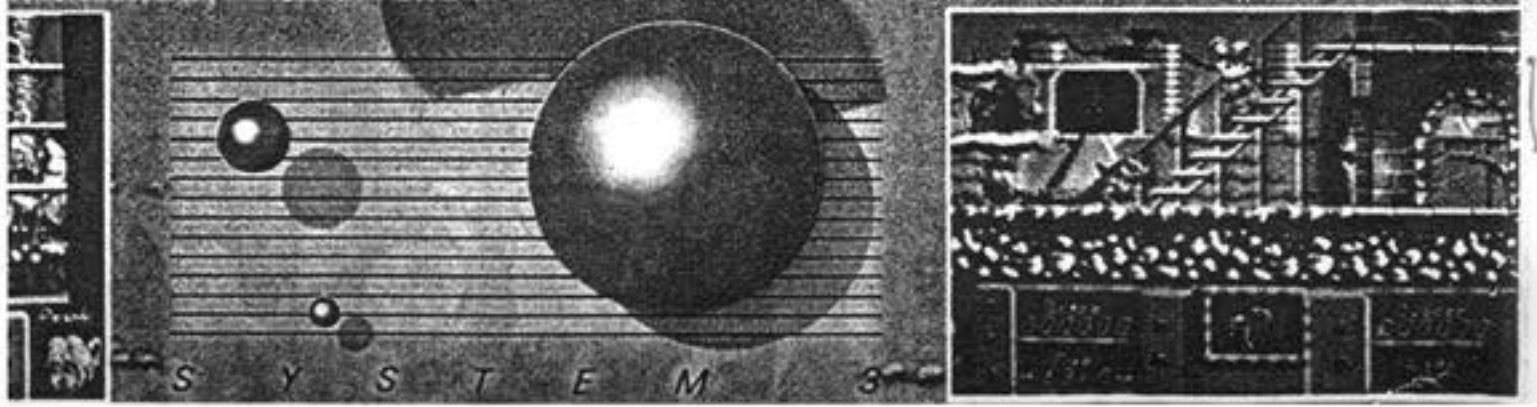


Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress. Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game — par excellence.

FLIMBO'S SERIOUSLY DETERMINED, BUT OH SO SERIOUSLY CUTE...!



# SHOCKER

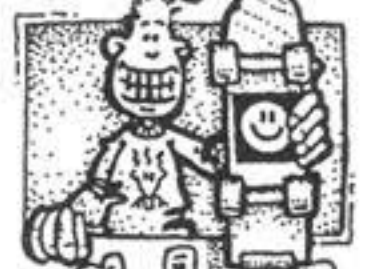


issue n° 2  
 JULY 1990  
 FL 1,- DM 1,-

YOUR MAIN EDITORS :



David



Spiter!

IN THIS ISSUE:

- SPITFIRE INTERVIEWED
- FLIMBO REVIEWED
- CROMANCHE PARTY

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# EVANGELINE

PAINTED BY: Mirabelle/Culture



# Editorial



Welcome everyone to the second issue from cultures paper magazine.

After the first issue was released we got many positive reactions, especially about the graphix, and layout.

This time we have some more article's, and ofcourse a new front page and more. Too bad the first issue didn't get spread that well, the main reason for this is that we had just a few copys, only the guys who helped and some guys in venlo got a copy.(better luck next time guys...).

Too bad we couldn't make it to venlo(July), and that's the main reason why issue two didn't get released in venlo this time, next month there will be no shock, because in a week skater will take a vacation for four weeks, but the next issue will be spread somewhere around, 20 september.

Thanx to all the guy's who returned the votesheets and to all the guys in culture for collecting them, we hope you will enjoy this issue, and spread it around to your friends and contacts, thanx...

## REPLACEMENTS

Some of our dear readers found a few mistakes in the 1st issue(we aren't perfect u know!), we place the mistakes in this part of the mag.

Ok here we go...

