



De Passie van Takeover?

Als deelnemer aan het Takeover event ben je natuurlijk enthousiast over de ontwikkelingen op computer gebied. Variërend van netwerk technologieën tot de w e b - e n a b l e d c o n s u m e n t e n electronica van de volgende eeuw werkt CMG voor de grootste bedrijven die stuk voor stuk tot de besten op h u n v a k g e b i e d behoren.

CMG heeft vestigingen in Amstelveen, Amsterdam, Alkmaar, Arnhem, Den Haag, Eindhoven, Enschede, Groningen, Maastricht, Rotterdam, Utrecht en Woerden.

Op 18 juni ben je welkom op een inloopmiddag bij CMG E i n d h o v e n , Luchthavenweg 57, 040-29 57 777



De Aanpak van een Ambachtsman?

Als consultant van CMG word je ingezet op projecten waar een professionele aanpak garant staat voor een goed resultaat.

Bij de toepassing van de nieuwste methoden en technieken word je ondersteund vanuit diverse competence centers en getraind op basis van een gedegen opleidingsplan.

De Ambitie van een Ondernemer?

Bij CMG krijg je alle ruimte voor je ontwikkeling. Je eigen inzet en potentie zijn bepalend voor hoe je de geboden kansen benut.

Net zoals in een eigen onderneming word je beoordeeld op je resultaten en navenant beloond.

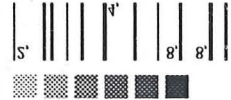
Heb je vragen of wil je meer informatie over CMG, bezoek dan onze w e b s i t e <http://www.cmg.nl> of stuur een e-mail naar esther.straver@cmg.nl.

CMG



e i n d h o v e n 4 5 6 - 0 6 - 9 9





At Takeover 98 we decided that it would be fun to give everybody a free booklet with all kinds of information about the party. Things like party rules, competition schedules, network information, etc. We added some articles and fun pages, and the result was the little yellow magazine you might remember from last year.

Too bad the booklet was done in a great hurry, and the quality of the paper was far from perfect so that some pages were very hard to read.

But we found that the idea of the booklet was good. And people seemed to like it. And it was original. And still, I don't think that there are many parties where you get a magazine for free (I remember that I had to pay 1 dollar to get one sheet of paper with the deadlines at The Party a couple of years back!). So this year we found it logical to come up with another booklet.

And you're looking at the result right now. Like last year, we started way too late on the creation of this magazine. I am writing this one week before Takeover, and we haven't got a clue on how and where we should get 600 copies printed. But apparently we managed to find some place to do it, otherwise you wouldn't be reading this. Hahaha. (sorry, organizer's humor).

So what's there to be found in this year's issue?

Well, as you might expect, all the usual stuff is here: all the competition rules, the party schedule, the surprise party rules (great ideas Sparcus!), and other boring party stuff like how to connect your piece of machinery to the party network. Why would anyone want to get connected, when they have a beautiful booklet like this? Hahaha. (sorry, more organizer's humor).

But there's more: lot's more. What to say of the exclusive interview with mister Björn Lynne (aka Dr. Awesome / Crusaders), a very interesting story about the building you're in right now:

The Auditorium, a story about the future of www.takeover.nl, and some more Internet blablah in an article called "The scene and the Internet".

If you came to Takeover just to enjoy the party network, you might be interested in the Answer Competition: a special, and as far as we know the first in it's kind, competition in which you have to answer 35 simple questions. Very easy questions actually, knowing that you can use the Internet as your source of information!

Perhaps you have only come to the Auditorium to enjoy the performance of Vic! In that case you should really check out the preview of his concert, somewhere in this booklet.

Another idea we got was to organize a special "Artist Competition". We have asked several scene graphicicians to create a special page for this magazine, with the idea that the audience can vote which one they like most. The only rule that applied for this competition was to draw some picture with as theme "digital flower".

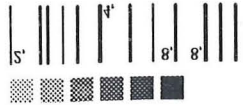
Like always, we were far too late to ask some people to participate, so only Antony / Pulse, Visualize / Sunflower and Simon / Prone were fast enough to enter. You can see their digital flowers somewhere in the mag!

Well, enough said so far. We hope that you have great fun reading this mag, and that you keep it as a souvenir of Takeover 99.

Now start having the time of your life!!



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Internet and the scene by The REW

Auditorium by JAL

Catering by the organizers

Surprise competitions by Sparcus

Future of the website by The REW

Links by Assa

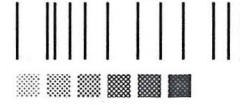
Closing words by JAL

Produced 1 week before Takeover, started on the may 25th, ended on may 31st 1:20 am. The people unlucky enough to be involved were Aap, The REW and Assa.

