup>1</sup>Modems are very important. Ya can   <sup>1</sup>I guess....

<sup>2</sup>What do you do in your spare time??? Name your favourite:  
<sup>1</sup>I play soccer against my sister and   <sup>2</sup>Coder: <sup>1</sup>Slayer of Scoopex  
<sup>1</sup>against Testament members.                      <sup>2</sup>Musician: <sup>1</sup>Maniacs of Noise  
   <sup>2</sup>Grafix-artist: <sup>1</sup>Da Wizard/Testament  
<sup>2</sup>Your sister??? Well.. How would you   <sup>2</sup>Demo-group: <sup>1</sup>I like Vision  
<sup>2</sup>describe a typical 'loser' or 'lamer'?   <sup>2</sup>Cracker-group: <sup>1</sup>Paradox (always 100%!)  
<sup>1</sup>To take some examples... Guys like   <sup>2</sup>Demo: <sup>1</sup>Budbrain Megademo  
<sup>1</sup>Silicon, Duffy and all losers at Venlo   <sup>2</sup>Game: <sup>1</sup>Kickoff 2  
<sup>1</sup>They are slow, can't program and they  
<sup>1</sup>have got big mouths...                      <sup>2</sup>Who's the funniest guy in the scene?  
   <sup>1</sup>N.S.C/Testament and Ruud Hanegraaf.

<sup>2</sup>Do you like demos? If so, what makes  
<sup>2</sup>(In your opinion) a good demo???   <sup>2</sup>Are there anyone you'd like to greet?  
<sup>1</sup>I like demos! The idea makes a good   <sup>1</sup>Yeah, some greets to Pinhead (hehe). He  
<sup>1</sup>demo, like the one from Budbrain. So   <sup>1</sup>can't play soccer!!!  
<sup>1</sup>let's see more original demos dudes!!!



<sup>2</sup>Any final words?

<sup>2</sup>What do you think about, what seems to <sup>1</sup>Yeah, I think ya mag is very cool and  
<sup>2</sup>have become the new trend in demos, <sup>1</sup>wish ya much luck for the future and  
<sup>2</sup>house-styled music and a 'musicvideo' <sup>1</sup>watch out for Global Village, the disk-  
<sup>2</sup>styled demo???? <sup>1</sup>mag from Vision of cioa en snaveltyes  
<sup>1</sup>Shit, it's cool to listen too, but on <sup>1</sup>toe (Hehe, that's a very cool sentence  
<sup>1</sup>Amiga, it SUCKS, because they all use <sup>1</sup>in Dutch) and meet ya all in London at  
<sup>1</sup>too many samples. I like my own acid <sup>1</sup>14th. of September.....  
<sup>1</sup>music (potje oranje's) <sup>2</sup>(???- Ed) <sup>3</sup>Blackstar/Cryptoburners

#### NORWAY - THE LAND OF CHANGES <sup>1</sup>

There has been lots of scene reports and they crack games. They also make from Norway around lately. As a matter amazing demos! Razor 1911 are probably of fact, I must say I disagree with the only ones worthy of being mentioned most of them. That's why I have taken as true legends here in Norway! Some of this rather risky job of telling you you will probably disagree; I don't guys out there what's really going on really care! BUT.... Razor aren't the here in the land of the vikings! First only ones who do a good job here in of all, there is one group I feel I Norway. Another quite old group, whose must mention when talking about Norway popularity have mainly been measured and that is: Razor 1911. They are through one person, are also doing very probably the ones who are hottest at well! I am of course talking about the moment, in fact, they've probably Crusaders. They have a little BBS (only always been the hottest one! They are 2400) and they've got some very good by far the oldest Norwegian Amigagroup musicians. They also have something a and they are quite experienced in the lot of people seem to miss: Ideas! They scene. They should be quite strong are responsible for their official internationally as well, having some Eurochart, which seem to have become of the best artists around (Uncle Tom, quite a success. Another group which Codex, Ziphoid, Bug (Musicians) and has to be mentioned, is Fraxion! They Lord S., Sector 9 and Dr. No (Coders)) have got a very good musician (KEO) and they have the only real elite BBS in they produce some very cool demos. They Norway (I won't talk too much about come up with some pretty good ideas too modems, I know too little about that!) Recently, there was a fusion between two potentially good Norwegian groups: most of them are only beginners, and Visual Arts and No Limits (Now working they'd do anything to get into the





under the name No Limits!). Somehow I scene.  
think they didn't get the wanted Nowadays, the police in Norway are very  
effect from that fusion, I have heard active. They have busted 4 guyz for  
very little from them in recent months selling pirated software. These 4 will  
Still, they'll be worth looking out have to go to court and face a trial.  
for, though. There are many other This does not pass by unattentionally.  
groups who seem to be on their way to We now see the trend to get legal here  
the top: Triumph (ex The Band Norway), as well (Cryptoburners have always been  
Armada, The Giants, Network, Cinfex 100% legal!!!) I think this is positive  
Designs, Cult and probably some more. to the attitude towards the whole scene  
All of these make good demos, and they Wars are also seldom being fought,  
have all got their own artists (Which although some small lamers keep beeing  
means: No ripping!!) In addition to bigmouthed to each other. The attitude  
these, it seems like many foreign of "Fuck the big groups and get famous"  
groups have got Norwegian divisions. is not widely used in Norway. Everybody  
Also, a lot of swapperboys seem to put knows that if a little groups tries to  
a name on themselves and try to form fuck with the established groups, they  
groups out of that. Some of them have soon wither and die! (Ivory was a good  
succeeded (No names), some just keep example on that!) The overall tone here  
trying. Norway is, as most other is friendship! One interesting point is  
countries, crowded with so-called that some of the bigger Swedish groups  
'losers' or 'lamers'. There isn't much are getting pissed off by the sucess of  
that can be done about these guys, coz some Norwegian groups. I gather they do  
this because Sweden has always had Minus/Cryptoburners, Time Traveller/  
the best scene in Scandinavia. Now Cryptoburners and many many more! I'll  
they are losing some of their credits end this report by mentioning our own  
to Norway and Denmark (Paradox and group, Cryptoburners. I won't say so  
Razor for crackers and loads of demo- much about us, our story can be found  
groups!) and they don't quite like the in issue #2. I only wish to say, that  
development (no-one likes to lose to some extent, we have done our part  
power!) Anyway, this is not really a of the job of putting Norway on the  
problem, it might be the words from a Amiga map! Norway is now on that map,  
few arrogant guys (no names even and we shall certainly do ours to make  
though it's tempting!) Well, to reach sure we will remain there!!!!  
a conclusion to this article, I feel I  
must say that Norway probably has got Blackstar/Cryptoburners  
one of the best scenes in this world:  
No wars, good postal service, good



coders, great musicians, good graphics If any one of you strongly disagree on guys and above all: Friendship! I must this scene-report, don't keep it to say that if Norway was to be removed yourself! Send us YOUR opinion, and we from the Amiga world, the greatest will print it as soon as possible! loss would all the incredible music-geniouses we have here. Just listen to this list: Bug/Razor, KEO/Fraxion, Walkman/Cryptoburners, Codex/Razor, Gladiator/Cryptoburners, Dr. Awesome/Crusaders, Othello/Armada, Rhesus

#### THE READING FESTIVAL 1990! <sup>1</sup>

Friday 24th - Sunday 26th of August for tents and parking and a fenced off were the dates for this year's annual open air stadium containing a large Reading rock festival. Along with some stage and speaker system and a lot of friends I attended all three days and stalls selling food, drink, merchandise, I thought it would be nice to write a posters, clothes, cigarettes and lots of report for Fourth Dimension. other things.

Before 1989 the festival featured Something worth mentioning is the mainly sub standard heavy rock acts, way drug taking was very open, even the however, last year a more adventurous security guards were smoking puff and booking policy meant that New Order, it would have been easy to get acid or The Mission and The Pougues were top of ecstasy.

the bill. On Friday morning we exchanged our

That policy has been continued into festival tickets for wristbands which 1990 and most of the bands appearing we then couldn't remove until we left are either independants or classed as and had to show whenever we entered 'alternative rock'. or left the stadium.

When we arrived at the festival on From the bill of The Cramps, Faith Thursday night (pushing our overheated No More, Nick Cave, Gary Clail, Mudhoney, car!) we were directed to pitch our An Emotional Fish and Megacity 4 only tents and park in a field usually used openers Megacity 4, a melodic UK rock for grazing cows - I discovered this band, and Gary Clail, ultra trendy DJ while pitching my tent !! The festival and club mix-er, really impressed me. site was made up of large field areas The Cramps and Nick Cave were awful while the other bands were average... during his act but when I got back to Mudhoney were popular but that style the stadium possibly the most exciting



of music doesn't really turn me on. band of the festival were playing...

On Saturday morning my friends The Buzzcocks. With only the drummer went into town to have a wash and changed from the line up a decade ago find some decent toilets so I went the band sounded as fresh as on vinyl to watch The first bands by myself. and played all the old favourites such The Black Velvet band were opening at as Harmony in my Head, What do I Get?, 12.00, they had the same problem as An Promises, Love You More, Everbodys Happy Emotional Fish the day before - they Nowadays, Autonomy, Ever Fallen In Love, wanted to be U2. The next band on was Lipstick and of course Orgasm Addict. Ned's Atomic Dustbin and I went right Watching this band it became obvious to the front since I had bought both where a lot of the younger bands at their records but not yet seen them the festival had got their inspiration live, here I found out why they have from, I can't understand why they were such a huge and loyal following, they only 3rd from the top of the bill when were brilliant. The next few bands up, the Cramps had been top on Friday. Psychic TV, Wire and Young Gods were The Wedding Present were next and all a bit wierd - I probably would've they were also brilliant, another one appreciated them more if I'd taken a of the festivals highlights. They play lot of drugs. Ride, the next band, were fast and melodic indie guitar pop. great, sounding like a cross between Headlining were the hugely popular the Velvet Underground and the Stone Manchester band Inspiral Carpets, Their Roses. I missed Billy Bragg because we set started with a cow dancing to the were cooking up some rice in the tent backing track then as the fans shouted 'moo!' (Cow noise) the band came on and In the afternoon we went close to played 1 and a half hours of indie pop the front during Tackhead (heavy funk) with an organist in place of a guitar. so we would have a good place when the The slideshow and lightshow was simply next band 'Jesus Jones' came on. I had amazing, Spotlights made patterns over bought all their records but not seen our heads, the title of each song was them live before and wasn't sure what displayed in huge letters behind the to expect since on vinyl they blend band and a troupe of drum majorettes samples and guitars. In their live act came on during the recent hit single they dropped a lot of the samples and She Comes In The Fall. The Inspiral's fighting the shitty sound system (like gave the best SHOW of the festival and all the other bands), they were a bit although their music could be called of a disappointment to me. Still they repetitive it is also exciting and were better than most bands. The Fall original. played their usual 'alternative' rock

Sunday was opened by another great with Mark E Smith's mumbled vocals and



young band, The Senseless Things, the didn't really impress me.  
 best way to describe their music is to The final band of the festival was  
 compare it to the Buzzcocks who they the Pixies, really popular but not too  
 admit are a big influence. exciting for me since I don't know the  
 I didn't really watch the next 5 songs.  
 bands after them... Thee Hypnotics, The It's hard for me to say which were  
 Telescopes, Stereo MC's, Living Colour, the best bands because everyone has  
 Loop. They were all pretty dull and we different musical taste (Why else do  
 were packing up our tents so we could people like Technotronic ??) but those  
 get out quick that night. who impressed me the most and played  
 the best were... Buzzcocks, The Wedding <sup>a</sup>A SILLY JOKE! (Adapted from NRK TV)  
<sup>1</sup>Present, Ned's Atomic Dustbin, Senseless -----  
 Things, Gary Clail, Ride and Megacity 4. <sup>ø</sup>Important business call. <sup>1</sup>  
 The sun had stayed out all 3 days  
 and back home (50 Miles away) there'd The young business man had just opened  
 been thunderstorms and a 9 hour power- his new business. The first man with an  
 cut on Saturday... God must have good appointment had to wait 30 minutes  
 taste in music! before he was allowed inside his office  
 and when he entered the office, the  
<sup>3</sup>Firestorm of TECHNIQUE <sup>1</sup> young business man was talking on the  
 telephone. When the man entered the  
 office, the young business man said to  
 ¢Thanx to Firestorm of Technique for <sup>1</sup> the guy on the phone: ".... Alright,  
 ¢this article. We appreciate when people <sup>1</sup> we'll make the delivery at £500.000.  
 ¢take the initiative to write about <sup>1</sup> You can expect the cash first thing  
 ¢some non-Amiga happenings, there is <sup>1</sup> tomorrow!" Then he hung up. Now, all of  
 ¢life without Amiga as well, you know! <sup>1</sup> these things (the 30 minutes waiting  
 ¢We hereby call upon everybody with <sup>1</sup> and the fake phone call) had been done  
 ¢something interesting to say, be it <sup>1</sup> just to impress the guy with the  
 ¢Amiga stuff or non-computer activities <sup>1</sup> appointment. His new business had to  
 ¢We would like to hear about it! <sup>1</sup> look respectable. So he faced the man  
<sup>1</sup> and said: "How may I help you?". The  
<sup>2</sup> Blackstar, managing editor! <sup>1</sup> man answered.... "Well, I am here to  
 connect your telephone..... "

° HOW TO ORDER FOURTH DIMENSION! <sup>1</sup>

If you want to order any issues of

<sup>2</sup> PRICES! <sup>1</sup>





Fourth Dimension, here's what you must -----

do: Fourth Dimension is FREE for the  
following people:

<sup>a1)</sup> <sup>1</sup> Find an error-free disk (1 disk per  
issue!) and put it in an envelope! -Article writers  
-Graphics Contributors

<sup>a2)</sup> <sup>1</sup>Put a self-addressed envelope into  
your package! If you just want the mag, we'll have to  
charge you a symbolic fee, it's time

<sup>a3)</sup> <sup>1</sup>Go to your post-office and get an consuming work to copy all those disks,  
international reply coupon which you know. Therefore, send us <sup>3</sup>30 NKR <sup>1</sup> to  
you enclose in the package. If you support our work! (Of course, you must  
are from Norway, enclose stamps of still follow the steps mentioned...!)

5.40 Nkr. (Unused of course!!!) ¢PLEASE NOTE:  
<sup>1</sup> ¢SEND ONLY NORWEGIAN CURRENCY! THIS CAN

<sup>1</sup>Of course you will receive the mag at ¢BE OBTAINED AT YOU LOCAL POST-OFFICE OR  
<sup>1</sup>once it has been released! No need to ¢IN THE NEAREST BANK.

<sup>1</sup>wait for ages anymore, now you can get

<sup>1</sup>the mag on release date!!!! Of course, <sup>0</sup>For NKR. 50, we will pay the disk plus  
<sup>1</sup>you should follow these steps. We have <sup>0</sup>the postage & packing for you. We use  
<sup>1</sup>not the time nor the money to pay the <sup>0</sup>branded disks only!!!  
<sup>1</sup>postage! Details about prices: ¢ Blackstar/Cryptoburners

#### NEWS and RUMOURS <sup>1</sup>

-----  
Soon big DEXION party in Denmark! More info about the Dexion party at:

----- Dexion, Poste Restante, 5000 Odense C

Informations in issue #2 about Kefrens in Denmark!!!

having started as crackers were wrong! -----

Kefrens tell us they are 100% legal!!! Gurukiller of Infernal Minds spends

----- more time on his skateboard than in

System 5 now have divisions in: Norway fron of his Amiga. (??? - Ed)

Germany (WHQ), Switzerland and England -----

----- Theatre & Network's legal X-mas party

Look out for "4 Swappers" ->A magazine from 26.12.90 - 29.12.90 in Lillestrøm,  
only for advertising (also done by Norway!