We wrote that sam joined beyond force together with his brother, that's wrong, max joined beyond force, with his brother levathan, sam was in beyond force for a long time and his brother does nothing(thanx destino), then we wrote that gotcha was in crazy+lotus, this is not true, he is only in crazy. We also wrote that gotcha lived in swiss that not true he lives in germany, and he also isn't a graphix group, which we knew(thanx deff)

-SHOCK-STORE-SHOCK-STORE-SHOCK-STORE-SHOCK-STORE-SHOCK

Welcome to this new item in the SHOCK magazine!  
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 hardware 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 responceable 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:

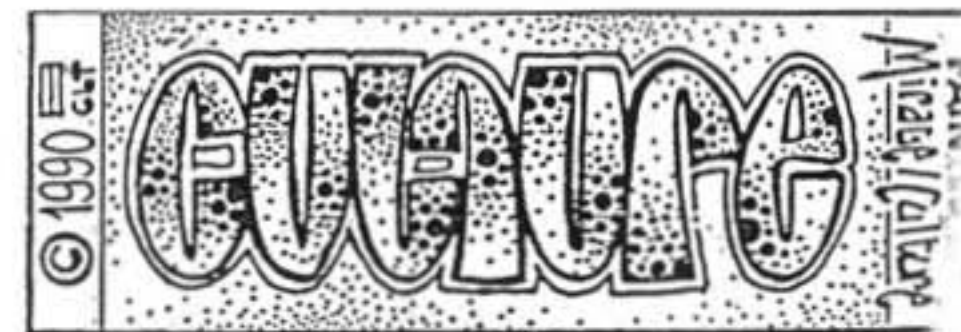
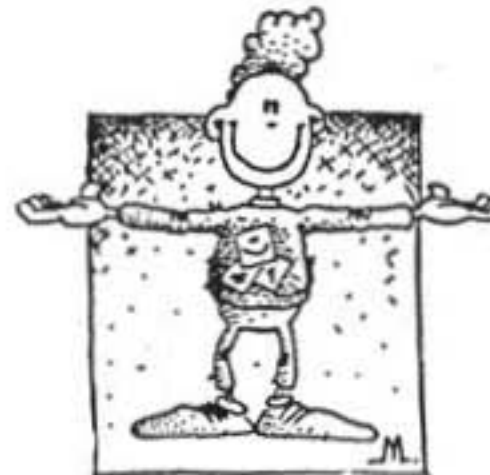
	gulden	mark	dollar
10 DISKS 5.25"	7.00	6.30	3.85
10 DISKS 3.5"	17.50	15.75	9.65
BOOTSWITCHER/A	20.00	18.00	11.00
6/8 BIT DIGITIZER/A	125.00	112.5	69.00
BK CARDRIDGE/C'	22.50	20.25	13.40

' :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.

\*:/A means ONLY AMIGA

:/C means ONLY C-64



# NEWS

- sonny of bonzai, left bonzai to join dominators, lethal news is dead, he might start up a new magazine called buisness
- after a short time in class mr.smart left class because he thought the other members were to lazy, and he joined nato, infocomie joined too
- action has two new members, murdock of fantasy, a calling card hacker, who is also in fantasy, kamikaze joined the legal part, after scene press was on game on for eleven months, mamba will take over for six months
- trade of autopsy was busted for phone phreaking, tankard will continue importing for autopsy
- the fbi-crew changed their name into chromance, they kicked out the lazy and lame members
- deek of genesis project is now in both vibrants and amok, but he did not left genesis project, he also will do the music for chase head quaters 2
- hawkeye of motion left motion to join beyond force
- moz(ic)art of shape seems to have joined beyond force
- cosmos design got a new member, his name is mc.lord, he's a musician and swapper and a brother from hannes
- dynamix was dead for two days, but got reformed again, only visual and yankee left, and wanted to join censor, but they were refused, and laurens joined crest as a original supplier, dynamix now only has five members, they are: syndicate, leftty, roy, stanz and tracer
- the danish post seems to kick the danish swappers butt, they already caught some guys from xfactor, class and triangle, and some amiga guys for all kinds of stamp cheating
- north east crackers has a new member, his name is defiance
- illusion and atc, seem to be in a kind of a cracking co-operation and they really seem to kick ass(ed.flimbo)

- there is a Federation Against Unig/Umak, Inc, excell/ikari+talent is one of the members, and they are searching for more members
- kilroy, computer broke down, he won't fix it, his board legacy of brutality is down(probably forever)
- trc will pass insane reality 2, and they now will make a demo called fantasy (ed.it's good to have some competition in holland again)
- some guys from exodus and excalibur, formed destiny, the barber and asterix are members for sure
- hewson needed music for their new game stormlord 2, jeroen tell, laxity and charles deened/mon and link/vibrants musics all got refused
- rowdy of fairlight is back again, and will soon release some new demo's again
- injun was never in oneway, he stayed in triad, oneway is dead
- also tycoon is back in triad, also unknown, wilson joined too
- two members from triad(watchman and dynamic)left and formed rebels, some members from royalty and hero(ex.
- arrogance of legend was kicked out, also yedi of legend, was kicked out because he droped his board
- antitrack of cosmos was asked for transcom, he hasn't decided yet