The booklet was designed using Freehand, exported to PDF, burned on cd-rom and then rushed to the printer. Back-up copies were transferred to the already overloaded ftp-site for Takeover.

The endresult you are holding in your hands contains lots of material by different persons, and is copyrighted to Takeover. (which means it is considered un-gentleman like behaviour to use it without our permission)

Opening words



Hello, and a big welcome to Takeover'99. After all the pre-party fun, here it finally is: Takeover, edition 1999. The third in series, and the longest ever: 46 consecutive hours of non-stop partying, performances, competitions, networking, movies and above all: great fun. The organizers are proud to present a party where good taste comes natural and high spirits are included in the entry fee.

In this party booklet you will find all the party rules (be sure to read them!), the competition rules, the party schedule and deadlines, stories, art work, how to set up your network connection and much more. Read it from cover to cover, and we guarantee you will never be the same person you were before.

Also be sure to regularly check the Takeover'99 on-party website (www.takeover.nl), as all the latest information about deadlines, competition rules, surprise competitions, competition entries and lost girlfriends will be made available just for you. And as if that isn't enough, we will allow you to use the website to participate in our own

version of democracy we call voting: you can actually tell us what you think are the best entries of each competition, no extra costs charged.

Well, it's about time we shut up, as you have yet to unpack your stuff, plug in your best friend to the power grid, hook it up to the lifeline otherwise known as network, and start doing what you came here for: having the party of your life!



the organizers

left to right

sparcus

jal

da p

the rew

aap

trigon

redhound

(picture taker)

aj

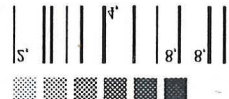
(absent)



SURGEON GENERAL'S WARNING :
Too much testosterone may result in
severe or even fatal braindamage.

party

Please behave



The organizers have the right to refuse admittance to anyone, remove anyone from the party place, and turn anyone over to the police in case of serious misconduct. This includes fighting, racism, facism, nudism, spreading illegal software and ignoring the party rules.

You are attending the party place at your own risk. The Takeover'99 organization and the Eindhoven University of Technology cannot be held responsible for anything. This includes any loss of or damage to personal belongings (including computers and other equipment).

Disorderly conduct like fighting, racism, vandalism, stealing, etc. is forbidden. When you display such behaviour you risk removal from the party place, and being handed over to the proper authorities.

It is illegal to use or sell soft- and hard-drugs at the party place. People using or selling hard drugs will be handed over to the police, people selling softdrugs are removed from the party place. It is not allowed to use softdrugs in any of the party halls or at the premises of the university.

When removed from the party place you cannot claim any refund of the entrance fee.

It is illegal to sell food, hardware, software or anything else without written notice of the Takeover'99 organization.

Due to agreements with the catering, it is not allowed to bring your own food and drinks inside. There will be plenty of food and drinks available in the main hall.

Coffee machines, micro wave ovens and other high-power equipment are not allowed.

Smoking, eating and drinking is only allowed in the main hall, not in the competition hall and

sleeping room. When smoking in the main hall please use the ashtrays, and when finished eating or drinking please deposit any packages, leftovers etc. in the designated garbage bags.

It is not allowed to sleep in the main hall and competition hall. Sleeping is only allowed in the sleeping room. When you sleep outside the sleeping room you risk being woken up.

The sleeping hall will only be open during nighttime (there will be university sporting events during daytime). The exact opening times of the sleeping hall will be announced at the party.

When there are no activities in the competition hall, it will be closed. It is not allowed to be in the competition hall when it is closed.

