



The Wall

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Editorial

Hey all ya freakz outthere, welcome to the third issue of this magazine. I hope ya like the issues so far and if ya don't, then please contact us and we will keep it in mind..

For the new readers I have to say that this is a mag without news from the scene, we try to bring you quality but also lotsa fun.

This issue has some new features. It includes some news for PC's because it is a very popular market these days and it would be stupid to forget this wonderfull machine. If there is someone interested in writing articles about the Amiga, he can send it to us by mail.

While I'm not writing this magazine, I'm always busy reading other mags, watching demo's, looking at new releases...etc. In one of the mags I read last month, there was an article about computer-sex. What? Sex with a computer? NO! I mean all those picture-shows featuring nude girls and all other stuff. All you pervert guyz should have already started reading, so what are ya waiting for....?????

-Blitz!



When all moviemakers are still fighting about the rights for the next batman movie, this mag has the honour to present you...

SuperBLITZ

Oh no, this guy must be crazy! Yes, I must admit that I'm pretty mad, but who cares? Last month not so much did happen: I married my sister, but beside of that there was ofcourse the Venlo-meeting. This time it was in Venlo, maybe thats why they call it the Venlo-meeting. At least that make sense...

Some cool groups showed up there. I met Megadeath, Twins, Unicess, Cruisers, Guardian Angels, Crest, and lotsa others.... I've never seen as many versions of one game then the releases of 'Operation Thunderbolt'. All groups said they were the first with releasing it, but the fastest release I've seen is the one from Illusion. These guyz are really fast and they also bring quality so what do you want more?

The Venlo-meeting in June will be on the fourth saterdag(23 june), instead of the third saterdag. In July, everything will be normal again.

There will not be a June issue, but the quality of the July issue shall be better then ever...

'The Wall', the smallest magazine with the best articles! (and crap)

Credits for this issue:

Blitz: Editor/Layout/Articles
Flitzz: Games-review/swapping

Release date: Yesterday

Price: Free!

Next issue: Surely

Contact B-Trax/ Mystery

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Belgium

Thank to: all Mystery members

Aff/ Role (Nice mag)

all contacts of B-Trax

Gorbatsjov

the pope (praise the lord)

all whodka-companies

Playboy





GAMES REVIEW



Yo everyone Fltzz here with sum new games I reviewed. Each one of these games came out in April or in the beginning of May. I changed the 'GAMES REVIEW' section a bit coz I want to review more games than in the previous 2 issues. The text will be shorter but never the less it's still good.

Thanx to all my contacts for delivering me these cool games.

X-OUT

Ahoy ahoy another shoot 'em up. This is not really my kind of game I loved playing it (for a while at least). It took me a while before I figured out which weapons I had to my disposal, how to get 'em and what to do with them. The graphix are quite good and the musix sounds pretty good (both tunes and FX-noise). Genesis was for so far I know the best space shoot 'em up game I played but X-OUT could easily take it's place.

Scores:

Graphix : 9
 Sounds : 8
 Fun : 8 but don't play this one 2 often.

T.V. SPORTS FOOTBALL.



"Beautifull" I said when I saw the graphix from this game. Those are the best graphics I ever saw in a sports game (correct me when I'm wrong). I assure you that TV SPORTS FOOTBALL is also the best american football game on the entire C64 market. In the beginning it's a bit difficult to learn how to use all options but if you know something about this type of sports you'll soon get the hang of it. One other thing: playing one match takes about an hour and there is no music meanwhile.

Scores:

Graphix : a fat 9
 Sounds : 8
 Fun : 8

Ninja spirit:

I've always been waiting for a game like this. I've nothing much to say about it and to keep it short the only thing I want to say about it is: GREAT. The only thing you have to do is killing, smashing, slaying and raping (although I'm not sure about this one). Ofcorz the game has good graphix and sum cool sound FX, the music is OK.

Scores:

Graphix : 9 should do the trick
 Sounds : 7 A pitty the music gets boring
 Fun : 9 and let's play it again Sam.