System 5); perhaps it will be released -----  
on the Vision-Aces-Active party! Thyrone has got a new member in Italy  
----- called BobNix (Sysop of the "Land Of  
THR is now split up!!! Nobody"), so now the Italian division  
----- has 3 members. (9009 XAD, Mr. Irq and  
Weird Ed of Prologic joined Oracle!! Bobnix)  
-----  
Tron of Scoopex Dk. joined Dexion! From Issue #3 on the disk mag called  
----- "Freedom Crack" will be a coproduction  
Blutch joined Arcane!!! of Thyrone and Savage.  
-----  
----- addresses so he can write them back.  
A new group called Andromeda is born. -----  
The ex. Phantasm members (except some Megadeth (With his BBS-Board Royal)  
lamers) formed the new Norwegian crew. leaves RISK.  
-----  
Relax is a new group and they're here Thyrone is dead.  
to stay!!! -----  
----- Domination joined Angels.  
Comico (ex. Theatre) is now Comico of -----  
Abakus!!! Darksilver joined Razor 1911.  
-----  
Natas (ex. World Vision) joined GATE!! Oracle lost their US-board, The Jungle.  
-----  
Zapotek, Intec and Funky Guru left Angels recracked Razor 1911's version  
Zombie Boys and joined GATE! of Sculpt 4D. (Check 'about' on menu!)  
-----  
Zombie Boys Turkey section kicked off Piranhas is dead. Too bad guys, but you  
all their lame members. All the cool will be remembered a long time for your  
members decided to change their names. good Amiga productions.  
-----  
To all contacts of Jason/Zombie Boys: Commando got kicked (?) out of Oracle,  
Now he's back from hospital and lost cause he couldn't get them any US  
all addresses of his contacts. If they originals. Commando himself claims that  
wanna continue swapping with him, they there were NO new US stuff he could  
must write to him and tell their supply, so he is very pissed off.  
-----  
DOOM is now EUPHORIA! SETROX is reborn!



-----  
Cool J left Image to join CAVE!      Zedy joined SAVAGE! ex.CHROME member  
-----

Mace left IMAGE to join SKID ROW!      SUCCESS is dead!  
-----

SECURITATE INC. is dead!      Eddie and Snircher of SILENTS FINLAND  
----- joined DEFJAM!!!

Barrax & Bootlegger have not left -----

EUPHORIA!      There are rumours that Gate have lost  
----- a lot of members.... Bullshit!!! We've

CAVE MEGADEMO II coming soon!      now more members than ever before, so  
----- if some lamers claim that we've lost

AZURE is dead!      lots of members... Kill them!!! We now  
----- have a BBS in Finland and we've got

FOXHOUND of EXCESS left to join members from groups like:: Silents SF,  
EUPHORIA!      Mayhem, Zombie Boys, The Targets, The  
----- Giants, and Excess! Wait for our soon

THYRONE is dead!      coming productions like M.A.G (With  
----- System 5), demos and some other cool

WORLD VISION is dead!      productions!!!

----- Fireball/Gate

Stormgod left Ecstasy to join Angels. -----  
-----

#### <sup>2</sup>VISION - ACES - ACTIVE PRIME 90 MEETING! <sup>1</sup>

I (TDB) and Jetaza went at 9 a.m to (Malzam-Bobo and some programmers) - Rotterdam-Lombardijen. From there, we Oracle (Bambam) - Valhalla (Metal Gear) went together with some Testament and Defjam (Phil and Pennywise) - Alpha Mute 101 members to Breda. On the Flight (Black) - Brainstorm - Red train, we had lots of fun... (With the Sector - Abandon - Mute 101 - Testament conductor!)... At 9.41, we went by Tristar (Whiteheat) - Animators - train to the party zone. As we arrived, Spreadpoint - Digilogic - Bignoimia - there was already lots of cool guys Digital Force - Mirage - System 5 - wanting to get in... At 11 a.m, Active End Of Century (France) - Cadcam - Raf came and wanted to throw out the guys Venom - Switch - Power Connection - who travelled with me, because they Thyrone - Celtic - Special Brothers - had to pay.. Anyway, I managed to fix XTC - Questor and many other cool dudes



a deal... Included in the entrance fee After some time, the power was cut, but was a free disk, which was supposed to it was soon fixed, so no big deal! At contain an Active megademo. Unfortuna- 13:00 we went to a shop to get sumthing tely, it didn't work on Kickstart V1.3 to eat. We had a discussion with the nor on 1 megabyte, so Vision coded the nice lady in the shop wether my (TDB of nice and cool Prime 90 demo (A few Vision) head was orange or yellow hehe. days ago!) I had a discussion with Jetaza, Blaze At 12 o'clock the whole thing really and Joreon about the colour, but she started and the whole scene was there. said it was orange, so I won! (But when All cool groups and dudes like Quartex we left, she said it was yellow, and (Selim) - Paradox (Destroyer) - Angels they liked it! I didn't....) ---->After we had seen some cool demos, the was VERY COOL. It had lots of cool guys demo-competition started at 6 p.m. and and lots of cool warez. Watch out for there was a lot of cool demos. ( ±20 I the next party dudez..... Ciao! guess!). We saw some masterpieces from Brainstorm - Mirage - Celtic - Digital TDB/Vision Force and several other groups. After some problems with the jury, they agreed on the Mirage demo to win. This demo was very coooooooooo! Brainstorm came #2 and a nice Celtic demo was #3. The demos were shown on a big screen which finally was used the right way! It was used to show Ninja Turtles (The Movie) and some nice porno movies. Some dudes thought it was unfair that they only showed 5 demos or so, and everybody wanted to know why, but it wasn't our fault, the blame was on Active, who arranged it... Anyway, after that, we did an interview with Afl... Some time later, we found a nice way to get drinks for free: We just broke up the fride.. he-he! That was cool... We left at about 11 p.m as the party closed. After all, the party



The German scene is not yet often cracking software. That's why there are reported, although many people think so many cracker groups. I don't understand German has the best one. Of course stand most swappers saying that these this depends on your own qualities and guys are the best because they have professions. The big time of German obviously chosen the easier way to groups is nearly over, as the C64 has become famous (I personally piss off almost entirely died. Former big names those coders who dropped coding in have disappeared or they lamed down by order to crack copyrighted stuff). releasing shit stuff (AFL, SHINING 8.) These "cracker groups" (mainly consist- Coding and making music (being ing of 1 cracker and 20 spreaders!!!) creative generally) isn't much dislike coder groups since they have appreciated here since having the nothing to offer them (except some latest stuff is the most important intro coding for those 'able' crackers) thing to many "freaks". Human qualities That's why the most famous cracker are mainly neglected. Most guys act groups don't swap with coder/demo friendly as long as the others are groups. All these things contribute to more famous or have newer stuff. But the prevention of friendship because towards unknown freaks, they act like own profits and egoism are 'the rules' being God. But most of the former here in Germany. If there weren't the unknown groups do not learn from their major cracker groups, the problem of bad experiences and act in the same friendship would not be that present. way after having joined a famous team. One probable reason for a German group Germany is still the best location for initiating 'FRIENDSHIP' (Spreadpoint)!? But even 'FRIENDSHIP' cannot help as long as there are stupid crackers long as the general attitude does not (often not able to do 100% cracks!) who change. People have to realize that will obviously never get older, no the problem's based in their contacts. changes will be made. Just a few groups I personally have no problems with have the quality to make some good own- friendship (though living in Germany) made productions. My personal favourites because I care about the people I am in Germany: United Forces (useful in contact with. But before you're programs), TCC DESIGN (good demos), able to do this, you must get the Spreadpoint (good potential, but too right distance to the whole scene and few releases). The rest are just doing realize how ridiculous many actions below average coding/music/GFX. Poor and habits are. Germany.... German freaks are badly Here in Germany there are not so many reputed by foreign freaks. Germans coder groups around. I guess there are are seen upon as diskstealers and arrogant many good coders, but they are not gants. TEEZE/Ex-Phoenix told me that



involved in groups. That's an essential one thing's for sure when sending disks difference to Scandinavia where many to Germany: They won't come back! Of groups with more than 3 coders are course this is a prejudice because available. We are desperately seeking there are also some friendly and right a third musician, but there are not minded guys but Germans generally tend even average around. It's not easy to to superiority (Germans are best..) But get some competent coders/musicians in idiots are everywhere, so first check Geramany. If there weren't so much out before judging. It may happen that resources of 'NEW STUFF', I guess you survey a great contact. everything would be different. But as cJPN/Level 4-ASD

#### ADDRESSES FOR FOURTH DIMENSION <sup>1</sup>

If you have articles, news, ads, gfx If you have any questions for our coder etc., if you want to order Fourth corner, or if you have anything you'd Dimension or if you want to be inter- like to help other coders with, write viewed or something like that, write to the following address:  
to the following address:

<sup>a</sup> FOURTH DIMENSION C/O TOM BECH  
<sup>2</sup>FOURTH DIMENSION HQ <sup>a</sup> EIKEBAKKEN 1  
<sup>2</sup>P.O. BOX 217 <sup>a</sup> 5035 BERGEN/SANDVIKEN  
<sup>2</sup>6801 F ØRDE <sup>a</sup> NORWAY  
<sup>2</sup>NORWAY  
<sup>1</sup> If you for any other reason want to get  
<sup>1</sup>If you have any subjects you wish us in touch with Cryptoburners, write to:  
<sup>1</sup>to take up in our Blip Blop Banana  
<sup>1</sup>section, write to: <sup>ø</sup> CRYPTOBURNERS CRYPTOBURNERS  
<sup>ø</sup> P.O. BOX 141 P.O. BOX 3591  
<sup>ø</sup>FOURTH DIMENSION <sup>ø</sup> 3055 KROKSTADELVA 3002 DRAMMEN  
<sup>ø</sup>SOL ÅSEN 23 <sup>ø</sup> NORWAY NORWAY  
<sup>ø</sup>5050 NESTTUN  
<sup>ø</sup>NORWAY

<sup>i</sup> <sup>3</sup> FOURTH DIMENSION <sup>1</sup>

<sup>o</sup> We are here for you!





ADVERTISEMENTS! <sup>1</sup>

+-----+ +-----+

| <sup>2</sup>DEXION <sup>1</sup> is back in the scene! | | Contact: <sup>3</sup>TERMINATOR X <sup>1</sup> |

| Contact the Dexion HQ for swapping | | SYSTEM 5 |

| the latest warez! Write to this addy| | PLK 027786 D |

| | 7500 Karlsruhe |

| Dexion | | West Germany |

| Poste Restante | | |

| 5000 Odense C | | Only pure elite! |

| Denmark | +-----+

+-----+ | ¢Sabandon/Megapowers <sup>1</sup> searching for new|

| To buy the hottest stuff, contact: | | contacts with hot and cool stuff! |

| | Write to: |

| Postboks 281 | | Roger Jonsson |

| N-7501 Stj. | | Spr åkgrand 40 |

| Norway | | S-902 41 EME Å |

| | Sweden |

| Only 0-3 day warez, DL from the | +-----+

| fastest boards worldwide. | | <sup>3</sup> FOURTH DIMENSION! <sup>1</sup> |

| Cheap prices. Write today.... | | P.o Box 217 |

+-----+ | N-6801 F ørde |

| <sup>2</sup> FOURTH DIMENSION <sup>1</sup> | | Norway! |

| Better than Donald Duck 23/89... | | <sup>9</sup>Funnier than Donald Duck 23/89... <sup>1</sup> |

+-----+ +-----+

+-----+ +-----+

| I M A G E | | \*\* To get the latest releases \*\* |

| - - - - - | | write to: Beyondor of |

| P.O.BOX 119 | | SYSTEM 5 |

| 02321 ESPOO | | Elite will PLK 027673 D |

| FINLAND | | be prefered! 7500 Karlsruhe |

| | (Ha,ha,ha) West Germany |

| Or call our BBS: | +-----+

| +358-0-8024389 | | Contact: Dragonfly for swapping hot |

+-----+ | and legal warez. |

| GOOD CONTACTS WANTED | | Write to: |

| | B åtst øjdet 121 |

| Write to: | | 1322 H øvik |



```
|   LIX OF FRAXION   | | Norway           |
|   Odd S ørlisv. 27   | +-----+
|   7058 Jakobsli     | | Contact SYSTEM 5 for the absolute |
|   Norway           | |   latest warez at:   |
+-----+ |
|   FOURTH DIMENSION   | |   PLK 027673 D   |
|   ~~~~~             | |   7500 KARLSRUHE   |
| The ONLY diskmag offering you a | |   WEST GERMANY   |
| FREE advertisement system!!! | |   *****   |
+-----+ +-----+
i a -----
i a ----- H O T -----
i a ---p                               i ---
i a --- S T U F F ---
i a ---p                               i ---
i a -----
```

<sup>1</sup> If you want to buy the øHOTTEST <sup>1</sup> modem  
stuff (-1 day! time postpone => USA)  
contact <sup>2</sup>PLK: 094588e 7000 Stuttgart 1  
<sup>0</sup> West-Germany

1-----

MR. AMIGA FROM ALFA CREW AND ZEUS IS LOOKING FOR COOL GUYS TO TRADE THE LATEST  
WAREZ!!!

write to:

<sup>3</sup> MR. AMIGA  
<sup>3</sup> KOGENDIJK 20  
<sup>3</sup> 1862 XD BERGEN (N.H.)  
<sup>3</sup> H O L L A N D

<sup>1</sup>IF YA SEND AT LEAST ONE DISK YOU WILL GET 100% answer!! THIS ADDRESS IS ALSO FOR  
JOINING THE NEW AND COMING FORCE IN EUROPE, 'ZEUS' so if ya like to join this  
megacool group THEN WRITE TO ME, but only COOL GUYS ARE WANTED!!!  
AND REMEMBER 'ZEUS, Cool is The Rule !!!!'

-----  
Contact Dare Devil for swapping the MAGNUM FORCE  
latest demos/utills..... 45 MOXHAM AVE



HATAITAI

Tuna-Hastberg 120  
78024 Idkerberget  
Sweden

WELLINGTON  
NEW ZEALAND

For hottest swapping & Graphics design:

Disks + Long letters guarantees a fast 200% answer!  
reply! -----

----- Contact øWINDWALKER/CRYPTOBURNERS <sup>1</sup> at

If you want to swap the latest

\*DEMOS\* <sup>3</sup> ARILD GJERD <sup>1</sup>

Please send disk(s) with your own <sup>3</sup> KLASATJ ØNNVEIEN <sup>4</sup> <sup>1</sup>  
production(s) to: <sup>3</sup> 5071 LODDEFJORD <sup>1</sup>

<sup>3</sup> NORWAY! <sup>1</sup>

ANDROMEDA -----

<sup>2</sup>FOURTH DIMENSION needs editors <sup>1</sup>

KNARREVIKVEIEN 6. a----- <sup>1</sup>

4638 KRISTIANSAND Write to: Postbox 217, 6801 F ørde

----- in Norway, and enclose your work!

a----- <sup>1</sup>  
-----

-----  
SOURCE CODES

Tiger Of Possessed  
-----

Trading - Selling

Denmarks best selection

Thousands of Routines

Price: 2 Empty disks for 1!