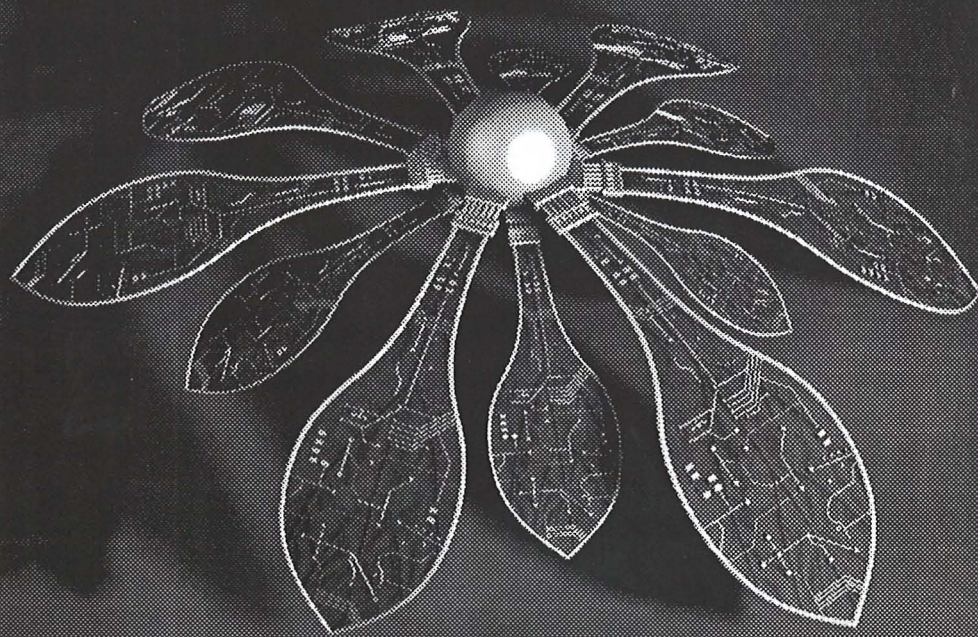
The main hall (including the side rooms), the competition hall and the sleeping hall are the only indoor places that are open to party visitors. Access to all other indoor areas, whether blocked or not, is prohibited.

To prevent theft, it is not allowed to move or remove computers and other equipment in the main hall during the competitions and other big events.



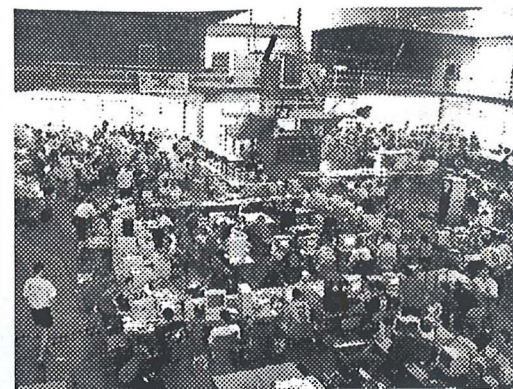
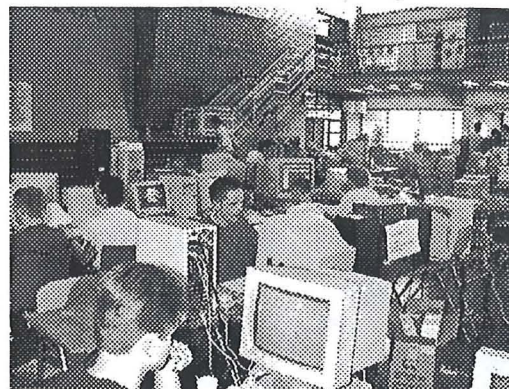
party

DIGITAL FLOWERS
SIMON 1998



party

Remembering Takeover98



It was a nice warm evening in May 1998 when I first set foot in this Auditorium in Eindhoven. Being my first scene party ever, the ambience struck me like lightning. Never before had I seen (and heard) such a wealth of people, computers and equipment. I felt almost instantly at home.

