

# WASHHER

Your smashing COMPUTER, CINEMA & VIDEO MAGAZINE !

NO:04

ENGLISH EDITION PRICE: belongs to country

NEW LAYOUT !

# Smashed

By

NATO & BLASTERS



Including:-Chris Hülsbeck  
Interview  
-CeBit '89  
-Best 15 Musicians of  
the Scene  
-Report about a Finish  
Party


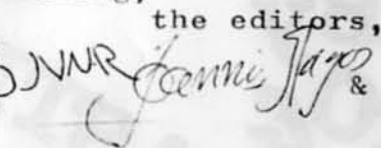
28 Pages full of Information (also some pictures  
are included) !!

# Editorial

## World Record-World Record-World Record

Dear reader,

perhaps you wonder about the title of this page. Well, I will give you a short explanation. As the normal Chief Editor had some personal problems he asked me and Greco to fix this issue for him. We agreed... But there was one real problem we had to fight with: TIME! Yeah, we had only 1 day & 1 night to fix the whole Smasher! Imagine this: 24 hours for one whole magazine! Anyway we gave our best. I hope that you like it nevertheless and excuse us some mistakes we made. Now enjoy reading,

the editors,  



Ioannis Stagos (IS)  
 & Gunnar Marx (GM)

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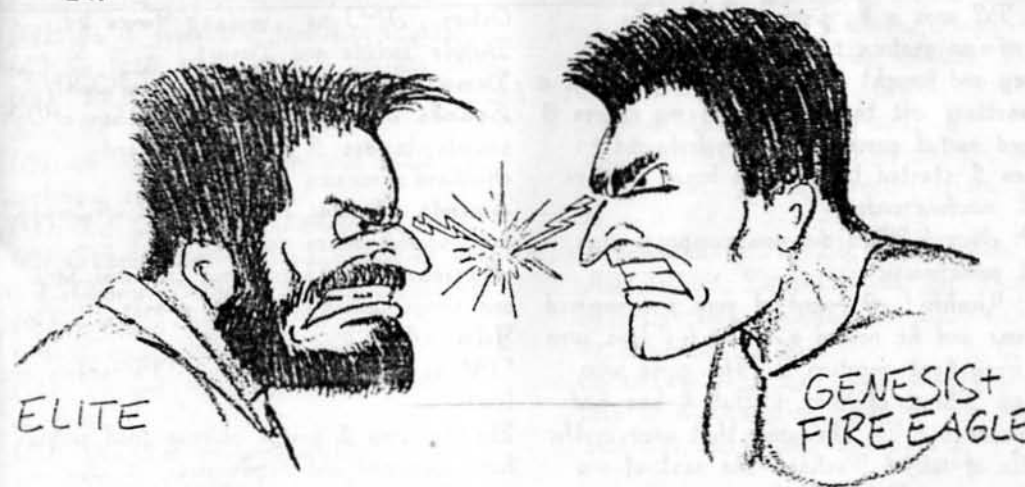


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# INTERVIEW WITH CHRIS HÜLSBECK

As I thought that the **News** and **ASM** interviews with **C.Hulsbeck** were megashit and because lots'a foreigners wanted to know sumthin' about him, too I decided to make an 'English' (and of'coz a better ..uuuaahhhhaa!) one with dis musicmachine! Ok! Fasten yer seatbelts, 'coz we gonna take off now!!

**Gunnar (Blaster):** Yo fan! (Hehe!). Let's leave these damn fuckin'n'mega-friendly introductions out and come to the real interview! Just a cool welcum to you, friend! ..

**Chris Hulsbeck:** Thanxx alot! Now ask sumthin'! C'mon!

**(G):** Ok! aeechhh!.. Wot woz the blackest day of the human race?! Just kiddin', man!

**(C):** Hmmmh! That woz the 23.1968! And of'coz my birthday, hehehe! For all lameheads who aren't able to count (very hard, I know!), I'm 21 apples old!

**(G):** When did you get your first machine, and which one woz it???

**(C):** Well! Everything started at the end of 1983 on my uncle's PC, where I started to prog basic-shit! After I noticed that the PC woz a big piece of shit (No sound'n'no graficx!), I saved my last money and bought the good-old C-64 with a datasette! At the beginning of my career I played awful games like everybody did! Then I started to program basic 'n after that: machine-code!

**(G):** Nice! When did you compose your first game-music?

**(C):** Yeahh! A friend of mine programmed a game and he needed a music! (This woz my very first creation!). The game woz called 'Planet of War'! But it has had no success! By the way: that woz in the middle of 1985! Perhaps the rest of my career is well-known!?

No?!? Lamer! But I'll tell it again for the 'SMASHER'-freaxx!.. At the beginning of 1986 there woz a music-competition in the computermag 64'er. Today I wonder how I managed 2 win this! But anyway: I decided myself to write the 'Sound-monitor'! And in october'86 I have had my breakthrough! The result woz: Lots of fan-post and calls!.. At the beginning of 1987 I asked 'Rainbow Arts' if I could work for them as their muzak-man! And they said: NO!.. Stop!! Just a little joke! Of'coz they wanted me! Hehe! Since Feb.'87 I worked permanently for Rainbow Arts! But now I'm independent!

**(G):** How much do ya get for your brainstormers.

**(C):** As much as Charles Deenen (MOEN) gets for his masterpieces (read Smasher No.1) but Charles (and Jeroen Tel too) fix more sounds then i do. I release only two per month ( my brain cannot do more ).

**(G):** Now let's go on with yer favourites.

**(C):** Games: The Sentinel and Virus on Amiga and on the 64 I like Tetris and Katakis. Also I like arcade games like Oskar, R-Type, Galaxy Force 2, Bubble Bobble and Darius

**Demo:** That's the way it is (MOEN)  
**Sounds 64:** Cybernoid I and other MOEN sounds, besides I like Wirball and Hubbard's musics

**Sounds Amiga:** Deflector and Hybrid (I hate soundtracker sounds).

**Musics:** Pet Shop Boys (no real fan) and songs which're in the charts.

**Film:** Alien 2

**TV-series:** ALF; other TV-series are lame.

By the way I prefer chinese food and I hate marzipan and asparagus.

