Hackers Unit

ISSUE #01

Welcome,

In front of you is the very first issue of the Sacred paper magazine Hackers Unit. It's name reveals it's game; we are trying to give you the "ordinary" C64 scene stuff (news, interview, addy's) combined with some extraordinary stuff (little hack tips, unusual articles (scene history, historical interview)), paper graphics and photo's. In this first issue we can't give you much photo's and an interview, but with your help, the next issue will be loaded with them. Anyway, check the magazine by yourself, and remember it while voting.. By the way, the Sacred diskmagazine "Sinister Dreams" is cancelled. Stuff collected will be used for Hackers Unit. In this way we would like to thank everybody who helped with Sinister Dreams, and ofcoz with Hackers Unit. Watch the thanks-list for more.. Okay, have fun with this issue!

Lord Crucifier/Sacred, June 1993.

Chapters:
-Editorial
-Spotlight on: Chromance
-History of the scene
-Historical interview with Bert/The BAM
-My 'lil hack
-Chartchapter
-Demo and book reviews
-Addy's and photo's

Splatterhead would like to thank the following people for spreading Sinister Dreams votesheets:
Code 18/Indigents/Trance, Amarok/Topaz/Oxyron, Predicant /T.S.R. and Bizzare/Trance.

Lord Crucifier would like to thank the following people for their helps on this first issue:
Decoy Design/Empire and S.D.I./Sacred (for the cool paper graphics), Axegrinder (for a lot of copies), Bert/The BAM (info about the history), Ugly Kid/RAW Inc. (PC-world contact), Zore/Elysium (graphics, hope to see 'em soon), Smile/Clique (cool chat and lots of news) and everybody we had one the phone for collecting the news!

Credits
Graphics by Decoy Design/Empire, S.D.I./Sacred and LCF/Sacred. All articles written by Lord Crucifier.

SPOTLIGHT

This is a quite "new" idea in the scenemag world, and I'll first explain it a bit. This is <u>not</u> an ordinary interview, and not a personal idea about something, although there are little personal notes every here and there. This is just a story about the birth and development of a group we all know in the scene. The information is given to us by several members, and with that info we wrote this article. Well, here goes the first spotlight on: CHROMANCE.

Chromance is, in my opinion, a group which everyone likes one way or another. They are entitled as one of the few groups who made it to the top, but who not really look down on others. They have friends ranging from members from top groups 'til groupless people who just entered the scene. The first time I really got in touch with Chromance, was when I helped my friend Atomicro to get in the scene. He coded a couple of intro and send them to Chromance, with the question if they liked them, and perhaps if he could join. And they accepted him. That was when I decided for myself that Chromance was special. They don't look at your background first, and then what you perhaps could do for the group. I think it wouldn't have mattered if Atomicro came straight from Legend to Chromance or just like then, new in the scene, because they would have taken him on his abilities, and not on his background.

But first let me tell how it all started. Chromance began life as a root of the <u>F.B.I. Crew</u> in summer 1990. Mr.Wax, at that time leader of F.B.I., was fed up with the chaos in the group, and decided to start a new one. From the F.B.I. members, they picked the best and most acrive members, to form a group with a name comming from the "Gridpoint Observer" editor. Also some other members from diffirent groups and countries joined, but they are already out or left the scene by now. To 'promote' Chromance a bit, they went to the Transcom party. "The biggest flop ever" says Mr.Wax about this party. Their big breakthrough was when they seriously started to crack, and when they origanized their own party, the <u>Chromance Party V2</u> in Budapest, back in 1991. Instead of leaders as in the

weird 'lil piccy by Decoy Design

F.B.I. Crew, they took organizers, which are Mr.Wax and Jinx. Chromance never died and is never rebuild becoz of that. Also, in the whole Chromance career, they have never been in co-op, although there have been a few little co-op contact demo's. Besides their cracks, among them several first releases from Hungarian software teams, they also release a small demo once a while (like "Bad Habbit") and their "Gamers Guide"-clone "Are We The Best?". They have stopped their activities for this magazine, and are waiting for another person to continue its release. Chromance future plans are just some improvements of what they are doing now. They still concentrate of crac-king, and they are trying to get more involved in the modem-scene. Also, they are planning another party, but we are told not to get our hopes on..

And how does Chromance see them selves in the scene? There are only few "elite" groups, and the struggle for the number one place by releasing the best is hard. Chromance see themselves striking with quality cracks and many first releases. But this is also where some people have critics on Chromance. Some say that most first releases are little budget games from Hungari-an teams, and most of the releases aren't worth playing. But, this slight minor is covered up by some nice "normal" cracks, and sometimes they even made a real masterpiece from a crack. I think that that is also a very important factor which helped them to the top. After all, the scene says they want quality instead of speed.. Mr.Wax has a very good opinon about charts, and the position of some groups, which I share for 100%. He wrote to me the folowing: "In my opinion, most charts are bullshit. No offence to any persons of groups, but how comes Talent is always among the 5 best cracking groups, while they haven't released a single shit since September 1992? And also some people keep voting for dead groups or inactive ones, instead of giving a chance for the real active people,".
Finally, Mr.Wax's words in name of all Chromance members are: "Most of us in Chromance are friendly people, don't like to rag and so on. We're trying to have some fun in this scene and we always look on the bright side of life. Peace to everybody and remeber: You're living only once, don't take computing too serious. If you do, you'll surely regret it a few years la-ter".
Finally, here is the most current list of the Chromance mem-bers:

Name: Painkiller
Jobs: Crack,code,bit swap
Age, Job: 19, still studying

Name: Alex
Jobs: Crack,code,bit swap
Age, Job: 19, still studying
Special: works for "576Kbyte" magazine

Name: Redax
Jobs: code,phonephreak
Age, Job: 20, working in the phone comp. of Eger.

Name: Griff
Jobs: Code,music
Age, Job: 19, working in his mothers company.