More Game-reviews, next time...

Welcome in the land of the high telephone-bills and sleepless nights...

To Modem or not to modem

by William 'Blitz' Shakespeare

Last time we talked about the first principles of mode(-trading). This time we continue this story with more practical stuff and in the July issue (coz there isn't going to be a June issue), it's time to build a modem on your own...with my help ofcourse!

Configuration

Before we start communicating, we have to connect our modem correctly and as we have seen in the previous issue...

8 databits
1 stopbit
no parity

What's a Bulletin Board?

Bulletin Boards were build up in the earlier years for people to communicate with two or more persons. Nowadays Bulletin Boards are (most of the time) worldwide networks of computer-systems. A BBS is runned by a sysop (SYStem OPERator) who's work is to control all up- and downloads.

Messages

Most BBS's are offering the possibility to send messages to other people. This can be very handsome when you are having trouble with your computer or other things like that...

The menu

When you are finally in the first menu, after answering lotsa questions, you can choose between different items. When you've made your choice, you will probably get into another menu and so on, until you finally reached the place where you have to be.

In this labyrinth of menues, you get lost very quickly, so there are some tricks for it. The two commands I know are: ' - ' and ' A '. They both go back to the menu you where last and by pressing this command some times, you get back in the first menu.

I don't know if these commands work for the BBS you're planning to use, but it works for th most I use.

Troubles

When your screen looks like: &ler(l56errr##@
The first thing you have to do is NOT calling the sysop and telling him that he has made a self-destroying bomb instead of a BBS, but blame it on the telephone company!

Yes, they're most of the time the cause of the trouble. Most of the time you get trouble with the lines when you're calling at office-time. After 18:00pm it's much better...

If there still are problems, you should check your communication-software if it is right installed.

If that doesn't help there are 3 possibilities:

1. your modem has gone to heaven (amen!)
2. your computer followed him
3. the telephone company again...

Telephone companies do not provide the guaranty of a good quality line!

... and if that doesn't help (BIG trouble!!!!), then you should kill yourself coz your parents cut your telephone line off!

Censored

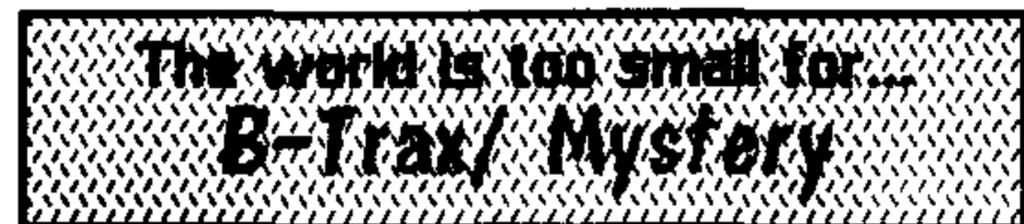
Many official BBS's do not allow copyrighted material (fools!). They delete all sexistic, fascistic, racistic...and some other things that end on '-ic'. No messages that support criminal activities (hacking, cracking...).

Pageserve

Some BBS's have Pageserve, they serve your pages. It's like a book, you can read some prepared pages with different subjects.

So, that's all for now! You now all base-principles and the rest is up to you...

Next time we'll get the final part of our 'to modem or not to modem' serie, in wich we explain how to build our own 300/1200Bd modem.





Hardware-test: Nordic Power

THE REAL ACTION CARTRIDGE

When all other mags are reviewing the Snapshot Cartridge, this mag has to be different and reviews the Nordic Power. This cartridge futures some nice options where all Power Cartridge and Final Cartridge owners can be jealous on.

There are three versions of the cartridge: one for the C-64 (and '128 in '84 mode) and the others are ofcourse the Amiga versions.

The C-64 version

The Nordic Power works with all drives and there is also a tape option. These are the different options:

Ramsystem 3.0: Loads 249 blocks in 7 seconds, serial with interleave3 in CGR-format. All files can be loaded without the cartridge.

Centronics Interface: Possibility to program the userport for use with special printers or other hardware.