**(G):** Do you become rich with your musics?

**(C):** Of course not! No cash at the mo'. I live alone in a flat in Dusseldorf and I pay so much taxes for my country

**(G):** Do you know crackers?

**(C):** I don't know them personally but I've met some cool guyz on the copy meeting in Venlo'march.

**(G):** Who are your best friends?

**(C):** People of Rainbow Arts as Manfred Trenz, Andreas Escher and Ramiro Vaca. And of course Peter Thierwolf.

**(G):** Your best experience in your life?

**(C):** This is my secret!!



left to right: M.Trenz, C.Hulsbeck, Gunnar

**(G):** Is it something forbidden (cunts?).

**(C):** (a little smile appears on his face).

**(G):** What would u buy if u have enough coins?

**(C):** A music studio and all little technical equipments

**(G):** Do you have any dreams?

**(C):** Bigger successes and a meeting with god (George Lucas + Steven Spielberg).

**(G):** .. and a nightmare?

**(C):** Serious illnesses (eg.deafness).

**(G):** Do you have securities against accidents?

**(C):** Yes I'm very carefully.

**(G):** Do you venerate any historical persons?

**(C):** All classic composers as Mozart and Bach

**(G):** It's your last week in your life. What're you doing then?

**(C):** I would misprint some videos, take some credits, fly to Hawaii and get some hot daisies.

**(G):** What do you think of copyrights?

**(C):** This is OK and they're necessary. I would compose a fut and 2.0 steals if I'd be very angry.

**(G):** Something else to say our readers

**(C):** Yes, I've bulded up the group **A.M.D.I.O.S. Entertainment**, members are Ramiro, Peter and me. Our aims are

demos, games and musics. And a special greet to the mag 'NEWS', the facts of my interviews are almost wrong  
**(G):** Thanks for your opinion about the 'NEWS' and for the whole interview. See ya again.

Here is now the list of all games which Chris has made:  
**On C64:** To be on Top, Links, Giana Sisters, Madness,

Soldier, Baby of congoroo, Antics, Bad Cat, Down at Trolls, Starball, Katakis(title), Danger Freak, R-Type(title), HI Poker Pro, Oxxion, Circus Attractions, Grand Munster Slam, Dyt 07.

**On Amiga:** PTC, Starball, Oxxion, Holl Pokert, Danger Freak, R-Type, HB-Car-race, GraMunster Slam, Dyt 07, CinAttr.

**On Atari ST** I've made Skyfighters; lots of musics I've made for the PC: Bad Cat and Vball Simulator.

Thanks to following dudes for voting:

Action, Array, Beyond Force, Blasters, Crazy, Dominators, Dust, Exodus, Fairlight, Jeff Smart, Nato (U.K. + States), Oneway, Paramount, Seven Eleven, Unibit, X-Ray and Zenobity / Warriors of Time.

PLACE	GROUP	POINTS	POINTS
1.	NATO	7.29	1.48
2.	SEVEN ELEVEN	6.00	1.37
3.	PULSAR	5.83	2.15
4.	Fairlight	5.38	1.86
4.	Hotline	5.38	1.86
6.	A Touch of Clay	5.33	1.53
7.	Genesys P. and Fire-Eagle	5.00	2.16
8.	Transcom	4.92	2.14
9.	X-Ray	4.88	2.09
10.	Ikari	4.82	2.21
11.	Dominators	4.36	2.02
12.	Zenith	4.24	2.44
13.	Crazy	4.20	2.14
14.	F4CG	4.08	2.43
15.	Channel 42	4.06	2.52
16.	Doughnut C.S.	3.71	2.57
17.	Elite	3.69	2.63
18.	Zenobity / W.O.T.	3.50	2.28
19.	Coymos	3.41	2.12
20.	N.F.I.	3.35	2.11
21.	Rough Trade Inc.	3.19	2.34
22.	Paramount	3.06	2.24
22.	The Blasters Inc.	3.06	1.90
24.	Bros	2.91	2.26
25.	Sharks	2.71	2.85

**Explanation:**  
The voters could give points between zero and ten. The first number stands for the average of all points the second number in the chart stands for the average deviation to the points of each group. Because some guys gave to some groups sympathy or hate points I thought to rub the highest and the two lowest points of each group I decided to print the average deviation too, because with this you can see how different the opinions for the groups are. E.g.: The group 'Sharks' with 2.71 points has the average deviation 2.85 therefore you can conclude that the voters gave for this group strong different points (lots of zero and seven/eight points for them). In oppoyite the group ATC got only 1.53 in their deviations, what means that the voters gave them uniform a lot of points around five. Another example: The group Action which couldn't place in the chart (2.50 points, a lot of zero points !!) have the average deviation 2.78 (2 much enemies !?).

GRECO of NATO (9.5)

hit, something happend which I wanted to avoid: NATO on place 1. So belive me I HAVN'T MANIPULATED THE CHARTS. A lot of guys GAVE LOTO high points (MAYBE BECAUSE I PHONED THEM). If u WANT 2 VOTE 2 YOU CAN MEET ME v VENLO OR PHONE ME UNDER 49 (0)2052 6205 IOANNIS). THE GROUPS SPHINX, ACTION, BB AND MIRACLE COULDN'T PLACE. THE ITALIAN HSCG HAVE GOT 6.00 1.09 points BUT I COULDN'T PLACE THEM 'CAUSE FEW GROUPS KNEW THEM, BUT I'VE HEARD THAT THEY CRACKED LOTS OF NEW GAMES.

1) LOOKING GOOD OF HORRION

- 2) BRING ME EDELGAS OF MASTER DESIGN GROUP
- 3) RADWAR PARTY V2 OF MASTER DESIGN GROUP

- 4) Chicks 4 free Morphosis High Tec(h) Blast'm The Larch Myth of time Cocktail 1+2 Irresistible 3 Illegal Illusions Pieces of light Chy-Mega-Demo The Cat Total Overdrive Sinapiam 3 Sign o'times Megablast Hairsplitter Coop Demo Just 4 Venlo Digesta Partybugger

- Blackmail Beyond Force Asia Manfred Trenz Bones Crazy W.O.T. Triad Ruling Company Abnormal BBS Cheyens Cheyens Qt + Ext Ikari VSA Weird Science Channel 42 Browbeat Chy + Delight Argon Fairlight Errors

**Short Explanations:**  
it's not the coding alone which makes a demo good enough & the charts. NO .. also the sound and the grafix're important. E.g., the demo 'Megablast' of Channel 42. Without the cool muzax from Jens Christian Fluvv the demo couldn't place in the charts. i hope you understand it.  
Gunnar / Blasters

**NEWS:** TRIDOS has left Oracle and is now in Quartex After the lamery Snoopy and Move joined NFC, NFC splitted up. The four best (Jumpie, Solar, The Wim, Abigail) now joined F4CG, as HSCG. The german member of NFC, Zadex, is now in Paramount. Met (NFC-U.K.) has formed a new group together with 2-3 guys of DCs and Pyrotech. The new name is Access. Don't forget, Genesys and Fire-Eagle are only one group: GP+FE. Freddy and TNT left this group and joined Amok (The number 1 in legal swapping ?). Laydock and Olle're only on Amiga as Ragman/Elite. He sold his 64. In Australia alot of smaller groups joined The Force which are now the only competitors of WOT/Australia. The cool mag on disc Sex'n'Crime is now available at any shop. It's now a component of every Game On disc. (AMOK)



# Lahti Party!

First of all I have to tell you what "Lahti" means: Lahti is a big town in Finland!