Name: Jazzy D
Jobs: crack,code,modem,swap
Age, Job: 19, still studying
Special: Hungarian leader of MAJIC 12, an Amiga group

Name: Cryptodancer
Jobs: swap,bit graphics
Age, Job: 18, still studying

Name: Mr.Wax
Jobs: swap,crack,organisation,
      bit modemtrading
Age, Job: 20, still studying

Name: Mike D
Jobs: graphics,bit modemtrading
Age, Job: 20, army
Special: Has wife and daughter

Name: Joyride
Jobs: sysop EHQ "Highway"
Age, Job: 18 (?), still studying
Special: also member of Coderz

Name: Mac2
Jobs: Music
Age, Job: ?, probably studying

Name: Jinx
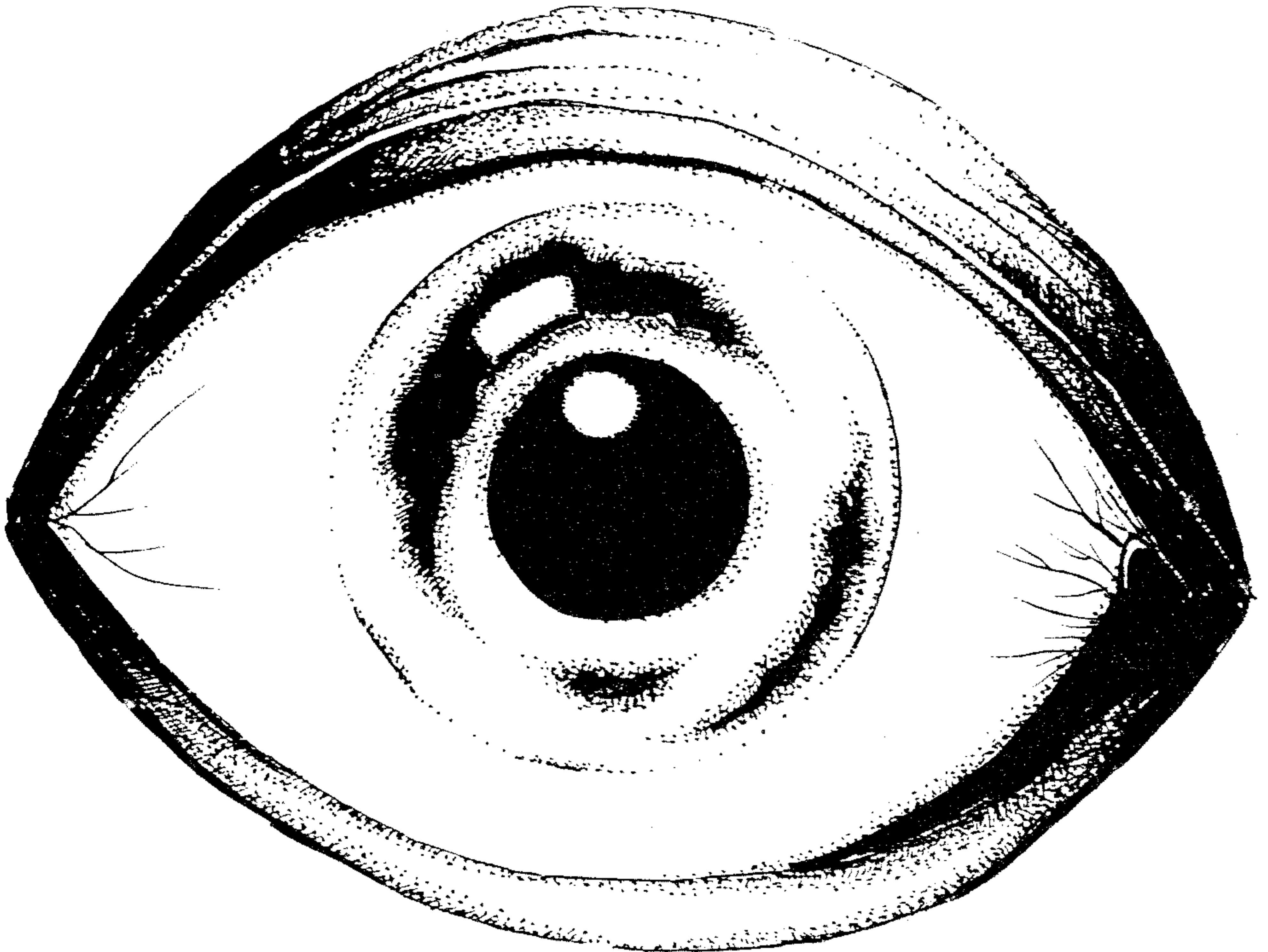Jobs: code,crack,modemtrade
Age, Job: 19, civil service

Name: Blockbuster
Jobs: crack,modemtrade,swap
Age, Job: 19, still studying
 Special: Having a break at
the mo', might be back soon

Name: Alagami
Jobs: editor "Imagination"
Age, Job: 18, still studying

Well, this was the first
Spotlight, expect more in
the next issue!

another cool Decoy Design piccy...

Open your eyes!

My TV Hack

Well, these kind of chapters can be found in many comming Hackers Units. Little hints and tricks in the hardware-hacking style. Nothing special for the "real" hackers, but as the C64 hardly has any hackers, these articles are a must to those who want to know more about hacking. So, we will explain most things very detailed, as most of the readers are "beginners" in the hacking scene. In this first article something very easy: Hacking Remote Controls.