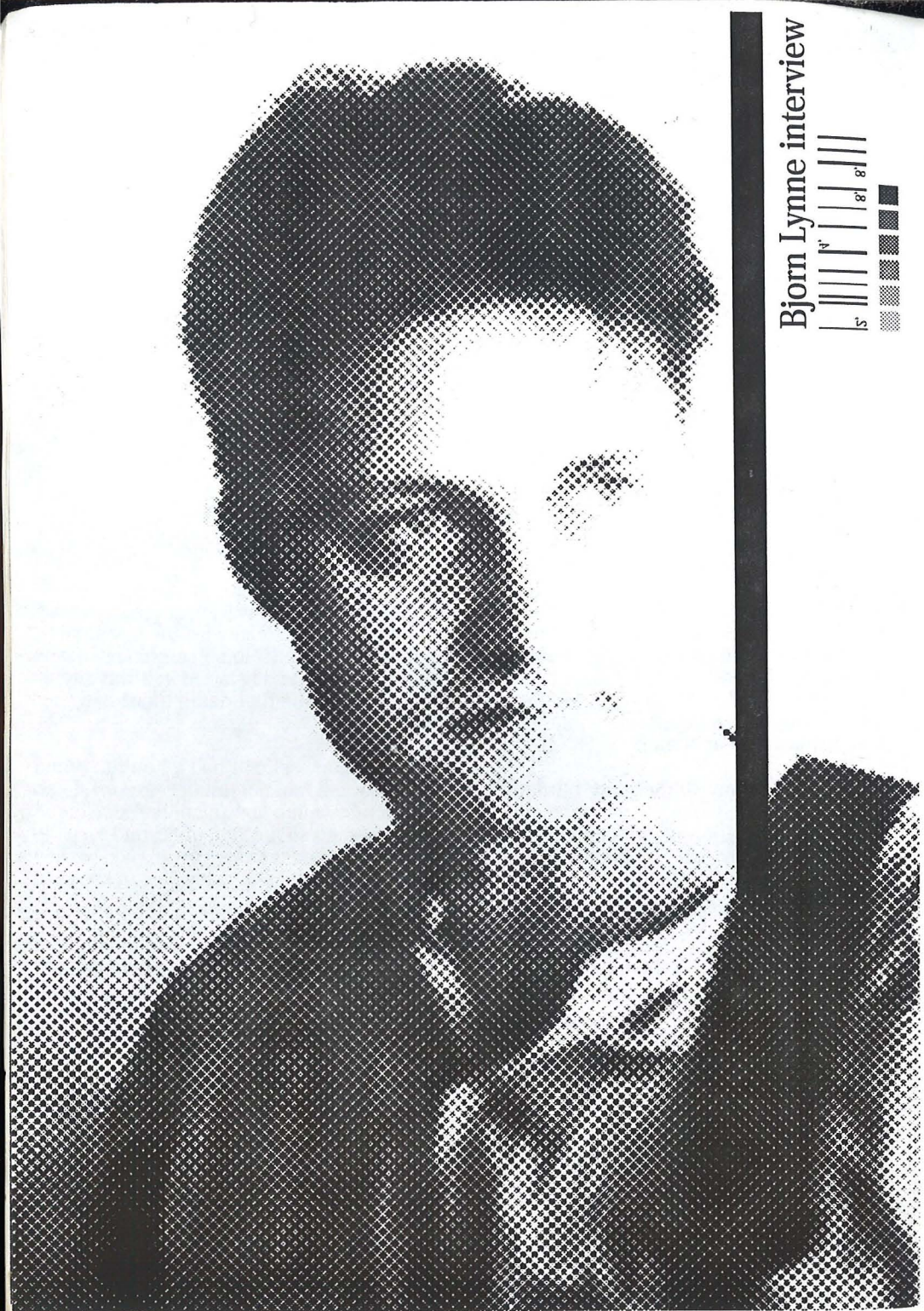
As soon as I set my (hopelessly outdated) equipment on some tables, drawn some power and tried (a futile attempt, someone told me later) to plug a BNC cable into the nearby HUB, I went exploring, finding all those friends I had met earlier as bits and bytes, on the Internet.

Even though I probably wasn't one (yet), I felt myself a true scener, a different species that can only be found on such an occasion. I must say the organisation was nearly flawless (and I don't say that because I am in this mag, it's true). The hall was great, the catering was quite okay and the compo hall was something most movie halls would kill for.

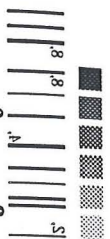
But that was not all. I will never forget the day I watched Second Reality for the first time. A friend had uploaded it to my machine when he was at my place, and I started it. It was simply overwhelming, the first demo that I had ever watched.

Quite a similar feeling I had when the demo compo started. And not just because my demo was the first in line and (ofcourse) crashed. I had never seen so much at once, and on a big screen! It was hard to believe people had worked so hard to get their shit ready, just to see it on the big screen!

Takeover '98 was to me a perfect example of what scene life should be: overwhelming, 48-hours awake, computers and competitions! I hope Takeover '99 will be even better. At least my demo will be!



Bjorn Lynne interview



Bjorn Lynne interview



If you are a frequent visitor of our website you'll know that what we call a "Scene Professional" is a scene artist who has made a profession out of his scene talents. We thought it fun to continue this serie in the Takeover paper magazine that you're now reading.

For the occasion we had a chat with mister Bjorn Lynne, perhaps better known as Dr. Awesome of the Crusaders. Dr. Awesome did that what every musician dreams of: becoming a professional musician, allowing you to make music al day long. It wasn't an easy thing to do though: in 1995 he sold everything he owned back in Norway, and accepted a job at Team 17 Software in the United Kingdom, to start a new part in his life as a game musician.

Dr. Awesome entered the Amiga scene back in 1987 and founded the Amiga group Crusaders with some friends. Lynne did all the music for a lot of Crusaders demos and music disks like "Audio-X" (flapping toilet-seats, remember?), "Bacteria", "Bass-o-Matic", "Micro Concept", the first 18 issues of the "Official Crusaders Eurochart" and so on.