Only trading if 1989/90 routines

For our routines or 0-1 day wares:

When you are a cool dude then

you contact the Tiger:

Legal & ILLEGAL

Tiger/PSD

PLK: 091012 E

KASPER ST ØVRING

3300 Braunschweig

Solbakken 5A

West Germany

8450 Hammel

DENMARK

-----  
For Elite Mail Trading contact:

Disks 100% back

REBELS (Remember this)

----- Poste Restante -Sejs

Need a fast Spreader and no loser.

8600 Silkeborg



DENMARK

THE MEGABANDIT (Bytebusters)

Lenshoeklaan 12

PLEASE NO FAKED STAMPS, THANXX!

4481 BS Kloetinge

Holland

(No lamers)

\*\*\*\*\*

\* \* TO: SWAP STUFF WITH

\* THYRONE \*

\* ----- \* \*++++++\*

\* Contact us for hyper-fast \* + M Y S T I X +

\* mail-trading! Send To: \* \*++++++\*

\* MR. IRQ/THYRONE \*

\* Gianpiero Manca \* CONTACT BLITZER!

\* C/O Circolo Ufficiali \* PO BOX 377,

\* Aeroporto Mil. Fontanarossa \* ALSTONVILLE,

\* 95121 Catania \* NSW,2477, AUSTRALIA

\* Or To: Bobnix/Thyrone \*

\* Guiseppe Chines \* (NO LAMERS PLEASE)

\* Via Balatelle 3 \*

\* 95039 S.A.Li Battiati (CT) \*

\* Both in good old ITALY!!! \* Contact Metalic of Decay

\* Please send all but games!! \* for swapping the latest

\* Letter + Disk = 100% reply \* stuff... Write to:

\*\*\*\*\*

/ / P.O.Box 696

/ / Kenmore 4069

/ / FOR FREE!!!! Australia

/ /

Write to that address also for articles

FOURTH DIMENSION - The Revolution! to the diskmag called "FREUD"

\*\*\*\*\*

\* THYRONE \* --ABO! ABO! ABO! ABO! ABO! ABO!--

\* ----- \*

\* Call our boards in \* MODEM ABOS (0 days old stuff!)

\* Italy!!! \* Fair prices ... better service ...



\* MONDHY PAYTHON \* ... for more infos write now to ...  
\* at: \*  
\* 0039-4057-5424 \* P.O.BOX 9156 6040 INNSBRUCK AUSTRIA  
\* or: \*  
\* LAND OF NOBODY \* -----  
\* at: \* --ABO! ABO! ABO! ABO! ABO! ABO! ABO!--  
\* 0039-9541-4115 \* -----  
\* Both 2400/14400HST \*  
\* Both active from \* -----  
\* 10PM-8AM \* Insane of Relax is searching for more  
\*\*\*\*\* fast contacts! Send your latest warez  
to:  
----- Villagat. 1  
GATE is searching for musicians and S-57020 Bodafors  
coders in Norway. Contact: Sweden  
  
OCTOPLEX Disks or/and cool guys = 100% answer  
Stertebakke 6 -----  
3600 Kongsberg  
-----  
-----  
Contact GATE for swapping: -----  
- BUY LASTEST AMIGA WAREZ -  
Laiz Octoplex - MONTH = 80-120 DISKS = 400 DKR -  
Hellemyrtoppen 42 Stertebakke 6 - 10 DISKS = 80 DKR. TO GET A -  
4628 Kr. Sand 3600 Kongsberg - 20 DISKS = 150 DKR. LIST SEND -  
Norway Norway - EACH DISK = 10 DKR. 1 DISK -  
- WRITE TO: WARFALCONS -  
NO LAMERS! - POSTE RESTANTE - 4200 SLAGELSE -  
----- - DENMARK (NO GLUED STAMPS) -  
ZOMBIE BOYS / Turkey Section -----  
-----  
Searchin' cool contacts and coders. R E S O L U T I O N 1 0 1  
If you wanna swap/join then write to: Swapping = FASTER THAN A RASTER

TURBO/ZB Contact us:  
M. Bey Cad. Bahtiyar Sok. 2/29  
S. Eyler - Bakirkoy - Ist - Turkey - ZENDICK - - NIKEMAN -





Marco Majorana Nelson Cardaci

3 1/2"/5 1/4". Don't worry, keep on sending Via Toselli N. 52 Via Etna N.162/BIS

95039 Trecastagni Interno N.41 95030

Greetz to:Classic - Rebels - Dual Crew (CT) - Italy - Pedara (CT) -Italy-

RSI - Fairlight - Subway - Active -----

V1/AFL - Vision - Cult

-----

-----+-----+

----- | A B A K U S |

- WARFALCONS SEARCH FOR - | \* . + |

- NEW CONTACTS FOR ELITE TRADING - | CONTACT THEM FOR SWAPPING \* |

- WARFALCONS - POSTE RESTANTE - | SEND DISK(S) TO THIS ADDRESS BELOW. |

- 4200 SLAGELSE - DENMARK - | . \* |

----- | \* + . |

----- | NICK (TURMOIL) \* + |

HYSTERIA OF FRANTIC is looking for | + 26 SURRENDEN PARK |

good contacts. Write to: | BRIGHTON + |

| \* + BN1 6XA . . |

130 Aberdare Road, | ENGLAND |

Shenton Park, | . \* |

Australia 6008. | \* |

| . ONLY LETTERS WITH DISKS WILL BE + |

Letters with disks = 100% reply! | REPLYED! APART FROM LAMERS OF COURSE |

Beginners are welcome! | TEL NUMBER +44 (O) 273 506799 |

----- |\* + |

| COOL IS THE RULE |

| . \* + |

| ABAKUS IS THE RULE!|

+-----+



\*\*\*\*\*

```
*
*
* CCCCCC *
* C *
* C I N E F E X design *
* C *
* CCCCCC *
*
* contact FALLOS for swapping *
* friendship *
* cooling *
* computing *
* writing *
* etc. *
*
* Sven Deutschmann *
* Sandvollen 60 *
* 3058 SOLBERGMOEN *
* NORWAY *
*
* Tlf. + (0)3 87 16 27 *
*
* ! BOTH SEXES ARE WELCOME ! *
```

\*\*\*\*\*

#####

```
#
#
# ? DO YA WANNA GET FUCKED UP ? #
#
# ...in that case... #
#
# contact #
#
# SSSSSSSS H H #
# S H H #
# SSSSSSSS L A S HHHHHHHH #
# S H H #
# SSSSSSSS H H #
```



```
#                                     #
#   of . . .                         #
#                                     #
#       . . . cinefex   #
#                                     #
#   ! No Disk = No Risk !   #
#                                     #
#   Slask / Cinefex   #
#   Gml. Riksv. 110   #
#   3057 SOLBERGELVA   #
#   NO(r)WAY          #
#####
+-----+ ///////////////
| « THE FORCE »           | / WINDWALKER OF CRYPTOBURNERS /
| IS LOOKING FOR FAST AND COOL CONTACTS| /   /   /   /
| WRITE TO US AT: PO BOX 503   |   / ARILD GJERD   //
|       MODBURY 5092   | /   / KLASATJV. 4   //
|       SOUTH AUSTRALIA   | / 5071 LODDEFJORD   ///
|       AUSTRALIA       | //   NORWAY   ///
+-----+ ///   /   //
Interested in buying the latest demos, /// A GENERATION OF /
then write to the following address to // EXCELLENCE CONTINUES!! /
get informations and prices. //   /   /
Older demos are available too. / SEND ME STICKERS IF POSSIBLE /
WRITE TO: / NO/ILLEGAL STUFF! /
POSTFACH 2726, 3380 GOSLAR, WEST-GERMANY ///////////////
+-----+
| AVALON OF CELTIC GREETES HIS FRIENDS: Skywalker/PARADOX, NFL/SUBWAY |
|       Predator/SILVER HAWKS, Mike/SPREADPOINT|
| Mungo/ANTHROX, Mr. Turnip/APEX   Ghoul+Beyonder/SYSTEM 5, R øly/THRUST |
| Shadow/BRAINSTORM, Stinger/CAVE   Defcon 5/THYRONE, Guardian/UFO   |
|Lazerbrain/CRUSADERS, Windwalker/CRB   Hellraiser/VENOM and last but not |
| Charly/D-TECT, Gizmo/DUAL CREW   least DTW/WIZZCAT.   |
| The Pride/FLASH PRODUCTION           |
| Typhoon/FRAXION, Ice/IMAGE           |
| Mr.Acid/IPEC ELITE, Jagger/KEFRENS           |
+-----+
+-----+ +-----+
```



IS IT A BIRD? OR IS IT A PLANE?		TERMINATOR X / SYSTEM 5	
NO!		ELITE ONLY MAILTRADERS!	
IT IS ARCANEE!!		PLK 027786 D	
+-----+		7500 KARLSRUHE	
	CONTACT ARCANEE AT:		WEST GERMANY
	BLUTCH		ONLY OWN MADE RELEASES!
	POSTE RESTANTE		CALL OUR BOARDS IF YOU CAN
	NORDBY, 6720 FAN Ø		+-----+
	DENMARK		Mega-Powers NZ search for contacts &
+-----+		international members. If interested	
(5.25" TOO!)		write to: MEGA-POWERS On: VHS	
+-----+		P.O.BOX 3834, Amiga	
Only the best can write to:		WELLINGTON. /Send 2 disks	
	NEW ZEALAND For Reply! /		
GATE/F.B			
Aurinkorinne		Specials to: Brainstorm, Paranoimia,	
70780 Kuopio		Fraxion, Exodus, Byterapers, Predators.	
Finland		+-----+	
Best regards to: Paradox, Skid Row			
Miracle, Defjam, AFL, Warfalcons,			
Scoopex, Dual Crew, Cryptoburners!			
+-----+

ARE YOU A CAT??

-----

...find out in this simple test, by just answering a few simple questions!

- | A | B | D |
1. Have you ever tried eating the Amiga mouse??? | | |  
| | |
  2. What is your relationship to dogs??? | | |  
| | |
  3. Do you piss on other peoples doorsteps??? | | |  
| | |
  4. Do your parents feed you with Brekkies? | | |  
| | |



5. Have you ever felt attracted to Jackmix of CRB??!? | | | |

| | | |

6. Do you dig a hole in the sand when you wanna piss?? | | | |

| | | |

-----  
Most A's : You like the letter A better than B and D

Most B's : You like the letter B better than A and D

Most D's : You like the letter D better than A and B

- If you're not satisfied with the result, try once more!!

FALLOS / CINEFEX

#### Interview With Dexion! <sup>1</sup>

<sup>1</sup>Introduce yourself. Name, age, weight   øTSL conference I joined Dexion, coz Pet

<sup>1</sup>and height....                     ø of Dexion said that Dexion was going to

ø be built up again after MMM and Liteace

øI'm Trix/Dexion.Mainswapper, 1.85 tall   ø joined Paradox.

ø72 kg scales, 16 earthyears old, blue

øeyes and brown hair....                     <sup>1</sup>How many members are "alive" in Dexion?

<sup>1</sup>When did you buy your first computer?   ø Well, there's still the old Dexion

ømembers, but also new members have

øI bought my first computer (A C-64) in   øjoined (like me). So let's hit a member

ø1985, and in 1987 I bought my Amiga.   ølist:

°SMARTIN (Music)

<sup>1</sup>How did you enter Dexion? Tell us a   °FUTURE FREAK (Music)

<sup>1</sup>little story about Dexion.                     °TRIX (Mainswapper)

°TIGER (Swapper)

øLet's start from the beginning. The   °NATRIX (Gfx)

øfirst thing I did when I got my Amiga,   °TOX (Coder, GFX)

øwas to get all the best games, which   °TRON (Coder)

øwas impossible on the C-64 (Gfx, sound   °PET (Coder)

øand so on....) and half a year later, I   °ORBIT (Coder)

øentered the scene.Since then I've been   ° STARMAN (Coder)

øin different groups like: Wiz, Cycron,

øPrologic.... And then, after the RSI &   Totally 10 members.

<sup>1</sup>Tell our readers why you "lost" MMM   øSome High Quality demos!





1and Liteace.

1Rumours say you'll arrange a copy party

øWell, I wasn't in Dexion when they 1Is this true? If so, when and where?

øleft, so I don't know exactly why....

øBut it had something to do with Promax øYep, we're going to hold a Dexion party

øof Kefrens who also joined PARADOX øsometime around christmas in the Danish

ølike MMM & Liteace, coz they'd like to øtown Odense. We're working on it right

øwork together with Promax. But then ønow, and invitations should be out some

øPromax rejoined Kefrens, coz PARADOX øtime in October. I don't wanna tell so

øcommanded him to code intros, but ømuch about it, except there will be a

øPromax mostly code demos so he left. ødemo competition with very high prizes.

øBut.. But, MMM & Liteace stayed in

øPARADOX instead of rejoining Dexion 1What is your crew's amitions?

ø(Too bad) As told before, I don't know

øexactly the reason why they left and I øRight now to become one of the best

øwasn't in Dexion when they left, so do ødemogroups in Denmark, like in the good

ønot get angry at me. øold days.

1So what do you think about Paradox now 1Which hardware do you use?

øI don't hate Paradox coz of that! In øI have an Amiga 500, 1 MEG, drives,

øfact, I think Paradox are really cool! ømonitor, printer and hopefully soon a

ø14400 HST Modem + a Hard disk!

1What will be your next production? ø (Continues...)

1How do you like the Danish scene? 1Do you think everything is going well

1in the current scene?

øThe Danish scene is very cool! Many

øgood demogroups, some crackergroups øNo, there are too many LAMERS! I don't

ølike Paradox and Oracle..... ølike those who do their business for

ømoney and not just for fun!

1Do you like disk-mags? By the way,

1which diskmag do you prefer? 1Are you afraid of the police?

øYeah, I like diskmags! My favourites øNo, cause most of my activities are

øare Zine and 4th. Dimension! ølegal. If they will come, they won't

øfind anything!

1What's your favourite:

1Game: øKick Off 2

1How much time do you spend in front of



<sup>1</sup>Demo: øMental Hangover/SCX                      <sup>1</sup>your Amiga on an average day?  
<sup>1</sup>Coder: øSlayer/SCX  
<sup>1</sup>Musician: øRomeo Knight/RSI                      øIt depends on my homework. About 2-8  
<sup>1</sup>GFX-Artist: øJOE/SCX                      øhours a day.  
<sup>1</sup>Demogroup: øScoopex, Red Sector, Kefrens  
<sup>1</sup>Crackers: øSkid Row,m Fairlight, Angels    <sup>1</sup>Have you ever considered selling your  
   øand Paradox.                      <sup>1</sup>Amiga to buy an Archimedes or an IBM PC  
  
<sup>1</sup>What are your hobbies besides Amiga?    øNo,I won't sell my Amiga. Maybe I would  
   øhave another computer beside my Amiga,  
øParties, Tennis, Movies, Football....    øbut I wouldn't sell it!  
<sup>1</sup>What is your preferred:                      <sup>1</sup>Trix of Dexion was interviewed by:  
<sup>1</sup>Drink: øBeer!  
<sup>1</sup>Food: øPizza                                      <sup>3</sup>Death Bringer of North Star!  
<sup>1</sup>Chocolate: øToo many.. Daim, Mars...  
<sup>1</sup>Alcohol: øVodka...  
<sup>1</sup>Music øgroup/Solo Artist: ????????    <sup>2</sup>If you are worth being interviewed,  
<sup>1</sup>Album: øDepeche Mode: "Violator"    <sup>2</sup>contact Fourth Dimension at any one of  
<sup>1</sup>Movie: øGremlins 2                              <sup>2</sup>the addresses in the address page. We  
<sup>1</sup>Video: øGenesis "Land Of Confusion"    <sup>2</sup>would appreciate if you wrote to either  
   <sup>2</sup>Trixal's address or one of the swappers  
<sup>1</sup>Ok that's it! Do you have any messages    <sup>2</sup>addresses as the managing editor has  
<sup>1</sup>to add, any final words etc?                      <sup>2</sup>already far too much work to do. Thanx.