There took the first real finish Copyparty place. Cool groups like Deathstar, Crazy, Beyond Force,

Byte-rappers etc were present. The whole party took 1 day in a school place. Yes, bottles of beer and cool stuff showed up!



On the photo u can c: Sampo/RCS 2100/Crazy!



But the headmaster recognized soon that beer was a main factor of the party and sum guys were even drunken. So he wanted 2 kick the freaxx out... But they didn't want it... So he had to call the little green men. The Police came and kicked `em out but they didn't lose a word about the illegal stuff. Crazy, eh? Anyway it should have



Above: Zados/X-Men  
(with X-Men T-shirt)  
& Grendel/byterappers

On the right:

ugly Browbeat  
Lamer TMB!  
(The Master  
Blaster).

PS: IT was organized through X-Men & Deathstar!



Manfred Trentz makes a new cool game. After Katakis and R-Type he will return with the game: TURRICANE! It will be a jump, run, shot-`em-up and strategy game. It has 12 levels. Per level excist 340 Screens (!) 25 signs with Colourram and a 8 waysscrolling makes the game perfect, or? No, there will also be a lot of extras (He said it 2 times: a lot of!!) And this extras weren't on your Compi before but this is Manni's standard! I liked the preview I saw very much!!

been a cool party...

A big thank must go to:

Scenic/Deathstar  
& Sampo/Crazy.

I really enjoyed that you called me only 4 telling me facts about the party!!

-only written down by

Gunnar/Blasters-

# GAME Greco

## Gunnar OVER

64 =

### Speedball

Another conversion from the Amiga of the Bitmap Brothers. The best way to call this game is: Future Rugby! It makes lot's a fun to play this game because of its cool grafix and a well converted music, only the s-fx during the game is average but overall a nicework D.Whittaker has done. A positive points of Speedball is either to play a knock-out round (play-offs out of 3) or to start a tournament (10-100 weeks), but it's negative that, if you have chosen the two players option, u play only a tournament without another opponents. By the way the compi's player are well chosed, there are easy to beaten opponents but also very powerful opponents. Also a lot of extras available e.g. to bribe the trainer or the ref or to increase/decrease the power/skill.

Note: The soon coming disc version of Speedball is a little bit different to the now speaded tape version. The tournament there, is divided into a east and west league, the first of the leagues play the final.

Disual: 8 Audio: 7 Fun: 9

### Oxxonian

First I have to tell all readers that this game was released summer last year. This is an excuse for Rainbow Arts which perhaps should be remarked. The gameplay is a little bit like a badly Boulderdash but with one difference: You can choose of some extras after every level in a 'professor shop'. The game includes only a 4 way scrolling/movement and some little bugs.

Disual: 6 Audio: 5 Fun: 3

### Street Cred Boxing

This game was written by the well-know old demo-group lan+Mic includind of course a Maniacs of Noise sound. But what can a 64 freak expect of this old story except of a boring fightin' game with a qualification round. But anyway, very good graphix and musics.

Disual: 9 Audio: 9 Fun: 6



### Grand Munstier Slam

We all know this superb game from the Amiga. I was really excited that Rainbow Arts released a conversation on Amiga's older (and of course better) brother. The beginning graphics from the golden Goblins are really great, to it a great sound of C.Hulsbeck (We hope that u've read the interview in this mag). Everybody recognize now that Chris has now a new and better music routine without digis! But let us start now with the game itself. In the main menue u've 4 possibilities to choose: (1) G.M.S. Main Tournament (2) Revenge of the Beloms (3) Faulton Feeding (4) Hall of Fame. I've chosen first the tournament. In the game u see animated characters in the stadium. You're always playing a Dwarf in front of the playfield, your random chosen opponent is at the other side. Everybody has six beloms on his side. The simple aim is: You have 2 kick all beloms to your opponent's side, but he trys the same!! It seems to be easy but you can be hit by a belom and u'll get a blackout 4'bout 3 seconds. But u have to be careful that no belom is kicked into the audience 'cause then your opponent receives a 'penalty' where a Pelvan (big duck) is kicked into the opponent's field. If it's succesful the goalkeeper gets 3 beloms either the shooter gets one belom. The game is won if there is no belom on the player's line and he is run to the other side. To get a higher score u've to defend in a sub-game versus the revenge of the beloms, but this sequence is a little bit hard 'cause of its 'bad' joystick control (it could be easier). Anyway the game itself has a very good joystick control. Another sub-game is the feeding of the big and ugly Faultons ith the frightened Beloms, but it is necessary to solve this qualification sequence in order to get into the semi-final or the final. Overall it seems to be the game of year for the C-64



Disual: 9 Audio: 9 Fun: 10

### Hard'n Heavy (C-64)

Normally this game should have the title 'Giana Sisters II' but as Rainbow Arts has had troubles with Nintendo they've given the copyright to reline. Reline has changed some funny details like e.g. instead smashing (better smasher) stones with the head now u've to shoot'm up. The graphix are not as good as in Giana 1 (specially the sprites of the enemies). The music has only at the beginning a good composition but the voices are very similar to Katakis (Oh sorry, I mean Denarius!).

Disual: 6 Audio: 7 Fun: 5



## Supertrux

Basically the game is very similar to Outrun except there are trucks instead of cars. The grafix and animation are good the sound average. The aim of the game is to race through different countries and finish the game within the givin' time (no comment!!!).

Disual: 8 Audio: 5 Fun: 6.5

## Dynamix

A simple but good and new idea released by another known demo-writing duo Ash&Dave. They also decided to put M.O.N. musics into their game. You are playing against a computer opponent and trying to get a metal scale on the same amount as the other computer scale to complete a level. But after a longer time of playing it will be boring.