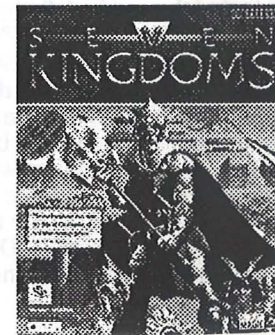
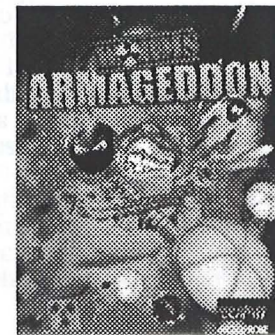
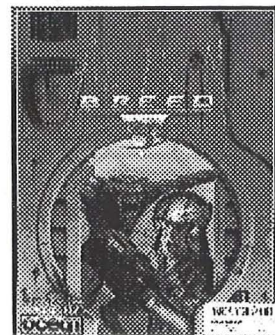
"i Yes, I was composing MOD music since about 1987 in the early start of the Amiga demo scene" says Lynne. "i I think I have made nearly 400 MOD songs! Most of that was from about '87 till '93"

But it wasn't all MOD songs that Lynne did; in

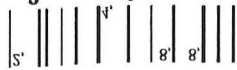
the period 91 through 94 he made a slow and gradual change from MOD music over to normal CD music instead: "i About the time when I started as a full time musician in 1995, the game-music consisted of a kind of mix between MOD, MIDI and CD formats" tells Lynne. "i So in those years, I had to juggle all the different music formats every day. But nowadays days it's mostly normal CD audio in most games. Except in some PlayStation, N64 and Dreamcast games, where MIDI music is still used quite often, but with custom-made samples". "i I'm not really involved with creating the actual gameplay or anything like that" explains Lynne when asked if he is involved in the creation of the games developed at Team 17. "i Usually I come into a project when it's about half-finished, i.e. the main code is there, most of the main graphics are there, but the levels have not been designed yet, the network code has not yet been made, and all the detailed graphics have not yet been made".

Lynne gets involved in the process when the game is about one year away from release: "i I get early playable or viewable versions of the game and game graphics, and then I try to get "into the mood" by playing the game or just looking at graphics and animations. Then I just sit down and try to reflect that mood/feeling with music".

"i I guess it's just a natural thing"i0 says Lynne when asked if creating game music is different



Bjorn Lynne interview



than the music he created as Dr. Awesome. "i When you're writing music for games, you always have to think about the game first, and then the music. The music is never written just for the music itself, it is always a "slave" to the environment it is in. So when you work with that for a long time, you start to get an urge to write music that is just music and just lives it's own life. It feels good to just set the creativity free and not have to think about that the music has to fit this or that specific spaceship, this or that specific racing-track or whatever. So I think that's what made me start to work with my own pure music CDs outside the game-world".

Being in the professional game music business for four years means that Bjorn Lynne is getting kind of an experienced veteran already. Game music has evolved from simple bleeper stuff done by the programmers themselves, through MOD file type music to CD audio music performed by real musicians and orchestras.

"i The latest hype is music that is starting to be more custom written specifically for each scene in the game: music that changes according to how the player is playing the game" explains Lynne. "i Thanks to some frontrunners and pioneers in game music, like Chris Huelsbeck who first introduced realistically sounding orchestral emulations using synths and samplers into game music. Of course, nowadays we are all doing it - I'm writing an orchestral sci-fi soundtrack right now actually, to a game with the working-title "Phoenix" - but there were early cases that pushed the boundaries of game music. And it's still going on".

Lynne is making music all day, whenever he can. During working hours he is always working for some project or another. But it doesn't stop there: "i In the evenings and weekends, I usually work on my "private" music projects like my symphonic rock CDs or the trance/goatrance CDs under my side-project "Divinorum". So you can say that I'm a doubletime musician" says

Lynne with a big smile on his face.

So he's a workaholic! No doubt about that! He has released a whole bunch of CD's using his own name "Bjorn Lynne". He got himself a record contract, and when his first CD's were actually for sale in music shops, Lynne was so proud that he actually bought a copy of his own CD!

The music Lynne makes under his "Bjorn Lynne" label can be called symphonic or progressive rock. This music style was more or less "invented" in the end of the sixties when bands like Genesis, Yes and Pink Floyd, who started to experiment with songs that were longer than usual and had complex rythms.

Nowadays a lot of new bands are making this kind of music again: often very talented musicians that are inspired by the old lads mentioned above, and by eachother. Bjorn Lynne defenitely being one of them.

"i I listen to a lot of bands that are maybe not so well known, but are really superb bands with unique and individual styles" says Lynne. "Porcupine Tree" is one of these bands, although they are actually starting to get quite popular and 'commercial' now. Other great bands that I listen to a lot is "Spock's Beard", "Ritual", "Ozric Tentacles" and lots of others".

