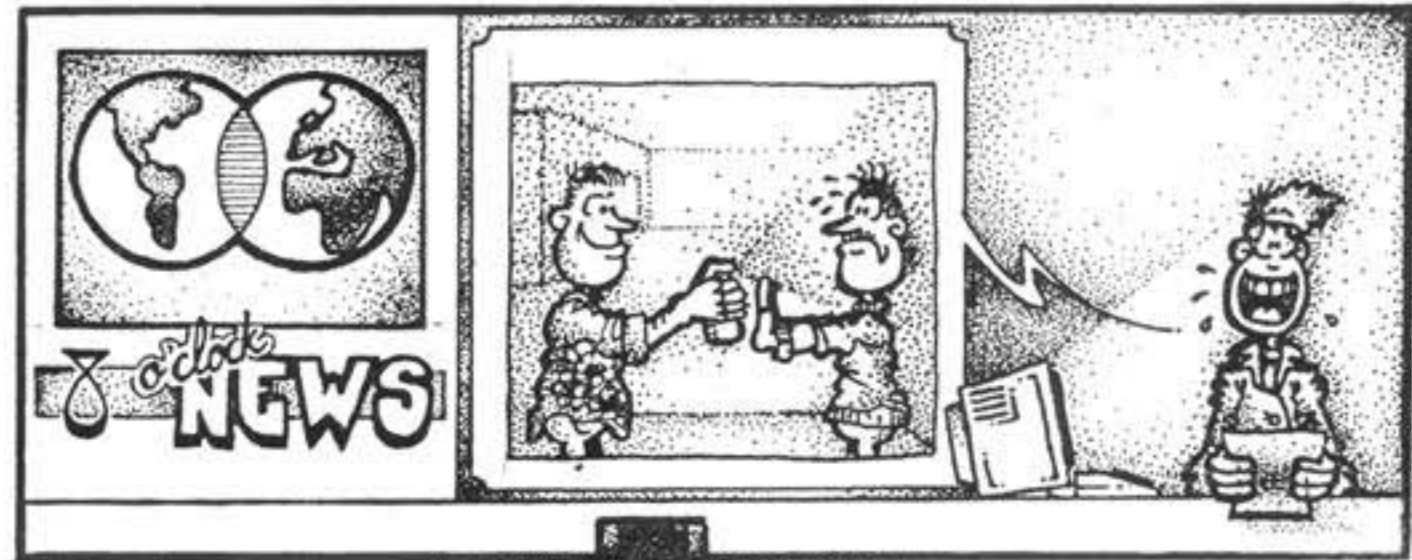




SHOCK



FROM THE WEST OF HOLLAND
SHOCK PRESENT:

- JEROEN TELL INTERVIEWED
- VENLOREPORT
- DEMO OF THE YEARCONTEST
- MUCH MORE!!!

Guerrilla

PAINTED BY:
MIRAGE



Welcome dear readers, to another issue from the wellknow paper magazine SHOCK.

This issue came out earlier than planned, but the main point is, it came out!, well in this issue we have very much new graphix and two vote sheets(!), for this issue we recieced many vote sheets, we hope you will enjoy reading this issue, have fun!

Try to send back the vote sheets, we made two votesheets because you don't have to send two votesheets if a friend of you wants to fill in one to!.

Last venlo meeting we brought about 15 issue's with us, but they were gone even before we knew it, so we will probably bring some more next time, just for all the guys who missed the issue.

We also hope all the americans who will get this issue enjoy it as much as the europeans do.

We expected to get some more articles, but some people who should write them didn't send them, or they will arrive after this issue so we wil probably use those articles next time.

Well we hope you will spread this issue around a bit, already a lot of people spread it for us, but we can always use more people to spread it too.

Next issue will be spread around 20 october, so stay tuned dudes!

18r, druid&skater

Shock main editors: Skater and Druid/culture

Graphix done by : Mirage/die2/culture

Articles done by : Jeroen tell, Antichrist/genesis,

Goblin/light, sorcerer/extasy/censor, bbj/atg, tdf/orion

krs one we wish you good luck in you furhter life and we nope to see you back soon!



Here we sell hardware for your COMMODORE 64 or AMIGA!

How to order?