øYep, if you wanna contact Dexion for                      <sup>0</sup>Blackstar, managing editor.  
øinvitations to our party, write to:

øDexion  
øPoste Restante  
ø ø5000 Odense C  
øDenmark

<sup>1</sup>Thanx for being interviewed!

øAnd thanx for interviewing me.....



In the jungle of today's selection of get a sampler (a GOOD one too!), a very Noisetrackers and Soundtrackers, it useful song-record mode, key-repeat, a might be difficult to chose which wider selection of colors and more! All version to use! Well, I will try to these things added together make this a give a short guidance using my own very good program! In comparison, the experiences. First of all, I think you V1.2C version has got the earlier can forget ALL Soundtrackers. The best mentioned pattern-editor and block-edit versions available today, are Kaktus & mode! In addition, I personally prefer Mahoney's Noisetracker V2.0 and UFO's numbers displayed as decimal figures Noisetracker V1.2C. These are the ones instead of hexadecimal, as in NT V2.0. I will concentrate on in this article.

In Fourth Dimension #3 we had a review Conclusion: After having used both ver- of Noisetracker V2.0. Because of that, sions quite a lot, I have noticed that I will only mention how that version both versions are good, but they both performs when having used it little have big limitations. I will rate them more. The really big problems about both to 8/10 and say that they are both Noisetracker V2.0 are as follows: For needed! As you might have figured, I starters, the Noisetracker V2.0 use use both, I do one thing with V2.0 and more memory than V1.2C. That's bad for other things with V1.2C. That's why I non-mega owners. Secondly, they have NOT can't wait to get another version VERY included the two big advantages of the soon. UFO say they are developing one UFO Noisetracker, the pattern-editor right now! Let's hope this will contain and the block-edit mode! In return you the essential changes! <sup>2</sup>Blackstar

#### NOISETRACKING - AFTERPLAY! <sup>1</sup>

After having written the previous <sup>2</sup>all! <sup>1</sup> Now, if you tried to change back article, another and very interesting from 8 to 4 voice mode, you got a soundtracker turned up, actually it requester asking "Are you sure (y/n)?". was the "Startrekker" from Fairlight. If you then chose "yes", all datas are It was based on Noisetracker V2.0 and erased. Hmm.. Not very good. Another improved quite a lot. First of all, thing which should be noticed: <sup>2</sup>The <sup>1</sup>there was the Polyphonic mode, great! <sup>2</sup>Startrekker is not compatible with the <sup>1</sup>By pressing the '.'-key on the numeric <sup>2</sup>other Noisetrackers. <sup>1</sup> You can use other keyboard, you can switch on/off. Also, soundtracks on the Startrekker, but the there was an "Oktalyzer mode", that Startrekker saves in its own format, so means --> 8 voices. Unfortunately, the there's no use in trying to incorporate editing system wasn't quite good, you a Startrekker song in another program.



[http://www.bitfellas.org/e107\\_plugins/content/content.php?content.291](http://www.bitfellas.org/e107_plugins/content/content.php?content.291)

Page 37/71

only see 4 voices at the time, and you In spite of all these minuses, I think cannot use any of the record fuctions Startrekker is the best musicprogram on together with hearing all 8 voices. In the Amga today. At least I prefer to addition to this, they hadn't even use this handy tool. All credits to included a playroutine for the 8 voice Exxon of Fairlight for daring to try mode. All interrupts were stopped something new. Too bad this version during 8 voice play, because all the doesn't support IFF-samples, no noisedir processor time is occupied, or so they no block-edit mode.... Anyway, looking claim. I was also disappointed with for further improvents, this version is the fact that when switching from 4 to truly recommended. I would rate it to 8 voices, 2no requester was shown at 88.5/10. ° Blackstar/CRB

#### INTERVIEW WITH NORTHSTAR <sup>1</sup>

<sup>1</sup>State your name and group. <sup>1</sup> you still keep cracking?

<sup>a</sup>I am Death Bringer and I'm a member of <sup>a</sup>Of course we're 100% legal, we don't  
<sup>a</sup>North Star. <sup>a</sup>crack at all.

<sup>1</sup>Ok. North Star is truly one of the big <sup>1</sup>How many members are there in NorthStar  
<sup>1</sup>legends, but the last year, everything <sup>1</sup>and from which countries are they?  
<sup>1</sup>seemed to stop. What really happened?

<sup>a</sup>There are too many members, about 30-40

<sup>a</sup>Sure we're one of the living legends, <sup>a</sup>cool guys in Sweden and in France.

<sup>a</sup>but last year we got tired of having

<sup>a</sup>to release stuff continuously... So we <sup>1</sup>How long have you been in North Star,

<sup>a</sup>started releasing less and less and <sup>1</sup>and how did you join?

<sup>a</sup>then nothing more for about 6 months!

<sup>a</sup>Anyway, we're still a good crew... But <sup>a</sup>I've been in North Star for 4-5 months.

<sup>a</sup>everyone though we were dead! Now, <sup>a</sup>I joined them when I left a really lame

<sup>a</sup>instead of producing 5 or 6 ugly demos <sup>a</sup>French crew (now!) with Viro, Raistlin

<sup>a</sup>in form of a megademo, we prefer to <sup>a</sup>and Flyspy. We joined NorthStar because

<sup>a</sup>code one good demo! By the way, today <sup>a</sup>we searched for a new group, and Raist-

<sup>a</sup>we're doing what we want, and we don't <sup>a</sup>lin was a good friend of Kaktus, so it

<sup>a</sup>have to receive orders from other guys <sup>a</sup>was easier for us.

<sup>1</sup>Are North Star 100% legal now, or do <sup>°</sup>DIZ INTERVIEW CONTINUES.....





<sup>1</sup>Name your favourite:                   <sup>a</sup>I am seventeen years old since June.

<sup>1</sup>Crackers: <sup>a</sup>Fairlight, Paradox, Skid Row   <sup>1</sup>Are you still a virgin???

<sup>1</sup>Coders: <sup>a</sup>Delta/RSI, Metallion/Kefrens,  
                 <sup>a</sup>Slayer/Scoopex.                   <sup>a</sup>No thank God! (Silly question   <sup>1</sup>(Why? Ed)

<sup>1</sup>Musicians: <sup>a</sup>Romeo Knight, Rob Hubbard,  
                 <sup>a</sup>Nightlight/Kefrens                   <sup>1</sup>How much time do you spend in front of

<sup>1</sup>Graphics-wiz: <sup>a</sup>Reward & JOE of Scoopex.   <sup>1</sup>your Amiga every day? What is that time

<sup>1</sup>Diskmags: <sup>a</sup>Zine, CJ, 4th. Dim., DISC   <sup>1</sup>occupied with?

<sup>1</sup>Demos: <sup>a</sup>Mental Hangover, Vectors For All

<sup>1</sup>Games: <sup>a</sup>Beast II, Stunt Car Racer.   <sup>a</sup>During the holidays... A lot! Maybe too

<sup>1</sup>Album (LP): <sup>a</sup>Midnight Oil: Diesel & Dust   <sup>a</sup>much... Most of the time (in holidays),

<sup>1</sup>Video: <sup>a</sup>Paula Abdul: Opposite Attract.   <sup>a</sup>I listen to Amiga music while reading a

<sup>1</sup>Group: <sup>a</sup>Midnight Oil                   <sup>a</sup>diskmag or a scrolltext! Then I use:

<sup>1</sup>Movie: <sup>a</sup>Back To The Future - Trilogy   <sup>a</sup>X-Copy, Noisetracker, DPaint and Seka

<sup>1</sup>Food: <sup>a</sup>Pizza and all Italian food.   <sup>a</sup>(even Amigamon 3.0 & Fast Mon). I think  
   <sup>a</sup>even a swapper should be able to code,

<sup>1</sup>About The Police. Are you afraid of   <sup>a</sup>draw or compose!

<sup>1</sup>them? Have you had any trouble?

<sup>1</sup>Do you have a hobby except for Amiga?

<sup>a</sup>I have nothing to be afraid of, and I

<sup>a</sup>have never had any trouble.                   <sup>a</sup>Of course.. Hunting (? - Ed) for girls,  
   <sup>a</sup>playing tennis and I go skiing.

<sup>1</sup>Hmmm. Tell me, how old are you really?

<sup>o</sup>DA INTERVIEW WILL GO ON.....

<sup>1</sup>What do you think about the scene now?   <sup>1</sup>What equipment do you use???

<sup>1</sup>Will it get better or worse in the  
<sup>1</sup>future?                                   <sup>a</sup>I use:  
   <sup>o</sup>- <sup>a</sup>Amiga 500 (Kick 1.2), 3 ½" & 5 ¼" drive

<sup>a</sup>The scene today is changing... No more   <sup>a</sup>and 1084 colour monitor.

<sup>a</sup>mail swapping! All good swappers buy   <sup>o</sup>- <sup>a</sup>C64 + 1570 diskdrive + Philips TV.

<sup>a</sup>(or will buy) a modem. I think that's   <sup>a</sup>.... And of course Techincs stereo amp-

<sup>a</sup>good for business, but not for friend-   <sup>a</sup>lifier + CD, and soon a VHS (X-mas!!)

<sup>a</sup>ship. I think it's really hard to speak

<sup>a</sup>about the future but the scene might   <sup>1</sup>What do you think about organisations

<sup>a</sup>become better since some powerful   <sup>1</sup>such as 'Friendship'??

<sup>a</sup>cracking groups (Paradox and Skid Row)

<sup>a</sup>are not at war. They're good friends.   <sup>a</sup>They're cool, we can know many cool guys





<sup>a</sup>In fact, the best cracking crews must  
<sup>a</sup>show us the way to be friends... They <sup>1</sup>Do you have a girlfriend???

<sup>a</sup>understood that when "Friendship  
<sup>a</sup>against business" was born! <sup>a</sup>Of course. But I must say, none of them  
<sup>a</sup>ever fancied my Amiga....

<sup>1</sup>What do yuo thing about modems? Do you  
<sup>1</sup>have a modem yourself?? <sup>1</sup>What's the best girl country in the  
<sup>1</sup>world (Hint:Norway's got Miss Universe)

<sup>a</sup>Modems are good if you want to be fast  
<sup>a</sup>but they are too expensive. I don't <sup>a</sup>The French riviera (Wrong! - Ed), coz  
<sup>a</sup>have a modem, so I only trade by mail. <sup>a</sup>it looks like California but here we  
<sup>a</sup>It's cheaper.... <sup>a</sup>can see their tits! (Prohibited in USA)

<sup>1</sup>Is it true what people say about <sup>a</sup>2 demos in July, but we failed... Any-  
<sup>1</sup>Frenchmen? Are you really more <sup>a</sup>way, these 2 demos (no names yet) will  
<sup>1</sup>romantic than the rest of us Europeans <sup>a</sup>be out soon. The French members of N.S  
<sup>1</sup>or is that just a 'legend'? <sup>a</sup>are working on 2 games. They will be  
<sup>a</sup>released soon.

<sup>a</sup>Yo, sure! When we talk to the girls we  
<sup>a</sup>are so romantic that they all fall in <sup>1</sup>Do you want to greet somebody?  
<sup>a</sup>our beds!

<sup>a</sup>Yes... Greetings to Exen/Fraxion (Nice  
<sup>1</sup>Well, hmmm., I think we should go back <sup>a</sup>letters!), Blackstar/CRB (Nice sense of  
<sup>1</sup>to something else... Like the standard <sup>a</sup>humour! I love it! (?? - ED)), Oliver/  
<sup>1</sup>question: What do you think about copy <sup>a</sup>Paradox (Good luck for November 90),  
<sup>1</sup>parties, and would you ever consider <sup>a</sup>Teeze/Anarchy (So you weren't dead) and  
<sup>1</sup>going to scandinavia to visit a party? <sup>a</sup>all NorthStar members and contacts!

<sup>a</sup>I think copy parties are cool, you can <sup>1</sup>Any final words?  
<sup>a</sup>meet contacts and so. I think it would  
<sup>a</sup>be better if Scandinavian countries <sup>a</sup>Yep. Special fucking to Saddam Hussein.  
<sup>a</sup>weren't so far away..... <sup>a</sup>You will soon see the consequences of  
<sup>a</sup>an American atomic bomb exploding in

<sup>1</sup>What are NorthStar's future plans? <sup>a</sup>Iraq!!!

<sup>a</sup>We're planning a music disk called His <sup>1</sup>Thanx for the interview pal!  
<sup>a</sup>Master Of Noise, coming in December 90  
<sup>a</sup>and we were supposed to have released <sup>0</sup>Interview by Blackstar/Cryptoburners



## VIRUS UPDATE

-----

Had trouble with your computer computer, but a quick power-off lately? Bet it's a new virus! Here is usually saves your disk. But never let the latest update on the subject.... the computer do any disk operations while you're going to the toilet !!!

GAMEKILLER - works as an anti-lamer

virus, which only affects games. It PACEKILLER - doesn't affect most of links itself onto the joystick control us, but if you happen to have a routine, and makes the game bugg when pacemaker it can be quite nasty. It you try to play it (especially when reduces the frequency of the TV-screen you're about to beat the hiscore). The to 60 Hz/min, the same speed as the usual things that happen is a guru pacemaker, which causes instant death. meditation, a screen blank or a reset.

If you think you have been attacked

DISKMELTER - is a normal bootblock by one of these viruses, just send a virus, but attacks very seldom, which blank disk to me, and I'll send you my makes it very nasty, since you never viruskiller (look for my ad.)

know if it's present. The bootcode

looks normal too, so no normal killer

FALLOS / CINEFEX

will discover it. When it attacks, the

diskdrive will start running at max.

speed, which causes the disk to melt..