Lynne is a multi-instrumentalist. On his albums he plays all synths, bass guitars, and most of the electric guitar stuff. "i Actually, about 90% of the guitar on my CD is played by me" says Lynne. "i But for some extra difficult or fast guitar-parts, I hire session-musicians who are specialists in their instrument, and can therefore play the fast and difficult parts better than I can" confesses Lynne.

Playing all instruments yourself can be a great advantage during the creation of a new album. However, it can be a disadvantage when your album is finished: cause playing live gigs and

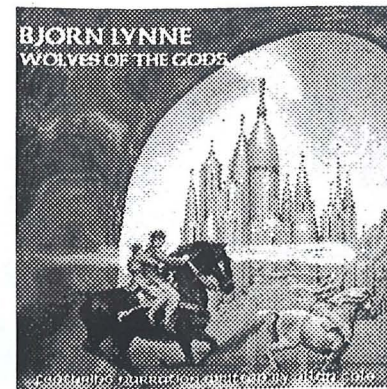
Bjorn Lynne interview



The last two albums that Bjorn Lynne released were "Wizard of the Winds / When the Gods Slept" and "Wolves of the Gods", and are both inspired by the fantasy novels of Allan Cole. Lynne explains that he was inspired by Cole's novels and decided to contact the writer himself: "i A couple of years ago, I read "Wizard of the Winds", and I got quite inspired by it, so I decided to write some music based on some of the persons and chapters in the book. After I'd done a few songs, I decided to contact Allan Cole himself, and ask him if it would be okay for him if I released a CD album based on his book. He thought it was a great idea, and over the next few months, we became good friends".

"He even wrote some short stories for each song, that I put in the CD-cover. So the next year, I did the same thing with his next book, "Wolves of the Gods". And maybe in the year 2000 or 2001, I will complete the trilogy by also making a CD album based on the third book in the series, "The Gods Awaken" smiles Lynne.

His previous CD is released with two different titles: "Wizard of the Winds" in the USA, and "When the Gods Slept" in the UK. This is simply because the book was also released with those two different titles in the USA and the UK. The CD comes with a "flipable" CD booklet: you can take the booklet out of the CD box, and

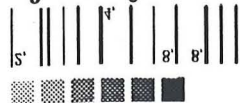


insert it the way you want it: giving you the cover / title that you want. The music stays the same though, no matter how you insert the booklet.

But it's not only progressive rock that comes out of the mind of Bjorn Lynne. Using a the pseudonym "Divinorum" he creates more electronic, esoteric and trancy music. The first CD under that name is called "Isms" and was released earlier this year.

"i I have always been inspired by different types of music and I didn't want to just lock myself to one style of music" explains Lynne. "i On the other hand, I had already released a lot of fantasy-style symphonic rock CDs under the name "Bjorn Lynne", and I was worried that if I released a trance/goatrance CD under the name "Bjorn Lynne", then a lot of people would expect another symphonic rock CD, and they'd think "Uaahgh! That Bjorn Lynne dude has started to make techno! I won't buy any more of his CDs!". So I decided to create a new and different "band name" for my techno/trance music, and I created the name "Divinorum", which is now my "artist name" when I make trance, psy-trance and electronica styles of music".

Bjorn Lynne interview



So, our doubletime musician might even be called triplettime musician: he creates progressive rock music as Bjorn Lynne, and electronic music as Divinorum, and on top of that game music for Team 17. Sounds a bit too much for you? For Bjorn Lynne just likes different styles of music: "I think my favourite thing to work with is my symphonic rock music under the "Bjorn Lynne" says Lynne. "I feel that this style comes very naturally to me, and I enjoy the music myself. But I always enjoy writing other types of music, too - whether it's the trance music as Divinorum, or the orchestral sci-fi music for a space game. I try to keep one ear in each direction and work with music as a whole, not just inside one genre".

Bjorn proves that he is still a scener somewhere in his head. He has visited The Gathering in Norway every since the start in 1992! "I always go there to meet my old friends from Crusaders, and to check out the party demos and music contest, etc. Sometimes they put me as a judge in the music contest, too, but I don't like that because there is always somebody that

complains about the judges, even though they just try their best!" par

A couple of years back Bjorn Lynne said in an interview that all he wants to do is to be able to write music every day, and make a living of it... As a final question for this interview I wondered if his wish had come true: "I Yes, I am now in a position where I write music every day, and that is the only thing I do. And I pay all my bills with money that comes from my music. I haven't got very rich or anything, but I make a normal, fairly good salary, and I have been able to buy the normal things in life, like a car, a house and food/clothes etc., and the music has paid for all of it. So I'm very happy with the situation now - I wake up in the morning (no alarm clock, I just wake up when I wake up) - then I go to my studio and work with my music all day. I also try to spend some time with my girlfriend, of course, and generally just enjoy life".

