

# Paralyze D-LINe in 1994.



Hello all you out there in the world,

it's me, Dodger sitting here, writing this crab. It is 3.28h in the morning, the 24.12.1994, 3 days before the PARTY 94 and I am just trying to finish this issue. By now I haven't got any idea if this Issue will reach you right on the party or some time afterwards, because I don't know how to copy it by now! After finishing this work I'll have time to sleep for three hours and to try to find a copy shop where I could make 1200 copies on Christmas morning. You are in a position that is much easier, when you read this you will know. It is one jear ago, that we finished our last issue, one jear of time, but we made this one during the last two weeks. The disc you will find in here contains the last artwork from PARALYZE. With the end of this Party, PARALYZE will be dead. Only TGI and I will continue with PARALYZE-DOPELINE to produce BRAINFART. This Issue Contains many interesting things, which we weren't able to put into a contents page. I hope you don't mind it. Let yourself be surprised. Surprised? Well, we got some veeeery interesting news for you about the discmags Ingenious Brain & Reformation .... In this Issue we have concentrated a little bit more on the things you could do with a modem and we also are repeating our poll "The Scene - the Truth" because we got much to less of 'em back! I think It shouldn't be so difficult to take them out of the mag, fill them out and give them back to us! (If this BRAINFART is published on the PARTY 94 it should be absolutely no problem!) Well, with these nasty words I have reached an end of this, the last thing I could say is: Have fun with this mag, have fun on the party, have fun with your partner, try to become a millionaire and don't you ever even think about leaving the Sixty-four!

Cheers, Dodger.

Hall have forgotten something! Send us addies, drawn addies (10,5 cm wide and 5 cm high) and plenty of them!!!!!!





#### KING FISHER & Friend



This is the C64 demo conference room, were it was decided, wich should be the 10 demos to compete. (11th place for us,bad luck!)



#### TTS/OXIRON





...another BRAINFART, another less filled but cool Newschapter, yes fellas be welcome in our little newschapter, we didn't took the news from da votesheets 'cause they were too old and that's the reason why we asked Grey eminence and Anitfan again for sum help and here it goes, first the normal news.

-DEEKAY/CREST got kicked ou t as he did not fulfill his job in TRSI -H-BLOXX/exF4CG joined TRSI as a Megaswapper, being on trial through. -BACCHUS/FLT got his daughter 1-2 weeks before x-mas.(named Martilda) -INTRUDER left EXCESS in order to join AVANTGARDE

- -BACCHUS/FLT laid down the leadership of FAIRLIGHT, the leaders of FAIRLIGHT are now SLEDGE and TABASCO.
- -BITBREAKER/CLIMAX joined EQUINOXE as 2nd group.
- -DOG STONED/exAFL/exSPIRIT reentered the scene and joined EQX. -CHASH/CAUTION joined EQUINOXE

### REFORMATION & INGENIOUS BRAIN FUSIONED INTO:

YES, it's true the two leading forces (FAIRLIGHT and EQUINOXE) on the discmag sector fusioned their mags into one big new mag called SHOUT ! This magazine will kill all standards.OK, dudes we're proud to present the features and the staff of the forthcoming mag SHOUT !. -SHOUT ! features:SUPER HIRES, NEW MAINMENU, IMPROVED PROPOTIONAL LETTERS, SH PHOTOS, and a lot of other high standard thinx and the SHOUT ! is ofcourse NTSC fixed. PLEASE TURN THE PAGE TO READ STAFFSTATUS.

