

EDITORS BIT.

NOSAH SAYS..

Welcome to edition number 2 of IGUANA. First of all may I say thanks to everyone who has written to us saying how pleased they were with edition number 1. We aim to please and hopefully you will find this edition as interesting as the last (if not moreso). Sadly the postal strike has not done us any favours and I am sure there are still some articles stuck in the post somewhere. If you have sent an article and it isn't in this edition then it is because I have not received it yet !! You will notice a change in this edition, there is now only one editor and it is yours truly.

So edition 2 is out but remember, there will be no edition three without contributions from you the readers, its no good just reading it and then waiting for the next copy, get off your arse and get writing !! Finally, if you receive a copy of this magazine and you have access to a photocopier please run off a few copies and pass them to fellow freaks (spread the word, share the wealth etc etc)

REGARDS, NOSAH

If you want to send an article/artwork/letter to IGUANA then post them to the address below. It would help me a great deal if you could send letters and articles in the form of a sequential file (easyscript preferred), but if not make it as neat as possible. You would not believe how bad the writing of some people is !!

Now that Xen Ven has decided to finish with the magazine I will be doing most of it myself (with the help of some dedicated members), however due to work commitments, please send all correspondence to Hendy until I get time to sort myself out to do it myself, here is the address:

HENDY
23 SHERBOURNE DRIVE
HEYWOOD
LANCS
OL10 4ST
ENGLAND

If you have a problem then you should write to UNCLE MOLEY
64 MARTIN AVE
STUBBINGTON
FAREHAM
HANTS PO14 2RZ
ENGLAND

To obtain a copy of the magazine send a SAE to Hendy, if you live overseas then you will need to send a disk to cover the postage costs.

PCW SHOW REPORT

So, round it comes again! Seems only a few months ago when the PC(W) show was around in 1987! Unfortunately, to me, the show was not as hot as previous years. While Ocean and U.S. Gold vied for the biggest stall, they forgot about the people who really cared - us! Not a single new game was on sale from them. On the Ocean stall (with the real armoured car!) was a few previews of some 16 bit games, one of which looked quite impressive (not as though I can remember the title!). One game, which Ocean hyped to death was Operation Wolf. Their stall was covered in at least six coin-op machines, which was surrounded by multitudes of eager customers! On the hacking front, it was nice to see loads of the guys from the famous and not so famous groups all converging on the Thalamus stall (Hey Thalamus! Why no Armalyte demo??). Unfortunately, myself, I met few hackers, although I did meet Andy of DCS (love the suit!), and the guys with him (I think you're from DRION, though I cant be sure!) I also heard through the grapevine, that the 16 bit version of GARFIELD went missing from their stall! Naughty Naughty! Lets see a preview of it then guys! Something that also made me laugh was on the Firebird/Rainbird stall - Starglider 2 demo. Anyone who has an Amiga, knows the game (100% version) has been around for ages! The Microprose stall was surrounded by people, all eager to ride in their simulator. I didn't queue up to ride it, but it looked quite good! Also on show was RED STORM RISING, which, from the IKARI preview/demo looks quite good. Did anyone find the Compunet stall? I know I didn't! Sorry to all the people I was supposed to meet there! Another good feature at the show was the Spitting Image doll of Maggie Thatcher, rigged up by Domark. Unusually, their stall was quite good, but why they had a large double decker bus parked in the middle of it, god knows! Anyway, that's it for another year. Hopefully, 1989 will be even better, but we've got at least 2 Commodore shows in the middle. Perhaps I'll finally meet all you hackers out there at last!

Written by Otiss/Zenith.

GOSSIP COLUMN



Compiled by Hendy of Zenith

Big story of the month, FUSION are finally dead. Mark-le-May ended the group after losing his job at Customs and Excise in Portsmouth. Shortly after Phoenix was formed and started to crack a few games. Their ranks were boosted when Faz, Bill and TTV left demo crew Sub-Zero to join.

After the first issue of Iguana hit the streets, co-editor Xen Ven declared that he was fed up of computers, and so quit Zenith. So ending everything to do with the piracy underground.

