



# The Wall

Issue #002

April '90

Published by B-Trax / Mystery PB 181 8000 LEUVEN 3 BELGIUM

## Editorial

Hello all you freakz out there! Welcome to the second issue of 'The Wall'. Yes, it was a long struggle to get it ready but we did it again. As you can see, as always, there is no news in this mag, coz we think that it is pretty lame to publish no news.

I hope you like it, and if you are interested to join the editors-team, then write to our address that you can find almost everywhere in this mag. I would be very happy if I could get your meaning about this mag, your comments how to improve it, a picture of your girlfriend (or your own if you're a girl, ofcourse!), and other things that could help us out.

I would like to get some answers on the following questions:

- Is there a copy-law in Belgium?
- What is the abbreviation for 'what to do on a lonely friday-evening and there are no girls around'?
- (Only the abbreviation, keep the pervert answers for yourself, dirty pigs!)
- Ed. Mmmmm, I love it when you talk so dirty to me.
- Who is crazy enough to help me editing this mag?
- Where can I find a Ferrari to rebuild it in a Volvo or (if possible) a Mobilhome. I'm not sure that it is large enough.
- Are there still party's in Belgium that are worth of visiting?

Well I guess that's enough for this time, if you want more questions, then send me a selfaddressed envelope, prepaid ofcourse, and I send you a whole page with stupid questions, O'right?

Well, not so much happened last month here at B-Trax' place. We got an offer from a new (?) group called 'Mystery' to join them and that's about all that happened. I think we do that coz we are only with two and

that is enough to get known in this crazy world. I hope we did the right thing with joining 'Mystery' coz I must admit I never heard from them, but I don't care.

As long as they don't bother me with questions as: 'Could you spread this for me?' That doesn't mean I'm as lame and lazy as a pancake, I'm just an editor.

What???? JUST an editor? No guyz, itz not an easy live. As an editor I think it's my work to read all those other mags, I read all scrollerz in ya demo's to the end...etc.

At the other end I like it, cause its a real thrill to get letters from all ya freakz around the world and ya can be sure that you will get an answer also!

And now some misunderstandings about the previous issue:

- I know that they were some copies spread that were hard to read because they were to light copied. Well, you can be proud on them, coz it were only the first copies that were printed as light! Funny copie-machine, don't ya think so?
  - We are not only interested in demo's, toolz, etc.. no, we also have an (unlegal) part in our group now, so send the stuff to our wellknown address.
  - In last issue I said: 'I'm 19 years old and that is 17 years older then the most of you.' That was't an editor-fault, my calculator didn't work right. I guess it must be around 10 instead of 17, isn't it?? Oooops, know I get all the critics again.
  - I told ya that I'm a Russia-freak, but did I ever tell ya that I'm also a fan of INXS? So if you got a bootleg of this group, send me a copy (or I break your kneck).
- Well that's it, better start reading now.

the editor,  
Blitz/B-Trax/Mystery



# GAMES REVIEW



*Yo, this is Flitzz again with this months games review. Not much good games came out this month and so I only reviewed one called 'The Champ'.*

Yes, another fighting game. Is this game better than the others? Maybe the training parts make it a little special. Or maybe it's the girl that holds up the 'next round number'. I don't really know, but the game has something to it that makes it enjoyable. It's probably the good atmosphere and presentation. The variation in moves is good and the realistic touch of the game gives you a little more fun playing The Champ. Just when ya're starting to think ya're gonna win the opponent throws his arm around ya. If you are unlucky the bell rings and he can recover for a while.

Scores:	Graphics.....	8
	Sound.....	6+
	Fun.....	7
	General:	7+

It's a nice game especially when ya're playing with two. The graphics are OK and the sound is good (I guess). Fun to play (even after 1 hour). I like it, but I like every beat'em-up.

**My advise:** If ya're a beat'em-upper ya really should have it already, if ya're not give it a try anyway.



## Software service

If ya got some new demo's made or you think you made a nice music or grafix then don't wait any longer and send it to us..

**B-Trax / Mystery**  
**PB 131**  
**3000 Leuven 3**  
**Belgium!**

*All disks will be returned and if possible we put sum new stuff on it. So, if ya want your demo's spreaded like hell, then don't wait any longer...*

# To modem or not to modem...

another story by W. Blitz' Shakespeare

My dear commerad, know I have the honour to tell ya what a modem is. What, you already know? Damn! But do you also know how everything works? No? Well this is the opportunity to learn it.