Disual: 8 Audio:10 Fun: 8

## C64 AMIGA PREVIEW

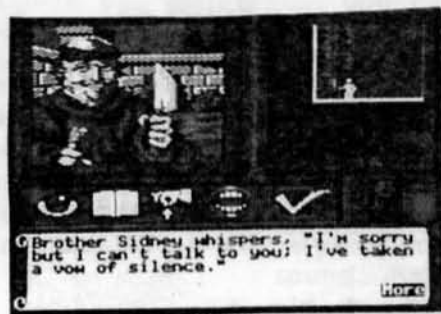
Tusker, Thunderbird, Mars Corp, Forgotten World, Kick-Off Stormlord, Blood Wyteh, Shinobi, Red Heat, Silkwork License To Kill, Personal Nightmare, Inner Space, Vendetta Outrun Europe, Xybots, It Came From The Desert,

### Only C64:

Xenon, Lords Of The Rising Sun, Tangled Tales, Phobia

### Only 16 Bitters:

Vette, Microprose Soccer, Bomber, Dakar 89, Nightbreed Xenon II, Interphase, Hyperforce, Terrarium, Xenophob Sporting Triangles



Tangled Tales



Vendetta

# Amiga

## Voyager

This game of Ocean is one of the best 3D-shoot'em-ups existing on the Amiga. Jonathan Dunn made a cool sound for this game. A audio tape with his sound is included in the original. I also liked the great graphics and the nice gameplay so that it is also playable for freaks which're normaly not interested in this sort of games. Just get it, it's with Populus the best Amiga game this month!

Disual:9.5 Audio:7.5 Fun: 9

## Fright Night

The graphics are almost the same as in the film. It isn't a bad conversion from the movie to the Amiga but after sucking other people blood it doesn't make 100% fun.

Disual: 8 Audio: 5 Fun:4.5

## Airball

A nice demo showed up when u load it. But that's the only positive point of Airball. You're a ball (Yeah!!) and have to jump through all levels. The graphix are nice but the sound becomes very soon sinewy.

Disual:7.5 Audio: 2 Fun: 3

## Populus

It's more a strategy than a action game although some action elements are in it, too. The game-concept is new and absolutely good .Good graphix and sounds aren't needed in this game so the are only average (u can listen to a heartbeal beating and slowly rising till the end of the game). You're playing the roll of a god and u influence the history of your nation (about 500 worlds!!!).

Disual:6.5 Audio: 3 Fun:9.5

## Thargan

It's only a normal sword fight game.. The sounds are the same digit shit as Barbarian: Aargh, Ugh, etc. Beller forget this game. It hasn't any new features nor a good sound

Disual: 6 Audio: 3 Fun: 2

One supplement to the crackery charts. I think that Action should be under the best 15 because they were one of the first in cracking German games. Also I think that F4CG and RTI are better than their positiony in the voted charts.

# VIDEO - NEWS

by Marc Beumer  
(Busters)

## Running on Empty (USA 1988)

As terrorists, the Popes are the most wanted family in the United States ! Their life consists of anxiety and escape. They're pro's in camouflage and always one step faster than their hunters. Their children are innocent and permanently influenced by an uncertain destiny! Big prob's appear, when 17 years old Danny (River Phoenix) falls in love with Lorna (Martha Plimpton) and offers her the mystery of his family. They have to be careful, 'coz the FBI is everywhere ! But the long expected day of freedom will come ...

Seems to be a very interesting movie, 'coz it woz highly regarded by the press !!!

## The Expert (USA 1988)

It happens in the darkness of the night; the victims are young female students - the perpetrator a skillful Phantom ! No traces, no suspicions ! The Police is powerless. Only Craig (Tim Wallace) and the Karate-pro Don (Kevin Bernhardt) know who the killer is ! The dangerous hunt commences ! An Action-Thriller, exciting up to the last minute !!

FSK: 18 years



NEWS: TSK joined Future

Mindwarp (qmgid) is dead, some members have joined Alpha Flight.

paninaro !! q new Group ? Yes, it is and the members are well-known like Tri-Day, Bambam, Yattering, Pock Falco, Magnetic. The official start is May 22th (1) Paninara has got two BB's, one of Bambam in Netherland and the other one of Magnetic in the States.

Another Exodus BB's "Wild Warez" 313 987 6657  
syssop is Gazoo/Exodus

## Buster (England 1988)

On the 8th of August 1963 Buster Edwards (Phil Collins) managed the greatest train-robbery ever committed in history ! The booty: 30 Million German Marks ! Wow ! Together with Ronald Biggs he became the most chased man in England ! Buster fled to Acapulco and let his wife June (Julie Walters) follow him. But she isn't happy there. She prefers the rainy days in England ! So she returned to her loved country - with her Busters' sense of life ! Wot did he do ? He also returned to England where he woz sent to prison for 15 lame years ! But the only thing that counts for him is to meet his wife again.



## Note:

The real Buster Edwards is today 56 years old and sells flowers at the Waterloo-station in London ! He was imprisoned for 9 years after he went himself to Scotland Yard !!!

## Pascali (England 1988)

Pascali (Ben Kingsley) works since 20 years as a spy. His chef is the Sultan of Konstantinopel ! One day a mysterious English-man arrives at the island where Pascali practises his dangerous job. He does not know if this English-man (Charles Dance) is an agent, a swindler or just a harmless researcher ! The adventure begins, when Pascali starts to work for him. Together in search of hidden treasures, friendship and rivalry arises. Pascali thinks that he's got everything under control, but soon he loses the survey. A situation, which drives him to a mortal plan !!!





### Rembetiko (Greece 1983)

Prostitutes, Souteneurs, Fishers, Vagabonds and Smugglers meet in dirty bars where they listen to the Rembetiko-songs. Rembetiko is the passionate moozak of the Greco's, born out of feelings and pain. "Rembetiko" is the story of Marika (Sotiria Leonardou), a great singer, from her birth in Smyrna 1917 up to her death in Athen 1955. The Rembetiko is her music, her life and her food.

### Ich atme mit dem Herzen (Canada 1987)

Maryse Holder (Jackie Burroughs) travels from New York to Mexiko. There she has lots of sexual adventures. She dances, drinks alcohol and acts like a prostitute - and: she meets Miguel (Erando Gonzalez). After four days'n' nights full of devotion, Maryse escapes. Smashed by alcohol, drugs and men, her trip finds a sudden end. She won't return alive from this mysterious land.!

FSK: 18 years



### NEWS

Federation against Ikari? Yeah, it's true! They made a Demo Comp. on their Party. Therefore they kicked 10 objective men out of the judgement and put themselves & Channel 42 guys in! Guess wot? Yes, they won their own comp. That was a big piece piece of shit from 'em and many great groups hate them for this, specially Horizon and Amok! A special big fuck 2: EXCELL who is an arrogant arsehole! Sir Tippet woz caught (TRUSTAR).

Paramount re-cracked Amok's "Graphic Multi Tool".