It is not possible to reset the

'Do you want a coke?' - A short story in n parts by Gard E. Abrahamsen

Gits looked at the radar. It was Trebor pressed a key in a panel by a the first time since they had left door. It was this action that caused Otulp that a space-ship moved in that the above mentioned door to slide close. His fists were tightened. open. Trebor ran swiftly down the Riegsa noticed this. 'Gits,' he said. corridor that had been hidden behind 'Violent One. I can see no reason to the door all the time. The door closed tighten any fists. Remember that we silently behind him. have merchandise to deliever and the 'According to my calculations,' best for us all is to travel in pe...' Riegsa said, 'that could just as well 'Shut up, Peaceful One!' Gits was be a peacefu...'



angry. He had been angry and quite 'Shut up, Peaceful One! Take your violent since his wife, Eneri, was peace and shove it before I do it. killed after she said 'peace' one time This is the real world and not an too many. He told the police it was an imaginarily peaceful one! Don't you accident, but everybody knew that it remember the prophecy?' was Gits who put her in the microwave Trebor entered the room through the oven. Why she married him in the first above mentioned door. 'Sir,' he said. place, is one of the great unsolved 'They will come as soon as they have mysteries of the universe. 'It's my dressed.' duty to protect it.' He turned to 'I must say...' Riegsa started, but Trebor. 'Swift One! Go and get the a look from Gits told him that he Insanely Witty One and the French shouldn't continue if he wanted to One.' stay alive longer than another ten seconds. Riegsa had always been care- A problem so enormously huge that ful and as peaceful as possible. When how he solved it is one of the great he went to school, some older boys had unsolved mysteries of the universe. beaten him up once. To prevent this He had forgotten to bring his laser from happening more than that one gun. time, he payed the boys &#036;2 each every But that was not the only problem he day to lay off. However, there were had. This other problem was at the other boys who wanted to beat him up moment walking up the corridor. as well. The yearly bribe expences 'Blackened is the end,' the problem soon reached &#036;400000. That's why he sang. 'Winter it will send, Throwing had to take this boring job on the all you see, Into obscurity. Death of space-ship: to pay the yearly &#036;400000. mother earth, Never a rebirth, This was also how he met Drag the Evolution's end, Never will it mend, Insanely Witty One and Enireves the Never.' The problem was insane. It was French One. called 'Drag the Insanely Witty One' A light on a panel below the radar and was one of the greatest Metallica screen flashed red. Gits looked out of fans in the galaxy. the window. He could now clearly see Together with Drag was Enireves the the approaching space-ship. 'If only I French One. Once, she was asked what had a big enough microwave oven' he she saw in Drag. As expected, her thought and tightened his fists even reply simply was that 'He makes me further. He had to do it the hard way laugh'. Of course, this has nothing this time. with the actual story to do whatso- But he had a problem. ever. Therefore, I believe it is time A BIG problem. to leave this subject and go on



telling the story. It was not the ultimate answer of the  
The before mentioned door slid open big question about life, universe and  
to allow Drag and Enireves to enter everything (42), but at least it was  
the room. Drag felt uncomfortable. It an answer. The ultimate answer of the  
seemed to him that there was something current situation they now were in.  
wrong with his trousers. He looked 'I have never seen anything like it,  
down. Backwards! but one thing is certain.' She said in  
'Violent One,' he said as he her French accent. 'We won't stand a  
entered. 'Peaceful One,' he said to chance against it when it comes to  
Riegsa. 'Swift One,' He turned to arms.'

Trebor. 'Excuse me for a moment.' He Gits tightened his fists even more.  
then disappeared into the lavatory. A The glass of coke he actually held in  
minute later he returned with his it broke and all the coke was now in  
trousers the right way, this time. the form of a big black pool on the  
'You asked for us?' He asked as if usually so clean floor. 'I hate that  
nothing had happened at all. space-ship,' he cried out. 'It took my  
(Especially not with his trousers.) coke!'

'Yes,' Gits replied with a minute Drag quickly drank up the pool of  
smile on his face. He turned to the coke from the floor.  
window. 'There's this space-ship.' His A yellow light started flashing  
fists were quite tightened. 'You are above the communication screen. Trebor  
the expert on space-ships, Enireves. went swiftly over to the screen and  
What do you think?' pressed a button.

Enireves studied the space-ship in a The screen was filled with a face.  
split second and had the answer ready. It was a male, but it was impossible  
to tell the approximate age of him. Not many minutes later, they could  
'Hello there,' the face said. 'I am hear something being attached to the  
Edorf the evil one. I feel a bit happy ship and the outer door being opened.  
today, so I will give you two choices: 'Time to play hide and seek,' Trebor  
Either you surrender and let us board suggested.  
the ship, or we will blow you in 'Hide, seek and obliterate,' Gits  
billions of small pieces.' corrected Trebor.

In a moment, it looked as if Gits 'But it's just to give them &#036;2 and  
untightened his fists, but surprising- they will lay off,' Riegsa said and  
ly to none, he didn't. He tightened started walking towards the place the  
them (as if they weren't tight enough) intruders most probably entered the  
'I'll tell you,' Gits said. 'We ship.  
haven't got much choice but to choose 'Riegsa! Come back!' Enireves cried





one of the two, and since I would like and started to run after Riegsa. Drag  
a fighting chance to live a bit couldn't believe his eyes. Enireves  
longer, I might let you board the ran straight into the hands of the  
ship. Wether you succeed or not, is enemy! He could not allow it! He  
your problem.' wanted to run after her and rescue  
Riegsa approached the screen as her. But later. If he ran now, he  
well. 'May I suggest,' he said. would be caught as well.  
Gits looked at him. They heard footsteps closing in.  
'If I give you &#036;2, will you lay off, Riegsa's desperate attempts to talk  
then?' Riegsa continued. his way out of the situation as he was  
Edorf laughed. The screen flickered taken away. His voice was desperate  
and the face disappeared. indeed.  
They could hear Enireves scream. The and one of them is sitting on the loo  
scream was fading away as well. They with his trousers down.  
were probably taking all prisoners to 'Don't worry,' Drag said carefully.  
the other space-ship. This would make 'Just let me put my trousers back on  
the rescue even harder, but now they and I'll surrender.' Since Drag also  
had to stay alive. was a Metallica fan, he just had to  
The footsteps were closing in. sing a bit as he put his trousers back  
The door slid open and a lonely on.  
soldier stepped in. He wondered why HE When a Metallica fan hears somebody  
was given the task to search rooms sing Metallica music he simply must  
that seemingly were empty, all the sing, too, and so the soldier did.  
time. He walked slowly into the middle 'Do you see what I see? Truth is an  
of the room. He could see nobody. offence You silence for your  
'I can't remember anything,' he sang confidence. Do you hear what I hear?  
for himself. 'Can't tell if this is Doors are slamming shut Limit your  
true or dream, Deep down inside I feel imagination, keep you where they must.  
to scream, This terrible silence stops Do you feel what I feel? Bittering  
me. Now that the war is through with distress Who decides what you express?  
me, I'm waking up I cannot see, That Do you take what I take? Endurance is  
there's not much left of me, Nothing the word Moving back instead of  
is real but pain now!' forward seems to me absurd. Doesn't  
A Metallica fan. He pushed the matter what you see Or into it what  
button to the lavatory. The door you read You can do it your own way If  
opened and...well, what can a soldier it's done just how I say. Independence  
say when he is searching for prisoners limited Freedom of choice Choice is  
made for you my friend Freedom of hope that somebody maybe would rescue





spe...' him made him fall asleep.

The song was suddenly cut off as But he woke up again quite quickly.

Gits had hit the soldier from behind. Not because it might be a bit diffi-

'Let me borrow your gun a minute,' he cult to sleep whilst hanging upside-

told the soldier as he tied his hands down 12 feet above the floor.

and put him in the loo. 'One shouldn't Neither was it because somebody had

leave the loo without flushing it,' he rescued him.

continued and quite soon, the soldier The possibility that he would be set

was gone. free was like nill.

But he still woke up. He was dead

--- --- --- tired. Wondering why he wasn't asleep,

he looked around, or at least tried to

Riegsa couldn't believe what was look a bit around. That's when he saw

happening. Bribing with &#036;2 had always Enireves. Now, also hanging upside-

worked before. He had even tried with down 12 feet above the floor. She had

a massive &#036;4 this time, but it still screamed when they put her up there.

didn't work. What had he gotten him- That's most probably why Riegsa woke

self into? up.

He had to make a plan. It could be 'Are you OK?' Enireves seemed a bit

any plan as long as it didn't involve concerned. 'You shouldn't have run

any violence. Making a plan whilst straight into them. You could've got

hanging up-side down 12 feet above the yourself killed.'

floor, isn't actually the easiest 'But paying &#036;2 has allways worked!'

thing one can do, so he gave up. The 'These are pirates, Peaceful One.

They want the whole ship, not just &#036;2. Suddenly, the chain in which

And to get the whole ship, they have Enireves was hanging started to move

to get rid of us, right?' along a pipe-line taking Enireves with

'Well...' it. She looked down at the floor. The

'And the easiest way of getting rid chain stopped just above a hole in the

of us is to kill us.' floor before it started to lower

'KILL us? Nah! They wouldn't do Enireves down into it.

anything like that. They will probably 'Riegsa,' she said in a desperate

just put us on a deserted planet or voice. 'What are they doing? What is

something.' going to happen to me?'

'Leaving us to starve to death.' 'I don't know, Enireves! I don't

Riegsa changed his face from a happy know!

smile to a quite serious expression. Now just the chain in which Enireves

'You're right. We've got to get out was hanging was visible above the



of here.' floor. Smoke poured out of the hole.

'And how did you think we should do White smoke. 20 seconds later the that? We are now hanging upside-down chain winshed her up again. She was 12 feet above the floor. We are totally covered with ice. She had been hanging in chains. You can't possibly frozen.

open the locks, and even if you did, The chain in which Riegsa was you would land on your head and break hanging in started to move... your neck.'

'I'll think of something.' --- --- ---

'You'd better. Because I'd like to see Drag again before I die.' The soldier just stood there guarding the tube they had put up to instead of taking the bus. It was much move from one of the space-ships to faster.

the other without having to wear 'Huh?' The guard wondered. space-suits. He wondered why he always 'I'll surely outrun you,' Trebor was the one who had to guard it. It continued.

was so boring. He was about to fall 'But I...!' The guard tried. However asleep when he heard a sound. He his try was not enough concidering looked towards the place from where that Drag had moved in from behind to the sound came. rescue Trebor. But Drag didn't have

He looked down on the floor. An anything to hit with. He tapped the empty coke can. He picked it up. soldier's shoulder.

Looked back as if he expected someone 'Excuse me, sir,' he said. 'May I to attack him from behind. He would borrow that coke a bit?'

have if he hadn't turned around. But The soldier who was quite confused he did, so he couldn't and so he just gave it to him.

wasn't. In fact it was the other way 'Thank you, sir,' he continued and around this time. Trebor who was given gave the empty coke to Trebor who used the task to hit him from behind was it to hit the soldier quite hard in quite surprised when the soldier the neck.

turned around. 'Wanna' race?' he 'Sleep well, sir. And before I tried. forget, I believe you won't need this

After all, Trebor wasn't called 'the one anymore.' He took the gun and Swift One' for nothing. When he was 3 dropped the soldier in the thrashcan. years old he outran his father and (a thrashcan is a device that when he began school, he usually ran thrashes the trash before it is automatically thrown into the trashcan) situation was as it was in this exact

'Is that the hole we are supposed to moment, he just had to accept that and



climb through?' Trebor wondered. do whatever was best for him. That's  
'Yeah? I suppose it shouldn't be too why he grabbed for the gun. However,  
difficult. We'll manage. Where's there was a minor problem about that:  
Gits?' Drag ran back and turned around The gun wasn't there.  
the corner. The footsteps were now very close,  
Silence. so close that Trebor actually could  
There was so much silence that see the soldier who made the foot-  
Trebor wished they had installed an steps.  
air-conditioner to clean out all the 'No, no,' Trebor begged. 'I am  
silence in the air. unarmed. Don't shoot. I am quite  
But Drag used quite a while to get unarmed, see? (God, where are Drag and  
Gits. Gits? If they come soon I won't pee in  
Too long time. Gits' coke ever again and I'll become  
So long time that Trebor wondered a mo...)'  
where he had gone. As a reply, a couple of shots hit  
He heard footsteps. If they had come the soldier that hadn't said a thing  
from the direction Drag went, he would yet. Of course it was Drag and Gits  
probably have believed it was him, but who now were back.  
the footsteps came from the other '(... I'll become a motherfucker.)'  
direction, so it couldn't be Drag and Trebor continued his prayer glad he  
so he didn't think it was Drag either. had not finished the word before Drag  
He grabbed for the gun. This was not and Gits returned. 'Where have you  
what he hoped for, but since the guys been?' he asked.  
'Gits had to visit the lavatory.' Gits took a step forward. 'Sir, I  
'AGAIN?' suppose you would like to live just as  
'So what? It was important. I'll long as we want to live?'  
explain it to you later.' Edorf turned around. He had never  
Then the three guys climbed through heard any prisoner talk like that  
the hole, crawled through the tube and before. 'Yeah? Actually I will live  
arrived in the other space-ship where longer than any of you. Ha! Ha!' His  
some soldiers were waiting for them. laughter was the worst Gits had heard  
'Oh! Oh! We're in trouble,' Trebor since he met Drag the Insanely Witty  
said. One.  
'Nah! We're not. Hey! You!' Gits Gits didn't look bothered about the  
turned to one of the soldiers. 'Take fact Edorf had just stated at all. In  
us to your leader. We have something fact, Gits was just waiting for Edorf  
VERY important to tell him, and we are to stop laughing. In fact, he would  
talking about life and death of the help Edorf stop laughing. 'Sir,' he



crew in this entire ship!' said. 'I have put a bomb in the space-  
'Aye aye, sir!' was the quite short ship. I do have here...' Gits showed  
reply of the soldier. Edorf a little box with a red button  
After a few minutes walking they on it. '... the detonator. Of course,  
finally arrived to the bridge where if I am shot, the bomb will blow the  
Edorf the Evil One was waiting. He was ship to billions of pieces in exactly  
looking out of the window when they one hour from now on.'  
arrived. He didn't even turn around. Trebor seemed to have an idea. He  
He just stood there. He said a single smiled a bit and started: 'So that's  
word. 'Yes?' what you did at the lav...' he stopped  
before he gave away the location of corridor and into a small room with a  
the bomb. hole in the floor. Two ice cubes were  
Gits continued. 'So, if you will be standing by the hole. Inside these ice  
kind enough to let the others go, I cubes one could see bodies. One male  
might be kind enough to let you live and one female. They were quite  
a bit longer.' upside-down and looked remarkably like  
Edorf was bitter. He could not Riegsa and Enireves. The ice had  
believe what was going on. But as started melting.  
always, he had his plans. 'Okey,' he 'You see,' Edorf said. 'He is trying  
said. 'Jim! Go and melt the to make a new ice-cream that nobody  
prisoners.' has ever tasted before. He needs a  
A quite young soldier turned around secret ingredience.'  
and left through a door in the wall. 'And that ingredience is us?' Gits  
'Melt?' Gits wondered. suggested.  
'Melt?' Trebor wondered. 'Well, not only you. Of course he is  
And Drag just looked insanely witty. willing to pay for any humans that I  
'Melt?' he uttered. should capture. It will be big money.'  
Edorf smiled a bit. 'Yeah? They were The ice was now finished melting and  
frozen some minutes ago. The plan was Riegsa and Enireves were free. 'You  
to freeze you all and sell you to a made it!' Enireves cried and gave Drag  
certain Nrojbsa.' a big hug.  
'Nrojbsa? The Mad Professor? What Riegsa just looked a bit unhappy.  
was he to do with us?' Gits looked at the box he was  
'Let me show you. This way.' holding in his hand. He held it in  
They followed Edorf through a long front of Edorf and pressed the button.  
Through a little hole in the box, some 'Do you want a coke?'  
water seemed to pour out ruining  
Edorf's clothes. --- The End Of Part One ---





'It was a toy?' Edorf wondered. 'How could you do this to me? Have you forgotten that I am still in charge here?' Well, that was it for now. Slightly I'll kill you!' confusing or quite normal? Never mind.