THE MAIN EDITORS FROM THE SHOCK-PAPERMAGAZINE ARE SKATER/DIE2/CULTURE AND DRUID/CULTURE.  
THE GRAPHIX WERE DONE BY: MIRAGE/CULTURE AND CHRIZZ/DIE2/CULTURE.  
THANX TO SPITFIRE/ACTION, FOR THE INTERVIEW  
THIS WAY WE THANK EVERYBODY WHO MADE IT POSSIBLE TO PRINT PUBLISH AND SPREAD THIS MAGAZINE!



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+31 1882-1456 peter







# VACATION

since skater is on vacation when the next issue is to be released, issue #3 will be delayed, also because most dudes are on vacation and they probably have other interest than the 64 scene the other reason is that mirage is in France for three weeks, so he can't do the new front page and the rest of the graphix we need.

That's why the number 3 issue will be released somewhere in september, next issue will certainly contain some new surprises for our readers

Shock

DID YOU HAVE  
YOUR SHOCK™  
TODAY....



CULTURE

you can help shock papermagazine by giving everybody an objective view(as far as votes can be objective) by returning the votesheet to a culture member giving votes on: european crackers, best demo groups, best usa cracker, best euro importers, best usa importers, best music GROUPS, best graphic makers, best SINGLE crackers... Don't vote on yourself, vote on guys who have recently done something and vote only once a shock!!!

The vote sheet can be found in the middle of the shock papermagazine.

The editors can not be held responsible for what is being written in the SHOCK PAPERMAGAZINE.

SHOCK :Do you happen to have any favorite boards in the usa?

SPITFIRE:Channel 0(our USA HQ's), but I don't call boards that much, I call just to keep my access up...

SHOCK :do you have anything to say to the readers?

SPITFIRE:i just want to say that I'm not that bad as everybody said

SHOCK :Ok, thank for waiting

SPITFIRE:no problem, bye(vroom)

## SOME INTERESTING FACTS ABOUT CHARLES DEENEN BY PIM/LOUDNESS.

All you guys know him: Charles "TMC" Deenen(ed. we'll call him C.D. in the rest of this article!), the creator of the so-called routine often used by Maniacs Of Noise to express their sound, about which I have no complaints by the way.

A friend of mine knows him quite well and recently he called him quite often and you can say they were quite good friends in some way.

About six months ago, when I still was a member of the lousy group "SOLAR DESIGNS" we were planning a copy-party in cooperation with blackmail.

My friend asked C.D. if he would like to come and eventually play some music on the synthesizer.

C.D. agreed with this even though the distance from Holthees to Papendrecht(the place where the party was held) was very big.

The invitations for the meeting were pressed and spread. Then C.D. seemed "not to be so sure" he'd come.

He didn't know if he could get some good transport.

My friend urged him to at least try hard. So he would.

The day for the party C.D. called to my house(my friend was there, too) and told Jeroen Tel had had an accident and he couldn't perform on his own.