## *What is a modem.*

The word 'modem' stands for MOdulation - DEModulation. Eeeuh, what? I know it sounds a bit difficult, but in the simplest meaning of the word you could say that it is a hardware-tool to transfer the digital signals (from the computer) into an analog signal (for transmission on a telephone-line).

## *Types of modems*

When you walk to a computer-shop in your neighbourhood you cant ask the good-looking girl (When she's not pretty, try another shop!) for just-a-modem. The reason for this is that there are different types of modems:

- An accoustic coupled modem is a modem that sends/receives the data thru the telephone-receiver instead of..

- A direct coupled modem is the type that is mostly used for data transmission. The modem puts/gets the data directly from the telephone-line.

I prefer a direct-coupled modem, because when I'm computing (read: all the time!), I pump up the volume on my radio and all those SAW (Stock, Aitken & Waterman)-shit could influence the signals.  
INXS-music doesn't!

## *Protocols*

There are many types of modems around and they all wanna talk to eachother. To make this possible, some smart people (no, not me..) tried to build up a standard, but they failed. Yes, another sad story about the big companys trying to set their own standards. So, as always, the buyers (we) got all the problems on over neck.

But don't worry, be happy! Coz I'll help you out. At first the Europeans: In Europe, you'll need a modem that works with the CCITT-standard. Most Bulletin Boards use:

8 databits  
1 stopbit  
no parity

The Americans use the BELL standard.

## *Four first try*

If you want to start to use your modem for the first time, then call a local BBS (Bulletin Board System), instead of calling a foreign BBS and then conclude that the modem is wrong installed! Most of the boards are for free, but remember that there's a (large!) telephone-bill waiting at the end of the month.

*Next time we'll talk about how to get on-line with a bulletin-board and other usefull things. If you have any questions or you want to help with your knowledge, then write to:*

*The Wall  
PB 131  
3000 Leuven 3  
Belgium*

Maybe in the future this mag will have it's own bulletin-board. It would be runned on a AT386 with 65Mb on board. If there's someone who could help me with the software (or hardware ofcourse!), then contact me on the address above. It is not because the system is running on an IBM-compatible that it would be impossible to upload (send to us) your articles, new demo's, musax, grafix, toolz... No, when there is a modem between them, all systems can communicate with eachother.

- Blitz! -

The world is too small for...

**B-Trax / Mystery**

# E.B.M.

## or better: electric body music...

An article by Flitzz / B-TRAX / MYSTERY.

Yo it's Flitzz again and this time i'm back with an article about EBM (Electric Body Music). I thought about writing this piece when I noticed that there where more and more guyz who wanted to swap this kind of music. I was always interested in music , especially in the electronic kind of it. So, this is the reason why I'm writing this page.

Now, do you now what EBM is. Yes it's a kind of music but what kind is it ?? It's electronic and it's hard, very hard. The beat of the music is the most important thing, it must pump your brain out. Everything else (melody, bass, ...) is built around the beat. The human voice is not important. Yes they use it allright but usually it's a computerlike voice, most of the times it's somewhere hidden in the background.

Samples are often used, but it are no sample like : "Get funky" or so. No, they usually have a deeper meening or a political background. For example : let's take FRONT 242's funkkadaffi.

It starts with a man who is praising Kadaffi.

Sum people say that many of those groups are related to nazi's. But the groups say there not. I believe the groups coz I like to listen to their music and

that's all.

When I was reading sum of the addies sum guys write I also noticed that they called it new, but it ain't new at all. In fact it exits already for more than 10 years. The first time I got in touch with it was in 87 coz I had sum new-wavers in my class and they like to listen to this music.

This kind of music really escalated in 88-90 when in Belgium the new beat music was born. New beat was a EBM kind of music but it was less hard. The EBM music sold more records and when new beat got famous over our borders EBM got known to. So this is why they thought in foreign countries EBM was new. The most important country for the electric body music is Belgium but I know it sells like hell in germany and that there are more and more foreign groups who bring their records out here in Belgium. So EBM can be sure of a long.. long life.

*If you really wanna know how EBM sounds like you can order a compilation tape from me.*

*On this tape: The best of FRONT 242, The neon judgement, Kraftwerk (German) and A split second.*

*Costs: 200 Bfr. or you can pay in US dollars : \$6. Maxell-tape free (90 m.)*

*You know the adress.*

# Democorner

**Ed. Yes, we know that these aren't the latest demo's that were released, but we think that they're one of the best in march.**



Okay, here is NME with sum talk about 2 megademoz. First I'll tell ya sum things about myself: My real name is Raymond and I'm 16 years old. I gotta visit school 5 days a week, but I never make it till friday..haha..