Basic Toolkit: Futures all wellknown basic extensions, also possibility to control the Centronics Interface.

Brake: Reduces speed to exercise a game.

Game Utility: Stop the game by pressing the POWER-button, make changes, pack, freez, and start again... Save sprites, grafix, text, sprites, or ofcourse the whole game (Or where you planning to steal some routines from other demo's? Lamel).

Packer: automatically when ya freeze a game and also controlled as basic-command.

Disk/Tape Utility: Disk-backup, disk-copy, fast(?) -format, change header, load from directory...

Assembler Monitor: Ever seen a good cartridge without an assembler monitor? I guess not. Quite nice monitor that futures the most important things.

Sprite Utility: Sprite ripper/changer

Grafix Utility: Works with the most used formats (Koala, Blazing Paddles, HI Eddy...).

Supports different printers and includes a text-finder (very handsome!).

Turbo-Tape: For all those who don't have a diskdrive. Loads till 249 blocks in turbo-tape format.

Tainer Pokes: stop the game and enter pokes for longer live...

There are many cartridges on the market, maybe too many, but this is quite a nice cartridge although most professional will stick to their Expert cartridge because it's programmable. When ya just started on a C64 (you must have been at least five years on an unknown island!) this is the cartridge you're searching for...

The Amiga 500/1000 version

Amiga owners are not interested in tape-turbo's or whatever, but they wan't the serious stuff...

Sound Scanner: Search for samples and play them forwards and backwards. Compatibel with most known musicprograms.



Brake: Reduce the processorspeed to play games to the end.

Backup for two drives: Includes formatting.

Assembler monitor: includes ASCII search and loading of absolute adresses.

Program Freeze: Saves the whole memory on disk by just entering the programname.

Loads 512kB in 20 secs. (Yeke Yekel)

Dia Show: Easy to make your own picture show.

Trainer Pokes: Interrupt the game and enter the trainer pokes.

Grafix Utility: Rip pictures from screen. Many features to select. Print IFF-graph on most printers, also in colour!



See for yourself. If you don't have an Amiga cartridge, I would think seriously about this one...

The Nordic Power Cartridge is manufactured by:

*Data & Electronics
PB 3119
NL-5902 RC Venlo*



Watch out! Because the next month will be very busy for us, there isn't going to be an issue in June.

But, we will be back in July with a, better than ever, issue of your favorite mag.

If you want to send something for publication, then remember that it have to wait until July...

Sorry for all troubles,
the editor.

European Tour



Yes, you are reading it right. We are planning a tour for this summer. It will probably take almost the whole month of July. SEND PARTY INFO!

Sex, bugs and lotsa scrolls

or was it drugs and Rock&Roll?

Help, we've got to save this planet. After the disaster of the sex-lines, there is now a new plague called 'digital sex'. Neneh Cherry sings...we've gotta save da baby's... but she was wrong, we've got to save all kids!

Ofcourse you all have seen some of this software or you must have been in Siberia for ten years. On the '64 it is quite stupid, but on the PC's and the 68000's there are some piccy's wich have a very good quality.

Altoough I never think that it will affect younger people coz most of the picture are so bad that even an expert, as me, has to look very carefull to see what's happening on da screen ...but there are some politician who want to ban dis from da screen.

They will never succeed with banning dis completely, otherwise they could stop all cracking and hacking, and they never succeeded in that either.

On the other hand, there are plans in Germany for starting a videotext-service with only this stuff. There were already some games on the market, such as Leisure Suit Larry (great!) wich are very popular for all ages. Sorry guyz, but I just love this, and if your thinking of banning such terrific games, your a big nerd...

Most of the time it's just a picture show that exists out of digitised pictures. Bad digitised piccy's, done with a 300dpi hand scanner and this explains the bad quality.

Damn, so we just have to stick to the magazines and video's, coz the quality is even not good enough for my teacher in mechanics, and believe me when I tell ya that he's the most impotent guy (gay?) I know....