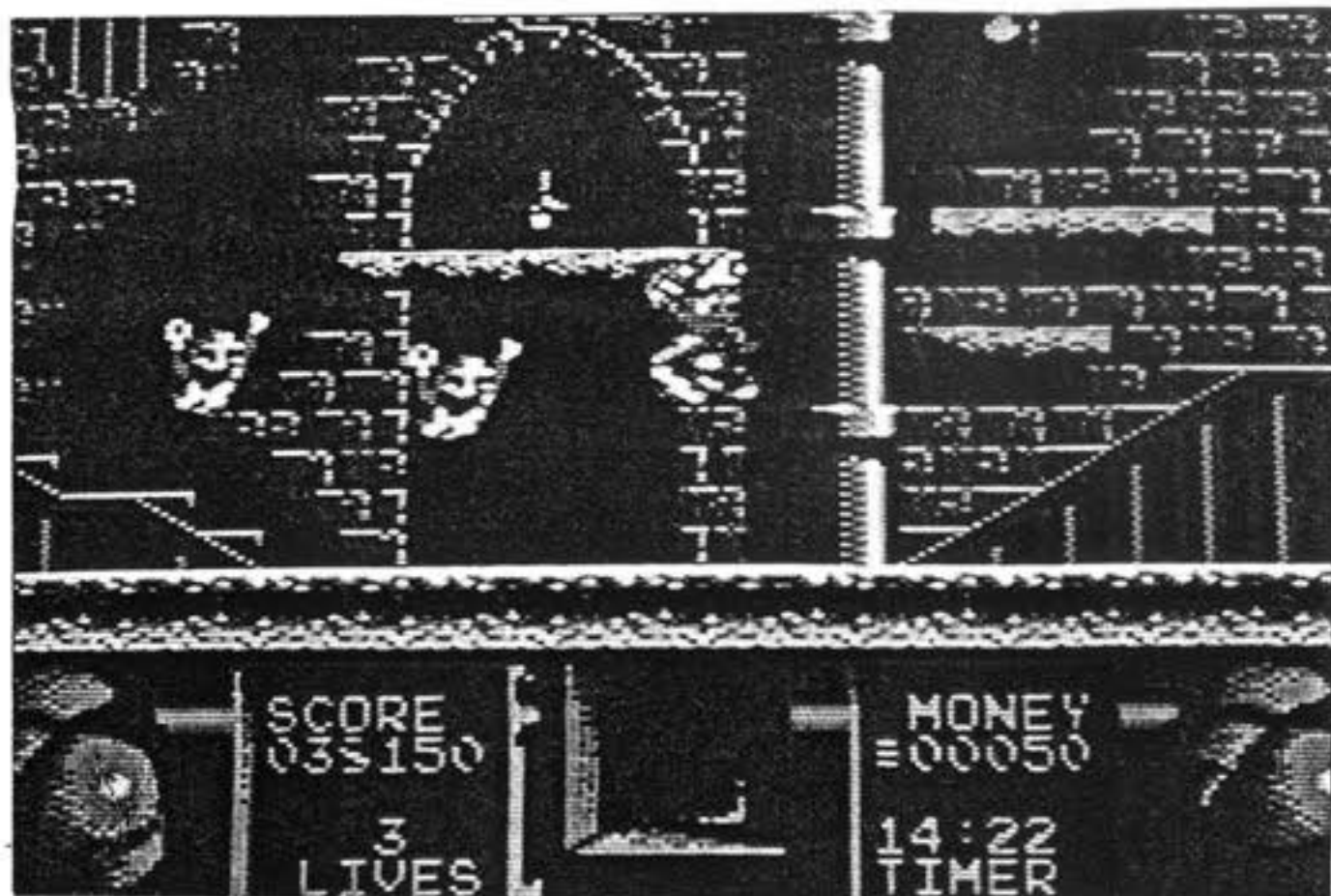
Again my friend tried to let him come anyway but he began with the story about transportation again.

C.D. promised to call to the party whether he'd come or not. He did not come.

That sounds like just bad luck, until I saw Jeroen Tel hopping around without a scratch.

I also heard from a guy in MON that C.D. was just not in a good mood of coming and so he thought up that kind of stupid lie.





GAME NAME: WINGS OF FURY  
 COMPANY : BRODERBUND  
 CRACK : NEC/FIX I+T  
 VERSION : +4

You are the pilot of a F6F HELLCAT, a powerful plane, in the year 1944 in the far east. your mission is to provide air support for the USS WASP, a damaged aircraft carrier and must get safe to the port to be repaired and it ain't is going to be easy!

The gameplay of this game is quite good though the joystick control is a bit wierd, but you get used to that in a second.

The graphix are average, I love the graphix of your own plane, especially when it's turning around.

The sound could be better, because while playing there is no game music, just the bullit sound.

When you think this game is too easy for you, just pick a higher rank in the main menu.

All these things together make this game look quite good to me, especially when you have in your mind that this game was made in the U.S..

This game will give you plenty of fun when you want sum'thing else then fighting ninja's, evil monsters or soccer games!

Shock gives 73 out of 100.

## CHROMANCE PARTY IN HUNGARY!

**Biggest Party Ever Seen In Budapest!  
 FBI's Official Successor As Host!  
 Party Invitation For 25-26 August!**

As you already know, the newly formed leader group in Hungary, CHROMANCE was built on the ruins of the late FBI CREW. Best freaks with best abilities are now inviting you to the best pardey in Hungary for 64 and Amiga owners!

**DETAILS:** The party takes place at a big cultural house, which holds 200 men. Carry your sleeping-bag with you to have a dream if you get tired. Democompetition with funny prizes available both for 64 and Amiga. Demos and infos will be projected on a huge film screen. Lamers are blasted away, Hungarians will arrive only with personal invitation. No danger of cops, 'coz there's no law or police against piracy!

**CHEAPEST BACKGROUND:** Budapest/Hungary is definitely cheap for a Western'er as you'll see. Just some data: 1 Big Mac+1 Big Pomm'Fri'+0.5 l Coke is about (all!) 200 Forints which is DM 4 or ATS 25! And other prices are also low!

**HOW TO GET THERE:** If you turn a page you'll see a precise map for own use (you can tear out this middle sheet and carry with you). Follow the map if coming by car. If you come by train, plane, tourist bus or so then don't waste time, just drop into a cab and show the other side of the map to the driver and point to the framed Party Address. The cab trip costs about 100-200 Forints (DM 3-4) so it's not too expensive.

**PARTY ENTRANCE FEE:** Forints: 200 (Only for Hungarians, ofcourse!)

DM : 10

ATS : 69

Feel welcome in Budapest, capital of Hungary on this party! You're not obliged to exchange your money, but if you wanna, use banks but look out for the changing discount. Never change money out on streets even you are offered well! Those people are traitors and you'll suck... We at party accept any kind of currency.

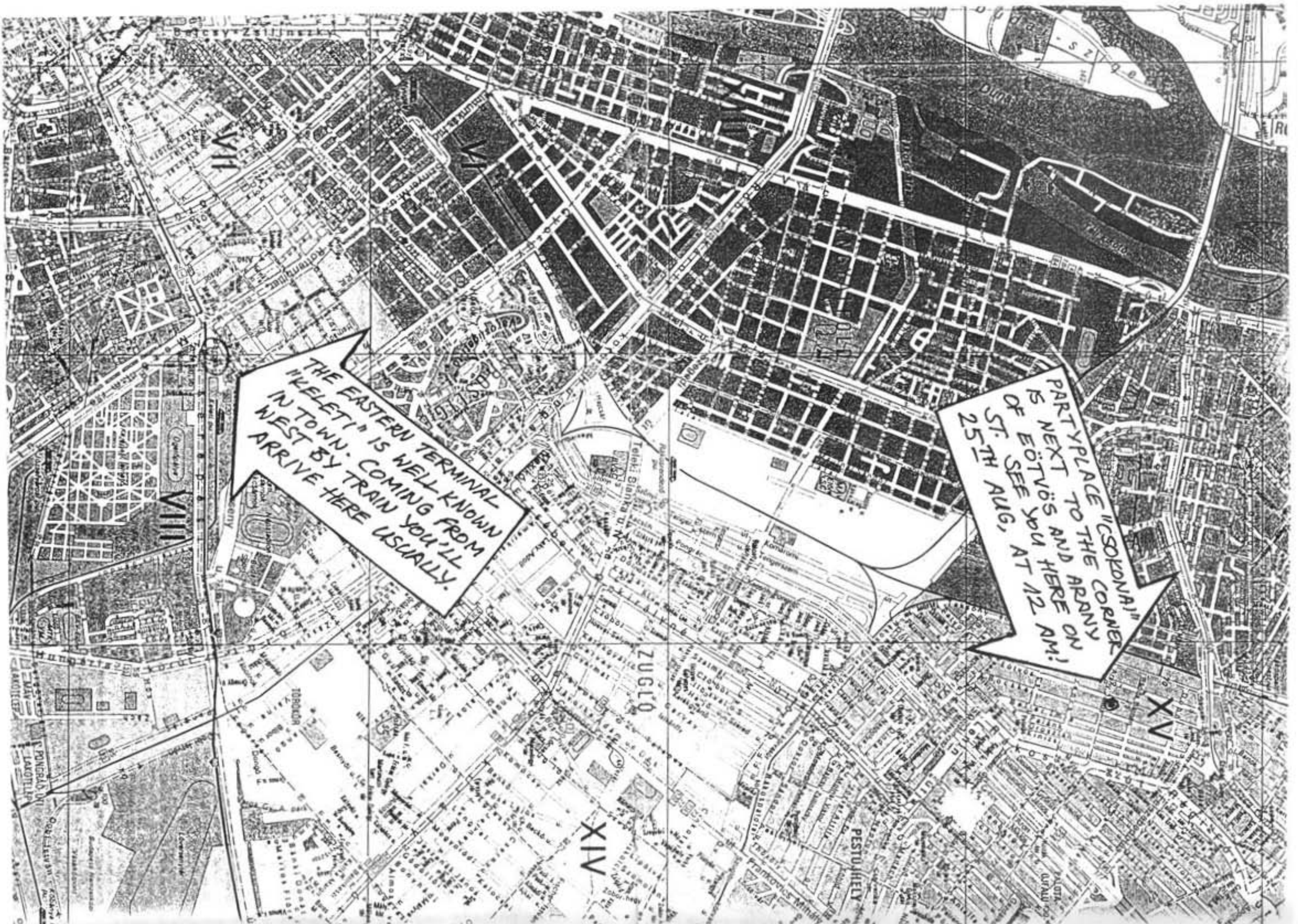
**HOW TO JOIN THE PARTY:** Send a readable form with your data like this (be exact!):