Well, the word "hacking" in the meaning of removing protections or de-code something is here almost invalid. But we will give hints how you can change the frequency of some (old) remote controls, to "send out" in and other area. But, first let's just start with the real article.
You can do much more with a remote control than only change channels on your own tv. There are much more things, for example switching other people's tv's to other channels. Just take your remote, check out a house where you can see the tv through the window, and check out which effect your remote has. This, ofcoz, is nearly "naughty". Much cooler is the effect in schools, when you are watching some kind of boring historical movie or something. The fact is, that "buying" a frequency, the right to release products which send/receive on that frequency, is very expencive. In the toys section of remote controlled cars, boats, planes and stuff, there are only 4 frequencies bought: all around 27 Mhz. It's much too expensive for Nikko or an other toy company to buy an "empty" frequency, so they share it with another company. Or they release all their remote controlled toys on the same frequency. This is cheaper, but they all disturb eachother (same frequency, get it?). This is also fact with tv-remotes and any other remote. So, the chance you can use a Sony-tv remote on another Sony-tv, even if they are completely diffirent types, is quite big. But there is more: some cars can be opened by remote controls. Yes, most of those cars are already changed, but some still can be opened by some cd-player remotes. The new "rage" in the car industry was keys with a button to open the doors from a distance. Obviously, people started to hack, and a few cars, and other locks with remote controls, where hacked. Another thing, going back to the "naughty little boy" section, but quite cool is to take a (few) remote(s) to a disco or something. Especially the "AZ19" drive-in disco in Holland can be completely ruined. They have big video-screens, which can be controlled by remotes. Also other disco's can be "hacked" by remotes. Finally, there are a lot of things you can do with remote controls, but I would like to stop now by telling you how to change the frequency in, mostly, old remotes.
Open them with a screwdriver and check out the print. Somewhere you can find a quite big, iron-grey, component. On this is written a number, mostly 27.XXX. In every big electronic store you can buy the same components, with other frequencies. Just check it out...
The comming articles will be a bit more complicated, but as this is the first issue, I decided to take something simple. Anyway, hope you enjoyed it!

DEMO REVIEWS

Well, these kind of chapters have also become a sort of tradi-
tion in the scenemag world. So, for your pleasure, I've revie-
wed quite a nice demo. It's called Coma Light 9 and a Bit from
Oxyron.

Well, first of all, this demo is, compared to the other demos
in the Coma Light series, quite short. And it is for sure not
the best one, although is't better compared to some other
demos I've seen lately.. By the way, I'm glad Oxyron doesn't
use the "sorry, but this is an old part" exuse about every
part. You see this so many times lately; they know the part
isn't a world record, so they try to make is sound less worse
by saying that is was done a year ago. I don't undestand why
some groups now release demo's with 4 or 5 parts "made a year
ago". Anyway, I'll start going to each part of this demo step
by step:

The Intro
There is a 1x1 flasher annoucing a demo, described by them as
"result of 2 weeks of lazyness" and "real lameness" (they got
a really positive picture of themselves, haven't they?). After
the announcement that the demo is started, a huge hires "Oxy-
ron" logo by Biz Kid starts to swing. Stuff coded by Axis.
486 Realtime Vector Plots
Really unfitting are the ugly colors and char. A big cube
build of plots, coded by Axis, is turning around. Nothing
really special, only the ugly design ruins the part a bit.
Chessboard
Well, I've seen Paradize's "Hard Target" with a chessboard
part, claiming Oxyron and some others ripped it from Paradize.
They slagged and shouted around, calling all the other chess-
board coders lamers and so on. But this chessboard completely
knocks the shit out of Paradize's new chessboard. Paradize
gave us a two-layer chessboard. And while Oxyron is telling
the story about what Paradize wrote, their chessboard get's up
to 4 layers! It's a shame that the design isn't so cool, and
the music is really boring, because this is for sure the
second-best part in the demo in my opinion. It was coded by
TTS.
Sierpinski
Nice logo, nice music by PRI and cool coding by TTS. Although
is isn't really mega special, it is quite nice. There is no
scroll, but you are entertained with a big vector-thing swin-
ging around. Nice part.
Hires shader
This is, besides the last, also the best part of the demo.
Coded by Graham, there are amazing cool, and fast, shade lines
on top of a scroller. Really nice effect. The rest of the part
isn't very special, but there is a cool logo. Well, charset is
a bit old-fashioned, but the rest of the part makes you forget
that.

Well, a nice demo, even if it has beer exceeded by other Coma
Lights. I won't give any points, as this is just a review.
Check it out for your self what you think about it.

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addresses~

Only a few addy's this time, next time more.. Official spreaders or any other person who did something for Hackers Unit will be printed bold (just like the [S] members).

Lord Crucifier/Sacred
Kapelaniestraat 27
6031 BW Nederweert
The Netherlands
-For Hackers Unit
-Motörhead/Ramones music
-Hot orries, no other swap

Merlin/Epic
Marco Munnink
Damaststraat 14
7621 TX Borne
The Netherlands

Splatterhead/Sacred
René Janssen
Beukenstraat 7
6031 XE Nederweert
The Netherlands
-Hottest Sacred wares
-Friendship and or.ies

Gorefest/Proxyon
Jasper v/d Minnen
La Reinelaan 105
1611 ZC Bovenkarspel
The Netherlands
-No handle on envelope!
-Friendship

Andre/Antic/Oxyron
Andre Schroeder
Tieker Damm 76
4432 Gronau/West.
Germany
(+49)2562-21447
-Call after 5 pm

Calypso/Amnesia/Topaz
Terry Wentinck
Borgardijnstr. 9
6822 KA Arnhem
The Netherlands

Trooper/Sacred
Budapest 1042
Virag str. 35
Hungary
-Hot orries
-Sacred wares

Guzzler/Success
Koen Verstraete
Kromwegesingel 99
4388 HL Oost-Souburg
The Netherlands
-(Il)legal swap
-100% reply to disks

Bordeaux/Acrise
Tim Harris
Buntbeek 25
5501 BA Veldhoven
The Netherlands
-for Acrise wares
-100% reply, also orries

Woise/Maniax
Daniel Ostman
Kalle Posts v.78
70229 Orebro
Sweden

Nitro/Rebels
Alex Ebner
Dudweilerstr. 1C
7027 Leipzig
Germany
-Tools 'n coverswap
-Friendship
-Hardcore tapes

Bizarre/Trance
PLK 145872 E
2800 Bremen 1
Germany
-For no limits!