Following Xen Ven out of the group came Ironfist, when asked to comment Ironfist said that he left "Because I can't get on with anyone else in the group", he then joined up with Public Enemy No.1 on 64 with the Jseter. When asked to comment Zenith seemed quite pleased to see him go.

Untouchable Cracking Force (UCF) came out of retirement to give Eaglesoft a run for their money. JJ the Breaker returned from the Navy and promptly cracked 'Pools of Radiance' an eight sider game. Although ESI are still getting the games faster, most crackers regard UCF as better crackers than ESI.

All Stars, Destiny and Rough Trade founder Flexy quit the piracy scene after deciding he was getting too involved with computers. Asked to comment he said, "I was becoming a recluse", but shortly after he found that he had too much free time on his hands and so decided to come back. Rather than rejoin Rough Trade he set up new group 'Concept' which yet has not cracked a game.

After a long and painful illness TRIAD are finally dead. This was made official when Triad leader Ixion and Mr.Pinge quit to go to University. When Janitor never came back to crack after his exams it was clear it was the end. Although Illegal the Triad paper is too continue. Moves were made to turn it into an SCG paper, when editor Jeff Smart was invited to join. Although this offer was taken back when differences were encountered on the way the votes were taken for the crackers chart.

DSH (Mike) of Orion found himself in hot water this month after allegations that he re-cracks. Bros and Zenith found that there were several Orion games that were indeed their own crack with an added 'feature'. This was a high score saver, put onto the game, with the original intro removed to be replaced by an Orion intro. When questioned about this DSH said that he 'forgot' to mention the groups name. He promptly knocked up an apology demo to Bros and Zenith which goes under the filename "Recracking/Orion".

Information reserched and compiled by Hendy/Zenith.

ILLEGAL VS IGUANA ??

Quite a few people have asked me what the situation is between Jeff Smart and myself now that IGUANA is being produced. The simple truth is that I have nothing against Jeff and I have spoken to him briefly on the subject of the two magazines. As far as I know, there are no ill feelings between us, indeed I hope he can continue to produce the Illegal even though the future of Triad is in serious doubt.

I feel the two magazines can co-exist without any hassle, and from this edition on I shall be sending a copy of IGUANA to Jeff and he (hopefully) will be sending a copy to me !!. Lets not forget that Jeff has been doing this a lot longer than me and even if this magazine continues while the ILLEGAL dies, it cannot be taken away from Jeff that he set the precedence which others are now emulating. So to those who would like to see a battle between Jeff and myself I say "tough shit", because I do not war !!.

NOSAM

The Legend of Seth Brasket.

By Paul Cox

PART TWO



Seth tried to sit up, but unfortunately every time he moved, a sharp, stabbing pain filled every nerve of his back.

The man stared at him menacingly. In his rough hands, he played with a dangerous looking axe.

Seth eventually choked enough courage to talk. "Where...where am I?" he asked carefully.

The man eyed him slowly, and then grunted. "The Domain of Jehherin".

Brasket shook his head. "No, I mean planet".

The man's wide eyes opened. His mouth began to open, showing off his yellow teeth.

Before he could answer, he sunk to his knees, his bloodshot eyes filled with terror, and pain. His mouth opened fully, but no sound emerged.

He fell forward, the large axe just barely missing Seth. A crossbow bolt stuck rudely out of his back.

"Jeez...". Seth looked around for the attacker, but could see no-one.

Seth managed to sit up - the pain had diminished slightly. As his eyes scanned the trees, he caught a flash of red, but a moment later, it was gone.

He inspected the rough, unshaven man next to him. He could hear him breathing quietly.

Seth tried to stand, and after a few attempts, he was standing erect. "Help!" he cried at the top of his voice.

Nobody came. He just scared the birds that resided in the nearby trees.

Okay, Seth, he thought. What now? Try to find a civilisation of some kind, or shall I just rot here.

He chose the first option, and picked up the sharp axe that had had come within centimetres of his pale white flesh. He walked, if somewhat unsteadily, towards the lowering sun, holding the axe ready.

He walked an hour, before he found a pathway. It was two before he met someone.

The someone was a merchant. The merchant drove his old horse, and tatty cart away from the sun.

"Hey!" Seth called to the merchant. "Hey, wait up a moment".