Any musician's dream? - Any scener's dream I'd say.

charts

top 10 musicians

1. Radix (175)
2. Dune (163)
3. Falcon (156)
4. Mellow-D (127)
5. Hunz (125)
6. Scorpik (118)
7. Jogeir (112)
8. Mystical (107)
9. Vic (103)
10. Loonie (97)

top 10 pixelers

1. Made (224)
2. Lazur (213)
3. Visualize (198)
4. Haplo (137)
5. Cyclone (132)
6. Danny (124)
7. Louie (123)
8. Rendall (109)
9. Ra (104)
10. Jamon (99)

top 10 coders

1. Statix (208)
2. Unreal (203)
3. Echo (190)
4. Mr. Sex (133)
5. Digisnap (114)
6. 216 (112)
7. MRI (103)
8. Vipa (101)
9. Skal (87)
10. Suckho (83)

top 10 groups

1. Pulse (213)
2. Tpolm (190)
3. Fudge (175)
4. Purple (173)
5. Byterapers (152)
6. Bomb (137)
7. Orange (125)
8. TBL (110)
9. Matrix (97)
10. Eufrosyne (90)

top 10 demos

1. State of Mind (198)
2. Square (152)
3. Plastik (149)
4. The Fulcrum (133)
5. 303 (131)
6. Hyperventilation (125)
7. Louis Lane (99)
8. Kkwoyboy (97)
9. Sunflower (83)
10. Tribes (79)

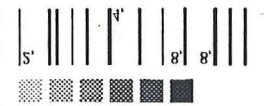
top 10 intros

1. Stash (209)
2. Clone Meets Clone (178)
3. Paper (167)
4. Jizz (145)
5. Bjoer (106)
6. Kill the Clone (90)
7. HPlus (76)
8. Drain (73)
9. Transformers (71)
10. Gamma 2 (69)

party

party

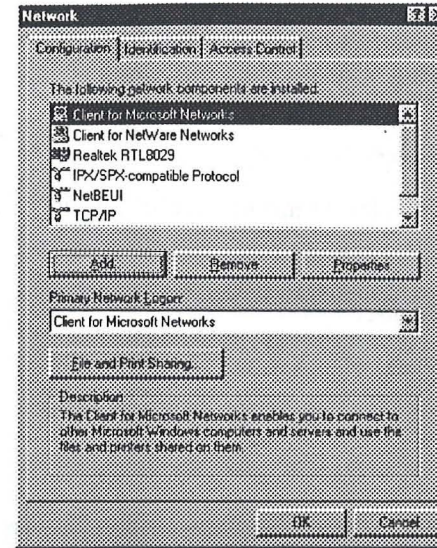
Connect



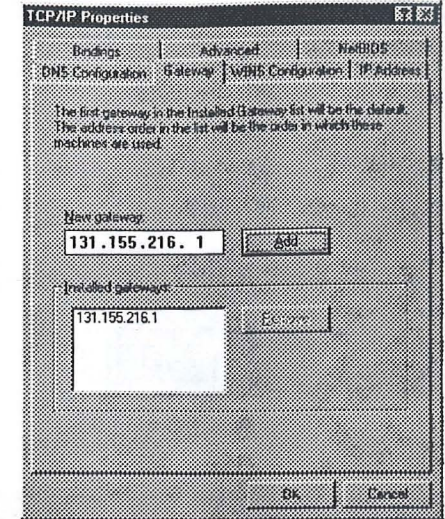
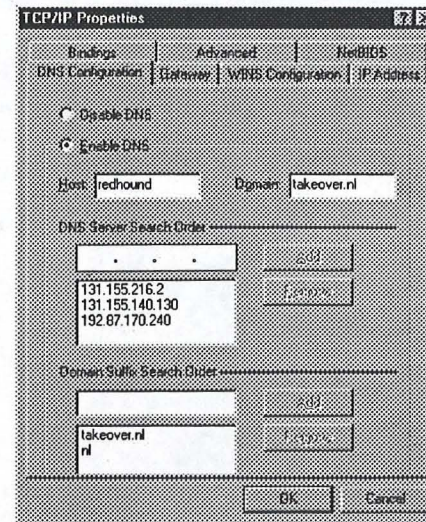
If you want to enjoy the party network you get yourself on the Internet, you first need to go to the information desk. There you will receive an IP address, and you'll have to sign an agreement for the use of the network. Remember, you'll be on a very fast connection to the Internet, so don't try anything stupid.