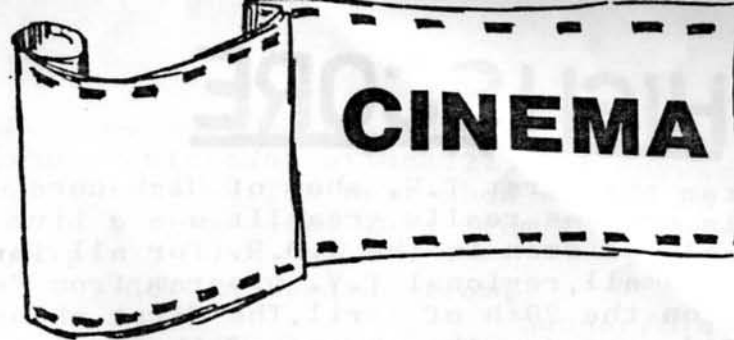
A new group is born! Some ex-BB and 1 ex-Blasters' guy founded the group: X-RATED! Is the X-Chaos going around? Now we have: X-Ample, X-Ray, X-Larged and finally X-Rated! Well anyway good luck with your new group, Marc!

German re-crackers No.1 Moskwa TV kicked out of 5451 (guess yourself why) and stay now in Beastie Boys. BB is climbing the ladder of the lamers top 5.

Critters re-cracked Amok's "Pictureripper".

T.K. joined 711!

Channel 42 joined now Ikari. The mag Pirates will be continued by F4CG (on disc, too). RSI got one member of X-Ray. Crusade



Because of not enough time we could only test one movie... Sorry guys!

### The Naked Gun

Let us begin with the story of this funny film: A policeman defence a Princess. That is all...

Some of the gags aren't very well. One can recognize that the regie only want to have gags... But they didn't take care of good gags.

But also some funny elements are in it, as well. For example: A condom about the whole body because of Safer Sex!

The rest gags are for children from 6-9 years!

Also some political jokes are mentioned.

After all we can only say you to wait till the next issue... Perhaps then are better movies out?

Done by: Oliver Brix

### NEWS:

Whiplash, Lucifer and Towers were kicked out of Fairlight. The old Dane Crew is reformed by Miracle Oregon joined 2000 Q.D..

Freak and Derek B. (Ex-Array) are now in Crazy.

Rygar and TZ Lazer stood for 3 weeks in Seven Eleven, but they left 'cause it wasn't allowed by the 711

maincracker that TZ Lazer could spread Rygary cracked version of Speedball (TZ Lazer supplied it from N...).

Instead of it they should send the original to Mr. Lee/711.

X-ray's fleet is dead!! Jaycha is now member of Hotline.

Thorsten joined Transcom.

# HIGH SCORE

Yeah! After the first T.V. show of Highscore was shit, this one was really great! It was a Live show which could be seen in the W.D.R. (for all foreigners this is a small, regional T.V. program from West Germany) on the 29th of April. The first change one recognized soon was the change of the audience. No guys from Venlo showed up as it is usually. The show started religious: a monk(?) sat before a C 64 and prised god for it! Although it might be understandable for some freaks I personally didn't like it because it was a sort of spitting god and that is a thema which isn't good to make jokes about. Ute Welty, the T.V. presenter thought like me and said that this is "pervers" and only possible under the sun of California. Afterwards we got bored with the "Highscore game". Uargh, wot a fuck! The winner was Dieter (in green)...harhar! Yeah, it was over! Now we were impressed by the "Ultimate Battle" a cool (?) game by Oliver Schmid. One could only see the Title screen and this was perfect. After Ute said: "Good bye, Olli" the W.D.R. freaks showed a small Interview with the programmer of Leisure Suit Harry, Al Lowe. Direct import from the U.S.A....not as cheap as the rest of Highscore (Brüller!)! Dr. Scholz was the next guest. He was live (!) interviewed by Ute. Guess wot! Yeah, I sat next 2 her and enjoyed her funny, small jokes (hope you also enjoyed mine, Ute!). But anyway! It was very interesting. Dr. Scholz told every Computerfreak 2 open the windows when he sits longer behind the moni (tor)! And if I were you I would do wot he want b-coz of very shitty gases (I don't rem` the name...sorry) which fucked you down! DO IT GUYS!!!

Do you know Myriel Tramis? No? Well, she programmes 4 Cocktel Vision which is a french Software house! As she is very popular they invited her for an interview (new game from her: Legend of Djel) and for playing with Dieter, the winner of the first game! They were forced to play California Games. Yep, BMX woz it! Dieter won (no prob` as bad as Myriel played) and got the golden disc (quite cool I think)!

then the show must go on...or? NO, it woz already over (who shouted: Wot a luck???) but anyway, we liked it this time. The next show will b in June and I hope 2 c sum cool guys from the scene next time again!

Golden regards from,  
Gunnar/Blasters

# CANNON-PARTY

The party should go from 14 o'clock to 22:00. So we decided 2 go there in the middle of the time because this is almost the best party time (all guys are almost there, sum are drunken, the gurlies are friendlier etc...). We arrived at 17:45 in Mörs. The meeting place woz the railway station. It woz so small that we found one of the organisers directly. He told us where 2 go. The party place was next 2 a church: not far away and easy 2 find. I think that this is a very positive point. The organisers managed it through a simple trick 2 push unwelcomed guys away!

We entered the room (Argh: 6 DM 4 the entry and in it woz sum toilet paper included, ah, sorri I mean the "superb" mag. "News"...harhar)!

I asked one member of Magic News 2 show me the guest list. The names I found were wellknown like: Paramount, Crypt, Alpha Flight, X-Ample, Vision Factory and many of not very popular groups.

We soon recognized that this meeting tend more 2 the amiga. Yeah, only 1 C 64 woz 2 b seen...but it wasn't used 4 coping, NO, only 1 guy programmed there himself (Fuck you dirty bastard!).

No really cool stuff showed up on C 64 (Uahaha) and on Amiga neither. Only 3 days old stuff like: Test Drive II, Run the Gauntlet etc woz spread and all Lameheads copied it. Perhaps we arrived 2 late b-coz the party woz almost over. So I end now with 1 question: Y should the party run till 22:00 when everything woz over at 19:00???

Yars, Gunnar/Blasters (G.M.)!



# STORY OF LADY BINAER

## The only girl in the swappscene

Hi, my name is Isabel and I want to tell you some facts about myself. Well, I was born in Lubeck/Germany in 1972. Already when I was 5 years old I seemed to have pretty strong interest in anything technical. Later on I went to a normal elementary school (Grundschule), without losing my interest for technic. After some years I went to a highschool in Lubeck, called Carl-Jacob-Burckhardt-Gymnasium. There my teacher of physics and mathematics led us into a computerroom, full with C-64's. That was my first contact with my computer, I fell in love with it at once. So, I started nagging at my parents' nerves until they decided to give me what I wanted... That year at x-mas I was the proud owner of a C-64. Together with some other people I founded a sub-group of the once mighty Sharks. Later on I went to INXS, then I joined Across, later on I went to Octagon, left again, joined Omega, left again and finally reached MCG. When MCG broke up I decided not to join Paramount but to stay on my own. Finally the best of them all, Genesis Projects asked me to join them. Upto now it's the best group I've ever been in, not only because of the software, but as I also like those dudes very much. Now, after 2 years with my C-64 I decided to get an Amiga, soon. Of course I will not drop my C-64! On that photo you can see me on our terrace, playing with my little cat. signed: Lady Binaer of GP+FE PLK 106435 C 2400 LÜbeck



new magazines overflow the scene. They will be released  
 Dust (Bivalent), FLT/Starion/Horizon and  
 Dominatory (Business).

## HEALTHINESS CORNER

Heya, this is a bit strange article here in the Smasher, but I think it's important 4 all ya Computerfreex. It's very trying to ya eyes 2 watch at the small letters'n'signs there on yar screen. Therefore sum of u have 2 wear glasses and others will maybe get ones if they continue their hard work behind the k-board. For dis reezon I collected the best relaxing and exeraising methods for your personally two cameras in yar head.

Relax #1: Rub ya hands that they are getting warm and put'em onto your eyes. Put ya elbows on a soft base and think 3-5 minutes of nice thinx (cracking a brandnew game, boozing, kissin' ya girlie, gettin'n'reading the new Smasher, ...).

Relax #2: Close ya eyes and 'look' into a bright lamp, better into the sun and try to have cool thoughts, too.

Relax #3: Shut ya eyes and breath through the nose, but very slowly. Think, that pure oxygene will reach ya brain and ya eyes.

Training #1: Cover the left i and stare at this small letters in a distance of 'bout 10 cm. Increase the distance upto 50-80 cm very fast. Repeat dis 10 times and change to the right eye.

Training #2: During watching demos, videos, TV, ... your look should walk from corner 2 corner of the monitor or TV.

Training #3: It's a mixture between training #1 and #2. If ya work at ya commi, look sometime out of the window and focus thinx that'r far away ; then continue your hobby.

Training #17: Eat more carrots booz of vitamin A.

Thanx for reading, don't care  
 at the 'psycho-shit' sumtimes,

be cool'n boozy,  
 not lame'n loosy



Sharksen / Shoc

# THE CEBIT REPORT

Cebit ... that word alone makes a freak getting bing eyes. It's simply a dream from everyone who owns a computer!

This dream should get reality for me on the 15th of march in 1989. The day started at 5.45 in the morning with an ugly noise: D R I N G... "Shit", I thought and got my hammer in my right hand ... R U M S ! This alarm clock will never be ugly again! After the breakfast it was time to leave coz I've to meet with my class + teachers (AARRRGGGAAA) at 7.00 am. When I left my house it began to rain. "Lovly" was the first thing I thought "Being at the Cebit in hard rain is also a dream of everyone, or isn't it?". Indeed I arrived at 6.50 am at the cold and windy meeting place. Normally the bus should be there at that time but it wasn't. Again 20 minutes in very hard rain, no umbrella and no chance to hide (yeah).

Then the bus arrived and we got up. Killing the driver was another funny element on this fucked journey (his last words were: "Shit compu..."). It took us 3 and a half (very cool time!) hours to get from Essen to Hannover! As we arrived almost everybody was totally stoned. But now (after this crap) I'll give you some information about the Cebit! It started march the 8th and ended

on the 15th of march. The whole buffer got about 15 halls. Now you will get detailed information about the specific halls. In hall 1 is the "germ cell" of the Cebit! It's the hall where most of the people are all the time. This could be because of the Commodore booth being here.

The second hall is almost not interesting. The theme is good: Money. But they way how the organizers managed it: Bad!

"Business with India" is the main stress of hall 3.

The printers are showed in hall 4. Technics for communication and office were in hall 5.

The communit booth from america



and some other small countrys with their products could be found in hall 6.

The sixth hall is continued in hall 7. Here are for example: Zenith (as lam as the group?), IBM etc.

In halls 13 to 17 are the communication areas (picture, date, text etc.) the only thing that counts. The new built hall 15 bears the title: Daycentre! Here are the solution to problems showed.

The halls 18 and 23 are the C-technics halls. The last hall is number 19 and probaly the best of all! Here ya find the so called Computer Camp!

Now, as we were inside the Cebit square, we thought to go alone our ways. But this was almost impossible! We were forced to go in groups of 3 persons. We started in hall 1! WOW! That was more than we expected! We were beaten down by all this nice things: thousands of computers + monis + printers etc. Should this be the real heaven? As we got normal again we thought of goin' around and watch all interesting stands we found. We started at personal computer booth and at the time we arrived a sellingsman came and explained us everything. After he has nerved us enough we asked him sum hard-to answer questios and then we left him. From this example

we learned a lot: everybody is helpfu and nice but only because he wants to sell his products. And we noticed a second thing already: every firm has cool presents for ya like: ballpens stickers, tapes, discs, posters etc.

Our next station was the Commodore booth. Wol a bunch of lamers there (see photo on this page)! The stand was quite big: ca. 25 metres long and 10 metres wide. At the backside were five Amigas for all the losers who can't play at home. One game was very interesting for me 'cause it wasn't released at that time! It's called: Oil Imperium which is produced by Reline. It seem to be a very nice game (to crack..AAA) At these Amigas was the bunch of lamers which introduced sum lines ago. I think that there were ca. 20 loser who (or must I say: which?) had fun on playing games for free. On the other side of the lamers woz a wall with advertisements for the computer camp (in form of posters!) Every loser who owns a PLK put it on the wall or on the posters. Jesus Christ I read a name of which I knew that it woz stolen from another group! Sum lamers pinned 'Fun and Function' on the wall! Believe me, I havn't done this! So fuck off dirty shitheads and change yar name! ... Otherwise ... your days r counted !! ... Nevertheless I grabbed out my space-pen and painted a 1\*1 metre big Blasters-logo on that damn wall!





more also showed up with  
 ce news (like new proggy's  
 x-ample: a  
 oder for  
 AM) At  
 more you  
 able to  
 the trend  
 one C-64  
 lots of  
 were  
 (Big  
 is takin'  
 ?)

'COMMIE'  
 hall 1 and  
 through  
 2-7: If I  
 now tell ya

ws which r shown up there,  
 ould have to read a couple of  
 So I let 'em out! ... After 4  
 walkin' hundreds of metres our  
 woz very hungry! We went to  
 ck-bar and ordered sum fries!  
 y were lookin' like puke-shit!  
 never seen sumthin' terrible like  
 -4 ! It woz 'Horror without  
 "Yeeeahhh, wot nice fries!",  
 dreamed'n'kicked 'em into the  
 dustbin! Then I ordered 2 rolls  
 were extremely expensive and  
 y surprise only one week old!  
 this superb meal we went into  
 ost hall and went to the  
 ater-Camp'. There I met sum  
 uys from Fantasy (#allsen alle  
 msen !) ... I showed sum new  
 -products (which woz very  
 but when i wanted to show our  
 Preview on C-64, an old'n'stuffy  
 n from the camp didn't want  
 do that! So we circled 'round,  
 back'n 'CLICK' - the C-64 lost  
 ower! The Fantasy-guy loaded

our Demo, but at that mo' the tuss  
 came back'n kicked us outta camp!



That woz a normal day at the Ce  
 bit'89, so I just can say: see ya a  
 next year on da cool show! Bu  
 'HAALT #!. I have sum hints 4 ya:  
 If ya wanna visit the Cebit next year:  
 1) Bring your own food with ya  
 you'll die there either of creep  
 hunger!  
 2) Don't bring C-64-disxx with ya  
 You aren't able to load sumthing!  
 3) If you or ya friend owns  
 'press-card' ...bring it with ya,  
 then you're the king on the mess!  
 You get lots of expensive products freely  
 4) Get a plan of the Cebit b-fore or  
 the mo' you enter the building. Tib  
 ground is too big and irritating with  
 plan!  
 5) Always listen carefully to what  
 sell-men say. If they recognize th  
 you are interested in their produ  
 you get nice presents! -  
 Thiz was only a small part of  
 Cebit wonders. I'm very sorry that  
 can't tell you more 'cause of too  
 place in the Smasher. Gunnar / T

# HINTS and TRICKS

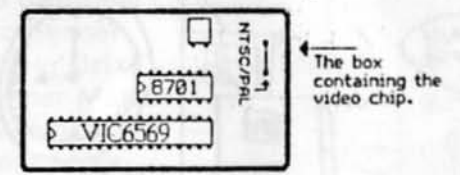
THIS TIME WE PRESENT YOU AN USEFUL TRICK OF ANDREAS BEERMANN TO  
 SPEED UP YOUR 64. THIS HINT WAS PRINTED IN A GERMAN MAGAZINE  
 (64'ER), BUT BECAUSE OF ITS BAD SPREADING WE THOUGHT THAT WE  
 COULDN'T KEEP THIS BACK FOR OUR READERS IN WHOLE EUROPE. THIS  
 TRICK COULD HELP YOU TO SPEED UP YER CRUNCHER OR OTHER PROCCYS  
 WHICH ARE WASTE OF TIME.

FIRST OF ALL WE MUST TELL YOU THAT YOU HAVE TO OPEN YOUR LITTLE  
 64 (PAL VERSION) BECAUSE YOU HAVE TO SOLDER A LITTLE BIT (VERY  
 EASY!!). YOU ONLY NEED A SWITCH AND TWO CABLES. BETWEEN THE FUSE  
 AND YOUR VIDEO CHIP 6569 (SOME 64'S HAVE THEIR VIDEO CHIP HIDDEN  
 IN A BOX) YOU FIND A WIREBRIDGE. AT THIS WIRE IS MOSTLY WRITTEN:  
 'NTSC OPEN ; PAL CLOSED'. IF YOU CUT THIS WIRE AND SOLDER TWO  
 CABLES AT THE TWO POINTS AND CONNECT THEM WITH THE SWITCH YOU  
 CAN COMMUTATE BETWEEN PAL AND NTSC. ON THE NTSC MODE YER 64  
 WORKS WITH 1.25 MHZ IN OPPOSITE TO THIS YOUR 64 WORKS IN PAL  
 MODE ONLY WITH 0.98 MHZ THAT MEANS THAT THE PROCESSOR IS  
 SPEEDED UP WITH 27 %. IF YOU HAVE SWITCHED YER 64 ON NTSC MODE  
 DON'T BE FRIGHTEND OF YOUR TV SREEN. THE SYNCRONISATION BETWEEN  
 THE COMPUTER AND THE TV (AND THE FLOPPY TOO) IS DISTURBED BUT  
 THIS IS UNIMPORTING DURING CRUNCHING. LOT OF FUN AND TIME SAVING  
 WITH THIS.

Send yar article to: (IS)

PLK 084763 A ; D-5620 VELBERT 1

You'll get a Smasher and the possibility to advertise for free.



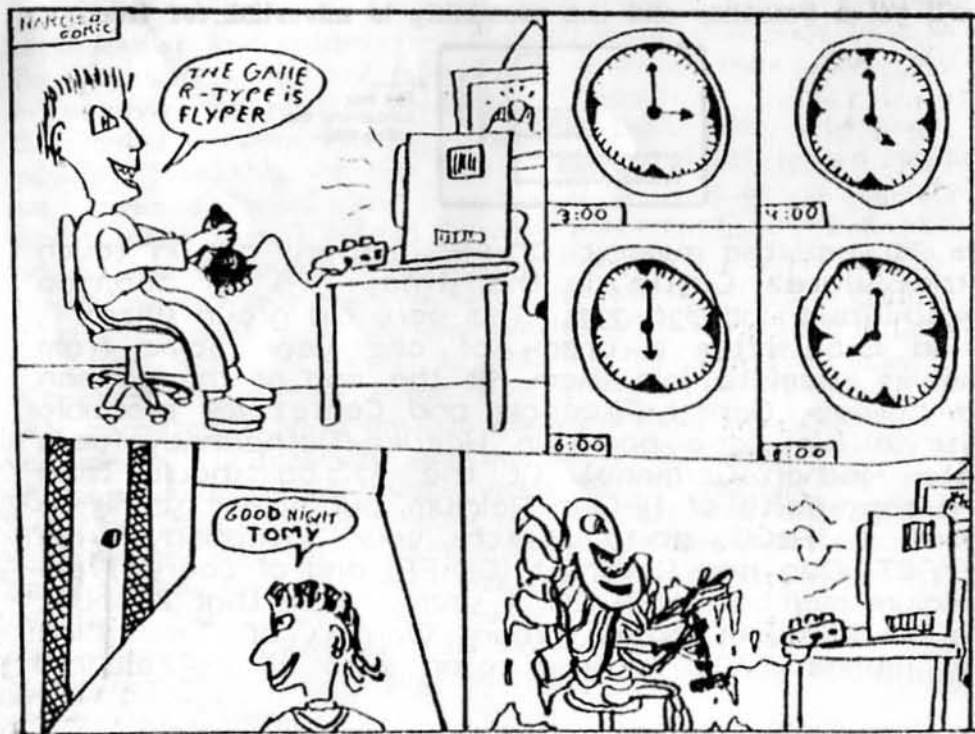
NEWS: To get the newest GP+FE releases, get in touch  
 with the 'Warez Castle' in the states. BBS for 300,1200  
 and 2400 Baud: 718 326 2214. The very old group Wizax is  
 back on C-64 after a break of one year. Some from  
 Channel 42 seem to join them. At the end of the german  
 summer-holiday Genesis+Fireeagle and Context will probably  
 organize a big copy party in Heerlen/Netherlands (very  
 close to Gachen/Germany). At the 27.5.89 should take  
 place a copy-party of NFC in Belgium, but now it seems to  
 be now a F4CG party. Catch your invitations from  
 Hobbit/FLT, Dog and Antichrist (GP+FE) and of course from  
 the belgium members of F4CG. It seems to be that Zenobity  
 has found his right co-op group: Warriors of Time. Nice  
 logo of Mugger/WOT for the co-op intro of SKE/WOT !!

# Best 15 Musicians

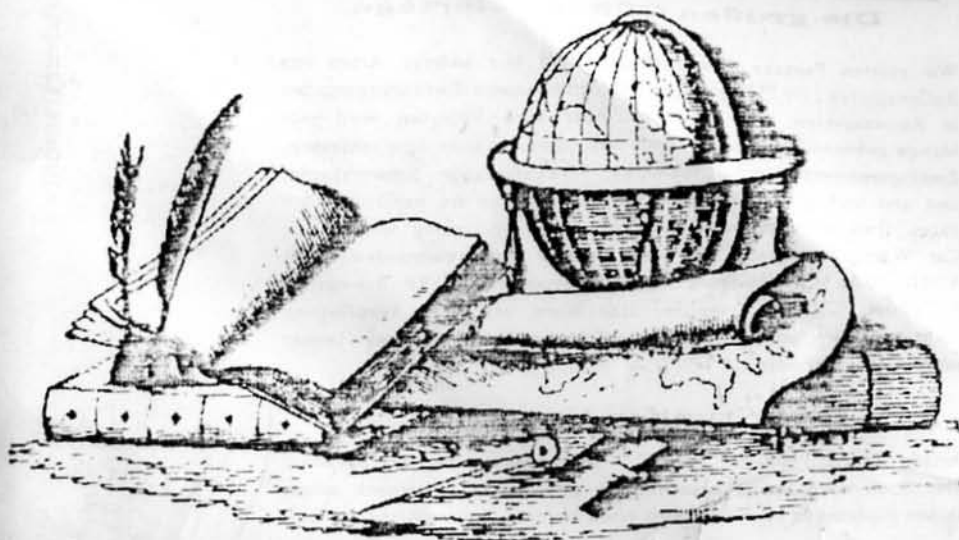
- 01) Maniacs of Noise  
( CD + JT + JB )
- 02) Jens Christian Huus ( C42 )
- 03) F.A.M.E. 
- 04) Soedesoft
- 05) Red of WWF
- 06) Laxity Future Freak of F-Art
- 07) Rock of Finish Gold
- 08) Lords of Sonic ( MS+JB )
- 09) 20CC ( JP+LWS )
- 10) Yazz of NATO
- 11) Chris of 711 (?)
- 12) Lagor of Horizon
- 13) Xnatter of Xahh
- 14) Link of Cheyens
- 15) Joe of A-MOX 

**NEWS**  
 Nato expanded !! After Greco and Yazz now Rygar and TL Lazer joined Nato Germany. Nosah (Ex-DOS) with his Iguana joined Nato U.K., likewise Jimmy I. (Ex-RFO) with the best BBS in the states 'Warex Galore', joined Nato States (Exodus). For the new and short Nato crachs catch us 1200 or 2400 baud modem and call those BBS Boards:  
 Warex Galore 206 946 0245  
 Exodus HQ 201 845 0299  
 For mail traders contact Image/Nato (on Amiga member of Eclipse)  
 Stuart Marshland  
 87 Neale Street  
 Sunderland, Tyne and Wear  
 SR6 9EY, England  
 He owns for the Amiga a 9600-19200 Baud modem. Write him !!

Narciso/Blasters works now 4 the spanish company: DYNAMIX. They released games like: Navy Moves! He is going to program and to make musics for them (although he hasn't got his own routine !)



# THE SMASHER TEAM



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 5620 Velbert 11, West Germany !!

MEMBER OF





# GFR-Spielertage

Endlich.....! Die **Gilde der Fantasy-Rollenspieler** präsentiert:  
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Wir spielen Fantasy, Science-Fiction und alle anderen Arten von Rollenspielen **Live !!!** Wir bieten Euch interessante Einführungsrunden in Rollenspielen und Tabletops. Aber auch Experten wird jede Menge geboten. Spielrunden noch und nöcher in allen Spielsystemen. Zinnfigurenwettbewerb, Flohmarkt, Verkaufsstände, Schwertkampf und und und..... Der Computerprogrammservice ist natürlich auch dabei. Und wem das noch nicht genug ist soll ruhig weiterlesen: Car Wars, Battletech und viele weitere Brettspielrunden. D&D, AD&D, DSA, MSH, Midgard MERS, Rolemaster, WHFRP, Runequest, Palladium, GURPS, Traveller, Star Wars usw. Für Verpflegung steht natürlich unsere preiswerte Cafeteria zur Verfügung. Immer noch nicht zufrieden....?

## 36 Stunden Nonstop

Action Total.... von 10<sup>00</sup> bis 22<sup>00</sup> am nächsten Tag durchgehend. ~~Wer doch noch Schlaf braucht muß sich seinen Schlafsack schon selber mitbringen oder irgendwo einen anderen Unterschlupf suchen.~~



-Advertisement-

① - ⑤

- Wer** ? Die **GFR** natürlich
- Wann** ? Vom 15.7. - 16.7. durchgehend
- Wo** ? In **Köln-Bocklemünd** (5000 Köln 30) im **Bürgerschaftshaus** und zwar im **Görlingerzentrum Nr. 15**
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Also... Sei kein Frosch und komm. Auch wenn Du noch nie zuvor eine echte Rollenspielrunde gesehen hast. Hier hast Du genug Zeit sie kennenzulernen.

**Noch Fragen ???**

wendet Euch an **Michael Niedecken**  
**Wupperstr. 118**  
**5000 Köln 40**

Wer auch noch eine Antwort haben will muß schon einen frankierten und an sich selbst adressierten Rückumschlag beilegen. Sonst läuft sowieso nichts.

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