The merchant froze. He stopped the horse, and pulled back his brown hood, that had covered his face.

"What do you want?" the merchant asked, with a tinge of fear in his voice.

"Help" Seth said. He moved closer, but the merchant moved back.

"I have no gold!" the merchant cried. "Nothing of value!".

"I'm not going to rob you" Seth said, "As I said, I just need help".

The merchant took no chances. From under his dirty garments, he pulled out a star shaped piece of sharp, vicious metal. "Now be off! I'm an expert with this!".

Seth edged backwards. "Hey, no problem.". The merchant grinned triumphantly, and moved forwards slowly.

"You'll never rob anyone again, thief!" he cried hysterically. "I'm going to kill you". His arm came up high, and back, as if he was going to throw a frisby.

Luckily, for Seth, the merchant never threw the metal. He also pitched forwards with a bolt in his back.

Who ever you are!" Seth cried, "Help me! You've helped me twice. I'm a stranger here!"

Brasket thought he heard a quiet conversation, but he couldn't be sure.

Then, someone dropped down from one of the tall trees. It was a short man, of around four feet.

"Help!" Brasket cried.

The dwarf eyed Brasket suspiciously. After a moment, he waved his hand, and another creature dropped to the floor. The second creature was unhuman like. The first feature Brasket caught were its eyes - it had three.

The creature was thin - Brasket could make out its ribs through the reddish skin. It walked on all fours towards Brasket.

Instinctively, Seth edged backwards.

"Don't be worried!" the creature called. "I won't hurt you. I'm the one who saved you".

The dwarf turned to the creature. "Now listen here. I shot the merchant. You missed by a mile".

The creature forgot Brasket for a moment. "Hold on. I shot the Tracker. If I hadn't had killed him, you wouldnt of have to killed the merchant. The Tracker was much more dangerous than the merchant".

The dwarf began to open his mouth, but Brasket interrupted him. "Hey! Stop arguing. I need help, badly".

The dwarf turned to Brasket. "I'm sorry, sir. Its just Dulok. She insists on being a heroin".
The creature walked up to Brasket. "Ignore short-arse. His mouth is bigger than his brain".
Seth nodded carefully. The question he wanted most entered his mouth. "Where am I?"
The dwarf moved closer. "The domain of Jehherin. Are you lost, Sir?"
Seth shook his head. "That I know. I mean, what planet".
The creature blinked all three of its eyelids. "Planet? What's that?"
The dwarf answered. "I think it was once called, mud or stone. Something like that".
"Earth?" Seth asked, not wanting to hear the answer.
"Yes! Thats it" the dwarf replied. "But we don't worry about that".
Seth sighed. "What year is this?"
The creature blinked again. "Why all the questions? Who do you think we are? Prophets? Wise men?"
Seth apoligised. "Sorry. Its just..."
"Whoa.." the dwarf interrupted. "We're being recalled, Dulok".
The creature stared at Seth. "Do you want to come?"

"Where?" Seth asked carefully.

"Yes or no!" the creature shouted. "Quickly?"

Seth decided quickly. "Yes!". It was better than being left alone in a strange land.

The creature stood erect. He and the dwarf gripped hold of Seths arms, and they closed their eyes.

"Wha....?". Before Seth could finished his sentence. He felt a sensation of light headedness.

Suddenly there was an blinding flash of white light, and Seths stomach started to do circus tricks.

While he tried to blink away the psuedo patterns that filled his view, and tried settle his stomach, he wondered what the hell was going on, and where he was headed.

(TO BE CONTINUED)

WANTED.

Good works of art are required to adorn the front cover of IGUANA. Whilst no payment can be offered you will certainly be well mentioned in the magazine. If you are a truly good artist and would like to become the resident artist for the magazine, please send some sample drawings to the contact address and I will be in touch.