Jesus/Silicon LTD
Michel Selten
Boekelsedijk 32
5411 NX Zeeland
The Netherlands
-For Artverts

Dannie/Success
Reinhard Koning
Teichbach 3
3620 Spitz
Austria
-Latest SCS wares

I had to leave a few addy's out because of no space.. The few empty places in this issue could be filled up with some addy's later on.

Fair charts?

Well, you won't find any charts in Hackers Unit yet, as we won't print the usual "most populair" charts. I mean, with voting most of you don't think about the quality of the cracks a group release, you just vote for "the one everybody votes for", no matter if they haven't done shit since december last year or something. Most people began to see this, and realized that these charts never really are 100% reliable. Groups where compared: "little" groups sometimes release far better cracks than the "big" ones, the chartgroups. But they still get too less votes to be in the charts. Then Shock started their charts, based on the quality of the first releases groups push out. A change, but not complete enough to get a good over-all-view. Then Brutal came with the solution: a complicated way to judge the cracks released by several groups. Giving points for the intro, quality of the crack. This seemed to be the solution to all the chart problems, until Brutal Recall, in where the charts would be published, seemed to have stopped. So I thought to pick up this system, change and improve it a little, and use it for the charts in Hackers Unit. I will explain here what this ratingsystem is all about, and I hope to publish the first charts in Hackers Unit 3 or 4. Maybe with your support, even in the next issue, but I first need some reactions ahead, and, most important, lots of cracks. Well, here goes the story:

You all know the idea of Gamers Guide. You could get a nice overseeing of the cracking abilities of some groups. The only negative thing was that people started to use short intro's, to get on top of all the versions. And you didn't get to see an overall-chart. Well, that's what I'm gonna do. I'll work with a couple of points, and the totall is the "grade" you get on that crack. I'll count all the groups points together, and that's how they get a place in the charts. If "Group A" relea-sed 3 games with an totall amount of 80 points (so 3 real quality cracks) and "Group B" released 6 games with an totall amount of 80 points, "Group A" will be higher in the charts then "Group B". Simple, innit? But! The day when the first 100% chartsystem will be found out is still decades ahead, so I know this chartsystem has it's downers. For example, I have to check every single crack from a group, this means lots of time, and, even more crucial, I "need" every crack a group releases. I know it's not fair if I get all the cracks from "Group A" and only a few or none from "Group B". Well, Splat-terhead will give most of the versions to me so I can check 'em, but what is more important, every group should (if they want to enter these charts) pick out a swapper who sends every 2 weeks one/a few disk(s) to me with their versions. In ex-change for that, they will get all their disks back and a hot issue of Hackers Unit when it is released. So, to make it short: If you are in a group who wants themselves to be in "fair" charts, then copy all the cracks (leave the other "swappers stuff" out) on a few disks every now and then and send them. You will get every single disk back, with the new Hackers Unit. Okay, I'll be repeating this a few times so you all won't forget it.

But something else: here is a sort of list where we rate the cracks on. You know you get points for some things, they are also listed. Here goes:

*Highscore saver added points: 5
*IFFL squeezed points: 5 or 10
 When the original has, for example, only 5 levels each of 50 blocks, you get 5 points. When it really is needed, like with 30 2-block levels, you get 10.
*IFFL squeezed + scan/fastload points: 10 or 15
 When the loader is "special", also own versions and stuff like that. The rest is the same as with normal IFFL.
*Squeezed points: 3 or 5
 You get 3 when there are many levels (20 or something) which are only a few blocks, and 5 if the game has only 5 (or so) big levels, so when squeezing is more usefull then IFFL.
*Squeezed + fastload points: 5 or 7
 The same as with normal squeezed levels.
*Onefiled points: 10
*Translated points: 5 till 10
 You agree that only translating a few lines like "Get Ready" and "Lives" gets less points than translating a textadventure (for example).
*Docs added points: 10
*Picture included points: 5 or 7
 When the picture is in the game intro, with music, text and stuff like that, and you only ripped the picture, it gives you 5. If there is only a picture, for example to show while loading the game, it gives you 7 points.
*Gameintro included points: 10
 When the intro is 100% allright, so not only the picture.
*Pal/NTSC fix (1st release) points: 15
*Kind of original points: 5 to 15
 A singlefiler from disk is less hard to crack than a multifiler on tape or on cartridge. Also if there is something special with the original: mega protected, only available in some countries counts in it.
*IRQ remained points: 5 or 10
 When the levels are packed anyway, and the IRQ loader is remained, it gives 10 points. If not, it gives 5.
*Length points: 0 to 10
 I'll take the average of all versions. If your version counts more, you get points from 0 to 4. About the same will give 5, any shorter versions 6 to 10.
*Crackintro points: 0 to 10
 The intro is rated on: if it fits to the crack (shorter one for singlefilers, a longer one for multifilers), if it's cool or not (graphics, music, code).
*Trainers points: 1 or 3 per trainer
 Every usefull, non-doublecheat, one gets 3 points. When there is a doublecheat the first trainer gets 3, the doublecheats folowing get 1.
*Game quality points: 1 t0 10
 Ofcoz, a 30 blocks early preview get's less points as a one-diskside multifiler.
*Overall points: 1 to 10
 This is reserved for the "feeling" you get when you see the cracks. I mean, IFFL'ed game, with cool intro and lots of

good trainers can be mega slow, which can ruin the pleasu
in playing. Or you get extra points for fixing bugs from the
programmer.

*Last chart position points: 30 - last posititition.
As some groups might have had a break or something, this is
added to prevent being on, for example, position 5 in an
issue, and in the next issue be out of the charts. This could
be becoz I didn't get all the cracks, or you had a break,
it doesn't matter. So if you where on place 5, you will get
for the next issue 30-5= 25 points ahead.

Well, I hope this works out, and for that I just need a lot of
cracks. Just send all versions of your cracks every once a
while to me, what can you lose? Okay, you can send to Lord
Crucifier (preferably), the main editor, or Splatterhead to
get them at the Hackers Unit "redaction" as fast as possible.
Ofcoz, also every other Sacred swapper will be glad to take
your versions and send 'em through. But here are the addies
for the cracks:

Hackers Unit (LCF)   Splatterhead/Sacred
Roel Nieskens   René Janssen
Kapelaniestraat 27   Beukenstraat 7
6031 BW Nederweert   6031 XE Nederweert
Holland   Holland

Hope to get a lot of versions and reactions on this!

Splatterhead /[S]   Executa /-V-   Mindcrime /-V-

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Historical Interview

I am quite proud to present this interview with one of the best Belgian crackers of the "old" scene. When I was collecting stuff of the old scene for my other article, I saw one of the first intro's of the kind we know them now. A big logo, scroll, music and rasterlines. It was from the, at that time, legendary The Bam. I was very interested in how this antique intro was build up, and I began to examine it. Then I found a phone number, and I checked it out. It belonged to the coder of the intro, Bert. I called him and we chatted for a while. I named some of the old groups which already could have existed when he was in the scene (Triad, Fairlight, RSI). I interviewed him, and here is the result..

Q: Please tell us a bit about yourself..
A: My real name is Bert Vermeulen, and Bert is also my handle in the scene. I started cracking 'n stuff when I was 13 years old. When I was 19, I completely stopped and moved for 2 and a half years to the US.
Q: How did your scene life start?
A: My first group was CFG, formed by me, at that time 16 years old, and a friend. Our aim was to get famous around Vlaanderen (Belgium), our city. That worked out very well. We didn't swap much, and we didn't have the originals fast enough to compete with the major European groups. There was one exception, though, and that was "MPS Toolkit II". It was compiled basic, with protection repeated in every single part, and it had protection in the drive-code. But we did it, and the only other version was from Newlook (Norway), which was Isepiced (ed. sort of frozen/backuped?). They called us on the phone to congratulate us with our version.
Q: And how did The BAM finally saw life?
A: When CFG was around for a while, I met this guy from Antwerpen (Belgium) which was a swapper with lots of contacts. So we killed CFG and started The BAM. It's no shortening of something, it's just the word "Bam". Nobody exactly knew what it meant, but it sounded cool, and was easy to remember. The thing which made the breakthrough for The BAM was the trainer. It was already invented by other groups, but The BAM were the first which released a trainer with the choose-menu. Needless to say that this became mega populair. It was done on the game Bomb Jack (renamed into Bam Jack). In 1988 we all were tired to crack and do the same all over again every time you had an original. I don't know howmuch I have cracked, but it sure is an amount of 3 digits, no kidding. Erik, the cracker who also came from CFG, coded most intro's because I prefered cracking above coding. The swapper was Johan, he started after The BAM's death the group Bamiga Sector 1 (BS1) with a friend. I was in them for a while, but I nearly didn't do anything.
Q: Which were the top groups at the time of The BAM?
A: Well, Section8, but they just died when I entered the scene. The only lasting member Matthias Bell was hanging around in the scene for a while, but also stopped not long after Section8's death. Other groups where the Dynamic Duo, they were just great. Headbanger was also alive, I met him

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when I lived in America. He has now his own software company, you all must have played al least one of his games. Hotline and ABC, the Dutch groups. Also Triad in Sweden, they were just new. And Newlook, but they didn't crack, but Isepiced everything. And then there was Mr.Zero Page, one of the best crackers ever. He was a very good friend, he even visited me when I was in the US!

Q: Are you active on computers now? And do you think you will come back to the C64 scene?

A: I have got an Amiga now, only for the games and modem. Haven't got the slightest interest anymore in cracking and coding. I think about returning to the C64 scene many times, but I don't think I will every really do come back.

Q: Which tools and stuff did you use to crack and code in those days?

A: Well, I always used the Zoom monitor, one of the best ones around. To programm, the Turbo Assembler was for sure the best, a little bit big, but fantastic. Als this red box from Holland, great stuff, KCS or something (ed. Power Cartridge). That was all I needed.

Q: Well, when you come back, let me know.. And thanks for the interview!

A: Okay, see you around!

NEWS

Here is some news for you.. Some is still hot, some is a bit older. We had to collect the news by phone, which was quite chaotic, so I might have made some mistakes, but most of it is checked quite well. But, here goes:

-Cash/**Vision** went to **Triad**.
-Wodka and AVL from **Booze** went to **Light**.
-Airwolf left **Success** to (re)join **Genesis Project**.
-Trooper, left **Lethargy** and **Vagabonds** to join **Sacred**.
-Corrosive is only in **Sacred** now.
-Code 18/**Indigents** joined **Trance** as a second group.
-Steppenwolf, ex-**Hysteric**, re-entered the scene and joined **Sacred**. He changed handle to Consider.
-Bighead/**X-Ray** also re-entered the scene, joining **Elysium**. He renamed into Ecstasy.
-Master-Jay/**Elysium** renamed into Timsey.
-Jack Alien left **Alpha Flight'70** and joined **TRC**.
-**Elysium** will organize a party in Tarnow, Germany. Dates will be 28 June (10 am.) till 30 June (also 10 am.). Details released soon.
-Darklord of **Legend** left the scene.
-Icarus of **Alpha Flight'70** went to **Chromance**.
-Charlie of **Varsity** died in a car accident... (no joking)
-**Illusion** will make a major comeback from their little break within 2 weeks, slamming with two full-price first releases.
-Zolac, been in a few groups like **Genesis Project**, joined **Illusion**.
-B-Wyze left **Success**.
-Creeper from **Flash Inc.** joined **Antic**.
-**Elysium**, in co-op with **Tabboo**, will release a new trackmo soon, called "Exterminate".
-Riddler/**Acrise** joined **Active**.
-The girlfriend of GTF/**Sunrise**, Alex, entered the scene and joined **Sunrise** (from: Smile/Clique)...
-Benno, ex **Trance**, joined **Topaz Beerline**.
-Unifier left **Flash Inc.** and joined **Spirit**.
-And Moon of **Flash Inc.** joined **Antic** (I'm not sure).
-As most of you know, **Censor Design** died after the release of **Wonderland X**.
-Soon the old **X-Rated** magazine Sanforized will be back.
-**Faces** will take care of the C64 section of a party in Hungary soon.
-King Fisher of **Traid** will release his new demo soon.
-Hercules and Freddie, ex-**Heartbeat**, joined **X-Factor**.
-Tricket of **Dominators** joined the demogroup **Virtual Reality**. His board "Dominique" is now VR's.
-Skyhawk and Steve of **X-Factor** left the C64 scene for the PC.
-**Edwin van Santen** started his own board, connected with 3 lines.
-Remix of **Clique** left the C64 scene. He joined the Amiga group **Chrystal** as a modemtrader.
-There is a new US fixer group, called **Slaughter**.
-Swiss cardhackers should be carefull when using cards after the first of July, becoz the Swiss laws against illegal card using will be changed.
-T.S.M. (the board) is down becoz the sysop's computer broke down. It's not sure if it will be up again.
-**Alpha Flight** got a new member, called Ancient Mariner.

Code 18 / IDG / TRANCE

Sodor / CP

Deathstalker / Brutal

Pearl / Proxyon

-Oneway are back, they already released Hackpack #3.
-Trigger (from the Trigger&Jatagan duo) joined F4CG.
-Headhunter came back into the scene and rejoined his old
 group RSI.
-The war between Amnesia and Entrophy is over now.

From left to right: Scarface / Varsity, N.S.A. / Trinomic (?), Remix / CLQ,
Lord Crucifier / Sacred, Predicam / T.S.R and Splatterhead / Sacred.

Here are some other addresses:
Styx/Sacred   Macho/Sacred
Barietdijk 47   Eikenweg 131
4706 DG Roosendaal   6269 GG Margraten
The Netherlands   The Netherlands

BOOKS!

Well, I know this sounds boring and doesn't seem to fit in a scene magazine, but I hope some of you will like it anyway. This isn't the "usual" bookreview stuff, this one's about books telling about the scene, hackers and phreaks. In this first issue of Hackers Unit, we kick off with:

THE CUCKOO'S EGG: TRACKING A SPY THROUGH THE MAZE OF COMPUTER ESPIONAGE
by Clifford Stoll

This is quite a good book for somebody who knows something about the illegal activities on the computer, but I don't think a non-computer person will ever be bored more than by reading this book.
I'll tell you the story in short: an astronomic dude is asked to remove a little bug in the system of a sort of highschool in Berkely, USA. On a bill was noted 75 dollarcents too much. Not a real big problem, so the astronomic dude, Clifford Stoll, had to fix it. He didn't discover a mistake in the software. After a while he noticed that somebody used the system for a time, which caused the diffirence of 75 dollarcents. He tracked down the hacker, entering under an old user's name. He killed that enterance off, and thought he had lost the hacker. Then he saw the hacker was breaking into the system by another way, caused by an error in the software of the network of Berkely. By throwing him out, the problem wasn't solved; he would break in by another way and then they wouldn't recognize him again. So Stoll decided to trace him, and try to catch him. After a <u>lot</u> of shit like phone tracing, watching his work 'n stuff like that, they were able to catch the hacker. Now this is the juicy part for us: it was done by some guys from CCCH (Chaos Computer Club Hamburg). The ones who were heavily involved in this case were: Markus Hess (he was the one who was hacking most of the time), Hagbard (also some hacks, but mostly sold the things which were discovered while hacking to the KGB) and Pengo (was asked by Hagbard to help contacting the KGB to sell the the hack-info). Markus Hess is still walking around somewhere in Germany. I don't know about Pengo, but Hagbard commited suicide; he was found in a forrest, burned to death, with a gas-can besides him. But they got caught, and the hacking actions by the CCCH were almost over.. Well, back to the book: I think this is a <u>great</u> book if you're interested in the hacking stuff, although it can be boring if you don't have much experience with "computer language". For sure one of the better books about hacking, as it is a totally true story. The hacks were really set, nothing was fantasized to the story, and that makes it even more interesting.
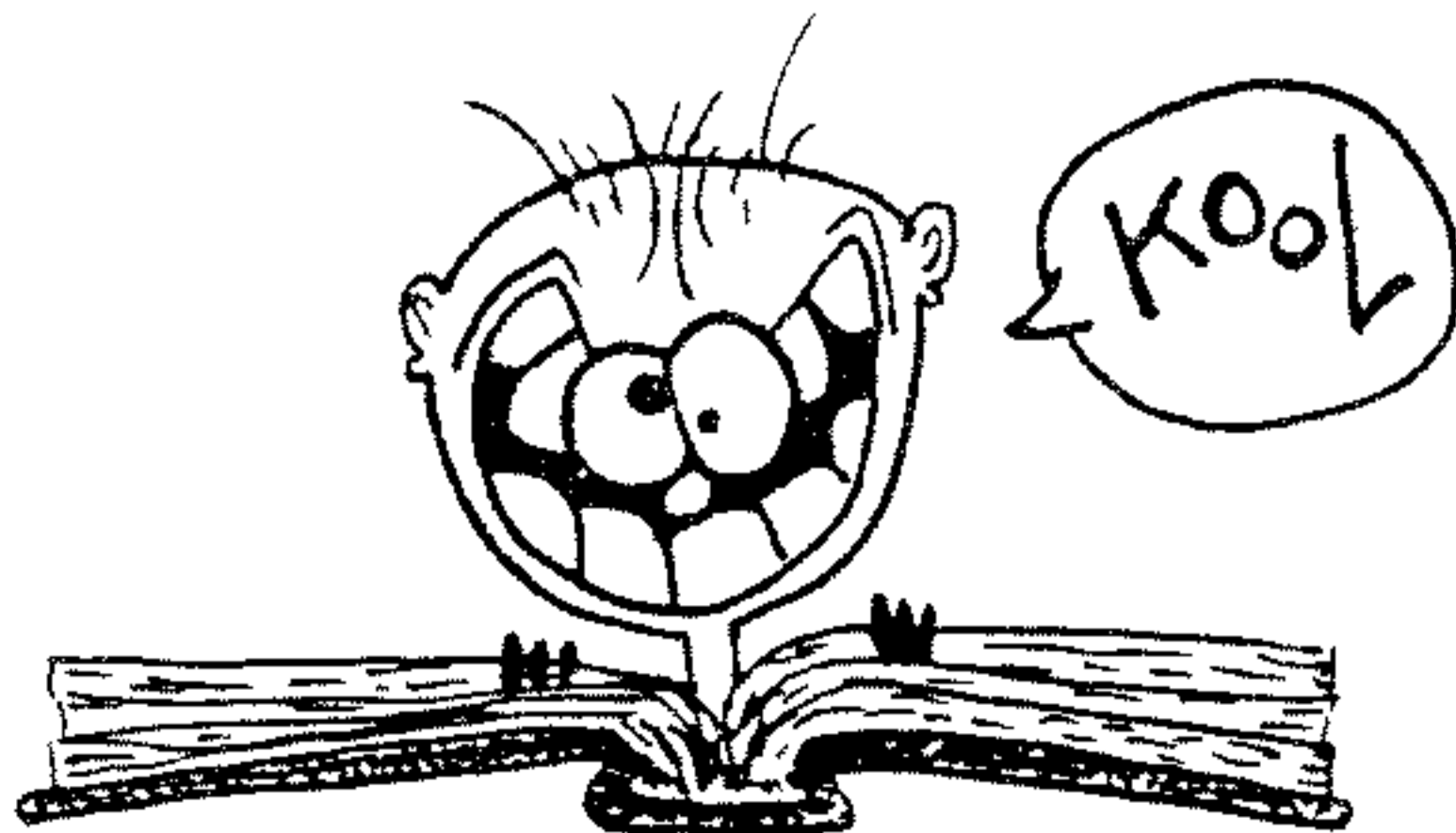
HACKING HISTORY

Well, this one is a bit special.. It's about how the hacking began, how it developed and how it is nowadays. It will be pointing towards the C64 scene mostly as soon as we reach the time that hacking saw life on this incredible machine. But for a start, I will tell about the first little hacks 'n unsual use of a computer.

Hacking has always been since there were a bit complicated electronic systems. Hacking and cracking is, in the way we see it, abuzing and/or fucking up a electronic system. The first hacks were done by students who liked to discover the, at that time hardly protected, electronic circuits. For example, opening the control panel of an elevator, and connecting and disconecting wires to give an other number instead the one pressed. Many C64 guys are asking theirselves what this has to do with the scene nowadays. Well, nothing I guess. You can't compare it. Besides, cracking, for sure the most illegal activity on the C64, hasn't got much to do with hacking. Hacking is, I guess, messing around with electronic circuits - by computer or a control panel of an elevator. Cracking is removing protections from software, and give it to other people so they won't have to buy it in the stores. By the way, nowadays it's more a quest of bringing out the best version of a game, and preferably as soon as possible. Games turned into objects, and you have to wrap it up as good as you can and then give it to other people, so they can compare their versions. As you will read later on, when we hit the start of the C64 scene, much has changed. The quest of keeping other people from buying the original and give them your cracked version has changed in "look at our version, is it better as yours?". Wait, I'm not saying 100% of the scene is this way, but surely much of the scene is. Anyway, back to the start of these activities.

So the first actions were little things like changing the control panel of an elevator, or take command over the schools "intercom". People going to "big" schools (I mean with a lot of students and a huge building) know that in the office of the school there is some hardware controlling the bell for when the lesson is over, and the intercom. It was easy for students with a bit of knowledge of electronic stuff to break the line and add their own bell. You understand that the lessons were disturbed by the bell constantly ringing.. Well, when the first computers came (and I don't mean the ENIAC) the hackers moved over to release their agression on hacking software and other computers - but much more about that later. I am still doing these litte hardware hacks they used to do back in the early days. Abuzing remote controls, "hacking" calculators and stuff like that. I will describe some of them in some issues of Hackers Unit, read the articles for more info. However, the first homecomputers reared their lovely head, and the hackers moved over. Being proud of their Apples and IBM's, they found out the most exiting "job" in the total computer scene: hacking other computers. Comparing this kind of hacking to cracking as we all know it on C64 format, we see that cracking is only one little point; hacking is kicking open new doors and it never really stops. I mean: cracking is limited; you have got a couple of Kbytes filled up with data

from a game and you've got to wrap it up as nice as you can to present it to the rest of the scene. It are just those few Kbytes and that's all. Don't get me wrong - I love cracking and I will always keep on doing it, but hacking has much less limitations. Hack open a system, suck it empty, make yourself superuser, log through your hacked system into another computer and so on. The only real limit is your fantasy - no system is hackproof as long as you know what you are doing. That also counts for cracking; not one game is uncrackable, but you'll have to be patient, curious and never forget that a computer always can be beaten by human beings. This is how it was, and this is how it always will be.

Well, we reached the point where hacking and cracking got populair and reached other areas such as: the Commodore 64. Hacking is only a very small part of the C64 scene. Cracking is for sure the most populair on C64. Well, here is the story about how it all began:

When Commodore released their 8-bitter C64 in Europe, back in 1982, they didn't know that it would turn out to be the best and most sold homecomputer in it's class ever. Thanks to the, at that time, big memory and good options to do games, and the low price, it turned out to be a successor. Commodore, once an electronic tipewriter repair factory, had grown out to the number one homecomputer builder. But, as soon as the first games were released, the crackers also moved out. The first cracks were mainly done to skip the long loading time on tape, and make it compatible for Turbo-Tape loaders. Or, for the few who had a drive, to put their cassette games to disk. Soon they began to change names 'n stuff, to show the people who cracked the game. The first handles were invented: names like Crackman, Headbanger and Yeti showed up. But, where crackers are, are lamers (no kidding!). At that time they were known as name changers. Taking their "diskdoctor" to change names to their own, and claim they had cracked it themselves. Here we come to the point where the real scene started: people started to do intros. Don't compare them with the intros we have now (ofcoz) as I am talking about nothig more then a bunch of moving srpites and some text. In Holland, some older users may remember "Bert". Another, worldfamous, example was the mighty GCS (German Cracking Service). They also were one of the first who used rasters. Their Dutch section, although they were only related a litte bit, was AntiRom, using the same rasters as GCS, only with the colours of the Dutch flag, and leaving out the sprites. No need to tell that these were the pioneers, the people who are worshipped today. Although the first period of the scene was mostly filled up with single guys, like Headbanger and Crackman, it soon started to show groups. These were, as mentioned before, GCS, AntiRom, and the first real Dutch pride: ABC. They also delivered a lot of intros, in fact they were the first who used a multiplexer in an intro. Well, I think that was the first generation of crackers. The second generation is when it really broke lose and became incredibly populair. I am talking from the time between 1985 till 1988. Most of the crackers of the first generation went to the brand new Amiga 500, olny a few kept on going. A lot of realy famous groups were build up at that time, like Dynamic Duo, Section8, 1001 Crew, FAC (Federation Against Copyright), Triad, Hotline

and The BAM. Here is where the number one "crack tic" started: the intros how we know them nowadays. I am talking about a scroller here. Probably the most exclusive and recognizable thing about the scene. The old cracking group Flash claims to be the first one to have used scrollers ("This screen is copyrighted by Flash"), but it never can be tracked down who really invented it. But, it all was invented on the good old Commodore 64. PC and Amiga, who like to lauch at the C64, are just copies of the C64 scene. They all use the kind of intros which were invented by the pioneers in cracking and hacking on the C64. Imagine - from now on, there always will be computers. Really until the end of time, and as long as there are computers, there are hackers. But the roots, the base of where it all started lies in the history of the Commodore 64. Crackers will always be, and the intros, including scrolls, will always be to-. This is one thing why the C64 is immortal and will always be remembered when we talk about cracking and hacking.

Back to how the intros did start. Nowadays, everybody uses $D016 to let a scroll going, but back then, for example in the old Section 8 intro, it was just a thing of copying the chars next to eachother. It did scroll, but in such a difficult way. The Dynamic Duo were the first who did a really great intro, and that's why I would like to tell you a bit more of them.

The Dynamic Duo was a group of two persons living in Dortmund, Germany. It existed of two totally computer maniacs, and example of the "real hacker". Hans-Jurgen was the swapper, and also did some of the graphics for DD. Robin, the real maniac, was the cracker, which he combined with coding. I think they were a big example for other people. They are now both on Amiga.

Headbanger formed his own group called Headbanger Crew, but this didn't hold out for long. He quit his illegal activities, and moved to the US. He is now running a quite famous software company, which most of you will have played games from.. Also, after Holland lost ABC, we got Hotline. They reached the number one spot several times, and hold out quite long. They entered the scene when the making of intros was in development, and released some intros using a "char copy" routine instead of a $D016 routine. FAC was also around for a long time, representing the Dutch scene. And, before Blackmail saw light, the best Dutch demo group ever, 1001 Crew was also around. They first started out as crackers, but moved over to the demoscene. They were the first to throw open the up- and down border, at least, that's what they claim. But you're never sure of what can be taken serious or not in this incredible and dark world of computing.

This was, according to most of the people I asked to help with this article, the best time on the C64 ever. Anyway, I want to quit here, as we will have much more of this next time. Also read the Historical Spotlight along with this article for info about Bert/The BAM, one of the best old Belgian groups ever.

Last words..

Well, a whole lot of work has been put in this issue.. We really hope you liked it, and that you will order the comming issues (for free, ofcoz). But before we get this issue copied for the Venlo meeting tomorrow, I want to write just some little comments and requests. But first, the official release date is set on June the 19th.

Okay, write to us if you want to help with the charts, with hacking articles or whatever, it doesn't matter about what. Also, in the comming issues you can write in letters, reactions and special announcements. These are not swap offers, it's just for if you want to announce your party, the release of a demo, you want to sell/buy anything, or your group needs members. Whatever you like, we'll print it (if there's space). Also the Hackers Unit News Sheet will be spread after the release of this issue. Also write down your phonenumber, we could call you a couple of days before the release of the news issue, for the latest news you have.

Also send in your photo's, we will publish them and give 'em back. When you wish to call through the hottest news, or you have any questions, contact Lord Crucifier or call him at: +31/4951/33603 (Roel).

For the next issue I'm searching for all kinds of packers, to compare their result in combination with Cruelcrunch, hope you can help me (also programmers, here's a chance to match your packer with others!).

So long,
Lord Crucifier.

Next issue's preview!
We hope we can offer you the following:
-Reactions and letters
-The chartsystem explained more + an example
-Interview with Dannie/Success
-Magnetic-strip reading
-Packer tests
-Swappers stuff: diskstealers and ranks

splatterhead /[s]