'I don't think so,' Riegsa said and I honestly am sorry not being able to pushed Edorf into the hole in the release Part Two at the present, but floor. due to a re-editioning of Part Two and

'What happened to him?' Gits looked Part Three, these episodes are currently not available. But don't desert out of the hole. 'Did he get cold pair. The next edition of Fourth feet?' He paused. 'So, since we now Dimension will probably include more have taken over this ship, we can just insanity from outer space. Trust that as well...' Gits looked around with a Drag the Insanely Witty One (somebody very surprised look in his face. claims his looks are), the Mutant

'Where did the Insanely Witty One and Microbe, Zealot or whatever you would the French One go?' like to call this peculiar creature

Trebor looked down. 'They said someone whose noble name is Gard E. Abrahamsen thing about trying out the beds here.' and whose brother isn't mentioned here

'I must say...' Riegsa tried, but a (why mention him?), trust that he'll look from Gits told him not to give you nervous breakdowns forever. continue if he wanted to stay alive Yeah!!!

longer than another 10 seconds. Gladiator/Cryptoburners

## THE HOBBY SECTION! <sup>1</sup>

Another new feature in your favourite want to read about it.... don't!!! Here diskmag is The Hobby Section. Here, are the 'Hobby Section' contents: people can write about their hobbies, spare time activities and so on. Some 82.....Mountainbiking of you might think this is just crap. 84.....The Manchester Scene Who needs to read about other people's hobbies? If you are one of the persons We hope you enjoy these pages. For our





thinking like that, you can at least next issue, we would be very glad to not care too much about the world get more contributions to this section. outside the Amigaworld. We want to give you the chance to tell other people Until next time... Have a nice hobbyin' about your special hobby, be it toe-sucking, collecting used teabags or whatever. Don't mind the swapperboys Blackstar/Cryptoburners who only want to read gossip about - Managing Editor - other groups, who joined who etc. The world is more than Amiga, we try to decrease that gap.

In today's hobby section, we are proud to present articles about Mountainbiking and 'bout The Manchester music scene. Again I say: if you don't

MOUNTAIN BIKING...<sup>1</sup> at the top end of the scale space age materials such as titanium or carbon

In Fourth Dimension's continuing fibre. quest to broaden the lives of all you There are a lot of mock mountain freaks here's the first in a proposed bikes available which are not capable series of articles on sport/leisure of real off road riding, they're too activities... heavy and unreliable. To buy a quality

I am sure most of you readers will bike you should look to spend at LEAST already know what a mountain bike is 350 pounds (UK prices). but for the benefit of those who don't 'So what does this sport involve?' I'll make a quick description, wheels I can hear you asking. Well, there are 26 inches in diameter (27 on road several variations on mountain biking, bikes) and the rims are wider to carry racing is popular and the atmosphere the heavily knobbly fat tyres (1.5 to at mountain bike races is informal and 2.5(!) inches). Tubing is also thicker when I entered my first race I finished and larger in diameter, real mountain around the middle of the field and beat bikes have either 18 or 21 gear ratios a lot of older riders, and I only ride and the rear changer is indexed (this for fun. means that it clicks into place) for Of course you can't enter races all easier use. Flat handlebars are used the time and some riders don't like the with a low stem and the thumbshifters race scene. Weekend rides with friends



used for gearchanging are mounted next to the brake levers. A decent mountain bike frame will be made from either lightweight steel cro-mo, aluminium or downhilling. The adrenaline rush you get from flying down a twisting dirt track at 40 mph is amazing. Of course this is a dangerous sport and if you are riding seriously it's important to wear a protective helmet which meets either of the American Snell or Ansi standards for cycling helmets. Most of the available helmets are made from polystyrene and are therefore cool and light.

If you are thinking of buying a mountain bike then consider the points below... OK, you can discover the rest for yourself, if you wanna write to me on this subject then do so through the magazine.

<sup>3</sup>PRICE... <sup>1</sup>If you are serious about your riding you'll need to spend a lot of money on your bike, don't be tempted to buy a cheaper bike because you are

<sup>1</sup>paying for a bike which will resist the mud and dirt you are going to ride through and still perform perfectly. <sup>1</sup>signed: Firestorm of Technique. <sup>1</sup>Thanx to Firestorm for this article. We challenge everybody who are into some sort of exciting stuff to write about it here in Fourth Dimension.

<sup>3</sup>FRAME SIZE... <sup>1</sup> Mountain bike sizes are not the same as road bike sizes, you should have at least 3 inches between <sup>2</sup>Blackstar/Cryptoburners

#### MANCHESTER SCENE <sup>1</sup>

No, not the Amiga scene, the music scene! Anyone living in Britain is no doubt sick of hearing of 'Manchester Vibes' by now but I thought it would be a good idea to explain this musical trend to our foreign pals... be on a small independent label rather than a major so that they have more artistic freedom/control over their sound. However indie music is usually identifiable as being unconventional and non-commercial pop or rock.



Manchester has a good record (ha) The sound of these bands varies as far as quality music is concerned, from dance to psychedelic pop/rock to The Buzzcocks, Joy Division (Now known indie. All the bands,however,share the as New Order),The Smiths and A Certain same fans and often the same producers Ratio all came from the city. and remixers are used.

Now a whole new wave of so-called Just as LSD fueled the original 'indie/dance crossover' bands have psychedelic music revolution back in emerged from the city to take the UK the 1960's so the drug Ecstasy (E for by storm. I'm sure you've heard of the short) is linked to this scene (along Happy Mondays and The Stone Roses, the with LSD).The chorus of 'Shall we take two most successful bands from this a trip?' by Northside is 'L... S... scene. Others include...The Charlatans D...'

Inspiral Carpets, Northside,808 State, Ian Brown, the lead singer of the James,New Fast Automatic Daffodils and Stone Roses, was quoted as saying that The High. his band were: 'The only UK band worth

For those who don't know the term exporting since the Sex Pistols' 'indie' refers to bands who chose to Although this statement is more be on a small independent label rather hard to disagree with him. The Roses than a major so that they have more are probably the most exciting thing artistic freedom/control over their to happen to British music since Punk sound. However indie music is usually and the high quality of many of the identifiable as being unconventional other bands on this scene could mean and non-commercial pop or rock. that this movement will be as big as

The sound of these bands varies the punk movement itself. from dance to psychedelic pop/rock to If you want to check out any of indie. All the bands,however,share the the bands mentioned in the article the same fans and often the same producers following are all recommended... and remixers are used.

Just as LSD fueled the original Stone Roses -Elephant Stone psychedelic music revolution back in -The Stone Roses (LP) the 1960's so the drug Ecstasy (E for Happy Mondays -Wrote For Luck short) is linked to this scene (along -Bummed (LP) with LSD).The chorus of 'Shall we take James -Come Home a trip?' by Northside is 'L... S... -How Was it For You? D...'

Inspiral Carpets-She Comes In The Fall Ian Brown, the lead singer of the -Life (LP) Stone Roses, was quoted as saying that The Charlatans -The Only One I Know his band were: 'The only UK band worth New F.A.Ds -Big



exporting since the Sex Pistols'

Although this statement is more  
than a bit egotistical following their  
disappointing 'One Love' single it is

Signed: Firestorm-TECHNIQUE

Blip Blop Banana investigates on:

## 2 THE NEW TREND IN TODAY'S DEMOS

There has been a lot of demos released inspired song I had heard on Amiga! The lately with music and corresponding next few months were quiet until... graphics making you feel like watching Budbrain Megademo with their Kaos demo a music video. These demos have one and, to some instinct, the Birdie Nam thing in common: They all contain Nam demo. The thing these demos had in House Music! Some time ago a group common was that they were controlled by called Titanics released a music-disk the music, not vice versa! I find that with lots of acid/house music. This to be an improvement because the visual was, in my opinion, the trend setter! and aural effects are much better timed Some time passed and some groups like when executed in that order. As a house D-Mob and Flash Productions released a freak, I must say that I am pleased to few musicdisks with one huge song made see things developing like this! Me, out of loads of samples. These songs Myself and I would love to make music occupied an entire disk and lasted up for such a demo, maybe I will some day! to 13 minutes. The real breakthrough I hope this idea will be brought up and though, was the COMA-demo by Rebels! used to the same extent as e.g. filled When I first saw it, I was amazed! It vectors. Credits go to Rebels for the really looked like a music video, and idea and to Budbrain for having made Static had done a great job producing the best 'music-video' so far! some real funky deep-house music! That Peace, happiness and unity brothers! was, at that time, the far best house-

Blackstar/Cryptoburners

Blip Blop Banana investigates on 1

## 6 Scrolltexts!

1Since the dawn of intros, the makers clearly write their text on command! It have had a need to express themselves is like the coder has just finished his in some way or other! Some clever demo, the music and the graphics are





brains found out that the best way of ready and the mentality is: Hey, the reading long texts without occupying demo is finished, let's write some crap most of the screen, was to let the and release this demo! We need to get text scroll across the screen! Now, back to the days when scrolling was a let's look at some of the contents in little more than just a few KB of RAM-these so-called scrollers. It seems to waste! Scroll-editors must consider the have become a trend to write a very scrollers to be an art, not just some long scroll-text. Nevertheless in some brainless crap conceived in a hurry! If way or other, most of them seem to you have nothing to say, keep your contain the same stuff: "The time is mouth shut! Remember, scrollers are now 5.30 a.m and I'm very tired..." I supposed to be entertaining, and then don't think I have to give any further it's little point in writing how many examples on this. Anyway, how can a pieces of cake you've just eaten! That demo, well programmed with good music isn't really interesting to other guys. and graphics, still end up with such a If this scroller mentality continues, boring scrolltext? The answer to that no-one will bother reading scrollers is probably that most scroll "authors" anymore, and then it'll be to late..... seem to lack self-criticism and they ° - - -Blackstar Of Cryptoburners - - -

#### What's Wrong With Diskmags??<sup>1</sup>

I have read lots of articles about may be! You get reviews, news, fun, certain people who dislike disk mags! advertisements, interviews etc etc The only thing I can say to this is etc.... You get to know about what is why?

happening on the scene that you yourself are in. One problem with

I am sure, like me, many people who are them though is you never read the on the Amiga scene receive lots of magazine twice, but you may come back games every week but really I dont know to it just for reference!

many who actually play them unless they

are really good games. The intros by One more thing to mention is that some the cracking groups are the only thing people say that it is the amount of that I look at when I receive the game. disk mags on the scene that is going to I will have got rid of the game after kill it. From my point of view this one week of obtaining it as it is then certainly is not going to happen. Its counted as old!

true that there are a lot of disk mags going around but its only the good ones

I do like other products especially that will get spread and the bad ones





demomags but it is when I get demomags will hardly make it therefore not  
that I have the most enjoyment. They affecting the scene in any way.  
give you lots of information you might  
not know about other groups and it People should stop talking about  
gives you views of other people you demomags killing the scene but focus  
might know or not know as the case peoples attention on the real problems

of the amiga world. A few of them        HOW TO WRITE ARTICLES  
being the police, fights and wars -----

between groups and some other things The best thing is to write the article  
like the amount of shit democomps going as an ASC-II textfile using 2 columns  
around and crap productions.        and 38 characters in each column. Each  
page is 25 lines down and 80 chars

Demomags will not kill the scene off across. If you follow this format, you  
but maybe improve upon what has not will save us a lot of work. Of course,  
always been good....        you can write the articles on a letter

as well, everything is possible. If you  
Even after this article you still don't have any graphics you want us to print,  
like demomags then the only thing for use the following format:  
you to do is not to read them!!!

MED. RES, 16 COLOURS, 640x225 Pixels.

Turmoil of Abakus.

If you want to contribute with music,  
you can use any musicprogram, but then  
you must remember to include the replay

Some well chosen words there from routine along with the song. Because of  
Turmoil of Abakus. Are there anyone out memory restrictions, the song must NOT  
there with views that differ from these be longer than 100KB!!! Otherwise we  
in any way? If so, why don't you tell cannot use it! If we receive many songs  
us about them? After all, if no-one are we will chose the one we think fits the  
interested in demomags, our work will mag best.  
be of no use, right???

Blackstar, managing editor!

IMPORTANT NOTE TO ALL 3ELITE &GUYS!!!! 1

1Are you a member of the perhaps best        °QUALIFICATIONS:

1group in your country? Would you like -----

1to give the world a fair view on your - ð You must be member of a good group,



<sup>1</sup>country, concerning news, rumours, <sup>ø</sup> preferably the best in your country.  
<sup>1</sup>facts, etc? Then we have a job for you - You must have access to news and  
<sup>1</sup>in Fourth Dimension. We would like you <sup>ø</sup> rumours from your home country.  
<sup>1</sup>to do the following things for each - <sup>ø</sup> You must be willing to write a few  
<sup>1</sup>issue: <sup>ø</sup> pages every second month. (Not much!)

<sup>1</sup>

<sup>3</sup>1. Some country news! <sup>ø</sup> "SALARY":

<sup>3</sup>2. Some scene reprot from your home -----

<sup>3</sup> country. Changes in the scene etc. <sup>ø</sup>- You will get every issue of Fourth

<sup>3</sup>3. Other essential things about your Dimension BEFORE release date!!

<sup>3</sup> country.

<sup>1</sup>

Sorry, we can't pay you hard cash, we

<sup>1</sup>We are searching for people who would are not making any money on the mag.

<sup>1</sup>like to do a good job. We need a fair

<sup>1</sup>and objective view on every country. We are especially seeking editors from:

<sup>1</sup>If you are the right person for this -----

<sup>1</sup>job, contact us NOW!!!! <sup>a</sup>Norway, <sup>2</sup>Sweden, <sup>a</sup>Denmark, <sup>2</sup>Finland, <sup>a</sup>Italy

<sup>1</sup> <sup>2</sup>Germany, <sup>a</sup>Holland, <sup>2</sup>France, <sup>a</sup>Belgium, <sup>2</sup>USA,

<sup>1</sup>Note to other diskmag: <sup>ø</sup>We think you <sup>a</sup>Australia, <sup>2</sup>Austria, <sup>a</sup>Switzerland. <sup>2</sup>Others

<sup>ø</sup>will copy this idea. Please, <sup>3</sup>DON'T!!!! <sup>2</sup>are welcome too!

Interview with Jetaza of Vision! <sup>1</sup>

<sup>1</sup>What is your name and what are your <sup>a</sup>Holland, Canada and Germany.

<sup>1</sup>functions in Vision?

<sup>1</sup>Do you prefer mail or modem swapping?

<sup>a</sup>I'm JETAZA of VISION and Im a modem-

<sup>a</sup>trader, Spreader, Swapper and <sup>a</sup>Modem trading is the best and fastest

<sup>a</sup>Organizer. <sup>a</sup>way, but I like them both. That's why I

<sup>a</sup>swap too!

<sup>1</sup>How old is your group?

<sup>1</sup>Name your favourite:

<sup>a</sup>I'm not sure how long, but Vision <sup>1</sup>Cracking group: <sup>a</sup>Paradox

<sup>a</sup>started on the C-64, and we started <sup>1</sup>Demo Group: <sup>a</sup>Scoopex

<sup>a</sup>all the things over in June last year <sup>1</sup>Trainergroup: <sup>a</sup>Adept

<sup>a</sup>(After mega-demo I ofcourse on Amiga). <sup>1</sup>Coder: <sup>a</sup>Tsm & Cj/Vision

<sup>a</sup>I joined Vision together with Stingray <sup>1</sup>Musician: <sup>a</sup>B10/Vision, Prime Time, Jochen

<sup>a</sup>and many others, but we (Stingray & I) <sup>a</sup>Hippel, Romeo Knight.