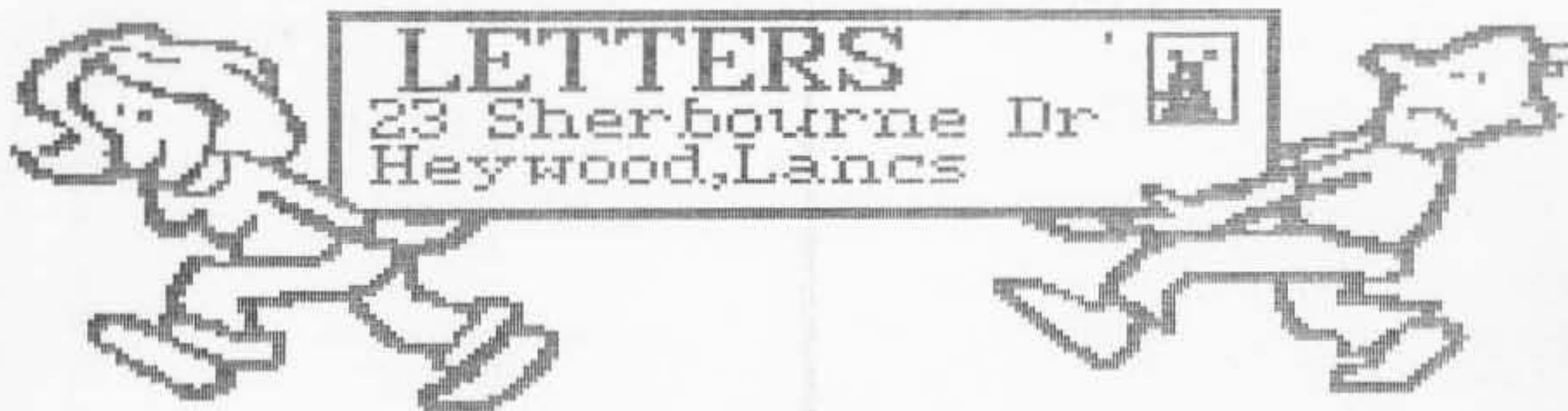
FAST OR FICTION ??

OK then here is a strange tale. People may have noticed recently that the group SC6 slowed down a bit on their output of cracks. The reason for this is that they have had some hassle with their original supplier. What you are reading now is the truth not gossip, I spoke to LEE of SC6 and got these facts from him.

A few weeks ago, Lee approached his original supplier only to find that the supplier was a bit reluctant to come up with the goods. It turns out that the storekeeper had received a phone call from a member of FAST stating that he must stop supplying Lee with originals because he was passing them on to software pirates. This was then backed up with letters which the shopkeeper refused to show to Lee. Lee now knows that the letter they had was not from FAST but from someone who stated that he would inform FAST if they didn't stop supplying Lee with originals !! (starting to smell fish ??).

Now Lee has also been receiving bogus calls recently (although this trick is hardly new, most good groups get plenty of these) including one from a supposed member of FAST. However after another member of the group called FAST and asked for the employee by name he was told that the individual concerned had been on holiday for two weeks in Spain.

So, the result of all this petty behaviour by some arsehole ?? Well for a short time SC6 had no original supplier, but they are now back in business and assure me that they can now carry on as before. Whats more, SC6 know 100% who was trying to stitch them up and it is a so called fellow cracker (talk about shitting on your own doorstep !!) and they are taking steps to gain retribution. So, whoever you are (and SC6 and myself KNOW who you are), your time will come. NOSAH.



THE RESPONSE TO THE LETTERS PAGE HAS BEEN A BIT LAME, I CAN'T REALLY UNDERSTAND THAT, HERE IS AN IDEAL OPPORTUNITY FOR YOU TO AIR YOUR VIEWS ON THINGS AND PASS INFORMATION ABOUT YOUR GROUP AND ANYTHING ELSE YOU MIGHT DREAM UP TO THE OTHER HACKERS OUT THERE.

COME ON GUYS, GET YOUR BRAINS WORKING.!!

THE RULES FOR THE LETTERS PAGE ARE QUITE SIMPLE, NO SLAGGING, AND NO PHONE NUMBERS OR ADDRESSES, OTHER THAN THAT YOUR LETTER WILL PROBABLY BE PRINTED IN UNEDITED FORM. (WHAT MORE CAN YOU ASK FOR).

CHAMP OF SPL

Hi there! This is the Champ of the Suppliers (SPL) speaking.....I'll just tell ya some news about our mega-fantastic (?) group so fasten your seatbelts!