Let sex rule,
-Blitz-

MYSTERY

As you possible know, B-Trax is now in an international group called 'Mystery'. Mystery is not a group that exists out of fast swappers or whatever... NO! We are trying to build up an international organisation with interest in computers. Our first aim is starting a modem-network such as the compunetwork or Fido. We have a lot other plans for the future and if wan't some more info or you wan't to join, then write to:

Blitz
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If you wan't to do more in live then cracking stupid games or copying a whole day, then you should join a group with a scientific spirit... Mystery!

MS-Dos for the AMIGA

Cat & Korsh, a Dutch firm, is going to release a PC-emulator for the Amiga. The emulator exists of a hardware-extension that will be installed in the Amiga. On the card there is 1Mb of memory available (in Amiga mode, that makes 1,5Mb!) so you still can use programs that need an extended memory.

The card will work as an IBM-XT with a speed of 7,14MHz and the video-mode is CGA/Herc. The Amiga-drive will work as a normal MS-Dos drive.

Well, lotsa promises! Hope they can do it. The price will be around 900hfl (=365 US Dollars).

-Blitz-



Disktest: Sentinel

Here are the testresults for the Sentinel disks done by Blitz...

	ECMA-NORM	RESULTS
Resolution:	>90	98
Overwrite:	<100	71
Error-curve:	<</>>	15-85
Magnetic quality:	-	214
Drive speed:	10-30Nmm	18
Number of labels:	-	10
Price:	+hard plasticbox = 9 US Dollars	

ECMA is a professional norm used by most testing lab's.

Contact us for
CGA/CI28 and PC
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Don't think local, act global!



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

The Charts on the wall

includes for the first time 'illegal' charts!

Coders

1. Horizon
2. Megastyle
3. Contex
4. Crest
5. Censor Design
6. X-Ample
7. Origo
8. Genesis
9. Blackmail
10. Mr. Cursor

Grafix

1. Blackmail
2. X-Ample
3. Genesis

Games

No game-charts this time coz we are working on this one. It will be back next time, better then ever..

Musix

1. Vibrants
2. Maniacs of Noise
3. X-Ample

Demo-groups

1. Crest
2. Contex
3. Bones
4. Horizon
5. Megastyle

Cracking

1. Genesis Project
2. Legend
3. Ikari & Talent
4. Illusion
5. Succes & X-Ray

Well, as you can see, we really changed the charts a lot this time because we thought that they were not up to date. Hope you agree with the results. If not, you can influence them by sending us your results. Just write to:
The Wall PB131 3000 Leuven3 Belgium

ex-telex-telex-telex-telex-telex-telex-tel
The demo-competition from Horizon was a big succes for the guyz in Origo. They won the first price and we think they really deserved it. The second place was for Light and the 3rd place for Flash.

Although we do not always agree with the guyz from Legend, we really think that they didn't recrack 'No Mercy'. Is that better Goldfish?

Amok is holding a demo-competition. If you have made a nice logo that reads 'AMOK' or some nice tunes, you can send it to them and they will put it in front of Sex'n'Crime (the best disk-magazine!). This is your chance of getting known or even get more famous then you already are...

The Russians are learning fast at copying. They are really terrorizing the PC-market. The (American) software companies have almost nothing to sell behind there coz there's no law on protecting software in Russia (let's switch homes...!).

If you want to see how Russians do computing, then you should visit the International Computer Show in Moscou that takes place on the 11-12th of July. I'm not sure that you are going to see a lot of Russian computers coz there will be a lot of American companies. When there's money to earn, you can find the American blood-dogs... Or was it hot-dogs???

IBM managed to make a 16Mbit memory-chip. I guess we have to wait some centuries to see it build in a '64.

As you can see, this mag has a new policy. But we hope it only increase the quality. Watch out for the JULY (!) issue, coz it features some nice things, such as:

- * How to build your own modem?
- * More game-reviews.
- * The demo-reviews will be back.
- * More PC and Amiga(?) stuff.
- * ..

See ya in July,
Blitz!