3. Press the IP Address tab and select "Specify an IP address". Fill out the IP address you got from the information desk in the IP address field, and set the subnet mask to 255.255.248.0.

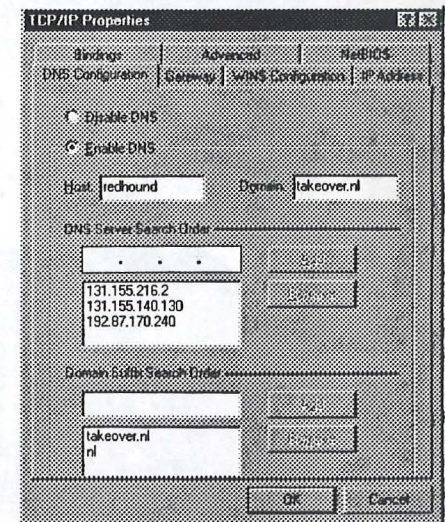
1. Open Control Panel and Select Network.



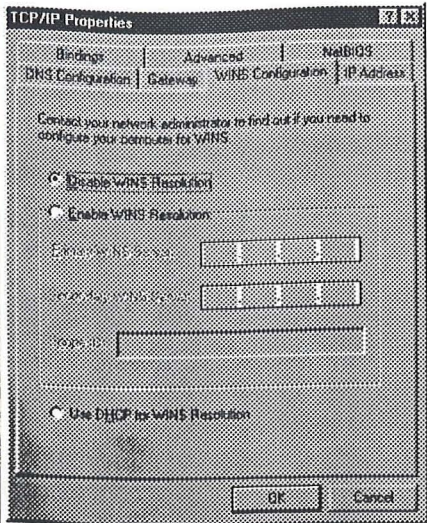
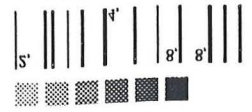
2. Select TCP/IP and press Properties.



4. On the Gateway tab write the number of 131.155.216.1 and press Add.



digital
flowers.

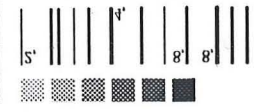
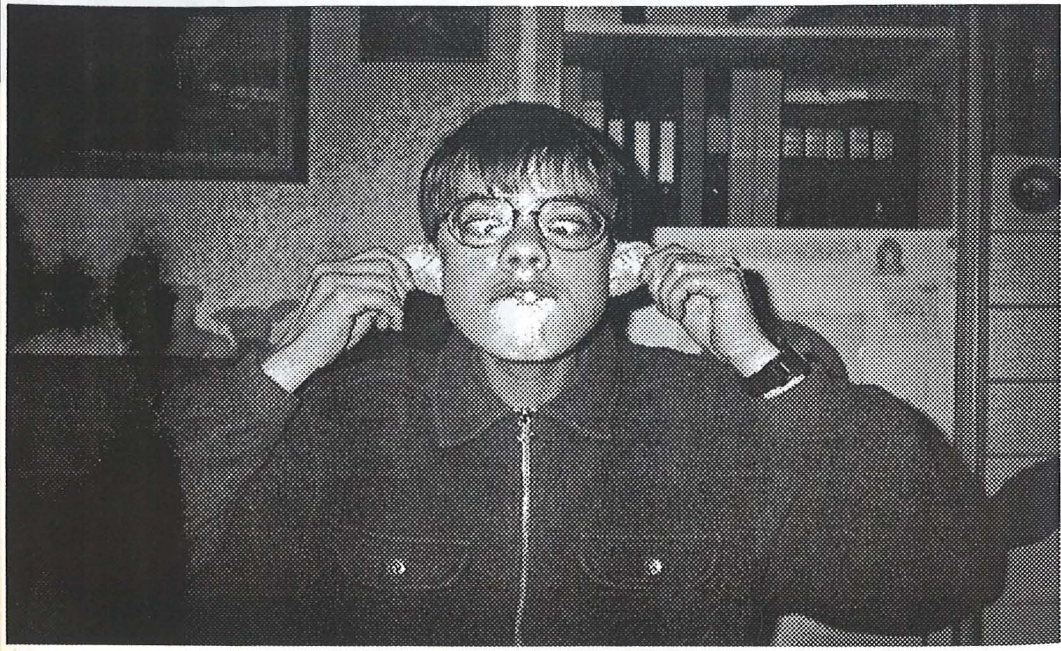


5. Go to the DNS configuration tab and select "Enable DNS". You can choose any name to write in the host field, for example your handle. The domain must say "takeover.nl". Write 131.155.216.2 in the DNS Server search order and press Add. This will add the first number in the list box. