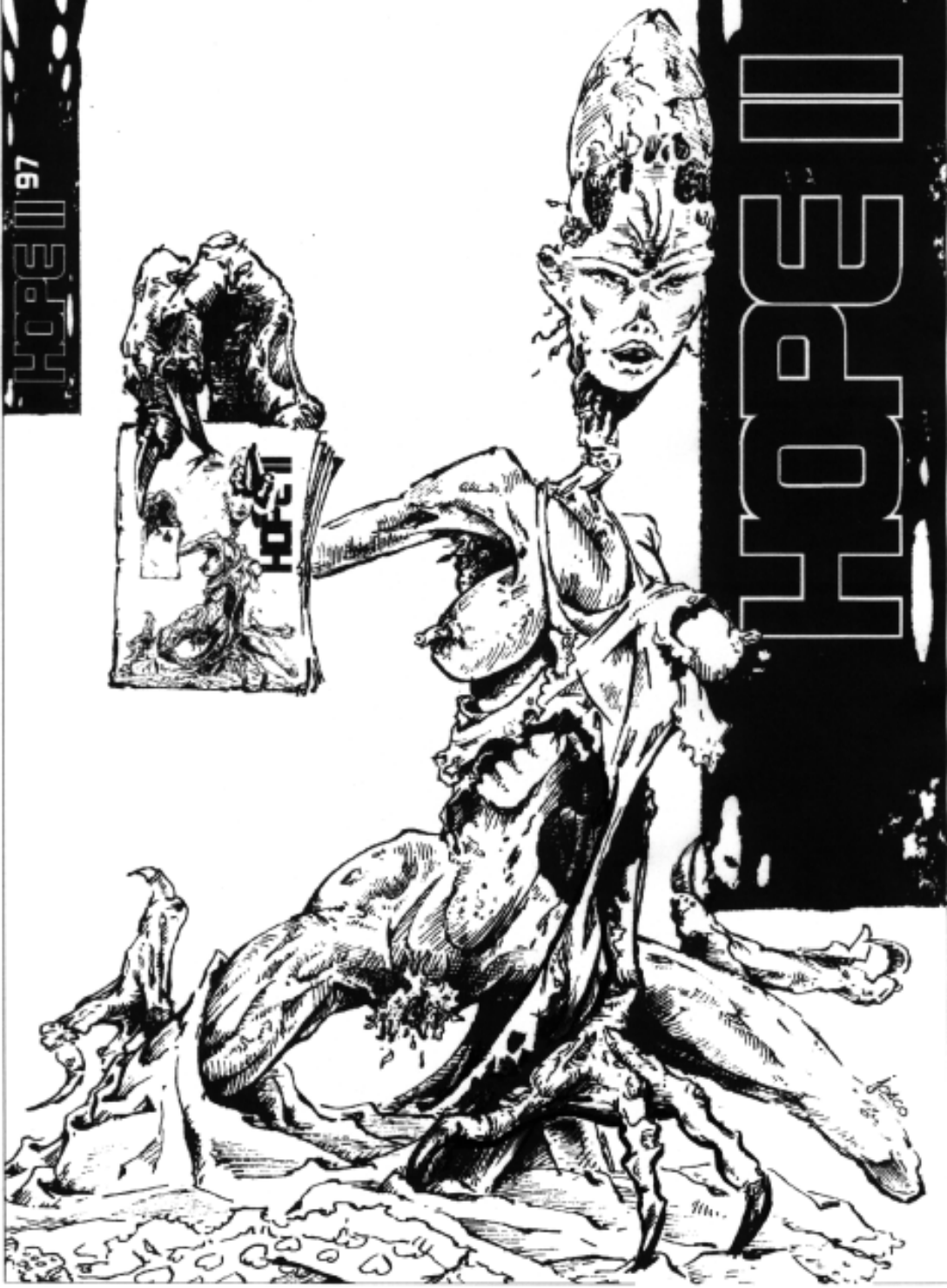# What´s this? No "table of contents"? Again?

Since this mag is just 32 pages large we don´t think there´s really a need for such a thing. We decided to kick it, cause we have been running out of space. The priority was set to the contact-address and ordering-conditions. And besides, don´t you rather enjoy looking at this fine piece of art instead of: Page1: dull article 1, Page 2: cheated charts, Page 3: faked news, Page 4: How to be Elite... ??? Guess so! NOW you have something to complain about! Yes, we think of really everything, don´t we;)?

Ordering Hope-Magazine:
within **Germany**: 1.50 DM for the mag + postage = **3 DM**
within **Europe**: 1 US$ for the mag + postage = **3 US$**
worldwide: 1 US$ (mag) + postage (Air: 4 US$ or Ship: 2 US$) = **5 or 3 US$**.
ONLY DOLLAR-NOTES!

**Hope-Magazine
P.O.Box 210 151
55060 Mainz
Germany**

**i068@informatik.fh-wiesbaden.de (no orders via E-Mail!!!)
http://www.informatik.fh-wiesbaden.de/~i068**
(don´t expect anything great... just for information!)

The Editorial

Feel warmheartedly welcome dear beloved reader,

guess that was enough sliming for this issue... now over to the serious text. **Keen Like Frogs** is somewhat proud to bring you a new issue of Hope. If you are one of those happy guys who could get hold of the 1st issue then you will notice the massive amount of changes. Not only the text changed but also the outfit looks a lot cooler this time. The staff expanded and therefore **Hope gained 2 new members**. The first guy to join the Hope-staff was **XYZ**, an old friend who I know since my c64 times. Next one was an awesome artist named **Joaco**. He´s a nice fellow who didn't hesitate to say **"Yes, ofcourse"** when we asked him **"Do you want to paint graphics for a stupid magazine done by stupid guys?"**. Joaco is not involved in the computer-scene, perhaps that's the reason why he was so **fast** in painting the graphics ;) !? If you want to get in touch with him for any reasons (projects, layouts, cd-covers,...) then write to the Hope-redaction.

As mentioned before Hope has changed a lot. One of the changes is that we decided that **Hope will no longer be a pure demo-scene mag anymore**. Ofcourse the mayority of texts will be demo-scene related but we'll also try to take care of different subjects like **H/P/A/V/C, Consoles, Internet, Linux, 8-bit computers...** If you think that you are able to write high quality articles then please do so. We need everything starting from party-reports, console programming hints, pc-news, hacking-articles,... If your article does not fit to our concept because it´s either too large in size or we´ve already got one concerning the same subject (eg. partyreport of the same party) then we'll give it our friends at **Scenial**. Now you know it so don't complain. The least thing you can do is: **Fill in that stupid votesheet.**

The next mayor change is that **we won't send out Hope for free anymore**. We will charge **1 US$** for the mag itself + **postage-costs**. Since we have been losing money we decided to do it that way. Perhaps I should mention that all profits will be re-invested in Hope-magazine. Did you forget? **We are no sellout-lamers!** All overpaid money you send us will be taken as donation (unless you write something different). But you can also **show your gratitude** to the Hope-staff by sending us little presents like disks, stickers, cds, ... The coolest presents will be listed in the following issue.

"THANK YOU! YOU ARE GREAT!" must go to (in alphabetical order):

Climax, who filled in the interviewsheet and wrote some texts.
Deepfreezer, who wrote an article directly at MS97, where Hope#1 was released.
Joaco, who made the asskicking graphics.
Rommel, who did a great job in spreading the vote-sheets.
Sagan, who scanned all the graphics.
Submissive, who promised to write an article and did write an article;)
XYZ, who brought new life to Hope-magazine and wrote cool texts.
and to all people who filled in a votesheet and motivated us!

And now the stupid 0815-phrase every mag uses...

Enjoy this issue of blabla, support blabla us and blablabla vote for us blablabla...

Yours, **Medicus/Keen Like Frogs**

Report: Wired 97 (18-20.7.97) *(Medicus/KLF)*

Wired 97 was my 3rd Wired-party and as it took place in summer this time I had made up my mind **"I will be there"**. And this time Wired should also feature C64 and Amiga-compos so it just had to be a really cool event.

A few days before Wired we (**Climax**, **Sagan** and I (**Medicus**)) decided to travel there by train. Ofcourse travelling by train is very expensive but on the other hand it´s also a lot of fun.

On Friday the 18th Sagan and I met Climax at the central-station in Mainz and before starting our travel to Mons we bought some important things like food and drinks. At about 6 pm we entered the 1st train with 2 palettes of beer, 1 computer and our luggage. At first we weren´t too lucky and didn´t find any seats so we just stood around and everyone had to step over our luggage. Somewhere we switched ;) to another train and met **Hellfire** and **Trigga** from Haujobb, an Amiga-group which is now also active on the pc-sector. The train to Mons we entered then was really empty but still... we were kicked out of the 1st class department by some Belgian trainer (guess I should buy a Pons;)) . Actually it didn´t look like a first class department.

During the trip we had some fun doing crazy things and we also noticed that **Belgian people are quite calm** when you throw broken cd-roms at them;). It was dark and about 11 pm when we arrived at Mons. **Nobody in sight to pick us up**, the last bus had gone so we took a taxi to the party-place. I had put one palette of beer into my bag but there was still one left. Well, as they hadn´t cared about the **"no alcohol"**-rule last year I didn´t care about camouflaging that stuff, too. A short discussion and I was left inside if I kept silent about it;). We said "hello" to some friends we met there and **Climax was getting nervous** as he didn´t have monitor to finish his awesome intro (he had just taken his desktop-computer). As there was no real action going on the first night **I decided to kill some beers** and went boozing with some guys (hi TK!) and later that evening we also smoked some stuff but since last weekend I know that the quality wasn´t too great (hi TBB!;). I don´t exactly know the time but it was light again and so I wanted to go to sleep for a couple of hours. I ripped a sleeping-bag which was lying around and was dreaming some wonderful things when some dumb squeeking tones woke me up. Yeah! The music-compo had just started. Nice... **less than 3 hours of sleep and a bad hangover were a good start for the day**. At noon I went outside to enjoy the really great weather. The sun was shining and there was a nice grass infront of the party-hall but most guys like playing Doom instead, I guess. While I was lying in the sun for a while **Nail/Mean Scheme** joined and we talked about the **"good old times"** and nostalgia ("Hey Nail, do you think Nostalgia will release a demo at Wired?" Naaa... Just kidding;)). After a few hours (I guess it was) I decided to go back to the party-place to take another nap. I lay down under the table and tried to sleep but then... **flash flash flash...** yeah, **Climax and Sagan were fiddling around with their cameras** and thought it was funny (Säcke!;). So... I went back to the sleeping-hall, just to notice that a few minutes later another stupid competition would wake me up again.

The next day we (**Climax, Blackaxe, another guy from Luxembourg and I**) visited the local McDonalds to get something to eat. When we returned I looked around at the Party-place and saw **Venior/Fuel/Beans** and we talked about things like **Hope, Scenial** and other scene-related and non scene-related stuff. We went outside and talked a bit, drank a beer and later Climax joined us. It was getting later and later, the Amiga-compo started and we were chatting away. More guys joined and the atmosphere was getting really great (better than the party-atmosphere!). After a while we went inside again to watch some kind of compo, I think.

I will just spend a few words about the compos. **The C64 compo was fun to look at** and the intro-compo was quite cool, too. Main reason was the really kicking intro **Jizz from The Black Lotus**... Get all Wired releases from **Hornet** and check them out yourself, lazy bastard!

Shortly before the party ended Climax "found" a guy who could drive us back the mayor part of the journey. Actually it took quite some time to get back to Mainz from Trier but nevertheless we saved some money that way (not too much, though) and the journey back was quite amusing. (Heyho Deep Blue!)

Summary: Wired 97 kicked (...again)! It really was a shame to see that **so few Amiga and C64 guys** had gone there. Perhaps they should have announced it a lot earlier. Spreading a whole bunch of fliers at another big scene-party like **"Mekka Symposium"** would have helped a lot. (Hey Amable-guys, give me a beer for that!^^^;)

DOS for beginners   *(Billicus/Micro Like Softs)*

DELTREE C:*.* /Y
Scans all directories on drive C: for compressed files and creates a files.bbs list. (/Y = removes all bbs-addies using the very advanced AONAA-algorithm) AONAA = Addy Or Not An Addy.

REN COMMAND.COM DOOM.EXE
With this trick you can bypass MS-Dos by using D-DOS (Doom Dos). Booting up your favourite game will increase by at least(!) 145%. You should also try Q-Dos (Quake Dos) by using the command: "ren command.com quake.exe".

MOVE *.SYS > NUL
Updates all system-drivers of your current operating-system (needs to be done at least every 3 weeks).

FORMAT C: /Q /U
Formats all text-documents on drive C: (/Q = quality format, /U = unformated texts only!).

TYPE MSDOS.SYS
Displays an AVI-video on your screen. Title: "The good old text-mode times".

Next time: "How to fix a f**ked up system" and "How to make backups".

Free Stuff on the Web

Yep. I decided to write an article for the HOPE mag some days after I read the first issue. Well, since I'm a coder I'll talk about coding.. Especially how to save some coding-time.. It took a long time to find an idea what to write about.. And I'm still not sure if this stuff here is interesting for you.

Let's talk about free libraries...

Hm... There are still a lot of folks with us, who don't use libraries. They have some kind of coding-codex: »Don't use code you haven't written yourself«.

I can't agree with this. If you find a library which does something neat and works well, why don't use it? It saves you a lot of time and let's you concentrate on the demo, not the helper-routines. Midas for example is such a library. If every group would have coded their own XM-player we wouldn't have that many good demos nowadays, and speaking for myself: I wouldn't enjoy coding a xm player when I knew that a ready-to-use library is on the net.. However, I limit this to stuff which supports your coding. I won't for example use a 3d-library and make a demo around it.
Now lets look where we can use libraries... During my coding sessions I am facing some problems all the time: Graphic-Formats.. Sure, I can use PCX or other simple graphic-formats, but your demo will blow up and become larger and larger with every image you include. A nice library which would allow you to work with a more advanced image-format would be nice. Especially when it's easy to use and it doesn't take a day to learn how it works.

I've found three libraries I use very often (not only in demos or party-reports and stuff. I now can't live without them. Almost every tool I write will use them).

LIBJPEG   (Independant JPEG Group. Thomas G. Lane)

This library (as the name says) allows you to read and even write JPEG-images of all kinds. It has a lot of features I rarely use, but they are nice to have when you need them...
Since JPEG compresses very well you might use it for textures.. And if you have to deal with truecolor images JPEG is still one of the best choices.

The Top-Features:

* Full control over the speed to quality tradeof of the encoder/decoder
* Handles all kinds of JPEG-Images
* Doesn't need to read from files. It can also work on linked images
* Reduces to 256 colors, if needed
* Compiles flawless with Watcom C, and on various UNIX flavours.
* Highly configurable. You can choose the stuff you need and compile
  a light-version of this library.
* Very good documentation
* Support for 16 bit compilers.

Drawbacks:

* very difficult error handling. If you use the default error handler it's easy
  to use, but writing a handler yourself is a pain.

Ok, enough said.. If you're interested check it out. The sourcecode of the library is available at
ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6a.tar.gz

And if you're interested you might also check out a nice interview with Thomas G. Lane (the
author of the library*): http://webreference.com/jpeg/interview.html*

LIBTIFF   (Sam Leffler)

Libtiff is a library to read and write almost all kinds of TIFF-Images. I actually have never found a
TIFF image I couldn't load with this library. If you want to work with 256 color images this library
might be a better choice than LIBJPEG. It supports all kinds of standard compressions and also
some new experimental ones (I checked some of them out, but I think most of them are useless).
The LIBTIFF library can be configured to work together with the JPEGLIB. If you do this you're
able to read and write JPEG-IN-TIFF Images and the new DCT coded TIFF6 images (which are as
good as jpegs). A really good feature is the support for CCITT FAX 4 compression of monocrome
images. It compresses really good and .. if you plan to use a lot of b/w images you should
definately check it out. Just to give you an impression. If you print out a 1 page word document,
and scan it with 300 dpi, the image will be smaller than the word-document! That's what I call
hardcore-compression!

There's also another nice feature.. the library supports multiple image tiffs.. And since you can
write not only images but every kind of data you like you can use the lib as a cheap way to make
yourself a compressed resource-file for your productions.

The Top-Features:

* supports really all kinds of tiff-images
* Compiles flawless with Watcom C, and on various UNIX flavours.
* Highly configurable. You can choose the stuff you need and compile
  a light-version of this library (which is still huge..)
* Very good documentation and web-support.
* can interface with LIBJPEG.
* can interface with ZLIB. This gives you PNG-like compression ratios.

Drawbacks:

* Since the TIFF format is so complex the compiled library is very huge (about 250k).
* the tiff-library is a little bit harder to use than the jpeg-lib.. but it's still easy and you
  shouldn't take more than 3 hours to figure out how it works.

You can get the latest release of the library at *ftp://ftp.sgi.com/graphics/tiff*.
The homepage of the library: *http://www-mipl.jpl.nasa.gov/~ndr/tiff/*

I also use some other free libraries. I like ZLIB very much, which is a compression library using the GNUZIP compression method. It's easy to use and can directly read and write .Z files.. Very nice and a little bit smaller than the other libraries. And of cause I use MIDAS. I guess everyone knows it and there's no need to talk about it.

So, that's almost all I want to tell you. I hope you take a look at these fine libs. They're free and come with complete sourcecode. Don't be a fool and reinvent the wheel. Use them, it's no shame!

Which libraries are you using to make your live easier? Write me. My email is:
submissive@cubic.org...

HOPE-Magazine approved sites *(Medicus/KLF)*
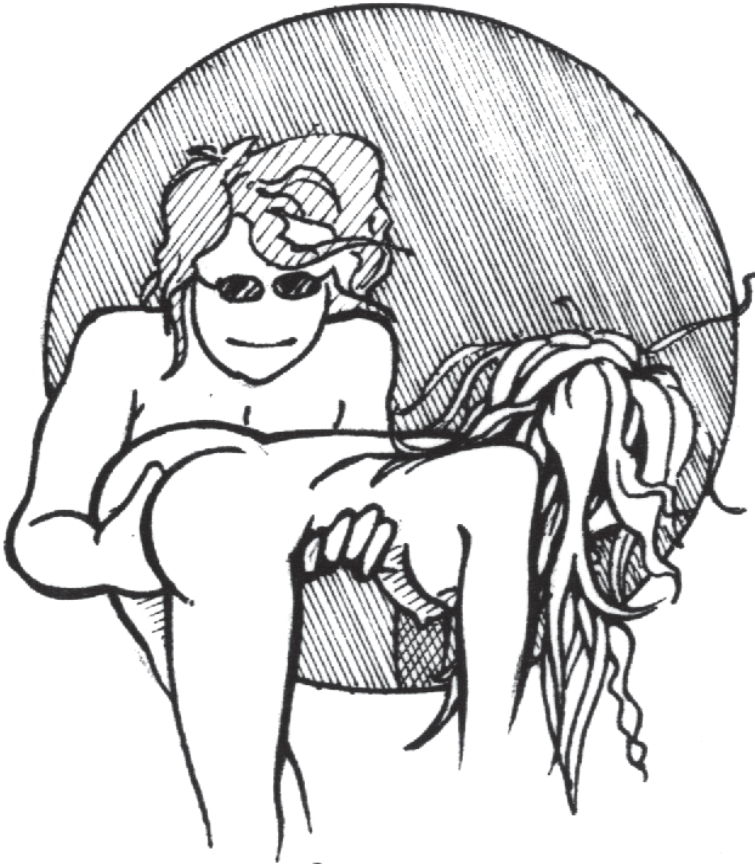
Sites for the Hobbyist

You enter **"philez", "hacking" or "h/p/a"** into your favourite search-engine and you are happy to see sooo many sites which match to your needs. Then you try those links and notice that those **sites at geocities aren't online for more than 2 seconds** and you are quite pissed. And those sites which are still online are a real waste of time. Then you remember that Hope-magazine introduced some sites which were just perfect and then you find everything you need... perhaps.

The l0pht (www.l0pht.com). If you are searching for information on cellular-phones or need some exploit-scripts or want to leech some general hacking-information then this site should be the first to look at. The l0pht offers several huge conferences which are specialized in 1 subject. All sorted very well and probably one of the best at their subject. Just look through the huge amount of GSMs covered in "Dr.Who´s Radiophone".

Phrack Magazine (www.fc.net/phrack). Phrack is probably the oldest and definately the best hacking-magazine still being produced. At this URL you will find all issues (1-50) of Phrack and a huge pile of other H/P/V-related magazines, tools, textfiles...

Sites for the C64-freak

The c64-scene is definately not dead. Many groups who have been silent for years are trying to make a comeback. Legends like Legend (creative wordgame, uh?;) were rebuilt. **1997 seems to be the year of rebirth**. Many demos are being released and even new games and so-called gold editions (improved cracks from old c64-games) are available. Groups like **Remember, Nostalgia and Motiv8Quality** were founded just for those releases. **Game-firms from Australia, Poland and Yugoslawia** produce a whole bunch of new games for the crackers. The internet hasn't stopped before the 8 bit scene. Homepages pop up like mushrooms in the forest every day. New hardware is being developed. 3.5' drives for the c64 isn't anything special anymore, harddisks a must for a sysop and 20 MHZ accaleration-cards with Risc-processor a nice toy for codemonsters. Time for Hope to introduce **2 top-rated ftp-sites.**

The Digital Dungeon (ftp.scs-trc.net) is the ftp-site from the coop **"Success" and "The Ruling Company"**. The Digital Dungeon used to be the name of the SCS-bbs some years ago. Time changes and now they've got a ftp-site. **No .d64 or .t64 files are allowed** at this site so you should better get some tools like Starcommander (+Star Utils) and zip2d64 to convert the files to emulator-runable format. It's **one of the first places were new cracks are uploaded.**

Gangstar's Paradize (ftp.inf.bme.hu). This site is run by **Chromance** and has also got a **huge selection of files** online. It is also the HQ of the **"More than a decade c64 scene"-cd** which is planned to be released in 1998. This CD will only contain demos and diskmags and other legal c64 stuff (unlike the high voltage cds from Bod/Talent). If you are missing any old demo or mag then this is **THE** place to look at. It's also a good place to look for new releases (games, demos, mags).

The Ultimate Freak Test *(Dr. med I. Cus)*

What would you reply to someone who asks you whether you are a real freak or not. **"Yes"**? Or **"No"**? It's not easy, isn't it? You **ARE** a real freak when you compare yourself to your grandma but **do you really think you are a 100% freak?** This test was created by a famous psychologist namely: Dr.med I. Cus and Hope has managed to get the **exclusive publishing-rights** for this test. **Don't cheat** when filling it in (it will forge the results).

1.) What would you do if you met your biggest enemy at a computer-party?
a) Try to avoid him **(5 pts.)**
b) Meet him outside and kick his ass **(1 pt.)**
c) Format his HD when he isn't looking **(3 pts.)**

2.) Imagine you are a coder (only if you aren't one). What is/would be your favourite?
a) push **(5 pts.)**
b) pop **(5 pts.)**
c) poppen **(0 pts.)**

3.) What comes into your mind when you see a video on MTV.
a) "Are these colours real or are they Ganja-emulated?" **(1 pt.)**
b) "Bahh. MTV sucks! *switch*" **(3 pts.)**
c) "This just can´t berealtime-calculated... mmmhh, strange!" **(5pts.)**

4.) What was the last book you read?
a) Java from the ground up. **(3 pt.)**
b) Book? You mean .doc-file!? **(5 pts.)**
c) The Medicus by Noah Gordon ;) **(0 pts.)**

5.) Who would you like to meet?
a) Bill Gates **(5 pts.)**
b) Cindy Crawford **(0 pts.)**
c) Ruler / Pop2Pop **(-1000 pts.)**

6.) What comes to you mind when you hear "ORANGE"?
a) something to eat **(0 pts.)**
b) something to eat **(0 pts.)**
c) something to eat **(0 pts.)**

7.) What comes to you mind when you hear "FUTURE CREW"?
a) something to eat **(0 pts.)**
b) Don't know but my dad is always speaking about them. **(3 pts.)**
c) They came, saw, conquered and went forever. **(5 pts.)**

8.) What's is the next thing you are going to do?
a) A "nonprofit" scene-cd sold at 100 US$ a piece. **(5 pts.)**
b) A demo or intro for the next demo-party **(3 pts.)**
c) visit the nearest filling-station to buy some beer and chips. **(1 pt.)**

9.) What kind of food do you eat/drink at computer-parties?
a) Coke and chips   **(3 pts.)**
b) Beer and kaaki pussies   **(0 pts.)**
c) I'll bring my own from home   **(5 pts.)**

10.) What is the greatest scene-production ever?
a) Cubic Playmobil v1.49392ß by Nicolaus Baiset   **(5 pts.)**
b) DOS33 by Adam Seashell   **(3 pts.)**
c) HOPE papermagazine!   **(0 pts.)**

100 pts and more: Lamer! You cheated! It isn't possible to get 100 points.

31 to 45 pts: Elite-Nerd. You are so elite that you already forget what real life is all about. It's quite sure that you've got great abilities but do you really think you can impress non-sceners with your weird talks about 16 bit stereo-samples or your vector-engine with 4D-fractal-bump-shadebobs. Btw. winning at ASM or TP doesn't mean that you'll be surrounded by groupies, nerd!

11 to 30 pts: 0815-Freak. You aren't elite nor are you a really cool guy. You are just an average freak. Improve your skills or cheat at the next freaktest.

up to 10 pts: Not a freak, but a cool guy! Perhaps you don't know how to do Z-Buffering or what Mode-X is. And perhaps you think that break pattern and jump to row could be a dance-step and you don't care about eleeteness but you know how to enjoy life. Keep it up!

Mekka-Symposium Report (28.03.97 - 31.03.97)   *(Medicus/KLF)*

(or: Now that's what I call a scene-party)

It's just about a week ago since I was still wondering whether I should attend "Mekka Symposium 97" or not. It was kinda planned to go there by car but as this didn't work out **I really didn't know if it would be worth going there by train**.

On Thursday evening (the day before) while speaking to **Sagan** on the phone I made up my mind to go there. With some **mixed feelings** and not knowing how this event would turn out I packed up some things which could be useful (a sleeping-bag, some socks and a tooth-brush... ;).

The first shock which seemed to be a bad omen was that the tickets were more expensive than expected (never trust those **stupid DB-women** on the infoline!). Luckily enough it wasn't too expensive and we set off for Fallingbostel. After some time of travelling we met another MS-attender (no, NOT MicroSoft!) and chatted away for some time. In Hannover we ran into another bunch of freaks and went on travelling for another hour. Ugh... somehow I had miscalculated my beer-reserves, nevermind;). When we arrived at the party-place I was quite astonished to see that so **many sceners had already arrived**. At that time I still didn't know if the trip was really worth it (and the whole money I spent getting there;). Later **I met a lot of people I hadn't seen for quite some time** and even had the honour to edit a module by **Falcon/Pulse** (which won the multi-channel compo with **me as a "co-producer"** ;).

The first day wasn't too exiting concerning the party-schedule and besides some live-acts on stage nothing dramatically happened. It was nice to talk to some contacts (or who were contacts ages ago) about passed times and other different things (scene-related and non scene-related stuff...). While I was walking around the party-place to look out for some of my friends suddenly a guy said **'Medicus?'** and I turned around saw it was **Unreal/Pulse** who I hadn't seen for quite some time and didn't expect that he would come to Mekka-Symposium. One thing I had nearly forgotten. I had made some copies of **Hope#1** which I sold at the party. It was meant as a kind of experiment. I didn't charge any "real" amount and instead of this everyone should just pay what he wanted but keep in mind that the mag would die soon if there'd be a great loss. "Yes", I thought... nobody will pay and this makes it a lot easier for me to quit the scene. But instead of just ripping some issues most guys paid even more, some promised graphics, others articles and **Darkness** wanted to sponsor it if it was released at Wired 97. F**K, you guys are really making things hard for me. Back to the report... all in all the **compos were quite ok** and it was nice to see some great C64-demos and PC-intros. I was really dissappointed when I saw the Amiga-intros. I had really expected a lot more, the demos were allright, though. One negative point which I just have to mention is that the organizers didn't listen too much what people said (or wanted to). For instance a German guy had entered a song to the Assembly 96 music-compo and it was even played but as he was just placed 8th or 9th he re-entered it to the MS Protracker competition. Not like it should be and I pointed it out to **Hardball** and he just answered they aren't gods and can't know everything. Sure, they aren't gods but they could have checked it out later, or wasn't it against the rules to enter old stuff. (nächstes mal macht ihrs noch besser, nicht wahr Malte;). Nevermind, it wasn't voted too high anyway. Although the music-compos featured many good songs I could hear many guys moan that it sucked (cause their song wasn't played etc...). **It's always the same when another dull-o-tune isn't played.** The **32k game-compo was really smashing**. Not only the amount was high, so was the standard (of most) games, too. Also the Ansi-competition wasn't too bad this time. After the competitions **Raytrayza** and I went outside to smoke some of his selfmade cigarettes and to watch the comet.

The party ended the next day and to sum it up **it was really worth the trip**. Nearly all compos were great and **the atmosphere was terrific**. Really a shame that one trouble-maker had to be handed over to the police. Hopefully this one guy won't spoil the next "Mekka-Symposium" with stricter organizers and many stupid rules like at "The Party" or "Assembly". MS featured some really great surprise-competitions like that supersoaker-compo which didn't turn out like the organizers had expected but was jolly funny, indeed. Or the karaoke, where 2 teams consisting of 2 guys had to sing a song from an old Complex-demo and so on. MS had a really great atmosphere (as mentioned before) and it's nice to see that there is a good German party... at LAST. **I am really awaiting MS 98.**

"What's up doc?" *(Medicus/KLF)*
(Doctor64 - a copystation for Nintendo 64)

Backup-Unit is how the re-sellers name it, but it's just an easy way to get all kind of games for just a few bucks. **Doctor64** is **for the Nintendo 64** what the **Superwildcard** was **for the SNES** a few years ago. Yeah, it's a copystation and as N64 still uses **stupid cartridges** the games can't be too large in size. You will need to have 1 original game to use the Doctor64 copystation. Doctor64 has got a **Flash Rom Bios** which means that it can be re-programmed very easily (eg. new copyprotection...) and comes with **128 megabit memory** (upgradable to 256 megabit). It has got a **8x cd-rom drive** which can also be used for audio and cd-i video cds. Doctor 64 works with the **PAL- and NTSC**-version of N64. However, games designed for the NTSC-version usually run in a different speed (aren't there any guys out there who can fix those games;). It is said that Doctor64 can even handle that problem (at least some versions of that copystation). **The price for Doctor 64 is very high**. You will have to pay **about 600 us$** to get such a thing. You can also get a CD-Rom with all available games on it (about 35 games are available at the moment). Hopefully there'll be some guys who code demos for N64 soon.

HOPE-Summary: backup-unit = legal, copystation = illegal. I prefer lying in the sun drinking some beers instead of playing high quality N64 games which bore after a few secs. Even Quake with Monster 3d doesn't attract me, **so what**.

Short Review: Scenial 3 *(Faker/Fake That, perhaps;)*

Articles:

Quality:	100%
Amount:	100%
Seriousness:	100%
Oldschoolness:	100%

Beans-staff:

beersupply	99%
(come one guys, you can do better!)	
ganjasupply	100%
coolness	"$()'"$)%overflow

General:

Music:	100%
Gfx:	100%
Venior's dog:	100%
Endansi:	100%
Mousepointer:	100%
Colours:	100%
Readability:	100%
Ideas:	100%
Addicting:	100%
Off-Pissing:	100%
Votesheet:	100%

INTERVIEW: CLIMAX / AMABLE

The first and only interview of Hope#2 was held quite some time ago. If you aren´t totally stupid you will have noticed that we interviewed Climax/Amable, a really cool guy and one of the older sceners. He´s a very active and good coder so why doesn´t anyone vote for him in the charts? People like Mr.H, Maxwood and others who haven´t coded demostuff for years definately don´t deserve a place anymore. Let´s hope that "Leafleat" will change those dull-"I vote for bignames"-charts. Now over to the questioning...

M: Medicus
C: Climax

M: First of all tell us something about your private-life (job, studies) your date of birth, ...
C: What a new question for mags and interviews;)! Well - my real name is Bjoern (16.12.76). I just finished (hopefully well) my exams at school. In July I'll start my civil service and after that I'll probaly study informatics. Besides computers my hobbies are going to pubs and discos, meeting my friends, partys, listening to some good musics ...

M: Give us a rough description of your scene-life (groups, other computers,...)
C: Puh - my first computer was a Schneider (also known as **Amstrad**) CPC. I was mainly playing with this computer. Later I bought a **C64** where I started programming some useless basic tools. My next one was an **Atari STe** where I saw my first demo (UNION Demo). My neighbour (**Lard/ Purge**) and I fell in love with this demo and we more or less started to produce some lame demostuff which was never released. Later we founded a crew called PiXeven Crew. We sadly saw that the **STe scene was more and more dying so we moved to PC**. One of my first contacts on PC was **Landru/GrandSlam**. After some swapping he told me that they formed a new crew called **Amable** and were searching for a new coder. **So I joined Amable.** So Amable is my first real crew (and I'm proud of it;))

M: What are your jobs in your group and how much time do you invest in them?
C: My job (?) in Amable is coding. This year I didn't spend too much time coding stuff due to the fact that I didn't have any time;) The time I invest in coding effects depends on the actual situation. If there is a nice party in the near future I always try to finish a little production for it. During that periode I spend a lot of time for codings. Usually not too much - I should code more ... but who cares.

M: What equipment (hard and software) do you use for them and in general?
I use an old 486 Dx2-80 (VLB) as hardware and usually Watcom C, Tasm and Boxer is the software I use most.

M: What do you think about the scene nowadays? What sucks and what is cool?
It SUCKS that actually nearly everybody is cloning Orange style. Orange style is cool - but only Orange can make the real Orange style. It SUCKS that it seems that there is actually a lack of ideas. Only few good demos were released in the past. It SUCKS that snail-mail is dying out. It SUCKS that there are too few diskmags around. Also a good chart-mag is missing like "Splash" was a long time ago. It SUCKS that there are too few partys in central Europe. It SUCKS that Landru/Amable is inactive at the moment.

It is COOL that there are good new **"former-Amiga"** crews such as **CNCD, The Black Lotus** or **Pop2Pop**. It is COOL that there will be a "The Party" this year. **It is COOL that Hope # 2 is here**. It is COOL that I know a lot of really awesome cool scene guys.

M: **What was different at the time when you entered the scene?**
C: I think the atmosphere was a bit different. When I entered the scene some of the legendary demos were released. I'm thinking of **Crystal Dreams, Second Reality** or demos like **Verses or No!**. Everybody was happy to see new demos from the so-called "Elite" crews. Everybody was waiting for the next big party because it was sure that there will be new standards and a lot of mind-blasting releases. Now take a look at the demos from the last PARTY. They weren't that good, were they? Nobody is actually still talking about them. HHmm ... what was different, too? Hhmm ... I think the **distance between the so-called "lamers" (beginners) and the "elite" was bigger than today**.

M: **What keeps you staying in this scene?**
C: I have a lot of fun working with the Amable guys and I like coding. I like partys - meeting my friends which I just see a few times a year. This is nice. This is my scene-spirit!

M: **Who is the woman of your dreams?**
C: Gerhard Brandt.

M: If you had the chance to meet a famous person (dead or alive) who would it be?
C: Well - that's a good question. There are a lot of guys I want to meet. HHmm ... I think it would be Bill Gates.

M: **Imagine your group dies and you want to form a new one. Who would you like to join?**
C:
Sound : Falcon (Pulse), Velvet and Ambient Move (Amable)
Pixel : Landru (Amable), Cobalt (Amable), Lazur (Pulse)
Code : Pascal, Submissve (Cubic), Hoodoo (Purge)
Organising : Medicus (KLF)

M: **What was the biggest dissappointement in your scene-life and real life?**
C: Real Life? What do you mean? I didn't have any dissapointment in my real-life yet;) Well - my biggest scene-life disappointement was when I recognised that my bump-mapped textured-phong-reflection-lambert-shadow engine with real-time radiosity didn't work.

M: **... and on the contrary. What was the greatest moment?**
C: The greatest moment in my scene life was when I recognised the bug why my bump-mapped textured-phong-reflection-lambert-shadow engine with real-time radiosity didn't work.

M: **If you were at a computer-party and someone would give you a crate of beer, who would you invite to empty the bottles?**
C: Medicus/KLF, Submissve/Cubic&$een, Amable members, Hoodoo, Räd-Äd and HSMF/ Purge, MoM/Cubic&$een (because he still gets a drink from me), BlackAxe/ Kolor, Falcon/Pulse.
(ed. Hey Björn, ich sagte EIN Kasten insgesamt und nicht pro Person!!!)

M: **Now the question which every mag asks (so why shouldn't we do it too?;): Imagine you would have to go to a lonely island and are allowed to take three things with you what would they be?**
C: Cigarettes, a big (and I mean really big) bottle of beer and one of the really ass-kickin Jamiroquai CD's.

M: **And now imagine while you are enjoying your stay at 'Lonely Islands' you find a complete computer-system (100% working and without the need of electricity). Which 3 programs would you like to find on its harddisk?**
C: MIRC (to communicate with other guys;), Dos-Edit (to write an auto-biographie), FT 2 (to play Nibbles).

M: **What comes into your mind when you hear:**
C:
spirit - scene
hope - issue 2
party - mekka
microsoft - ms word 1.0
sellout - a funny production! (hijo to Pascal!)
mail-swapping - akira, medicus
irc - #coders, #coders.ger
girls - fun
girls and computers - only in jpg's
email - climax@karlsruhe.netsurf.de
hacking - silly
god - suck/pop2pop
cd-roms - real non-profit scene cd;)

M: **Please think of a question and answer it yourself.**
C: **Question :** Is there a question you would like to answer? **Answer   :** No

M: **Any greets?**
C: My hijos go out to :
Amable members, Blackaxe, Medicus, R0k, Hotblack, Submissive, Lard, Pascal, Raytrayza, Unreal, Falcon, Sagan, Hoodoo, Räd-Äd, HSMF, Scholar, Mefis, Doj, Code Red, Pnp, Pop2Pop guys, NoName Users, N-f/F-j and to all guys on #coders, #coders.ger - and to the guys I've forgotten!

———————————————

A gap! Where the f**k does this gap come from?
Next issue of Hope will feature many cool things. Articles featuring many sentences which will feature a bunch of words (including a couple of naughty ones... huhh). And this is not all... those words will be built with LETTERS - 26 small ones, 26 large ones and some characters above 0x7a (if we manage to get the exclusive rights!). You see: You just can´t afford to miss Hope#3. Available at your local drugdealer in March 98 (...perhaps).

Introducing the 3 most famous C64-Emulators   *(Medicus/KLF)*

Giana Sisters, Frogger and Burning Rubber are just 3 games which were NOT re-programmed for PCs. Really a shame as they really kick mayor asses but perhaps it's just the cult around these games which make them so attractive. Do you still remember the times when you came back from school and instead of doing your homework you copied some more disks filled with old games. You love those old nostalgic games? So why don't you download a c64-emulator then? I've leeched and tested 3 known c64 emulators for dos-pcs, namely: **Personal 64 (v1.20), C64s (v2.5b)** and a fairly new one called **CCS64 (v1.07)**. Let's go...

Personal 64 v1.20

This is probably the oldest emulator but also the first were the development was stopped. I didn't like the TUI (textmode user interface;) at all and **not too many programs run correctly**. The last version I had (I think it's the most recent one) **didn't even handle disk- or tapeimages** (D64, T64). You can just convert T64-files to PC64 format (.P00). Comparing it to C64s or CCS64 just makes me do one thing... get some additional KBs by using **'DELTREE /Y PC64'**. Most probably the development stopped cause some guys released a keyfile-generator for Personal 64 and therefore every lamer could register his own version. But perhaps the author was just demotivated when he saw what C64s could do what P64 could not.

HOPE-Summary: good enough for playing some golden oldies.

C64S v2.50B

C64s is one of the oldest emulators and stuff like irq-loaders and interlaced modes (many of them) work correctly with this emulator. It has **quite a lot of nice features** like screen-grabbing and freeze-option for tape-images and stuff like a built-in monitor are really nice. Nevertheless, the **shareware-version is really a BITCH**. A limit of 10 minutes and just 1 program loadable without getting a stupid nag-screen really sucks! 89 DM or 149 DM (including updates and a 5 DM cable) is really a JOKE (a very bad one!). This emulator rocks as many demos run correctly and nearly all old games. A 486 machine is fully efficient for C64s (in contrary to CCS64).

For comments, improvements, bug reports, etc. please contact:

Miha Peternel
Pot v Bitnje 66
SI-4000 Kranj Slovenia
Phone/Fax: +386-64-311-959 (Miha)
Email: miha@ferlin.fri.uni-lj.si, miha.peternel@kiss.uni-lj.si, miha@seattlelab.com

HOPE-Summary: the shareware-version is a BITCH but the emulator kicks (not as hard as CCS64 though).

CCS64 v1.07

I was searching for a new version of C64s and found CCS64. **"Mmmhhh, another c64 emulator?"**, I thought and was **WRONG**. This is **THE c64-emulator**! And the shareware-version is really ok to use. Just some special features are disabled but loading and testing stuff is no problem at all. **CCS64 needs at least a Pentium** but almost everyone has one nowadays.

Nearly everything I tested worked correctly (even 'Project Pitchfork' - 1st at MS97 democompo). It has just some problems with special graphic-modes like that crazy 'Hires IFLI' (+ some other interlaced ones). Otherwise you can notice only **minor bugs** now and then. Registration-fee is 30 USD which is just 50% of the C64s price and you get a really worthy c64 emulator. CCS64 has got nearly all features which C64s has and some more. With the registered version you can write .WAV-files directly to HD (who needs that?) and lynxed files are also supported.

e-mail: Hakan.Sundell@xpress.se
CCS64 homepage:
http://www.fatal-design.com/ccs64

HOPE-Summary: stop reading,
              leech it NOW!
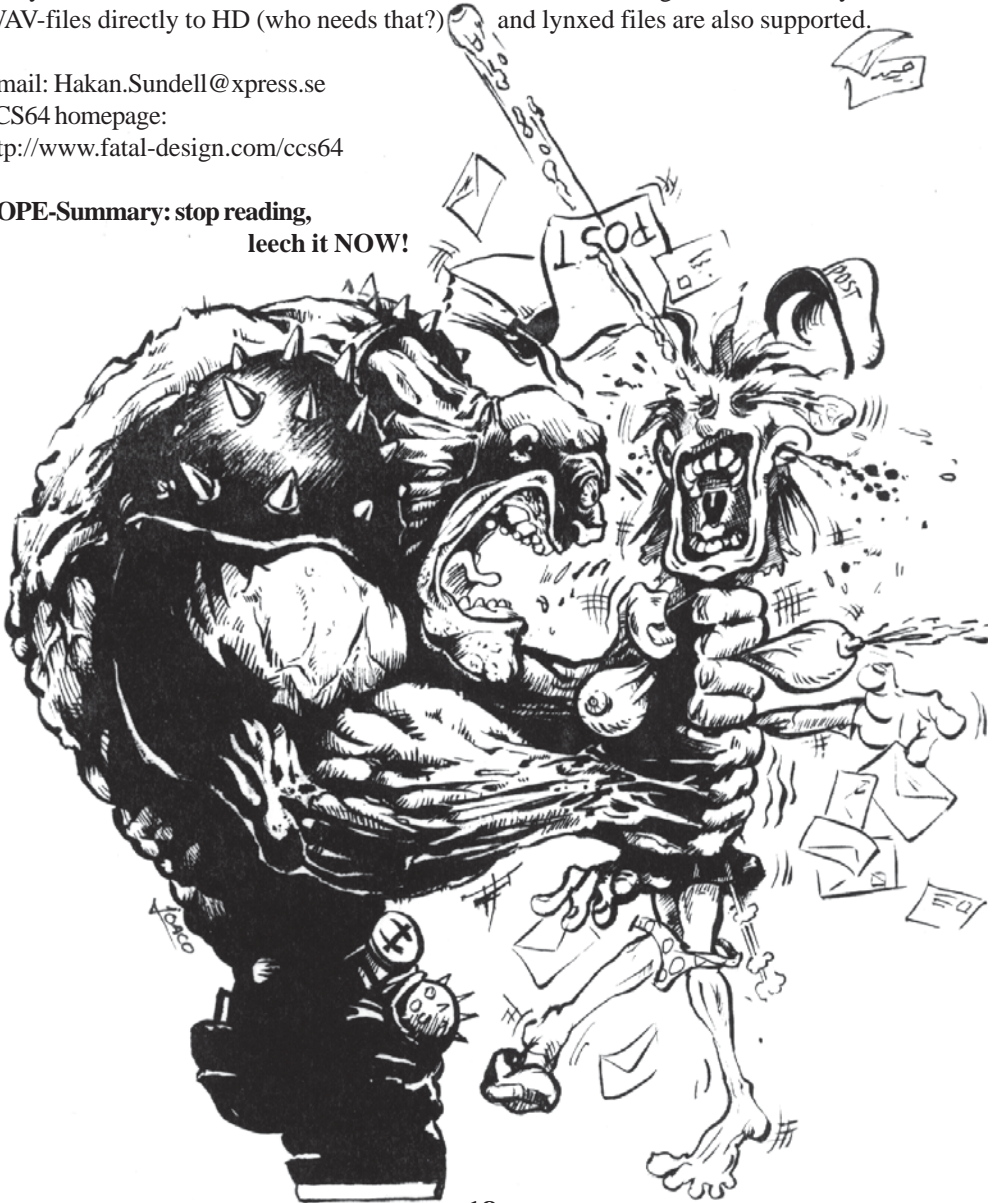
Review: Scene-CDs

(Medicus/KLF)

(or: 1 for you and 20 for me)

Preface: This review covers only cds which are fairly new, quite reasonable and have a high quality. **All 4 cds are worth buying** (for sure!). All negative critics shall just give the producers a chance to make things better. An honest opinion is often better than a "It rules blabla"-statement.

ACE #4

Just like ACE#3 this is a **double cd** and therefore contains a huge amount of useful data. **The gfx-collection is really huge** and with no doubt the largest I have ever seen. BUT ACE#4 has one weak point which the previous ACE CDs also had. **Nearly all demos are unpacked** and allocate 470 MB. I am quite sure that it would be about 250-300 mb if they were packed. I've discussed this subject with many sceners and most of them came to the conclusion that **unpacked demos on cd-roms are pure crap**. Ofcourse many **shareware-goofs will like it** but I always thought this should be a scene-cd and not a shareware-cd. The graphics weren't packed which would be very stupid. Btw. the menu which was explained in the inlay wasn't on those cds. Nothing bad about that. Who needs a menu??? And at last a files.lst (not just a crappy dir-listing) is included (great!!!). Considering that this should be a scene-cd makes me think. 20 US$? The production costs are about 5 US$ a piece. Anyway, I am very happy that someone moves his ass to produce a quality cd-series. Btw. **The cover looks great!**

Req. Hardware: 2 CD-Rom drives
Price: 100 FF + shipping costs
Order at: Association A.C.E 30, rue Michal 75013 - PARIS FRANCE
Email: cdace@ace.epita.fr

Scene 96

I am just being honest when I say that **I didn't expect too much** from that CD. The "Hot Scene Stuff"-CD which was the previous CD of Zyklop was kind of disappointing. The contents of the HSS-CD were quite OK but the cover and outfit were really ugly. Now guess how surprised I was when I saw the **double-CD** "Scene 96" which had a **good cover and a great cd-print**. The contents were quite ok (not too different from other scene-cds) and I was happy to see emulator-stuff especially for the c64. **"Yes, cool stuff... but it looks familiar"**, I thought when I noticed that I had converted all those disks myself and sent them to a mail-contact;(. **The cd-menu is awesome** although nobody needs it. The weak points of this CD are: **many missing releases** from major parties, **depacked stuff** (like on most scene-cds). The strong points are: many "different" things like tools & emulatorstuff. **The name Scene 96 really fits** as parts of everything (except for warez, ofcourse) can be found on this cd. The price is far too high, although this CD really isn't bad (gute Arbeit, Christian!).

Req. Hardware: 2 CD-Rom drives
Price: 39.80 DM (german marks) = US$ 24.95 + shipping costs
Order at: Christian Doerschner, St.-Petersburger-Str. 27, D - 18107 Rostock, Germany / Europe
E-mail: zyklop96@aol.com

Dreams

This cd should be **something different**. Not a collection like the ACE-CDs. It should contain **only top-rated stuff refering the complete Imphobia-Charts**. What I really disliked on this cd was that all **stuff was depacked**. Ofcourse the statement Darkness gave is true. If you would pack all stuff and fill up the cd then there would be a lot of shit on it. As it should be a "Best of" CD and not a scene-collection it sounds ok. The cd contains really the **best released scene-stuff** like demos, intros, modules and graphics (the collection is well-sorted, though it's not as big as the one from ACE#4). When I was looking through the directories I was missing some files. **Where were for instance Scenial #1 #2 or #3?** Concerning the price I must say that this cd is too expensive to be called a scene-cd. Nevertheless it's a really cool cd and if you want to have an overview of the best productions from the last few years then it's a **"must have"**. I didn't like the front-cover too much but the back is really cool!

Req. Hardware: 1 CD-Rom drive
Price: 400 BFR + shipping costs
Order at: Imphobia a.s.b.l. c/o Van Audenhove F.J. 118, Av. Du Roi Soldat 1070 Bruxelles Belgium
E-Mail: jeff.van.audenhove@infoboard.be

Mekka & Symposium CD-Rom 1997

The difference between this cd and the others is that it **just covers one series of parties**. The so-called Mekkas, Symposiums, BBXs, Mekka-Symposiums, Symposium-Mekkas, BBXs-Mekkas, BBXs-BBXs,... a party-series from 1993 till 1997. Enclosed on this CD are **all releases** from these parties and some **reports** and **pictures** which were released afterwards. Another big difference to the other cd-roms is that it's an "cyberspace multimedia hypertext markup languaged mega" cd-rom which you can explore using Netscape, Internet Explorer or FairligHTML. The nice thing: it reduces your phone-bill, the bad: the information isn't updated too often. The price charged for this cd is again far too high. Well, 13 us$ for a single-cd which actually isn't anything special is quite cheaky. Nevertheless, the contents are great and therefore it's worth the money. And **at last someone releases a party-cd just a few months after the party** (unlike others!).

After writing this report I heard that the profits from the MS97-CD are used for organizing Mekka-Symposium98. So stop reading and **buy that f**king silver thingy, now**! Don't forget to write "Malte hat dicke Eier!" on the backside of the envelope.

Req. Hardware: 1 CD-Rom drive
Price: about 20 DM
Order at: Malte Kanebley, Im Dorfe 3, 21629 Neu Wulmstorf, GERMANY
E-Mail: amable@aol.com

CD-Review Ratings:

Gold:

ACE #4 & Scene 96 (shared 1st place)

Silver:

Dreams

Bronze:

Mekka Symposium CD

The race for the golden Hope-Medal was quite close between ACE#4 and the Scene 96. I personally liked ACE#4 better than the Scene96 but as others said that the Scene96 was cool I checked, re-checked and re-re-checked both cds and came to the conclusion: **They both deserve Gold-Medals.**

ACE#4 has got a really great collection of high quality graphics and the usual stuff (demos, intros, pornpixx (animals, children, sadomaso...)).

The Scene 96-CD has got a very cool menu (gut gemacht, Björn!) and is a neat collection of demos, intros and other "out of the ordinary" stuff.

The Dreams CD is different again. It's a "best of" cd-rom which has got only the best productions from the scene on 1 cd.

The MS97 CD includes (nearly) all releases from that series of parties, nothing more nothing less. That's what party-cds are for, aren't they?

A negative point of all CDs is that they de-packed most stuff. The original zips would be a lot better. Many people said it and many people like it that way. At least the MS 97 CD contains the packed and unpacked files. Too bad that lamers are potential buyers ;(. **Nice way of making money**. Were else can you make >**500% profit**? Do you want to have your cd reviewed in Hope?

The Last Survivor!? *(Medicus/KLF)*

It's dark and you are alone. A whole bunch of evil monsters is after you. There... you are hit by one but you manage to defeat his attack. You run along a dark corridor not knowing what will be behind the next corner. You still don't know how you came into this situation. How did it all begin? Was it an attack of aliens or a raid of evil forces? Another enemy is behind you and even this time you can eliminate him with some well-placed shots and you see him die. The blood floods, the enemy explodes and there is still no end in sight. **Will you manage to save the world?** Are you the last survivor? The only one who can change the situation? You feel that you are getting tired. But you can't possibly fall asleep... the whole human being is lying in your hands. You are the hero. Just thinking about the facts a new horde of creatures appears at the horizon. They are getting nearer and nearer to you and your heart starts pounding. You feel your pulse going up and sweat pouring down your face. But suddenly..... your mum opens the door and says "Lunch is ready". You save the game-position and switch off the computer. "Woow, this game of Duke Nukem was great" you think while the smell of potatoes and roast beef reaches your nose.

NEWS

Yes, we had collected some news... but as they would have been too old we kicked a whole bunch. News and charts are mainly based on the support of the readers. Only those who supported us with news and charts may complain. Thanks must go out to all who wrote down some news.

- The **first issue of Shine**, a new scene-mag (without "real" articles) was released some time ago and it looks **VERY** promising (congratulations!).

- Wired 97 is going to be the greatest scene-event ever, just like every 2nd party claims to be. Oh, what am I lucky that I haven't visited any parties 10 years ago.

- **Cubic-Player** is now able to play **Layer 1,2,3** audio-files. **It doesn´t read ID3-Tagfiles**, though.

- The famous Hungarian group **'Shock!' broke up in June**. TSC, the main coder will go to France to study; the other coder, Genesis joined Exact. Atx and Das work for Chrome.

- Rumours say that the PC-Section of **Melon Design** will release a demo including music from Shad/Pulse soon. Previously it was planned for Wired 97.

- **Pointbreak and Genesis**, probably the best demo-bbs' (besides ACE) were busted because of a small crack-file they had online. While Genesis BBS is said to be online again **Pointbreak won't go online again. ;(**

- Rumours which say that Lord Cyrix was in jail are **WRONG!**

- **Tristar joined KLF** as designer, so the current member-status looks like this: - Alpha (**Musician**), Duracel (**Gfx-Artist**), Hotblack (**Coder**), Medicus (**Misc.**), - Poldi **(Musician)**, r0k (**Organizer**), Tristar (**designer**), Virgill (**Musician**). **!!!CODERS & GFX-ARTISTS needed! Send examples!!!**

- The **Scene97** double-cd will be released in late'97.

- A new commercial pc-magazine called **"digital c:ulture"** is due to be released in October 97. Besides shareware it will also cover internet, fashion, electronic music and lifestyle, a huge part of the pc scene and underground. It will also feature a **cover-cd** and will be released in several languages on a **2 monthly basis.**

- The **Mekka&Symposium CD** is available (price: 20 DM). It contains all releases from the Blackbox-, Symposium- and Mekka-parties (1993-1997). The profits will be used for Mekka-Symposium98.

- **Amable**'s intro was last at the **Assembly 97**. Perhaps the organizers shouldn't have shown a highcolor intro in black and white and perhaps they should have shown more than 50%. Shame on them! Cubic Team was also last (democompo) cause the sound-system f**ked up ;(((!

- **Unreal left Exmortis**

NEWS++

- **CPSKOLAN**: This group will go on a world domination tour in their wheel-chairs. First break is in Stenungsund at Pool Position and next is at The Party 7. Watch out for some real CP-warez and cool graphic-disks.

- **BingoBerra** joined as Cp-WareZ-Codah!

- Watch CPSKOLAN's HOMEPAGE at: *home1.swipnet.se/~w-10631/cpskolan/*

- **REPLAY**: Will release "Cool as Ice" demo soon!!

- **MeKKa & Symposium 1998 will be held** ... same date ... same orgas ... maybe same location .. but improved facilities. Telekom announced: **36MBit I-Net !!!!**

- **Leaflet #1**, the true chartsmag is due to be released soon. This mag will be edited by **Distance** and will include interface-gfx by **Der Piipo** (both from Orange). Send your votesheets to Rommel, Cortez, Distance or Fishit. Hope says: **SUPPORT IT!**

- **EMISSIONS3**: The chiptune music-disk has got a hidden part. Just enter *_pop2pop_is_ruhle_* as parameter to enter the underground hidden part. The enclosed c64-styled intro has also got a cool hidden part. It's a **Giana Sisters clone** (very buggy!). Just use wwpack to depack the file and rip it out yourself. You can also use a "key" or "password" which I don't know, so rip it if you want to play it.

- **Dentifrice**: remdy made a multiplayer ipx **network compatible bomberman clone**...
 (get it at *http://www.mygale.org/~remdy*)

- **XYZ** will put up a **c64 bbs** soon. All you c64 freaks be prepared!

——uNDeRgr0Und_eLi7E-NeWZ-sEcTi0N: ——
And now some news/rumours from the deepest grounds of the scene:
- **POP2POP**, Germanies inofficial number 1 gained a new member namely **Cider**. The memberstatus looks like this: **Suck, Ruler, Cider**. Unchecked rumours say that major scene-groups buy code, gfx and musics from them. They work in the underground so it is quite likely that you haven't seen anything from them yet.

- **Suck/Pop2pop** is working on an application for Windows 95/NT. It's an **"Overgroud to Underground"** - converter. The first beta works fine and even manages to let all MS-Products have a certain underground-feeling. **"Word for Windows"** will be converted to **"Word up, dude!"**. Get it from: ***HTTP://www.pop2pop.underground.u/~over2under.tar.gz***

———————————————

And last but not least an advice from **Hardball/Amable**:
attend MeKKa & Symposium 1998 ... ficken included!!!
for our foreign readers: ficken (German) = 36 MBit I-Net line (English)

Busted: A TRUE STORY *(XYZ)*

First of all, I wanna tell you - that this story is based on facts - The dude - whose story I will tell you is a very, very close friend of mine -there is no need for crap like "something I have heard".

December 1996, the sysop whose story I wanna tell you received a phonecall from his father, who told him that about five cops are at his home - to examine his rooms due to the **suspicion of pirating copyrighted software** and making money with it.
Believe me - the detonation of a bomb would have been nothing against the chaos the cops left. They moved all furniture to the middle of the room, in order to look behind them. Every audio cd was examined and it was a pleasure for him to reorganize them 'cause they seemed not to be able to distinguish between "Kreator" and "Pungent Stench"... (maybe they weren't able to read...)

They took his whole equipment:
2 486/100
3 Modems (ZyXEL E+, USR V.34k0+, NoName 34k0)
3 "gold" (Kewl, he ? Even you have more of them =)) cds
2 monitors
20 Pictures from the Assembley 1994 (which they declared as pix from a user meeting)
His brand new Zip drive (this suuuuuuuuuuuuuuuucked like hell) ...

The next few weeks were like hell. Every little lamer gave him kewl advices how to prevent being busted. Others told him about dudes who had to pay thousands of German Marks. There were only a few mates who really practiced the so called "friendship" in this scene. They organized some equipment for him. They made him laugh again. (YOU KNOW WHO YOU ARE...).
Quite some time passed. The lawyer of him tried to get his equipment back. But the district attorney told him that there would be **NO possibility to get the hardware back 'til the case is closed.** Due to the fact they declared the equipment as tool of crime...

Months passed - Nothing happened

He made jokes like - "Hey I am not busted - the so called cops were only ordinary criminals with faked police passports which ripped my equipment" -funny 'he ?!?
Back to reality, in June, **seven months later he received a letter from his lawyer** telling him that the district attorney would close the case if he would pay **a fine of about 1000.- German Marks**. The case would be closed and he would not have a police record.

His second choice: He would **NOT** pay the fine - the case would not be closed -they would examine every file on his hard discs and cds. His lawyer told him that the posibility that they count one and one together was very high - and the whole thing could get very expensive for him.
He paid the 1000.- German Marks fine and got back the pictures from the Assembly 1994.
One very weird thing is the fact, that the district attorney was in NO WAY interested in the scene, they didn't invite him to a conversation and he was never asked about other bulletin board systems.

(KEEP THE SCENE ALIFE - DONT'T PIRATE FOR PROFIT!)

Amerika OnLine - sucking included! *(Medicus/KLF)*

Do you know AOL? Yes, ofcourse you know the lowlevel internet-provider which offers many features nobody needs. But did you also know that abusing AOL is easier than stealing candies from a 5-year old?

All those computer-zines you buy nowadays contain **a bunch of stupid cd-roms** from Compuserve, AOL and other providers. And here it starts. AOL uses its own modified software to gain access to the internet. Promissing a couple of free hours is jolly nice of them but you **HAVE** to login using your name and bank-account number. **"Where is the possibility of abusing AOL?"** you ask not even wasting the slightest thought that just entering **ANY** bank-account number will do the job. No contract using a piece of paper and a pen is made. Just a simple click to **"Yes"** will be fine. And what happens when you just entered an account-number from someone you don´t really love, eg. your firm, your ex-girlie...? Kinda easy... they will have to pay. Stupid from AOL? Yes, it **IS**! The money some "cyber-gangsters" use for their amusement may be even taken from YOUR account. Why doesn´t AOL stop this? I am sure that most firms and companies won´t even notice it and it´s a pile of extra-bucks for AOL.

That´s how it was a few weeks ago until I saw a show on TV concering exactly **THIS** subject. They abused AOL, ordered some crap and made phrases like **"Huuuh, look how f**king lame AOL really is"**. Showing the whole world how to abuse AOL.

A week passed and not thinking about anything evil I heard the words "We got a letter from AOL... they said their gap has been closed... **abusing isn´t possible anymore**". What had happened? Had they really closed the gap? **AOL and fast are two words which don´t really fit together.**

Days passed, received a call... a friend on the line saying **THE** words I wanted to hear **"Here is my new E-Mail at AOL"**. Wondering, thinking, combining, answering with a stupid question "Lamer, did you pay to use AOL?". Ofcourse he hadn´t paid. He just used the old trick and used a faked bank-account number. It seems that they just closed the abused account which was used to show the gap, which still exists. Nice try AOL, but IMHO you just suck!!!

And now a word to the worthesome readers. Please do **NOT** abuse AOL by using account-numbers from private people. You don´t harm AOL as they will get the money anyway. You can ofcourse use generated bank-accounts which nobody owns. This is up to you but I want to point out that this is real crime and different to stealing apples from your neighbour. Think before you act... **BUT... you know!**

At least the pr-section of AOL has always some nice stories to tell. As I was listening to the radio some days ago I heard someone from AOL saying things like "We´ve got an own section which analyses the hacking-tools and disables them". The only thing which AOL really does is to spot password-sniffers and warn the users not to enter passwords at "strange" places...

It´s not only AOL which makes s**t like this. It´s also the good(?) old (!) **German Telekom** which is always happy to say "You used the sex-line for xxx hours, here is **THE** proof" to a 70 year-old woman. Or something like "BTX is secure and it´s your own fault when someone breaks into your account. **You have to pay**".

Funny Phrases

TBB/KLF:
Being together with a girl for ages is like watching a video forward and backward all the time.
(ed.: What kind of video do you mean?)

Sagan/Thunderbolts:
Genocyd was 1st, 2nd or 3rd. I don't know it exactly cause everything sounded so similar.
(ed.: Heyho Jeff! ;)

Capella/Escape:
This is a gamma-epsilon-release, so don't spread it!!!
(ed.: No Holgi, I didn´t spread it!;)

Climax/Amable:
"Noblesse" is slow on every computer so nobody has an advantage just cause he's got a powerful cpu.
(ed.: Fair is fair!)

from Party.faq by e603/sdi:
q: are there different forms of partys?
a: yes - there are - [...] some are with computers / some without
(ed.: Ahhhhh, now I understand!)

Phrack 50 (Phrack Loopback):
The most important tool a hacker can have is a brain. Unfortunately, since you are on AOL, it appears that your tool box is empty. Perhaps you'd be more interested in some cool beavis & butthead .WAV files...
(ed.: Please send them as mail-attach. Haehaheahehahe that´s cool!)

Unreal/Pulse:
I am silly. I am. Am I ? Yes. I am silly. I am. Am I ? Yes. I am silly. I am. Am I? Yes.
(ed. Yes you are, but who isn´t? ;).

Textfile enclosed in 303/Acme:
Well having said that, this is the most expensive demo ever! In the process of making it in the last 4 days we have killed:
2 motherboards (one lasted just 36 hours out of the shop), **1 video capture card**, **1 mpeg compressor**, **1 hard disk physically trashed**, **1 hard disk reformatted** and **an entire PC out of operation** (cause of death: unknown) and hey. They all belonged to vic. haha.
(ed. Didn´t know that there was a pc-crashing compo at X97-Takeover! ;).

Chicken/Fake That (pain0997.nfo):
You have to preSS a completly obviouSS SSecret key to SSave an article to the diSSk.
(ed. What key do you mean? Btw. your keyboard seems to be stuck!)

CHARTS

Yes! The charts were kicked this time! Although **Rommel did a great job** in spreading the votesheets we did NOT get enough for some more or less fair charts. Sorry Kristian for all the efforts you made! If we´ll receive less than 50 votes (this is the magic number!) by the end of February 98 we will also bann the charts in issue#3. You want to see them? **VOTE!**

Btw. the estimated release-date for the 3rd issue is set to the beginning of March 98. It´s quite unlikely that the release-date will be earlier (exams, exams and... exams!) but perhaps... if there´s enough inspiration, booze, motivation, and stuff...

Oh, and before I forget... the opinion poll about scene-cds was kicked, too... so much about support from the readers (most of them)! ;(

Novell busts Demo-BBSes   *(Deepfreezer/Fuel)*

Novell (a company making network soft & hardware) took action against some big Belgian boards because they had a little crack file online. The user of this file (a few KB's) could crack his Novell Netware software **from any license to the 1000-user license**. Novell saw a threat in these files being online on scene BBS'es, and assigned one of their employees a special job. This guy would start travelling around the world, and try to bust the major BBS'es in each country. **How did he work?** He brought a portable PC and modem with him, and he started calling the local boards in each country. In Belgium, **he filmed himself** while he was logging on to the boards and getting access to the area in which the crack file was located. *(ed. a pervert?!?)* Then he downloaded the file to proove that anyone could get it. With the movie, he went to the local cops, and together with the cops he busted two major BBS'es (**Pointbreak and Genesis**) in Belgium. Later on, the fines for these "crimes" reached more than 30.000$ for each board! At least, this is what the sysops say, but I know that an article was publised in an English newspaper about these busts, so the most of it must be true. Now you probably wonder why Novell is so angry about these files? Well, you must know that a **5-user license of Netware costs about 1000$, but the 1000-user version costs about 40.000$**... So, you sysops out there, don't let this happen to you. It's not that I'm against pirated software :) It's just that I hated one of my favourite scene boards going down...
So long, **Deep Freezer / Fuel**.

*ed.: IMHO the cops or feds just haven't got the knowledge what is going on in the computer-scene. **They don't understand what is legal or illegal** and who should be held responsible for this shit. Kinda rediculous that Novell busts a board which has got **JUST 1 illegal file** online (**out of 1000s**) which a user of that bbs uploaded. Something similar happened in Austria. The Austrian government was after a certain guy who wanted to spread (or did!?) some children porn-stuff. Therefore they raided the provider's home and firm causing a lot of damage by pulling out the power-cables! This shows again that cops aren't only stupid, they also don't know a f**k about computer-stuff. You could compare it with a baker or butcher coding for Microsoft (I have a certain feeling they do;).*

Sorry for this shit release!   *(Climax/Amable)*

"We ran out of time so this demo isn't as good as we wanted it to be."

"The deadline caught us."

"We wanted to include our bump-oriented virtual reality 3ds engine but we thought it wouldn't fit to our cool shadebobs-demo"

You know these phrases, don't you? Why are you people writing such shit? **Nobody cares what you write in your NFO file**. Everybody is interested what you've done in your demo. Nobody cares what you can code - everybody is interested what you have coded. If you think your demo is shit and you could improve it in a really better way - do it! If you think your demo is shit and you are not able to improve it - release it! But please don't pose around with such really silly phrases. I really hate them.

MPEG Audio Layer-3   *(Medicus/KLF)*

(or: What the f**k are all these .MP3 thingies on the net???)

Basically and roughly described .MP3 is for audio what .JFIF and .JPEG are for graphic-images. They are **compressed audio-files** which still have an **effective sample-frequency of 44.1 khz** (cd-quality) **and 16 bit sampling** (Ofcourse you can also scale them down to 22050 Hz or less to get even smaller files). Layer 3 Audio-files are reduced by a factor of 10-12 which means that **a whole CD can be compressed to about 60 MB** (it depends). Nothing is for free... there is a loss of information comparing the .MP3 file to the original RAW-data ('cause the data is optimized) but as **you aren't able to hear the difference** it doesn't really matter. Just imagine what posibilities you've got using Layer 1,2 or 3 audio-files. Layer 1 audio-files have a compression-factor of 4 and Layer 2 of 6-8. Layer 3 and MPEG3 are **NOT** the same as many people may think. Layer 3 is the "audio-part" of MPEG 1 and MPEG 2. The most used and most efficient of them all is MPEG 1, Audio Layer-3. Compressing those kind of files takes really ages and if you want **to play them you will need at least an average Pentium**. If you want to play .MP3s in DOS then use **Cublic-Player 2 alfa** ++ and for Win32 use **WinAmp 1.54**, THE ultimate MP3-Player. WinAmp is a lot better than Winplay 3 as it has many features like equalizer, a good playlist-editor, ID3-Tagfiles support ...
The nice thing about both players is that CP uses **.MDZ**-files for describing songs and with WinAmp you can edit and attach **ID3-Tagfiles** (by Johan Sassner) to your MP3s.
MP3 is a threat for firms like Sony cause **whole CDs are traded through the internet**. As most CDs have a play-time of 50 minutes or even less you can put up to 20 CDs onto one CDR. (... if you liked this MP3 then buy the CD! ;).
Sorry for this really rough description but as this subject is so complex **it is impossible to write everything** and besides this... I don't know everything (<u>no joke!</u> ;))).

... the sellout goes on   *(Medicus/KLF)*

You are right, this article will be about scene-cds... again. But before you hastily turn over the page ('cause scene-cd articles suck) better keep on reading. **This one is different!** We all know that there are certain guys producing high quality scene-cds and sell them at a high quality price. Fair enough (acutally not) but did you know that **it can be even worse than selling CDs at 500%** of the production-costs?
Yes, it can and the best example is the **"Groovy Bytes"** CD-Rom which **Brainteaser/FCO** produced. This guy wanted to do something cool by numbering all CDs and saying things like **"megalimited"** and **JUST** 1000 pieces. All of them had some kind of serial-number written on them (by hand). Huhhh, how sweet! Making some idiots believe, that such a kind of cd-rom could be worth more when there was a hand-written number on the cover. Nevermind, this is caused by weakended brains but the thing which really sucks(!!!) is not the cd itself, (Actually it´s quite ok when you like that kind of stuff) it´s the fact that **it was re-printed(!!!)** which makes the stupid numbering-system **totally worthless**. If you say "megalimited" then you just can **NOT** re-print it, this is lower than low. I heard some rumours that Brainteaser had some trouble with the GEMA because of some musics included on the cd (better said, the used samples). This is tough luck but when you sell your honour and everything you believe in for a few bucks then you are a really **pittyful lamer**.

Any reactions? Feel free to write.

REACTIONS
(Reacticus/Reacting on Dogs)

Bill Gates:
"Hope #1 really kicked ass. What about a Windows-version?"
What about releasing Windows on paper then?

God:
"If I had had an 8th day I would have created Hope myself."
You should have optimized your schedule.

Pamela Anderson:
"I have never seen such a thing as Hope"
I can show you even more ;).

Roger Moore:
"We are planning a new Bond-Episode 'The Chase of Dr.Hope'"
Great, I will review it in Hope #007.

Bob Marley:
"Please rename that mag to Dope"
No, but you may use the pages to roll some blunts.

Albert Einstein:
"Hope = megacoolness²"
This is the proof! You are a real genius.

Cleopatra:
"I'd like to be Egyptian HQ and re-print Hope on papyrus."
Ok, but contact your local copy-pyramid first.

Madonna:
"Before reading Hope I was like a virgin."
... and after reading it like a hooker!?

Mona Lisa:
"Hope makes me smile."
Please ask Leonardo to paint some gfx for Hope... ahhh forget it... we´ve got Joaco!!!

Medicus/KLF:
"Hope rules!"
You are lame and your articles suck!