<sup>a</sup>are the only ones left in Vision of <sup>1</sup>Graphician: <sup>a</sup>Facet/Vision  
<sup>a</sup>those guys who joined in June 1989. I <sup>1</sup>Magazine: <sup>a</sup>Zine, Disc, 4th. Dimension.  
<sup>a</sup>think we've been about 15 months in  
<sup>a</sup>the scene. Vision are: Jetaza, Tsm, <sup>1</sup>What is your opinion about "wars" and  
<sup>a</sup>Tdb, Facet, B10, Stingray, Spread, <sup>1</sup>has your group ever been in one?  
<sup>a</sup>Capt'n Crunch, Crackerjack, Psycho,  
<sup>a</sup>Missile Man, The Running Man and <sup>a</sup>Burp! Urgh! That's the answer! Ha!Ha!  
<sup>a</sup>Meridian. That's all! We live in USA, <sup>a</sup>No, I don't like them and I really hate  
it when it's between friends and I can I'm not gonna write the best groups,coz  
tell you that there are enough wars in some will be pissed and others'll start  
the scene and I'll keep it like it was crying. There are enough cool guys here  
We have never been at war with anyone! so visit some parties here too!

<sup>1</sup>What's your opinion about copyparties? Do you like trainers?

<sup>a</sup>I like them only when they're cool and Yep, I like them, but I never play any  
great, so you can expect me when I can games at all.  
find some time! I'll try to come to  
Scandinavian parties next time, but it <sup>1</sup>Do you have any boards? Name them...  
<sup>a</sup>is too hard for you when you work etc.

Panic Zone (Vision WHQ) 617-444-4338

<sup>1</sup>What is the most important thing for <sup>a</sup> Turk 51 Zone(Vision EHQ) +31-10-4296515

<sup>1</sup>you, cracking or demos? <sup>a</sup> Twins BBS (Vision CHQ) 514-766-3533

Defcon 5 (Vision HQ) 206-427-5849

Both, but cracking is not a problem.

Originals are the problem.If we really <sup>1</sup>Who are your best friends in the scene?

<sup>a</sup>want, we can buy them from the fastest  
suppliers around, but NO WAY! We just Pff... I can say Vision-members are the  
cracked Zeppelin's World Soccer! best friends you can have and I won't  
(There's no intro, but we cracked it!) make a list of my friends but everybody  
knows he's a friend and I can say that

<sup>1</sup>Name the top groups in your country. <sup>a</sup> there are a lot of them!

What do you think about the Swedish Any last words?

group ADEPT?

<sup>a</sup> Yup,thanx to Aggressor for interviewing

They can make nice trainers and learn me! And a message to you all DO NOT  
from their mistakes! No comments about believe those fake addresses of Vision.  
this! The addresses are mentioned below where



the only mail-contact-address of Vision  
1How do you feel about software selling <sup>a</sup> is. There are ofcourse more addresses,  
but they are private! The addresses are  
Selling software (Legal or illegal) is  
not what we want, but it's useful when Vision HQ Vision  
you can buy originals for the money. P.o. Box 61280 P.o. Box 358  
Some guys only want to become rich but 3002 HG Rotterdam 5460 Veghel  
I don't care about that, so let's go Holland Holland  
to the next question....

Ofcourse I wish Cryptoburners good luck  
1Have you had any problems with police? <sup>a</sup> with their great magazine (Thanx - Ed),  
we're also working on one but I dunno  
Nope, but please everybody. Write my when it'll come. And remember:  
address like It'll be mentioned later  
and write the p.o. box READABLE. This VISION -Born To Be Cool!  
gives me a lot of problems, so if you -Often imitated - Never equalled  
haven't heard from me, write the add- -Discover The Difference  
ress better, especially the p.o. box  
number! Thanks! Also remember: "U Can't Stop Up!"

#### NEWSFLASH! <sup>1</sup>

During my holiday I spent some time in <sup>a</sup>Editors comment to this letter! <sup>1</sup>  
Oslo, and there I spotted one of the -----  
traitors from the Police-raid in I am very sorry to disappoint you, NEF!  
Drammen this easter. Previously it has The computer store behind the city hall  
been known that slime from BJ in Oslo is actually Tanum Data (Or, as  
Electronics participated, but this it says on the sign, Tanum Computer  
creep works for a shop called City Center!) The guy you're talking about  
Computer Center. (The Commodore store is also an employee at Tanum! CCC is  
behind the town hall in Oslo!) In your located 2-3 kilometres away from this  
2nd. issue you called upon people to place! In addition, CCC has closed down  
boycott BJ and Tanum, and buy your all business for now! Rumours say they  
stuff at CCC instead. The boycott MUST are planning to open the largest  
from now on also include CCC!!!! If software store in Scandinavia. Whether  
you don't believe me, then look or not this is true shall remain a  
through Crusaders slideshow from the secret. So, dear readers, there is



incident, and find the guy with the absolutely NO reason for boicottong CCC  
SS-mark on his shoulder. That's the as they do not (at the moment!) exist!  
one! Feel free to check this out. (And Anyway, thank you for having tried to  
then throw a bomb through CCC's follow up on this matter, we shall not  
window!!!!) stop you from throwing bombs into the  
øNef/ESA 1 windows of Tanum Data.

Look at next column for comments....

øBlackstar/Cryptoburners

#### WHY COMPUTER USERS ARE SO UGLY

-----  
HOW many times have you looked into is removed, you will soon look like  
the mirror and asked yourself : "why Tom Cruuse, jASSon Donnowann and Me.  
am I so ugly?" According to statistics PLEASE note that in the first Amiga  
released recently, you do this 5 times 500's that were prodused, this chip  
every single day!!!! was not installed, that's why I am so  
THE reason why you are so ugly is, pretty. The name of the chip to pull  
ofcourse, the Amiga. Hours and hours out is "Golf GTI"  
every day with computing does not PLEASE note that users of Amiga 1000  
actually make you look nice, but most mutate a bit when they boot kickstart!  
of you can accept this, since people (Jackmix has had one for 4 years, that  
with a computer habbit really aren't should explain everything)  
the most popular people at parties and  
so on. FALLOS / CINEFEX

BUT you may ask, "why does the  
computer make me ugly?", and I have  
the answer!! At the meeting we had two  
days ago, I discovered that I was the  
was the only good looking person in  
our group. And after opening up some  
Amigas, I knew why; inside the Amiga  
there is a little chip that destroys  
your face and the ozon-layer. If this

WANTED 1





Are you interested in making a diskmag better. There won't be any obligations but you think it's too much work in to your group, except that you give starting one? Are you planning to make good contributions to each issue. We're a diskmag, but you're not quite sure especially searching for groups from whether the scene really needs more of Germany, Holland, Switzerland, Austria, them? Would you like to work for one France, England, Australia, Denmark or of the already established diskmag? from USA, but others are free to send If the answer to some of the questions their applications as well. Of course above is yes, then here's what we want your group will be equalled to CRB when you to do: credits are concerned. The co-operation

is only bound to this mag, you have no We in Fourth Dimension are searching other obligations towards Cryptoburners for groups to join our diskmag. We are or any other group whatsoever. So, if searching for one or two groups who this sounds interesting, send your would like to do their part of the job application including the following in making this diskmag even better. We points to the Fourth Dimension HQ:

- 1want people to help us not only with ð - Your groups name, members, and how
- 1articles, but also by making graphics, ð many are interested in working.
- 1music and so on. We don't want Fourth ð - Your home country (HQ).
- 1Dimension to be a Cryptoburners only ð - How many musicians/graphicians/Coders
- 1production, because when more people ð - Earlier experience from diskmag?
- 1work on something, one gets a broader ð - Status in the scene and homecountry.
- 1view of the scene, thus covering it ð - Other things worth mentioning.

#### EIN FORN ÖGLICHES ERZ ÄHLUNG 1

Bei ungef ähr Paaschenzeit in 1989 hatten Cryptoburners bestimmt, da ß wir wollten rei ßen zum der Kopie-Partei in Arendal. Es hat ein morsames Tradition gebliebt, zu fotografieren shwartz-wei ßes Bilden von jeder Member, bef ür wir steigen in in dem Zug, die geht vom Bergen zum Oslo jeder Tag. Da ß tun wir jeder Mal wir rei ßen beim Zug zusammen sein. Wenn wir rei ßen ZUM Arendal schedden das nicht viel. Wir mu ßten warten f ür den koresporrendirendes Zug in Drammen in ungef ähr zwei Stunden, und nat ürlichwei ß war es fr üh um den Morgen am ein Sonntag, so wir m ü ßten an dem Boden in der Bahnhof schlafen, weil wir hatten gemacht viel Brach in den Zug um den Nacht, und hatten daf ür nicht shl äfen so viel. Wir hatten es gem ütlich mit dem Kortschtokk, die wir spielten 'DAS IDIOT' mit. Seiten wir hatten genommen den Zug, m üssten wir gehen vom die J ärnbnahstation. Wir hatten geglaubt da ß es war in Arendal das



Partei sollte gehalten geworden. Aber die Platz war an einem Öy nicht fahr vom Arendal. Aber wir m ü ßten b ähren die Computern vom das Zug und zu Arendal Zentrum. Dann m üssten wir nehmen ein F ährge über zu dem Öy gekallt 'His öy'. Dann m üssten wir noch ein mahl b ähren die Bagasche ein st ücke weitere. (So, wasimmer du tust, nicht nehm dem ZUG zu Arendal dieses Jahr! Es gibt ein Br ücke, wie du kannst fahren mit Automobil über.) Nach dem Partei sollten wir nat ürllich rei ßen zur ück zu unseres Heimstadt Bergen. (Das hier war in dem g ülnen Tagen, wenn CRB nur war ein kleines Gruppe mit nur acht Mitlemmen. Und nur die evigen nummer Zwei, immer geschlagen bei des gr össes Gruppes IT. (Wir sagen nicht da ß wir jetzt sind best, da ß tut ein Norwegishen Zeitung f ür uns. Ohne Bez ählungen fon uns!!!!) Da ß gebleibte n öyachtich die sammen W äg zur ück wie wir hatten gekommen an. Selbstgesagt m ü ßten wir noch einmal warten f ür den korresporrendierendes Zug. Dieses mal war es ein wenig vieler Leute an dem Bahnhof in Drammen, und das gab uns ein lachterwechendes Episode. Eine kleine Mann kam bort zu uns. Er hatte ein gr össes rotes Nase, und omgetr äntlich keine Z ähner. Wir sah das er un m öglich konnte w ährend sauber. Er singte f ür uns, und hatte ein vern ögliches Zeit, sah es au ß wie. Wohl, wenn wir nehmten der Zug weiter zu Bergen, waren wir so tr ötten, das wir absoluttlich schlafen m üssten. Aber in der Front des Wagens, gestandete da ß ein Kasse. Und in da ß Kasse gab es sich eine grausames Katze. Es miaute und miaute, so wir nicht Schlafen gekomnten. Wir bekomnten nicht (jedenfalls ich) Schlafen bevor es war 45 minutten Zur ück von dem 8 Stunden lange Rei ße.

Daf ür sage ich euch: Eine Reise beim Zug kan üble Folgen nach sich ziehen. Wenn es beider Autos und Flugzeuge gibt, sollt man lieber diese Reiseangebote w ählen.

Geschreibt auf ein CRB-Mitlemm,  
der einmal war erst genevnten  
in der Mitlemmsli ßte.

Wir wollten nur sagen, da ß dieses Artikkel NICHT geschrieben ist, um die Deutschen Leute zu beleidigen. Es ist nur noch ein Beispiel von dem unglaublichen Humor der 4th Dimension... ÿ ÿe

YES, BUT MISTER SALESMAN... HELP!!! <sup>1</sup>

Does something more helpless than a wide-eyed on a demo flimmering over the



complete beginner in a computer- screen, and he has totally forgotten store exist? He (or sometimes she) the Oric, which he was so enthusiastic nodes to kilobytes and RS232, serial over six years ago. But he remebers and modem, as he understands every one thing. The prices when the bottom word, while his eyes are widely fell out of the market, and the sales- open of freight and he dries away men stumbled in each other in the the perspiration from his forehead. desperate try to sell out the products

The smart one tries with "I before they went bankrupt. While he want a computer for my son," and gladly spends big money on "indispensa- that he has heard about something bilities" to the car, boat and home, called "Commandore" and "Spekktrum". his Adam's apple acts like an elevator By the last word he unveils that the in his throat when he hears the price little knowledge he has, not is very for an Amiga plus monitor plus-plus, updated, and the salesman manages to let out the Archimedes he just dribbled hide his grin behind his hands. If a pool onto.

the customer also says "Oric" or Back to basic, to the Commodore 64 "MSX", the poor salesman has to go and to the "son", which he forgot for to the backroom for at least five a moment, in the middle of super- minutes to let out the laughter. graphics, RISC, multitasking and VDU. When he returns, the potential cus- in the perplexity he perhaps returns tomer stands by an Atari looking to the Oric, so that the salesman for the second time he has to ex- genuine sample of the brand. A Snotty plain that that kind of computers he whelp rushing through the store, while has to go to the junkyard to find. the smiles are turning to deadly hor-

Of course, he could be of the ror grimaces on the lips of the sales- easy-to-persuade kind, which now is men, and the father turns his normally in a state of being receptive to any blind eye to Hulk Jr.

suggestion from the salesman of - I want a '64, coz' Neil and John which computer to buy. Something have got!

which may result in the customer Well, OK. Since that is what he leaving the store overloaded with wants, that is what he'll get. After equipment, while the salesman hums the Father with son has left, the a little to the beautiful sound of salesmen wonder whether it was worth the cash register, and glimpses to- it, as they wipe of snot from Joy- wards the decreasing pile of PC's sticks, Atari-keyboards and game- no longer in demand, then gives him- covers. And they are dreading the self a slap on the shoulder. But next day (2 days after if they're lu- the result can as well be that the cky) when the creature with his father



customer leaves without buying anything hanging on, returns to claim that  
thing at all. Maybe he'll return nothing works.

in another six or seven years to And the worst ones are NOT those  
ask for the Amiga that fell last who only had forgotten to turn on the  
year. power. The worst is the father who

If you think that the customer managed to get a blue screen, and then  
with an imaginary son is bad, just free and easy wrote to his all-knowing  
wait until you meet the one with a computer: WHAT IS MY NAME?  
The answer, ?SYNTAX ERROR, does he neighbour, his sister-in-law or his  
claim is not his name, and even dog - well, maybe this last one pays  
though the salesman is struggling a visit, but then definitively not  
not to say what he wants to say to buy software, hardware, or, just  
(That he thinks the answer is per- to mention it, a stereo, but to leave  
fect), this is the start of a pat- a "visit-card" with the greetings from  
ient explanation, which, at best, the owner. Just so that he can claim  
makes the customer sense a very that he was right about this being a  
small stream of light in the end "shit-store".

of the large and frightening dark Then thanks for the patient one,  
tunnel. At worst he returns in two who don't make any problems, but nods  
hours, even angrier, and demands a and thanks to everything you say. And  
"new computer". who pays without hesitation like

Here comes a difficult choice. good customers are supposed to. And  
Should one take the extra efforts with whom you can have a bit fun if  
delivering a new computer demands, you want to.  
or should one insist on the com- -Huh? That one shouldn't have re-  
puter being perfectly all right vengeance on these for other's being im-  
(if it is). possible? Well. Perhaps. But who

In case one does the first, said that anything is easy? We don't  
one have no guarantee for the live in a perfect world!  
seance not repeating itself, but  
if the customer rejects the de- Author: Ingar Knudtsen  
mand, this customer may not ever Publisher: NDM  
return to that store. Nor his Translation: Bimbex/CRB

clear, because it is obvious that i  
ç²Ask dr.Heatseeker¹ ç can't answer a question like «My  
scroller is flickering, what do i