#### -SHOUT STAFF: MAINEDITORS

**CO-EDITORS** 

EDITIONAL HELP

MR.WARP/EQX ANTIFAN/EQX ENDURO/FLT STAN/EQX

DASH/ROLE NASTINESS INC/ENTROPY/AVT WATCHMAN/FLT BACCHUS/FLT STAN/EQX

> LIKET/NOICE OB/TRSI DRAZ/NOICE SURFER/ACTIVE MIDFIT/TRSI TOTAL CHAOS/NOICE

#### DIGITIZING PHOTOS

#### GRAPHICIANS

#### CHIPSI/EQX BITBREAKER/EQX SLEDGE/FLT

CREEPER/ANTIC OGAMI/FLT VODKA/FLT WILE COYOTE/EQX

RED DEVIL/FLT PARSON/EQX DECOY/EXCESS

all FLT&EQX members INTRUDER/AVANTGARDE DR.KAOS/EXCESS/AGONY 1 DOLLAR/DYTEC STARLIGHT/EXTACY SAILOR/TABOO/AGONY

#### MUSICIANS

#### **OFFICIAL SPREADERS**

#### The SHOUT ! staff said that the release date is set 2 weeks after x-mas, set date

is 13.1.95, so be sure to get this kickin 'release !!!

#### END OF NEWSCHAPTER







THIS I CRAZY! WHY AMI EATING THIS DAMN THING? I MEAN, EVEN THOUGH I COULDN'T, REMEMBER HOW TO SAY 'NO' I COULDVE SHOOK MY HEAD ..... OR I COULD'VE JUST NOT PUT IT INTO MY MOUTH ..... WISH I HADN'T GOT SO STONED ..... I COULD'VE THOUGHT OF SIMPLE THINGS LIKE THAT IF I'D BEEN STRAIGHT ..... I MEAN I COULD EVEN HAVE JUST STOPPED CHEWING ..... YEAH- ) WHY NOT ? AWW! ) TOO LATE ..... SWALLOWED THE BUGGER .....











## BRAINFART

WE'RE ON A MISSION FROM GOD

GRAPHICIANS 1. ELECTRIC 2. JOE 3. CREEPER 4. OGAMI 5. HEIN HOLT 6. CRUISE 7. DANE 8. ALIEN PROPHET 9. MIRAGE 10. OXIDY

SWAPPERS 1. ACIDCHILD 2. STARLIGHT 3. ANIMAL 4. CALYPSO 5. STYX 6. LEECH 7. SPLATTERHEAD 8. MAL 2. STAN MUSICIANS 1. SYNDROM 2. JEFF 3. PRI 4. DANKO 5. TDM 6. JEROEN TELL 7. ZYRON 8. DRAX 9. PERNET 10. BIO

TOOLS 1. DIRMASTER 2. AMICA PAINT 3. HACK'EMS 4. CADGERS NOTER 5. DMC

PARTIES 1. PARTY 3 2. DATALIVE 3. TCC 4. PARTY 2 5. LIGHT CODERS 1. TTS 2. CROSSBOW 3. BOB 4. SLAMMER 5. TRON 6. WALT 7. AXIS 8. D'ARC 9. GLASNOST 10. KING FISHER

PAPERMAG
1. MILESTONE
2. HACK UNIT
3. BRAINFART
4. BULLET PROOF
5. PIRATES

DRUGS 1. SEX

#### 9. STAN 10. IBANEZ

2. C 64 3. MARIHUANA 4. ALCOHOL 5. CHOCOLATE

Well, what to say about these charts? They are one jear old, most of them were collected on the X-mas party 93, during this time 71.4 % of the persons said they would never leave the 64, 28.6 % thought they could do that!

The most hated thing in your life seem to be schools and postcards from TGI. By the way, there is also one guy in the scene (I won't mention his name) whose favourite drug is Babypowder. The big question is, what he might be doing with it? Smoking, sniffing or using it the way proposed on the box !?!?!?!?!?!?!

That's it for today folks, TGI will continue with the actual charts from the SHOUT!