## First dimension/Abase

All parts are old'n got lots of lame bugs. The best part is by RED, and all other parts are lame coded but have cool logos'n/musix! There is no original action in it so this demo is no fun at all!!! I hope the next demo by Abase will be much, much better!!!

## Attraction III/Flash Inc.

This demo got lots, lots of action and its original. The code, musix and grafix are very cool!!! Especially the girl with the big tits who fills ya screen in part A. 25 dycp's with different speed is good work too! I give FLASH a big handshake for coding the best demo this time. Keep up the good work!

**Note:** Yo Flash why did ya put credits in this demo 2 times? (contact me!) Abase, I hope ya can take sum critics and don't get mad.



If you want to contact NME/Cruisers then look in contacts-section!

The meaning of the editors does not always correspond with the contents of the articles, but we publish everything on the way it is received.

-Blitz-

# Lightning II/Union

This is one of the demo's that were released on the Venlo-meeting on march the 17th. Cool music in all parts. I think that you knew I'm very found on that old'n golden Hollywood Strip Poker-music. I think it's one of the best musax on the 64! By the way the Lambada-music in the third part was also cool! The last part gives the demo the finishing touch that it deserves.. Yep, what more is there to say about this demo one of the better demo's released last month. Keep up the good work!

## Activity/Cursor

There's a bug in the third part, so you have to load the next part yourself. O'right guyz, this is quite good, but dont ya think it gets a bit booooooring? There are a lot of parts in this 'mega-demo', but they often have the same logo.. Try to make less parts and pump up the quality!

## New Wave/Warrant

Yeeeah, cool code, grafix and musibd (Although it futures the Lambada-music, again! Don't ya think it's a boring tune?). TC of Paramount proved already his music-capabilities and the music deserves its place in this cool demo. My favourite part is the third part with the music-analyser, real cool done..

I have seen a lot of nice demo's  
Broken Ideals, Official Version (cool piccy's!),  
Rowdy's Flashback (you make me feel so old)  
all from Fairlight  
Art of Design II from Future Concepts  
Madness from Accept  
Pure Trash from Trash (Who else?)  
Made in Berlin from Brainstorm & Century  
The Mega Acid Mix from Symbolix (Acid?)  
Tepelrups/Falcon (cool coding, cool digi's, cool music ..and what more is there to say?)  
..and lotsa others..

Keep on sending the good stuff! I know there were many demo's released and maybe they are much better then the ones above, but don't blame us. We wanna give all groups a fair chance and not only the big names. If you would like to your coding reviewed, at least send it to us.. Everybody is welcome!  
signing off... Blitz!



Yes, you finally reached the most exploding page, here are the leading charts in the scene...

## The charts on the wall

*As always, there are no cracking charts on this page, coz this is a 'legal' magazine. It is possible to give us your meaning, but decide everything!*

### The best coders:

1. Censor Design
2. Horizon
3. X-Ample
4. Upfront
5. Flash Inc.
6. Blackmail
7. Fairlight
8. United Artists
9. Brainstorm&Century
10. Union

### Musix:

1. X-Ample
2. Vibrants
3. Fairlight

### Contacts:

NME/Cruisers  
Bosrode 24  
2317 BN Leiden  
Holland  
(Only the hottest stuff!)

Sadontar/Cruisers  
V.V.Goghlaan 34  
4907 PG Oosterhout  
Holland  
(members, no lamers!)

B-Trax Trading  
PB 131  
3000 Leuven 3  
Belgium

*The issue was made possible by the following crew:  
all B-Trax members  
NME/Cruisers (thax Raymond!)  
the copie-machine  
real Russian-wodka  
... and ofcourse all our contacts!*

### Best grafix:

1. Fairlight
2. Future Concepts
3. X-Ample

### Best Games:

1. Turbo out run
2. Ghouls 'N' Ghosts
3. Space Rogue
4. Batman: The movie
5. Stunt car racer
6. Myth
7. Power drift
8. Test drive II
9. Operation thunderbolt
10. The untouchables

### Next issue:

comming: surely  
the Mystery-meberlist (is there one?)  
and lotsa other crapppppppppppppppppppp

### Sexcharts:

1. me
2. The new Levi's commerc. girl
3. Tatcher