In March '89 the Suppliers have been in existence for 1 year. Since we started this fast growing group (as a bunch of laners with only a few small contacts, and a few big ones) we have grown bigger and bigger every day! we now have about 60-80 contacts around the world, most of them are really cool dudes! Until a few months ago I (the Champ) was just a coder, but I've now started to swap myself. Before I went to the HORIZON party 8-11 Aug, I had just seven contacts, but after releasing "The Big Bang", "Welcome guys" and "An Illusion" at the party, I get letters (and Disks) from people wanting to swap every day! So now I've got 20-30 contacts. Thanx for arranging the party HORIZON!! It was really nice, except that there could have been more famous guys there. There was also very few news at the party, except for some nice demos released there (liked your demo "Bollocks", SECTOR 90!, write soon..)

I must give my condolences to the guys who got caught red-handed by some bastards from the phone company when they were phoning free (the school was paying !!).....Haven't heard the story ?? Ok, I'll tell ya.....The Horizon party was held at a school in Enköping/Sweden, and some of the mega cool dudes at the party decided that they wanted to modem-trade with some guys in the states...No problem, they just broke into one of the phone boxes at the school - and then started to phone on the schools expense!! They were trading for many hours the first two nights until some guys from the phone company turned up--bad luck! I wonder what the phone bill was? At 15-16 Swedish crowns a minute (1.5 British pounds or over 2 U.S. Dollars), it must have been a hell of a lot!!

Enough Gossip talk...We've got two new members in SPL now, IQ64 and PREDATOR. They used to be members of the Wizz Kids (TWK), when they decided to become members of SPL. IQ64 is a music maker, and PREDATOR is a graphics designer (a great one!) and a coder. I've only seen two of their demos, but the music and the graphics were great, so we decided to let them join us! This is now our complete members list: The Falcon (swapper/graphics/coder), Dirty Harry (swapper), Ela (music/coder), The Champ (coder/graphics/swapper), Caesar (swapper/coder/graphics), IQ64 (great music), Predator (great graphics), and Taifon (only Amiga member, graphics/coder/music)...and that's eight in all, not bad eh?

You can expect many new, great demos from us soon...I've also solved the originals problem (I've got this great job-with access to a lot of free originals!), so hopefully there will be some cracks too. That's what I had to say for this time, The Champ of SPL signing off.....Good Evening...

ACIDYX OF DCS

At last a letters page where we can air our views no matter how obscene or nasty they may be without having them EDITED !! (ED:within reason mate!!). Well done ZENITH!. But now onto the main reason of writing.
As all the people, no matter how big or small on the hacking/cracking network know, WARS break out between top groups and even the smallest fish in this large ocean. Each time this happens I begin to wonder WHY?. Why all the bother of creating a demo to slag off another "fellow pirate"?.
Surely we should all be joining forces and warring with those idiots trying to prevent piracy!. I am not saying that the competition of getting the game first...getting it out first..the smallest crack..etc..etc shouldn't be recognised, but just because a group beats you to it, or even if they re-crack your version (then you should be honoured that you must have sent it out to them for them to re-crack it, therefore being first !!) warring is pointless.
I would like to hear everyones point of view on the subject..no matter how you feel. But remember when you are next warring, whose side are you on???. Let all us pirates stick together and not let stupid childish pranks cause us all to get busted !!
Until my next letter.....goodbye comrades !!

ACIDYX-Doughnut Cracking Service

(Note from Editor, this letter is ironic when you consider what happened recently to SC6, it just goes to show that some people, no matter how clever, NEVER grow up !!)

MESSAGE TO S451

To my good friend RYGAR of SCIENCE 451, your group produce very good demos. Would you be interested in doing a demo review column for the magazine?. If you are interested then get in touch with me and I will give you the details of what is required.

NOSAH

COMPUNET - AN IDIOTS GUIDE!

Everyone must of heard of Compunet! The most famous (and used) of all of the multi-user systems in the U.K. Forget Micronet and Prestel - they're plain boring!

Compunet holds a variety of things to see. One, is Federation II - a multi-player adventure game, which can be quite expensive, but is good fun if you're free with the money!