Are you one of those who have a do ? », so i write it again, <sup>3</sup>MAKE SURE <sup>1</sup>  
demo to code, and you can't get any <sup>3</sup>THAT THE PROBLEM IS UNDERSTANDABLE! <sup>1</sup>  
further because there is something Well since this is the first time  
that is absolutely correct coded, this article is present in 4D, there  
but dosen't seem to work ? Or you has not been sent in any questions,  
have just started you career as a and therefore i will now write a tip  
coder, and have trouble with how to of how to make some games/demos, that  
make a certain routine ? Or if you dosen't work with a standard 512kb  
have any trouble at all with coding, Amiga, to work without having fastmem.  
just send a letter to me (Heatseeker) This is in most cases not possible,  
telling me about your problem, and i but in some cases, the makers of the  
will do my best to answer you, and program dosen't check if it works  
publish the question and the answer in without fastmem, but just suppose it  
the next issue of 4D. Ofcourse i will does so, but it dosen't. There is two  
not answer any silly question, like : or three main reasons whow such a  
«How do i make a demo » or «What is thing can happend. The first is the  
copper » or any other silly question problem with the stack. If you have  
that is too stupid to be answered.And fastmem, the stack is automaticly put  
i will not answer any question that into fastmem, along with Exec and some  
may lead to criminal actions.(Like how other stuff like the disk buffer and  
to crack a game, or rip something from programs that doesn't require chipmem.  
a game!) Please make your question Now if there is no fastmem, all this  
have to be in chipmem. If a demo/game WO, and write it as en object file.  
is crunched. It will use more memory This is very easy to do, and if it  
than the crunched file that is loaded does not work, try to do it once more  
in. If it uses memory as low as &#036;10000 with these lines added before the  
or lower if may overlap the stack. first line :  
This will ofcourse have serious move.w &#036;7fff,&#036;dff09a  
consequences for the program, which move.w &#036;7fff,&#036;dff09c  
uses the stack all the time. Now the  
you fix this is to either set the  
stack at a lower or a higher address Now this is not necessarily the way  
then the demo/game uses, and this must to fix this. And now I will use an  
be done before it starts decrunching. example. The game Damocles was brought  
Many cruncher has the ability to set to me as an onepart version.And it was  
the stack, but if this is not the case crunched with the Tetra cruncher(mega-  
here is how to do this (only with a crunch), and used all memory from &#036;800  
crunched file) : to &#036;7fff. And most crunchers starts





the decrunching with the highest  
 lea 036;7fff8,a7 address. In this case from 036;7fff to  
 Buffer: blk.b 036;20000,0 036;800 (In other words, descending). This  
 way, a program loaded into a lower  
 Now we put the stack pointer to address then the decrunching address,  
 036;7fff8, and the program length is will not overlap the uncrunched file  
 036;20000 bytes. Now assemble this (using while decrunching. Now the problem is  
 seka), and use the option RI ri read that an object file is normally loaded  
 the demo/game into 'Buffer'. Now type into round about 036;18000 when no  
 fastmem is present, in other words, a move.w d0,036;dff09a  
 file that is to be decrunched at a move.w d0,036;dff09e  
 lower address than round about 036;18000 lea CopyPrg(pc),a0  
 will not work, because the crunched lea MoveAdr,a1  
 part will be overlapped by the lea Buffer(pc),a2  
 decrunched part while decrunching MovLoop:move.l (a0)+,(a1)+  
 before it has finished decrunching. cmp.l a2,a0  
 This is no problem if you have fast- bmi.s MovLoop  
 mem, because the decrunched part will move.l a2,a0  
 be loaded into fastmem and decrunched add.l 036;20,a0  
 into chipmem. The way to make such add.l #PrgLen,a2  
 programs work with 512kb Amigas is to lea CopyTo,a1  
 move the decrunched part to a lower jmp MoveAdr  
 address then the decrunching address CopyPrg:move.w (a0),036;dff180  
 (plus the length of the decruncher) move.l (a0)+,(a1)+  
 before it starts decrunching. Now here cmp.l a2,a0  
 is a source of how to do this with bmi.s CopyPrg  
 the game Damocles (one part version) : jmp CopyTo  
 Buffer: blk.b PrgLen,0  
 PrgLen=292056  
 CopyTo=036;810 Now all you have to do (if you have  
 MoveAdr=036;7fc00 the one part version of damocles) is  
 >extern 'df1:damoc.exe',Buffer,PrgLen to assemble this source,and type Y and  
 move.w 036;7fff,d0 return, and the damocles file will be  
 move.w d0,036;dff096 loaded into 'Buffer'.  
 Now you write it as an object file. Please note that a program that  
 If you wish to use this source in returns with error code 103(not enough  
 another program, all you have to do is free mem) can not be fixed the way I  
 to change the name and 'PrgLen' have use in this article, these ways



(program length) Well, this is very will only work on some of those who simple to do, but it is better to do show a software failure, or a total this than to have a program that system crash. But I can give you a dosen't work on 512kb Amigas. And few tips in how to fix the error 103. you don't have to be a coder to do (even though most of you know these this (That's why i've tried to explain ways) You can use Add21K (or Add44K) it as simple as possible).The Damocles and try to have as few files on the source can be found on this disk in disk as possible. And try to start it 'Sources' directory. from workbench with as few icons as In the beginning of this article, I possible (or use the runback command mentioned a third reason why a program followed by endcli) All the files that dosen't necessarily need 512kb Add21K, Add44K, RunBack and EndCli is but dosen't work with 512kb Amigas. present on this disk. And that is if the program uses The reason why i write all this is libraries and is located at such a low that many people give up trying when address, that it overlaps the pointers they get a program that dosen't work. to all the ROM libraries (If you have There can ofcourse be many other fastmem, all these pointers lies in reasons, but here I eliminated some of fastmem, and then there is no problem) them. And a program the really needs Well, there is not much you can do, but more that 512kb can ofcourse not be this is a rare problem. fixed for 512kb machines.

If you wish to have your problem published in the next Fourth Dimension ¢ ?????????? 1 just write to the address below. ¢ ?????????????? ¢ ?????? ????? ¤ HeatSeeker/Cryptoburners ¢ ?????? ????? ¤ Ivar Just Olsen ¢ ?????? ¤ Mobergslien ¢ ?????? ¤ 5200 OZ ¢ ?????? ¤ NORWAY ¢ ?????? 1

And I will not answer a letter ¢ ?????? 1 saying «Do you want to swap ? » ¢ ??????

#### LINEDRAWING AND FILLING 1

1990 seems to be the filled vectors- program and started to study the



[http://www.bitfellas.org/e107\\_plugins/content/content.php?content.291](http://www.bitfellas.org/e107_plugins/content/content.php?content.291)

Page 66/71

year. Everybody wants to make filled lines. Then I saw that the lines  
vectors. Therefore, I have got a lot didn't always hit the ending point of  
of phonecalls the last months from the line (X2,Y2), and this happend if  
people making filled vectors. All of the angle of the line was between  
them ask the same question: How do I -22.5 ° - +22.5 ° or between 157.5 ° -  
fix the corners of the surface after 202.5 ° (2\*DeltaY filling it? I got this question three the corners, I tested if 2\*DeltaY  
times the last week, so I decided to was less than DeltaX. If it was, I  
write about it here in Coders subtracted Y2 (or DeltaY) by one.  
Corner. That may be done by adding only four  
Also I got this problem while coding lines to your linedraw-routine.  
my first filled vectors routine. This is only one of the many methods  
First of all, as most has found out, to fix this, but this is one of the  
all lines must be drawn in only one easiest. The absolutly easiest  
direction, e.g. down (Y1 with LF-code &#036;4a. After filling the the SIGN bit and set both BLTAMOD  
surface, horizontal lines normally and BLTAPTL to 2(2Y - 2X). But this  
appear to the left of some corners. gives rather ugly lines, so I prefer  
The reason is that the corners are the former method.  
made of three points instead of two In case you didn't understood a word  
points. I removed the filling from my of what I tried to explain, I've  
written a linedraw routine on the  
next page. If you have a better  
method to fix the corners, or you  
have a better linedraw routine,  
please send it to this address:

ØSteinar Midtskogen  
Svenskerud 127  
N-3408 TRANBY  
NORWAY

#### LINEDRAW ROUTINE FOR USE WITH FILLING: <sup>2</sup>

Preload: d0=X1 d1=Y1 d2=X2 d3=Y2 d5=Screenwidth a0=address a6=&#036;dff000  
&#036;dff060=Screenwidth (word) &#036;dff072=-&#036;8000 (longword) &#036;dff044=-1 (longword) <sup>1</sup>

```
-----  
draw: cmp.w d1,d3          cmp.w d2,d1  
      bgt.s line1          dbhi d3,line3  
      exg d0,d2          line3: move.w d3,d1  
      exg d1,d3          sub.w d2,d1  
      beq.s out          bpl.s line4
```



```
line1: move.w d1,d4          exg  d2,d3
      muls  d5,d4          line4: addx.w d5,d5
      move.w d0,d5          add.w  d2,d2
      add.l  a0,d4          move.w  d2,d1
      asr.w  #3,d5          sub.w   d3,d2
      add.w  d5,d4          addx.w  d5,d5
      moveq  #0,d5          and.w   #15,d0
      sub.w  d1,d3          ror.w   #4,d0
      sub.w  d0,d2          or.w    #&#036;a4a,d0
      bpl.s  line2          waitblt:btst #6,2(a6)
      moveq  #1,d5          bne.s   waitblt
      neg.w  d2             move.w  d2,&#036;52(a6)
line2: move.w d3,d1          sub.w   d3,d2
      add.w  d1,d1          lsl.w   #6,d3
-----
      addq.w #2,d3
      move.w d0,&#036;40(a6)
      move.b oct(PC,d5.w),&#036;43(a6)
      move.l d4,&#036;48(a6)
      move.l d4,&#036;54(a6)
      movem.w d1/d2,&#036;62(a6)
      move.w d3,&#036;58(a6)
out:   rts
oct:   dc.l  &#036;3431353,&#036;b4b1757
-----
```

### <sup>3</sup> TEC/CRYPTOBURNERS

ðJust finished typing in the program? Well, for your information, this source is to be found in the 'Sources' directory!...

¢ Optimizing tips & hints <sup>1</sup>

==+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=

ð Article written by Panther of Active. <sup>1</sup>

In this article I'll try to give you some useful hints on how to make your routines run faster. I think the Amigapeople at SEGA should read this article! (I've always wondered how they manage to get four bobs in 4 planes 32\*32 to run every 2nd frame!! And the black outlines... Too little sleep?) Let's start... The blitter is, as you all know, the fastest datamanipulator



to be found in the Amiga. But ONLY using the blitter isn't always the quickest method. Let's say you've made a bobjdemo and you need to clear the screen each frame. Don't use the blitter only! Use both blitter and the processor, like this:

(a6 points at 00000000, waitblt waits for the blitter finish signal)

```
waitblt
move.l 00000000,40(a6)
move.l #clear_area,54(a6)
clr.w 66(a6)
move.w #64*2+20,58(a6)
```

OK, now the blitter is working. In X amount of cycles you'll have no access to the blitter. During that time, clear the last part of the screen with the processor:

Clear all dataregs with MOVEQ #0,Dx  
and all addressregs with MOVE.L D0,Ax. except A7, point it to the clear destination. Remember to save A7 before since it contains the stackpointer. Now use MOVEM.L D0-D7/A0-A6,(A7)+ to clear. And don't use loops to repeat this MOVEM! Have as many MOVEM's as you need to clear the last part of the screen in memory! To get the best result using this method, see to that the blitter doesn't finish before the processor and vice versa!

When optimizing loops it's good to have in mind that using as many internal 68000 regs as possible gives faster code. Also, not all blitter regs has to be set each time. Look here:

```
loop:
waitblt
move.l #-1,44(a6)
move.l 09f00000,40(a6)
move.l #blitsrc,50(a6)
move.l #blitdest,54(a6)
clr.l 64(a6)
move.w #64*2+20,58(a6)
dbf d7,loop
```

Let's say you have regs D0-D3 and A0-A2 free. The above routine could look





like this instead:

```
move.w #64*2+20,d1
move.l #blitsrc,d2
move.l #blitdest,d3
lea    &#036;50(a6),a0
lea    &#036;54(a6),a1
lea    &#036;58(a6),a2
waitblt
move.l #-1,&#036;44(a6)
move.l #&#036;09f00000,&#036;40(a6)
clr.l  &#036;64(a6)
loop:
waitblt
move.l d2,(a0)
move.l d3,(a1)
move.w d1,(a2)
dbf    d7,loop
```

Always avoid having the source and/or the destination as immediate data.

The next best way is to use an addressreg pointing at &#036;dff000, and then by offsets addressing all DFF-reg. But still, this means the processor has to read a displacement word to get the offset. The fastest way is by addressing indirect without offsets! When blitting big objects this kind of optimizing isn't always required. But when making i.e sinusscrollers it's a good way of saving cycles. (Also, when making sinusscrollers, remember to set blitternasty and skip the blitterwaits! And NO loops!)

Also avoid the usage of the MUL/DIV instruction inside loops (and outside them!). If possible, fix a table instead! NEVER use MULU/DIVU when you can shift instead (all sums with the potency of 2, that is; 2,4,8,16 etc).

Well, now a list over some MC68000 optimizingtips in general;  
(Thanks to Merriman/Active for the following tips!!)

NORMAL INSTRUCTIONS:	OPTIMIZED VERSION:
----------------------	--------------------

-----  
lsl.w #1,Dx

-----  
add.w Dx,Dx

lsl.w #2,Dx

add.w Dx,Dx



```

                                add.w Dx,Dx

add.l #1000,Ax                lea 1000(Ax),Ax

and.l #&#036;0000ffff,Dx      swap Dx
                                clr.w Dx
                                swap Dx

bsr routine                  bra routine
rts

bsr routine                  pea loop
bra loop                    bra routine
move.l #0,Ax                sub.l Ax,Ax

D0=16+y                      D0=16-y
rol.l D0,Dx                  ror.l D0,Dx

clr.l Dx                    moveq #0,Dx
  
```

Well, that was all I had to offer you this time!

Hope you've found some parts of this article interesting (the end, eh?)!!

If you have any questions, remarks, or if you just want to exchange experiences feel free to write me some lines!!

Write to: <sup>2</sup>Karl Brostrom <sup>1</sup> Or call: Sweden / (0)90 / 191710  
<sup>2</sup> Kopparvagen 45 C <sup>1</sup> ask for Karl!  
<sup>2</sup> S-902 43 Umea  
 Sweden <sup>1</sup>

<sup>3</sup>PS: Jackmix makes the best sausages (and the cheapest)! Long live Jackmix! <sup>1</sup>

CREDITS FOR FOURTH DIMENSION #04 <sup>1</sup>

Managing Editor.....Blackstar/CRB  
 Editor.....Trixa/CRB  
 Sub-Editor.....Firestorm/Technique



Contributors to Fourth Dimension #04

.....TDB/Vision  
.....JPN/Level 4 - ASD  
.....Nef/ESA  
.....Turmoil/Abakus  
.....Death Bringer/North Star  
.....Fallos/Cinefex Designs  
.....Agressor/Cryptoburners  
.....Bimbex/Cryptoburners  
.....Panther/Active  
.....TEC/Cryptoburners  
.....Heatseeker/Cryptoburners

.....Coding.....Vectorman

.....Music.....Blackstar and Trixal

=====