If you would like to order something, just write to the shock adress,

you write a letter with your adress, telephone# and what you'd like to order and the way you would like to collect the goods that you ordered in 1 of these 3 ways:

- 1.You collect the hardware at the SHOCK adress and pay when you collect the hardware.(you pay nothing extra).
- 2.You collect the hardware at the VENLO-COPYPARTY, you pay 25% in advance and 75% on VENLO.
- 3.You recieve the hardware by mail after you paid the full price+postal costs(+/- \$.75 per item),SHOCK is then not responceible if you don't recieve the package or you pay \$7.5(+\$.75 per item), when you do this you will have to sign for recieving this package!

ITEM:

PRICE:

	gulden	mark	dollar
10 DISKS 5.25"	7.00	6.30	3.85
10 DISKS 3.5"	16.50	14.75	9.05
BOOTSWITCHER/A	20.00	18.00	11.00
AMIGA SOUND DIGITIZER	125.00	112.5	69.00
64 8K CARDRIDGE'	22.50	20.25	13.40

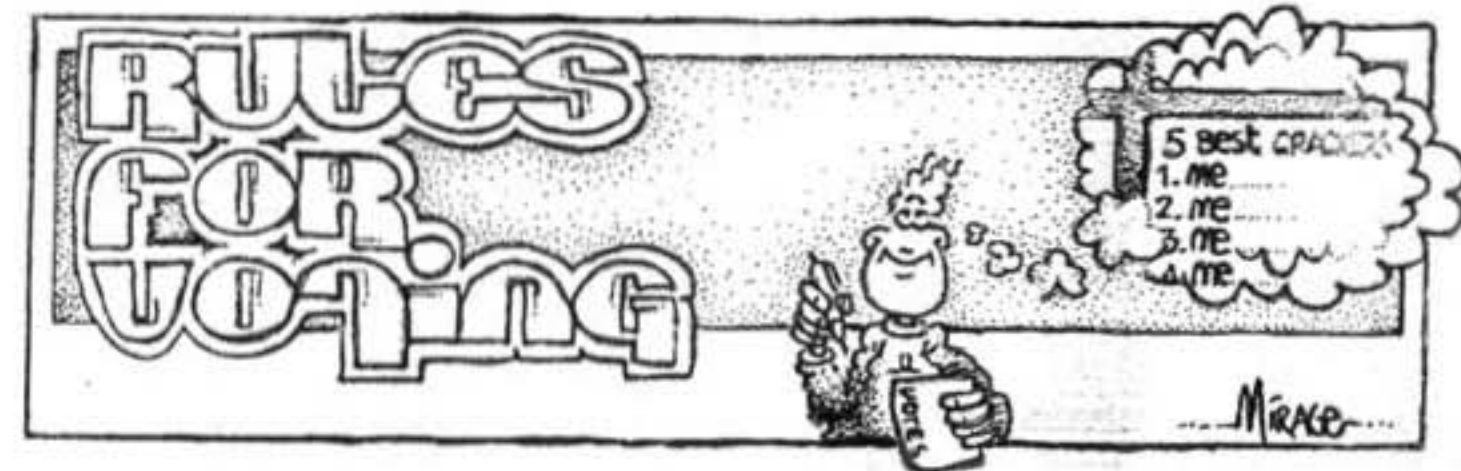
' :This is a programmable battery charged cardridge, you can store any program in this cardridge up to 8k, erase it and use the cardridge again!

batteries and a module disk(V1.0)are included in the price.