- Name/group
- Coming alone/together with X dudes
- Your machine is 64/Amiga
- You carry: machine(s), monitor/tv, drive(s), other equipments.

Depending on your machine, send your application to the following addresses:

AMIGA:	64:
CHROMANCE	CHROMANCE
LETET 103/PF. 701	Latinka S. 41
1399 Budapest	1116 Budapest
Both addresses are ofcourse in HUNGARY!	





THE EASTERN TERMINAL  
"MELETI" IS WELL KNOWN  
IN TOWN. COMING FROM  
WEST BY TRAIN YOU'LL  
ARRIVE HERE USUALLY.

PARTY PLACE "CSOKONAI"  
NEXT TO THE ARANY  
IS NEXT AND HERE ON  
OF EÖTVÖS AND HERE ON,  
ST. AUG, AT 12 AM,  
25<sup>TH</sup> AUG,

VIII

VIII

XIV

ZUGLÓ

XV

PESTJELLY





# CHROMANCE PARTY IN BUDAPEST/HUNGARY

25-26 AUGUST OF 1990

## PARTY ADDRESS:

CSOKONAI MUV. KOZP.  
XV. Eotvos u. 64-66.  
Budapest/HUNGARY

## PARTYPLACE PHONES:

(+36) 1-169-0495  
(+36) 1-189-2240

THIS MONTH WE PRESENT AN INTERVIEW WITH SPITFIRE OF ACTION

SHOCK :Could you tell us something about your past on the 64 scene?

SPITFIRE:I got my 1st 64 back in '84 as a X-mas present and began as a swapper, in 1987 I joined xades society and started cracking one year later, in March 1989 I started action, I'm now still in action and I also do some legal work for companies.

SHOCK :What are your main jobs in action?

SPITFIRE:My main jobs in action are original supplier, cracker, modemtrader, organizer

SHOCK :Do you have any ambitions?

SPITFIRE:To have some real friends in the scene to stay in contact with, money, fame and having my status of beeing #1.

SHOCK :Who are your friends in the scene?

SPITFIRE:all action members(of course) and fantasy

SHOCK :Do you have enemies?

SPITFIRE:Allmost everybody, crazy (it was worse then that it now is).

SHOCK :What was your biggest dissapointment in the scene?

SPITFIRE:Well it happened on the June issue of Venlo when an ex-member of strike force turned me in 3 years ago when i was caught for the 1st(!) time, he told me that he was sure that I took my revenge by turning him in too, which i didn't!

SHOCK :Why are you trading with fantasy?

SPITFIRE:The time we went trading with fantasy, excalibur was going down, their fixer desided to decrease his activity on fixing and exc also got problems with getting codes, then I met Jean(Technique) and also because he's german we started trading with fantasy, we share our ho(Channel 0/718-356-1879).

HelpLine: In any case of problems call either the place numbers, or:

(+36) 1-120-0772 ask for Jean

(+36) 1-186-3478 ask for Chris

Up to the beginning of the party only!

# CULTURE



GAME NAME: SHADOW WARRIOR  
COMPANY : OCEAN  
CRACKER : DOMINATORS  
VERSION : +3, LEVELPACKED



You're shadow warrior, your task is to stop the evil warlord, because of his fiendish plan for global domination, before this warlord is destroyed, you have to fulfill 6 sideways scrolling levels, filled with all the same enemies, only with other colours. Before ending every level you have to kill some big guys.

The whole game takes place in and around the city of New York, the graphics are quite nice, but not really stunning, your shadow 'ninja' warrior, is drawn cool, it jumps very cool, and the other ninja movements are great too, too bad you can't get any ninja stars or other ninja tools, you just have to do it all with your hands.

The music is very nice though.