Hi and welcome to the chartchapter no.2. This time we present you the actual charts, maybe ya noticed that in the first charts were the charts collected after the 12/93 issue, one year ago). Before we fire off the charts we have to thank the SHOUT ! staff (EQX&FLT), and especially Antifan/EQX for giving us the actual charts. As these charts are the SHOUT ! charts FLT and EQX do not appear in the following lists cause they were not counted. Let's bust off the charts 12/94:

Top 10 MAGAZINES 1.SKYHIGH/OXY 2.NITRO/EXCESS 3.JAMAICA/JAM 4.REVEALED/CML 5:NEWS PRESS/RBL 6.VAND.NEWS/SCS+TRC 7.TRIBUNE/ENTROPY 8.INSIDER/REFLEX 9.SPLASH/ACCURACY 10.DOMINATION/LEGEND Top 10 COMPOSERS 1.SYNDROM 2.PRI 3.JEFF 4.DRAX 5.SHOGUN 6.JEROEN TEL 7.ZYRON 8.COMPOD 9.A-MAN 10.DANKO Top 10 SWAPPERS 1.CALYPSO

Top 10 CRACKER GROUPS 1. AVANTGARDE 2. SCS+TRC 3. CHROMANCE 4. ALPHA FLIGHT 1970 5. F4CG 6. TALENT 7. MOTIV 8 8. DYTEC 9. EXCESS 10. Tristar+RED SECTOR INC Top 10 GRAPHICIANS 1.ELECTRIC 2.CREEPER 3.CRUISE 4.JOE 5.FAZEE 6.ROB 7.CARRION 8.RODER 9.BIZ KID 10.HEIN 2.SPERMBIRD 3.STYX 4.SPLATTERHEAD 5.LEMMING 6.SEBALOZ 7.INTRUDER 8.DR.RAM 9.SAILOR 10.DR.KAOS

Top 10 CRACKERS 1.JACK ALIEN/AVANTGARDE 2.BURGLAR/SCS+TRC 3.HAIN/F4CG 4.MR.WAX/CHROMANCE 5.DERBYSHIRE RAM/AVANT. 6.COUNT ZERO/TALENT 7.POWERPLANT/LEGEND 8.CROSSFIRE/MOTIV 8 9.CBA/SCS+TRC 10.CHRYSAGON/TALENT

Top 10 DEMOGROUPS 1.OXYRON 2.CAMELOT 3.CENSOR DESIGN 4.CREST 5.ANTIC PRODUCT. 6.BYTERAPERS INC 7.TABOO 8.TRIAD 9.AGONY 10.CHARGED Top 10 CODERS 1.TTS 2.SLAMMER 3.CROSSBOW 4.MMS 5.MR.SEX 6.AXIS 7.BOB 8.GLASNOST 9.ZODIAC 10.KM



And finally the competition-results: Top 10 Demos 1.TOWER POWER/CML 2.SPASMOLYTIC/CENSOR 3.VISUAL DELIGHT/FOCUS 4.LEGOLAND 3/FAIRLIGHT 5.COMA LIGHT 11/OXYRON 6.ARLA/DUAL CREW 7.POINT ZERO/SILICON LTD 8.TALES OF MYSTERY/SPIRIT 9.BEYOND IMAGINATION 2/ANTIC 10.WOW STORY 3/WOW

Top 10 Graphics 1.OXIDY/FAIRLIGHT 2.DANE/TRIAD 3.DEEKAY/CREST 4.MAD/PADUA 5.CREEPER/ANTIC 6.STASI/NOICE 7.IVAN/SMASH DESIGN



#### 8.SCAT/TRSI 9.FLORIS/CHROMANCE 10.FELIDAE/REFLEX

Top 10 Sounds 1.RED DEVIL/FAIRLIGHT 2.BLUES/LIGHT 3.ZYRON/ANTIC 4.ODYSSEUS/THE EASTGANG 5.AMADEUS/MEKA DESIGN 6.DOH/CRYPTOBURNERS 7.ERIK EKHAGE/INDY 8.LICKET/NOICE 9.ECHO/EXCESS 10.M.HARESTAD/MOZICART







The Book that I would like to promote to you (book = non electronic system of data storage) is A CUCKOOS EGG by Clifford Stoll. You might remind the hackers from Hannover who hacked into the US-Army computer to sell the data to the KGB. This book describes the story from the point of view of the man who caught them. This autobiographical book describes how he started to search 75 cents of calculation time on his server and discovers that there is a hacker in the system. He starts guarding the 50 incoming telephone lines of the university computer with printers, which he took from persons who weren't working. He is able to see that the hacker uses a lack of security in the protection of his computer and operates as a system-manager. But instead of fixing these holes that the hacker used to slip into the system, he starts watching him. And after some time he notices that this person isn't an ordinary hacker, he tries to break into military systems. But what could he do? He calls the police, but the only answer he gets is "this isn't our job". Well, there is also another kind of police in the US, the FBI. Can you imagine what it means for an old hippie who went to university in 1968 to call the FBI? But he doesn't get any help there also and some time later the hacker tries to enter the CIA. It is a difficult choice for him, but at least he phones them.....

easy to imagine that his partner Martha isn't happy when he doesn't sleep at home but under the desk near to his computer. Clifford Stoll doesn't only describe how he worked agains the hacker, but also how he was able to combine this hunt, his work and his private life. This book isn't, allthough it is the main subject, only about the chase, but it shows this from the point of view of the author, and how he experienced it.

The book is based on the 1000 pages he printed during watching the hacker, and on

his diary. He only reconstructed some dialogues and over all one could say that the story happened like this. Someone who knows the technical facts could be bored sometimes, because the descriptions are made in a way, to give also people a chance to understand this who doesn't know much about computers and the technical details are from 1987 (1200 bps modems etc.), but the rest of the book is so funny and thrilling, that one isn't able to put away this book before one reached the end.

During the last week I haven't slept for more than 5 hours a day 'cause I couldn't leave this book alone. In my opinion the only possible way to conclude this is to say:

## Buy it and read it!!! Megafart!

With this decision a hunt after the nackers and a fight against the State, which isn't able to help him starts. But this is only one side of the problems he

is confronted with during this hunt. It is

#### (I know I should have published this before







#### The Internet

It is very difficult to define the term Internet. Some people regard it as the biggest onlineservice in the world, others say it is just a computer network. Both of them are right - the Internet is all. You will find everything in there as I will explain later. But let me say something about its history: 20 years ago, the science and military centres of the USA set up a network of computers who transferred their data via the Internet-Protocol (IP). The advantage of this protocol was, that it could be used on (nearly) any type of computer. So more and more firms and people began to use this protocol, and many small networks were created. Even universities joined in. Finally, the nets were at some point combined (one net connected with the other) and you got the - Internet.

Now I will explain the established services that came along: First, one important aspect of the Internet is the electronic-mail (e-mail). That means that you can transfer any kind of text (or even files) very easily from one computer to another (to a specific Internet address with the notorious "@"-sign). With that, you can communicate with almost 30 million people world wide. The advantage is that it is cheap and quick. You can transfer 1kB for about 2 Pfennig, depending on your server station, in a few minutes. Another service is the usenet or netgroups. In there, you can find about 5000 groups which cover almost every topic. You can write and read in them via e-mail. Then you also have online-databases and file-archives. You can find special topics with the seeking-systems archie, gother and www. Also, more and more mailing-list are created, which are 'private' netgroups into which you have to subscribe. Then, you send you articles to the host and he will post other articles to you in return (also via e-mail). But, you will ask, how can I get into the Internet and how much do I have to pay for it. I can only say that differs: I use the UUCP-service (unix-to-unix-copy-protocol) which allows me to send and get e-mails and to use the netgroups. The idea is that you have a regional server who captures all incoming information, and you download the things you want from it. That is about 20 marks per month plus telephone charges and 1kB=2 Pfenning sended e-mail. But you can also go online. Then, you dial the number of your server, and have to pay about 50 Pfenning per minute. You can then use all services also including the conference system, which allows you to chat to other people directly. That can often be very expensive !!!

So finally here is a small subjective list of netgroups I discovered for you: alt.music.alternative





In this chapter we give you some boardnumbers. In this little list we inncluded the boards where you can easily get the next SHOUT !. And again we can't give ya the list without sayin `thank you to:the Grev Eminence/TRSI and ANTIFAN/EQX.

By the way, the addie calpter got kicked out of brainfart, cause there were too less people sending their adverds, so we decided to do a boardnumber chapter, where you can easily find the the wanted numbers.



ILLUSION OF REALITY SWEDISH SHOUT ! HQ +46-316-54292

STATE O/T ART SCS+TRC HQ +49-6359-87494 SysOP CAVRON

RED BOARD TRSI and SHOUT ! WHQ +49-4503-87470 SysOp OB/TRSI

boards

ESCAPADE Alpha Flight EHQ +49-5341-395697 SysOp XENOX

## SysOp MIDNIGHT MOVER

## FUTURE ZONE +46-837-1300 SysOP SPIROU

RAVER`S HOME EQUINOXE WHQ +49 7534-411 SysOp CHIPSI

#### X-MAS PARTY 93-THE REPORT

27.12-30.12 93

Howdy Dudes ! Stan/Equinoxe is writin ... Well I hope I in not gonna bore you with some personal comments or so, anyway, let's start! Like the last two years before also this time Camelot took care about the C-64 organisation of the x-mas party, which was mainly a amiga and pc-party organized by Silents, Lemon and Spaceballs. the partyplace was moved from Aars/DK, the partyplace of 1991 and 1992, to Herning/DK, where you can find the largest conference-center of scandinavia. It was a good decision to move to Herning as the partyplace has the best conditions for an excellent party. Enough space for partyin (a big hall for guys who reserved a table and a smaller one for all these guys who didn i), two big sleeping & chill out halls where you even were able to find an empty place for sleepin, a large cafetaria, a bistro and as kiosk. what else can you expect? I think the partyplace was chosen right in any ases. The prices in the cafetaria and elsewhere were high for german relations, but you don i visit a party for eating, do you? So it does not matter that much in my opinion.many guys bought their food and such stuff in the city of Herning, anyway, so... The equipment was of a high standard, I guess. A large videoprojectorscreen(600\*400cm) (according to the invitation.)In the big hall and a small screen in the other hall.also the sound equipment was of a high level as promised in the invitation. People told me that this party was the best visited party ever with around 2600 guys. Doesn i sound bad, doesn it? But the amount of 64 sceners was about 200-300 I believe, I forgot to watch the lists with the exact facts, who cares... The entrance cost of 150 DKK was acceptable as you were gonna stay for atleast 3 full days, so I think the price was ok. Or how could you afford to hire a cleanin service, which made a very good job indeed? The party 3 was announced to be the best party ever held in the 64 scene, and if you watch the wares released there, it really is.... I don i think there has ever been a before where 19 demos got released , has there?

Actually I have to say that the main organizers, Lemon, Silents and Spaceballs didn i care about the 64 sceners present at the party, sometimes I even had in my mind that we were not welcome nayway...the time for presenting the 64 constributions was short, especially the time for showing the 64 demos. Ten demos had to be chosen out of 19, which were allowed to compete at the competition. Each group wich wanted to participate at the copetition sent their main coders to a closed room, where each group had some minutes time for presenting their demo.only the ten ellected demos were finally allowed to take part at the competition. I hope you didn i get this report wrong anyhow, the party was very cool and these some faults in the organisation are less important, most important is that we all had another chance to meet, to see friends and contacts. Ok that is it for the Camelot Party Report I hope you liked reading it. Yours STAN/EQUINOXE







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Presserechtlich verantwortlich sind die jeweiligen Verfasser.

# We are interested in articles, photos, reactions and gfx.

# If you want to order BRAINFART write to the adress above.

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(mk) Magnus Kutz (hd) Henrik Dörfler (fj) Fabian Jasinski