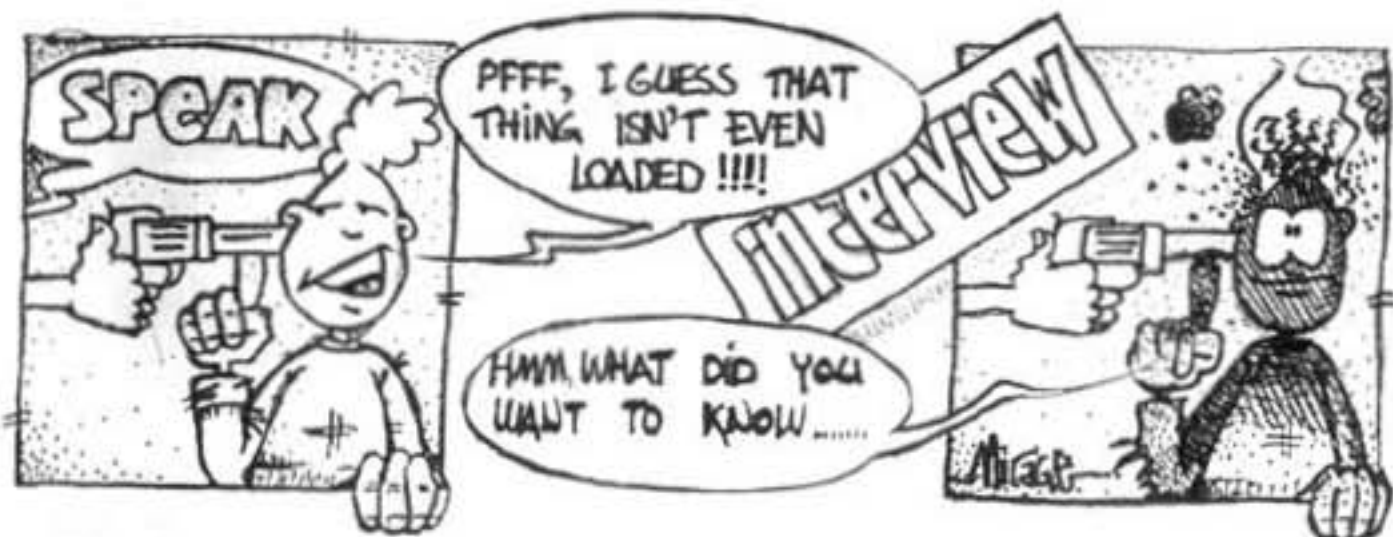


hi! here is a little note from Goblin about a little stupid note written by that 40-year(true)old lamer called JERRY of TRIAD. Now he claims that i have cheated some votes by making friends vote for LIGHT. BAH! here is the TRUE story: Some mags had asked me to fix some articles, votes and stuff like that for their magazines(Scene Press, Observer, Fatal News, Serious and more).So after the Horizon party (where Light came second with Brutal 2, remember?)and at the party, i collected some votes. I do NOT find it strange that people voted us high at that time. Afterall we lost with one lousy vote, so people must like us alot at that time. Secondly i cant understand how Jerry can start screaming about 11 votesheets... I wonder how much diffrence they did in the magazines. Not much i guess, Anyway he also says that i only asked my Fan Club to vote. Hey euzkera and bob/censor are you in my Fan Club?? or razor/1way?? or some guy from level 11(don't even know the guy!) or drac/science 451(i do not know him either..)the note Jerry wrote was just LAME SHIT! he is mad because LIGHT is damned much better than TRIAD, and he is mad because tycoon and injun prefered light instead of Triad,so he had to start annoying me with all those lies. At last: i send out votes to magazines, some had asked me, and i also sent to SNC, because i wanted my address there. Jerry must think i'am some guy who lives only for my computer(like he does). Well i don't. I have alot of other interests besides computing, like being with my friend, play drums in my musicband, playing handball and so on... i compute for fun not to get us in the Charts..i send those votes only to help the magazines out, and give them a reason to put my address in. BAH! so jerry, go put your head in plastic, if you haven't allready, and FUCK OFF!, if you don't like my graphics. I don't care, because that is a matter of taste, and i know that there are people who like it. i sent those votes along time ago, but LIGHT keeps on climbing the charts answer that, LOOSER! later on..

geeee... We in Genesis are pretty angry right now... See, we cracked , megatrained and levelpacked Puffy's Saga(from ubi soft) more than three months ago! (Go joke...) Well, UBI soft gave it to us, but we had to promise not to release it until it was in the shops. So we cracked it, did a nice version, Exodus NTSC fixed it and put it on wild wars as an hidden file. So we waited all those months. We wanted to spread it the first day it would be sold in any shop, but fuck!, ubi soft released it in the usa(together with electronic arts) first, so NEC brought and cracked it but we didn't notice. Grrrrr... Bad luck for us!! The us version of ubi's Puffy's Saga is not the same as the european version, so maybe we will release our(real) version of it though!



1. DO NOT VOTE ON YOUR OWN GROUP OR YOURSELF (WE KNOW THAT YOU ARE #1, BUT YOU MUST GIVE OTHER PEOPLE A CHANCE TOO YOU KNOW...)
2. VOTE ONLY ONCE A SHOCK (WE DON'T NEED THAT MUCH PAPER TO BURN)
3. DON'T ASK US TO WRITE YOUR ADRESS IN THE ADRESS CORNER (WE HAVEN'T GOT ONE YOU SEE!)
4. VOTE ON THOSE GUYS WHO YOU THINK REALY ARE THE BEST (IT'S YOUR OPPINION, NOT YOUR DAD'S).
5. SEND TO VOTE-SHEET BACK AS SOON AS POSSIBLE.
6. PLEASE TRYU TO FIND AONTER COOL DUDE TO FILL OUT THE SECOND VOTESHEET
7. THANX!!



note: (S) stand for SHOCK and (J) stand for Jeroen Tell!

(S): When did you get your first commodore 64?

(J): I got my first 64 in late 1983 or the beginning of 1984(x-mas present?)

(S): In which groups have you been when you started the 64?

(J): I've been in groups like: Boys Without Brains, Scoop and Maniacs Of Noise.

(S): Why did you start making music and did you do it for money or for fun?

(J): I mainly do it for the fame and the fun!

(S): Rumours say that Charles Deenen claims to be the maker of a lot of music you made, is that true?

(J): Yes, but I already expected something like that.

(S): Could you name some games for which you made music?

(J): Turbo Outrun, Hotrod, Cybernoid I+II, Stormlord, After The War, Navy Moves, Scout, Alloyrun, Myth, 2400 AD(USA), Tomcat, Viz, Dan Dare 3, Tin Tin On The Moon, Rubicon, Iron Lord, Eliminator, Savage, etc.(we could go on you know...)

(S): Did you actually leave or were you kicked out of M.O.N.?

(J): I left because i didn't like Charles Deenen letting people join M.O.N. without letting me know about it.

(S): If you were on a desert island with only Charles Deenen on there, what would you do?

(J): Hmm I wouldn't like it, I think i would try to swim to another island, letting Charles Deenen alone!

(S): Do you have any future plans, since you left M.O.N.?

(J): Well, I think I'll start working as a 'free-lance' composer for software houses and start coding sum' games.

(S): Do you think making music depends on the routine you're using, on your own capabilities or a mixture of them?

(J): I'd say 80% capability, 20% routine (and I think i've the best).

(S): If you'd have the chance to join another music company, would you join them?

(J): I'll never ever join any other music company there is!

(S): Do you have a girlfriend?

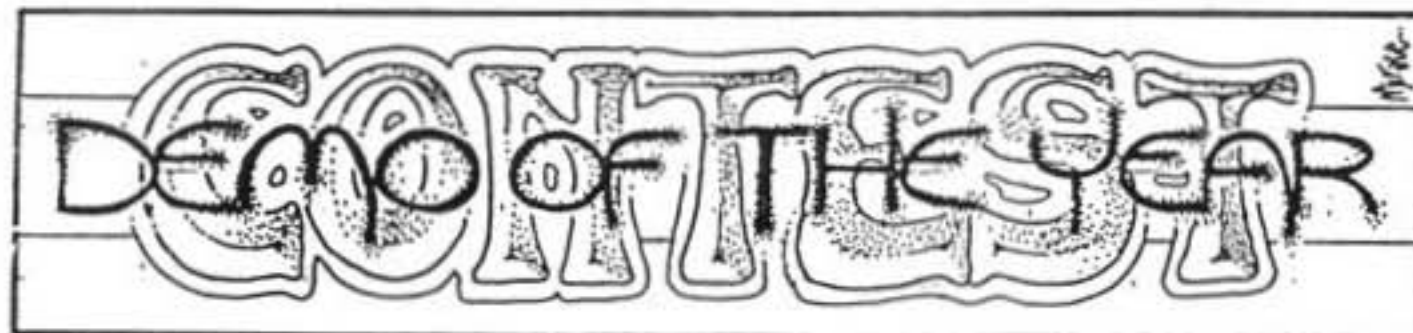
(J): Yes i do, i'd used have another girlfriend every other week, but now i'm going steady for about a year or so.

(S): Do you have any friends/enemies in the scene?

(J): I have many many friends(most of them are professional coders) and a few enemies.

(S): Ok as a last question i ask you to say something to all the dear readers.

(J): Ok, a message to all brass-composers in the scene(no names!) atleast try to improve yourself or imigrate to Iraq and start composing on the ZX-81(yea!)



After Triangle, did the demo of the year for some years, atg took over, if you wanne compete in the demo of the year contest or short d.o.t.y. then you should write to the address below, some groups who allready will compete are.. paranomic designs, blackmail, culture and some more cool wellknows groups, you should send your part to the demo of the year contest befor 1 november, the one who will send his part first will win the competition, but if many people from good groups will send a part we can make a kick ass demo, and release it..

send your part to..

Willy Voesten

Wittevrouwenstraat 24

5807 as, venray/oostrum

holland

if you swap with somebody in atg you can also send it to him..

BBJ/ATG



chat mode engaged..

(S): well first tell me did mystic caverns had any other names?

(J): Yes, when we first started it was called 'the source' and a short time after that it was 'the odyssey'

(S): Was it always a xtc/cen hq's, if not how did you met?

(J): Nam of xtc first called here, and checked out the board and asked us if we would be interested in making this board a xtc hq's, a few weeks later shark did the same, and we became a xtc/cen hq's!

(S): Are you planning to make your board private?

(J): we talked about it, And we might do it.. so it might be private in the near future, but were not sure yet!

(S): Did you ever had any problems with at&t company or other firms?

(J): Not so far, and i hope it never happens!

(S): Do you admire or look up to other sysop's?

(J): I admire anyone who runs a stricked board, who takes the time out to make it the best it can be, i think there are many boards climbing to be ELITE or 0-1 but it's pretty easy to tell the good boards from the wanna be' and thats a reflection on the people who run it!

(S): What do you think about people making a war on your board?

(J): It depends on whose involved but i like people who aren't afraid to speak their mind, i don't like people who kiss ass or hide behind their group, so it don't really bother me!

(S): How do you think your board is running at the moment?

(J) Well we had a major error on the system disk, so we had to re log on, but in my opinion, the boards doing good, i will always want it to be better.. as everyone who runs a bbs, but we do have the 0 dayers, good users and the best co's im quite happy the way it is now!

chat ended...

Board name : Mystic caverns
Sysop : Sorcerer and sorceres
Co-sysops : Nam, Drake, Skater/clt,
Shark/cen, Rockstar/xtc
Amount drives : 1 cmb 9060 12 megs,
1 1581, 1 1541
Bbs Program : C-Base V2.0, but soon to
be on C-base V2.5
Board number : 718/251-7150

Shock(S), Sorcerers(J)

VENLO REPORT

We'd like you to inform you about last months venlo party. Ok, we'll start from the beginning.

We caught the train of 7.45AM to sum' other phreax who we would join to drive to Venlo.

We arrived in Blerinck at 10:30AM and started walkin', a 15 min. walk.

we arrived there and the door was already open so we entered.

We looked around and found out that again more lamers showed up.

After 1 or 2 hours the other part of culture arrived, it took them so long because KRS#1 didn't want to walk and tried to steal a bike, in the meantime we already talked to sum' guys.

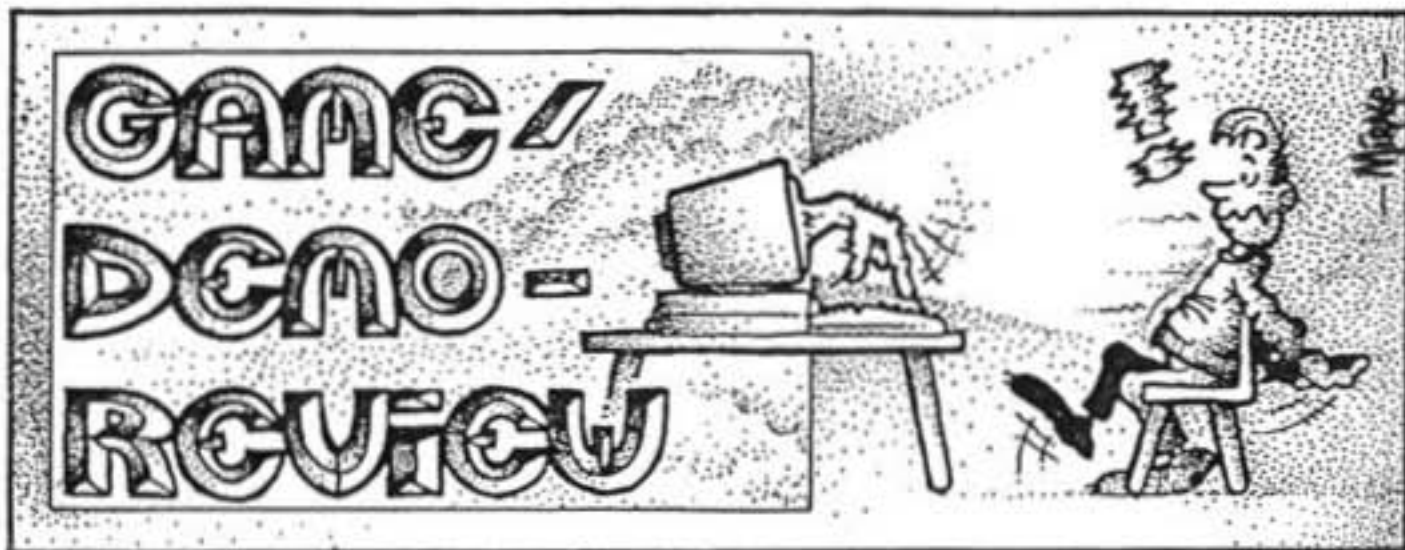
We went outside to get sum'thing to eat at the 'Bitch Bar' and fooled the waitress so we didn't have to pay that much, after this we went back and talked to sum' other guys of the scene(ACTION,ATG,PARAMOUNT,G*P and sum' others), then we heard OMG was there to and we talked to him too, but he had to leave soon so we followed him to the door, there he met SYS/AFL, they talked and suddenly SYS gave OMG a small punch on his cheek, OMG got mad and grabbed his hairspray and sprayed it in SYS' eyes.

SYS got mad because he couldn't see a thing and OMG got away.

A friend of ours managed to make a picture, but when the picture was developed you couldn't see a thing...

(fuck!)

druid&skater



GAME NAME: DUCKTALES
 COMPANY : DISNEY SOFTWARE
 CRACKER : NEC
 IMPORTER : CULTURE
 VERSION : +1 V1.0

This is what i call a real Disney game, the grafix look like the comic and the gameplay is fixable in age.

Your task is to obtain more money than your biggest enemy, Flintheart and become duck of the year in a famous magazine! You can obtain money by collecting treasures in different parts of the world or dive in your money bin, hpping to find a rare coin.

Once you have obtained your money you can either invest this in products at the stockmarket or leave it on the isle of macaroon, where it is safe from loosing it while Turbo is flying you to your next adventure.

Once you have landed on a new part of the world, you get the help of the three nephews, they give you information and our advice is use it!

The adventures can be one of these three options:

1. climb a mountain
2. swing through the jungle
3. walk through the caverns

When you have complete your adventure you get the money the treasure is worth.

you know exactly how much money your opponent has by going to the isle of macaroon.

Each time your opponent get's a treasure you will see a picture showing him and the value of the treasure he found.

The amiga version of this game looks alike the 64 version, only the grafix are done a bit better, but the gameplay is the same.

SHOCK gives 79 out of 100

GAME NAME: BACK TO THE FUTURE II
 COMPANY : IMAGE WORKS
 CRACKERS : LEGEND
 IMPORTED : NEC/NEI
 VERSION : +3. 1 SIDES LEVEL PACKED

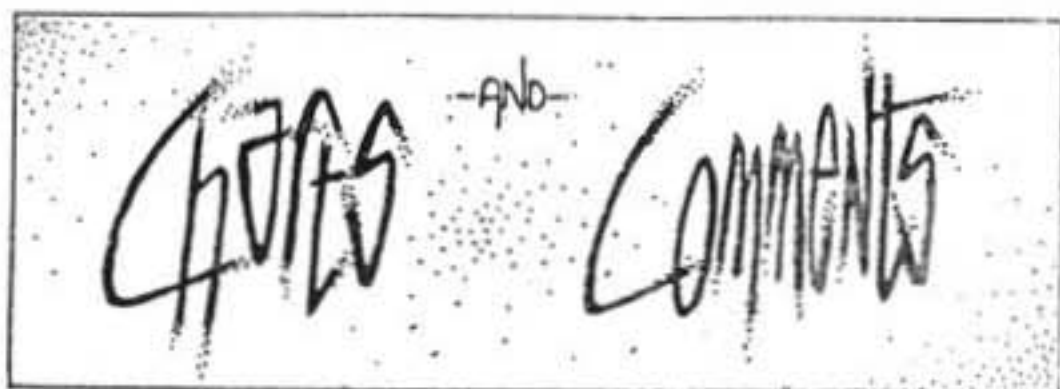
First there was a whole struggle, who should bring it out first, well i'm not sure who brought it out first but i do know that ikari+talent/tsm, legend/nei, genesis/xds, illusion/atc, transcom/ts, and maybe also action/fantasy did.

Well now about the game, The story is your Marty and together with Doc you have to compleet five different levels, full with action, the first level is a up an down left and right scrolling level, you skate on your skateboard, and you have to skate and fight yourself to the next level.

You have to beat up other skaters, avoid cars, and collect points to complete the level. In level two you have to rescue jennifer, you see a map from a house, where you can open doors and close them, when you open one some people start walking and in this way you have to comple the level. Level three is action again, you have to fight your self through a right scrolling level full with guys. You have to beat up to collect points to complete the level, level four is a puzzle.

You see the original and a copy, the original gets all shaken up, and you have to make it like it was in a limited time, you can see how it must be when you look at the little copy, when you have completed that, you will come to level five were you go back to 1955, and you have to skate yourself trough a up and down left and right scrolling level, when your done you will see a picture.. to be concluded in BACK TO THE FUTURE III, the grafix in some levels look a bit blocky but then in other levels very smooth, the intro fucking kixx, so over all the grafix are quite cool, the music is nice, and the game play really kixx, it's cool to have five diffrent levels and that make the game attractive to play..

SHOCK gives 73 out of 100



EURO IMPORT CHART			USA IMPORT CHART		
PLACE	GROUPNAME	POINTS	PLACE	GROUPNAME	POINTS
1. (1)	CULTURE	157	1. (1)	EXODUS	119
2. (2)	IKARI+TALENT	132	2. (2)	NEC/NEI	110
3. (6)	EXTASY	118	3. (3)	FANTASY	66
4. (5)	CRAZY	96	4. (5)	TSM	64
5. (3)	GENESIS	72	5. (9)	DESTINY	63

EURO CRACKER CHART			DEMO CHART		
PLACE	GROUPNAME	POINTS	PLACE	GROUPNAME	POINTS
1. (1)	IKARI+TALENT	344	1. (1)	CREST	269
2. (3)	DOMINATORS	304	2. (3)	HORIZON	213
3. (5)	ILLUSION+ATC	302	3. (2)	ORIGO	212
4. (4)	GENESIS	287	4. (-)	FLASH INC	201
5. (2)	LEGEND	265	5. (7)	CENSOR DESIGN	193
6. (7)	CRAZY	192	6. (11)	BONZAI	190
7. (6)	EXTASY	185	7. (5)	BLACKMAIL	189
8. (8)	PARAMOUNT	176	8. (-)	MEGASTYLE	166
9. (12)	FAIRLIGHT	154	9. (6)	NATO/BUDS	165
10. (11)	TRANSCOM	148	10. (8)	LIGHT	157
11. (9)	CENSOR	147	11. (13)	PARANOMIC	156
12. (13)	NATO	145	12. (12)	BEYOND	154
13. (15)	F4CG	129	13. (4)	COSMOS	148
14. (10)	ACTION	122	14. (10)	ARTLINE DESIGN	140
15. (14)	CLASS	93	15. (15)	BONES	133

SINGLE CRACKER CHART			MUSICIAN CHART		
PLACE	GROUPNAME	POINTS	PLACE	GROUPNAME	POINTS
1. (3)	SNACKY/GENESIS	133	1. (1)	VIBRIANTS	101
2. (4)	SAURON/ILLUSION	101	2. (2)	MANIACS NOISE	88
3. (1)	DOC/IKARI+TALENT	99	3. (3)	ZOCC	71
4. (4)	POWERPLANT/LEGEND	86	4. (4)	JEROEN TELL	35
5. (6)	GOBLIN/GENESIS	75	5. (5)	FLEX/ARTLINE	25

USA CRACKER CHART			GRAPHIC CHART		
PLACE	GROUPNAME	POINTS	PLACE	GROUPNAME	POINTS
1. (1)	NEC/NEI	124	1. (1)	DI-ART	131
2. (2)	ATC+ILLUSION	68	2. (3)	GOTCHA/CRAZY	74
3. (3)	LRU	58	3. (3)	BIZZMO/GENESIS	57
4. (4)	NAPALM	55	4. (3)	SARGE/FAIRLIGHT	36
5. (-)	TSM	48	5. (-)	ARTLINE DESIGN	21

European Cracker Chart

it's obvious that DOMINATORS have defenetly improved themselves, they jumped from the 7th place to the 3rd place and are now settleing themselves on the 2nd place in this months issue. LEGEND fell from the 2nd to the 5th place due to the fact sum' members weren't back in full power yet, but we already see that they are coming back, they had Delivireance(stormlord II) and Back To The Future II(which was done by a lot of european groups who released it allmost at the same time...). Action also droppped sum' ranx, probably because they didn't have that many releases as last month. There are sum' other small changes, but they won't realy snock you. no groups joined or dropped the chart, so at the moment everything is settled.

Demo Chart

Well, this is a bit weird, HORIZON didn't release a demo in the last month and raised 1 place and ORIGO did have a demo (Tour De Force) and droppped one! Although it's just a difference of one point, I expected it the other way around. And then we have the group FLASH INC. who are ranked number 4, I have never seen a demo of these guys... COSMOS dropped 9 places, they had no demo this month.

Single Cracker Chart

DOC/IKARI+TALENT switched places with SNACKY/GENESIS, GOBLIN/GENESIS joined the chart and ROCKSTAR/EXTASY left.

Graphix Chart

Tpa/X-ample dropped 7 places, although X-ample made a game called starfox, the graphix look very nice, but maybe they will be voted higher in next months issue, because this game was released just a few days ago, and we didn't recieve that much votes after that time.

Not else real shocking happen in this chart.

European Import Chart

Extasy climbed from the 6th to the 3rd place, many people probably voted on their perfectly fixed version of the american game Ski Or Die, which came out just before our 2nd issue of shock.

American Import Chart

No change here, just that INC left (which was expected due to the import-stop they made) and a new group, DESTINY joined the chart.

American Cracker Chart

MIRAGFE left and TSM joined...



- Sky, Ass and Tom Tailer of Afl, Wild Style of Vision and Godzilla of Sire, twist(ex-conflict)joined paramount, excelence stopped, make and came were never in, and flimbo changed name to jalt, cococ is now a Paramount magazine
- cyberpunk of Genesis Projects left to join Illusion
- The Survivors are back again, member status is now: pathfinder, wanderer, scratte brain, hitman, extremist and infinity, rich, villian sold his 64, and illusionist joined Destiny
- hein design of Density joined Bml, so did reyn ouwenhand (macmagix), ion was not kicked out, and robert and trooper stopped activities
- Atg have three amarican boards, marco (ex-trc) joined them as a modemtrader
- mitch was kicked out of Dominators
- danko joined Censor Design, unifer was kicked out
- shadow of Transcom, antitrack and big ben of Cosmos joined Legend, tmhc is also back
- the co-op Crazy and Lotus spilt up, Lotus is now only on amiga
- Sucker of Crazy stopped all computer activities, so did jog and mik of dcs, mik will continue on amiga
- Skeemer of Exodus left, the cure's bbs is down, because his dad took his modem
- Stealth of Culture was kicked out, chrizz quited, respect and krs one, stopped for a while, die 2 is now skater and mirage
- Legend made their comeback, new are: shadow of Transcom, antitrack and big ben of Cosmos, and tmhc is also back, both arrogances left, pyle joined crazy
- crumbsucker(stan) of Fantasy is smoking sigares, murdock joined Nec/Nei
- Genesis Project got 4 new members: testament(cracker) punisher(cracker), dawsy(organizer) and rimtix(swapper)

REPLACEMENTS

Yo, there are no replacements, but since we liked the picture that much we decided to print it anyway... This month we have made sum' hidden mistakes, so search them up if you want your name in SHOCK!!!