When you look at the intro of the game, you might think this game sucks, but after playing, it's quite nice even though the background graphics look like converted from Spectrum.

Overall the game looks nice, but nothing compared with other Ocean games like: Bad Man, and many other golden oldies...

SHOCK gives 65 out of 100

GAME NAME: FLIMBO'S QUEST  
COMPANY : SYSTEM 3  
CRACK : ILLUSION+ATC  
VERSION : +6, LEVELPACKED

You're Flimbo and you have to rescue your favourite girl, which is in the hands of the evil professor Franz Dandruff's, before you're in Dandruff's castle you have to complete seven side-way levels, filled with failed genetic experimental creatures, some of them carry letters which you have to collect to fulfill the level, others carry money, which makes it possible to buy things which make the game better playable, this all can be done by the wizard, he can be found behind one of the secret doors, when you have all the letters this forms a password which makes it possible to enter the next level, when all levels are finished you have to give all the passwords, and your girl will be rescued, and you will live long and happy.

After a long time of Last Ninja, Tusker, and Vendetta games, SYSTEM 3 finally released a game without any flying ninjas, or boxing evil man, the game graphics look very stylish and smooth and were done by Arthur van Jole (who also did the Hawkeye graphics).

The music really fits to the cartoony game, and was done by Johannes Bjergaard from Maniacs of Noise, the gameplay is very cool and you won't be bored because you will see some new smooth creatures every level, with the trainers it's possible to fulfill each level within a minute, although the game is cool, and really worth to be copied...

shock gives 93 out of 100





The things(ed.now it's getting interesting!) i know about C.D. and MON are stated below.

You can accept them to be 99%(!!) certain.

I don't want this to be a revenge or sum'thing like that, i just want to let you know this way to watch out for this guy.

C.D. made a routine which was a ripp-off from some other player, he added some effects that made the routine sound much cooler.

Only the rastertime shows that the routine is an upgraded version of an old routine.

C.D. never kicked Jeroen Tel; Jeroen Tel left because he didn't need TMC anymore;he made a much better routine.

MON never really had any form of a so-called contract with a software-house, the whole story of contracts for music-groups is a big laugh anyway, because there are no such arrangements by most leading software houses.

The choice of music depends on the budget and taste of the programmer.

Neither C.D. nor any other (former)member of MON does his editing by pc.

The Amiga routine of MON was made by some unknown guy, C.D. let him come into MON, used his routine and kicked him out as soon as he had legal rights to it.

Several effects of the 64 routine of MUN are based upon pure luck luck, about some things C.D. doesn't even know how his own routine works.

As you can see I am not so positive about that cute little character.

you must judge for yourself if you agree with that.

I want you to know that NO WAY I dislike anything in the form of music made by MON, it's only C.D. as a person that makes me go antiperistaltic.

#### EURO CRACKER CHART

PLACE	GROUPNAME	POINTS
1. (1)	IKARI+TALENT	217
2. (2)	LEGEND	177
3. (7)	DOMINATORS	152
4. (3)	GENESIS PROJECT	142
=. (4)	ILLUSION+ATC	120
6. (8)	EXTASY	89
7. (6)	CRAZY+LOTUS	73
8. (5)	PARAMOUNT+AFL	69
9. (11)	CENSOR	44
10.(10)	ACTION	34
11.(9)	TRANSCOM	25
12.(12)	FAIRLIGHT	24
13.(-)	NATO	22
14.(15)	CLASS	21
15.(14)	F4CG	19

#### DEMO CHART

PLACE	GROUPNAME	POINTS
1. (1)	CREST	151
2. (2)	ORIGO	89
3. (6)	HORIZON	84
4. (5)	COSMOS	78
5. (4)	BLACKMAIL	64
6. (7)	BUDS/NATO	56
7. (3)	CENSOR	55
8. (9)	LIGHT	51
9. (13)	RULING COMPANY	25
10.(10)	ARTLINE DESIGN	24
11.(-)	BONZAI	22
12.(-)	BEYOND FORCE	19
13.(-)	PARANOMIC	18
14.(-)	XAKK	17
15.(12)	BONES	10

#### EUROPEAN IMPORTERS

PLACE	GROUPNAME	POINTS
1. (1)	CULTURE	69
2. (2)	IKARI+TALENT	44
3. (3)	GENESIS	25
(4)	LEGEND	25
5. (6)	CRAZY+LOTUS	22
6. (-)	DOMINATORS	11
(8)	EXTASY	11
8. (-)	ILLUSION+ATC	7
(7)	MANOWAR	7
10.(-)	HOTLINE	6

#### USA IMPORTERS

PLACE	GROUPNAME	POINTS
1. (1)	EXODUS	49
2. (2)	NEI/NEC	42
3. (3)	FANTASY	34
4. (5)	INC	22
5. (-)	TSM	18
6. (-)	DEMONIX	10
(-)	ATC+ILLUSION	10
7. (-)	EXCALIBUR	6
(6)	NAPALM	6
9. (-)	DENSITY	5
10.(4)	OPTICAL	3

#### SINGLE CRACKERS

PLACE	GROUPNAME	POINTS
1. (-)	DOC/IKARI+TALENT	47
2. (-)	ROCKSTAR/EXTASY	32
3. (-)	SNACKY/GENESIS	28
4. (-)	SAURON/ILLUSION	22
(-)	POWERPLANT/LEGEND	22
6. (-)	GOBLIN/GENESIS	19
7. (-)	ARROGANCE/LEGEND	18
8. (-)	DEEJAY/C+LOTUS	16
9. (-)	DOGFRIEND/DOM	13
10.(-)	MGM/CRAZY+LOTUS	12

#### GRAPHIX CHART

PLACE	GROUPNAME	POINTS
1. (1)	DI-ART	76
2. (5)	TPA/X-AMPLE	24
3. (8)	BIZZMO/G*P	21
(2)	SARGE/FLT	21
(3)	GOTCHA/CRAZY	21
6. (10)	FOX/BONZAI	14
7. (9)	DIE 2/CULTURE	13
(-)	HOBBIT/TRANSCOM	13
9. (6)	GBF DESIGN	10
10.(14)	REDSTAR	9





USA CRACKERS			MUSICIAN CHART		
PLACE	GROUPNAME	POINTS	PLACE	GROUPNAME	POINTS
1. (1)	NEC	85	1. (1)	VIBRIANTS	66
2. (2)	ATC+ILLUSION	39	2. (2)	MANIACS OF NOISE	53
3. (3)	LRU	31	3. (3)	20CC	32
4. (5)	NAPALM	12	4. (-)	JEROEN TELL	13
5. (6)	MIRAGE	10	5. (-)	TIM FOLLIN	12

### European Cracker Chart

Welp you surely do can see that it is holiday in europe, no real shocking changes in the cracker chart, only DOM improved theirselves, by climbing up from the 7th place to the 3th, they had quite sum' good releases like dynasty wars, klax, kick off II and shadow warriors. The rest is not really interesting, 1 gained a place, the other dropped one...

### Best Demomakers

Here is just what i expected, CREST is voted as the number 1, because they did a real nice job on their demo 'the bubble tale' and they now have the credit from this, 151 points! But then HORIZON climbed up to the 3th place, don't ask me why, ask the votes. CENSOR DESIGNS dropped from 3 to 7, although they did a nice job with wonderland VI. Sum' new groups entered the charts like BONZAI, BEYOND FORCE, XAKK (their last demo, so...) and PARANOMIC, who made a good start with 'digital delight'.

### American Cracker Chart

NEC is still ruling the american scene with their sprankling releases of american games, their best releases of this month were SKI OR DIE (skate or die II) and WINGS OF FURY. No other group was able to beat them in speed or quality, they usually have 2 or 3 trainers on the cracks. Rumours say that MIRAGE (who is always 1 or 2 days later with the same releases NEC has) is ripping NEC intro and then just plug their intro on the game. But nobody really cares about that because all the MIRAGE wares are banned from ELITE-boards...

### Best Cracker Chart

This is the new chart in the shock magazine, not soo many people voted on this chart because there were 2 different vote-sheets. DOC/I+T is probably voted number 1 because of his good job done on VENDETTA.

### Music Chart

No change, except that we named JEROEN TELL since he isn't in M.O.N. anymore...

### Best Graphix Men

TPA/X-AMPLE raised 3 places by climbing to the 2nd place. BIZZMO/G\*P finally got the place he deserved, he raised to the 3rd place. HOBBIT/TCOM came in on the 8th place, probably because of his cool graphix in 'CCCP'.

### American Import Chart

TSM, entered the chart, because IKARI+TALENT is now trading with them. what else happen here? nothing specialy happen. +++

no carrier.

### European Import Chart

Here nothing changed, numbers 1-4 were the same as last month, only PARAMOUNT+ALPHA FLIGHT dropped the chart.