Another multi-user game is MUD, but you need a starter pack to access it, and I haven't got one. I'm told that its not quite as good as Federation II.

Hundreds of demos are uploaded every month to cnet, and this is were ZOO reviews come into good measure. Each demo is reviewed, not unlike a game review, and then is given a percentage. This saves time and effort downloading lame demos!

Another reviewing system used to grace the 'net', but unfortunately, the reviews have ceased. The team used to be KKY TV, and they reviewed EVERY demo that was uploaded!

Of course, Partyline is very popular on Cnet, although quite expensive. Sometimes, the link is sometimes quite crowded, othertimes you can be all alone!

If you're on cnet, and not yet experienced Partyline (probably physically impossible!), I'd advise you to do so. Another great feature of Cnet is its courier system. Each user is given its own free Mailbox, and pages of text can be sent back and forth to various users. Certainly saves on the stamps!

Three members of ZENITH are on Compunet - Me (ID PC21), Hendy (ID ZENITH), and Nosah (ID K1). If you want to contact any one of us, please Mailbox us (but please, no offers for swapping).

Many famous programmers reside on Cnet occasionally - Jeff Minter, Tony Crowther, and a few companies, including Incentive, and CRL.

Other famous demo-writers also found fame on Cnet, including Ian and Mic, Stoa and Tim, and Ash and Dave, and many not-so-famous others.

The facilities on compunet are enormous. You can download free business software, communication packages, art and music utilities, crunchers, etc.... The list is endless.

Although, mostly through this article, I've praised Compunet. The only thing I can find wrong with the system is the addictiveness!! Once you have the CNET bug, you wont stop logging on, and using up loadsamoney on your phonebill (as I found out recently!

If you are interested, and would like to know more, Compunet can be reached on :- 01 997 2591 (after all, a free modem cant be bad!)

This has NOT been a free advert for Cnet - log on, and see what I mean!

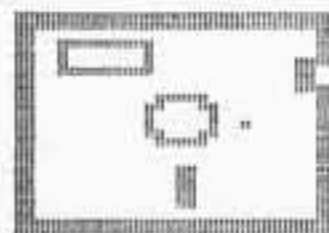
Written by Otiss/Zenith.

1st

2nd

3rd

CRACKERS & DEMO MAKERS RANKING LIST



EVERYONE LOOKS FORWARD TO THE RANKINGS LIST, BUT NOBODY CAN BE BOTHERED TO VOTE !!. THIS LIST HAS BEEN REDUCED TO A TOP TEN BECAUSE OF THE PATHETIC RESPONSE TO THE VOTING. IF YOUR GROUP DOESN'T APPEAR HERE IT IS BECAUSE THOSE WITH WHOM YOU SPREAD TO DO NOT VOTE FOR YOU, OR MORE REALISTICALLY, YOU ARE NOT SPREADING YOUR WARES WELL ENOUGH.

IF THE RESPONSE IS THE SAME FOR THE NEXT EDITION THEN THIS PAGE WILL BE DROPPED. WE ARE NOT GOING TO MAKE UP A RANKING LIST ACCORDING TO ZENITH JUST TO KEEP THE PAGE GOING, AS I SAID BEFORE, THIS RANKING LIST IS DICTATED BY YOU, THE READER VOTING ON IT. IF PEOPLE ARE GOING TO VOTE IN A STUPID FASHION (I.E. WHO IN THEIR RIGHT MIND IS VOTING FOR PULSAR, THEY ARE DOING NOTHING THESE DAYS) THEN I WILL FOLD THE PAGE. VOTE REALISTICALLY, BUT MOST OF ALL....VOTE !!!!

HERE THEN IS THE TOP TEN, COMPILED BY XEN VEN BEFORE HE GOT A SAD ON WITH THE WORLD AND BINNED IT ALL....

No	Group	Pts	%	No	Group	Pts	%
1.	IKARI	97	22.29	2.	SCG	80	18.39
3.	ZENITH	68	15.63	4.	BROS	40	9.19
5.	HOTLINE	33	7.58	6.	PULSAR	28	6.43
7.	TRIAD	27	6.20	8.	RTI	25	5.78
9.	FAIRLIGHT	21	4.82	10.	BEAST.BOYS	16	1.00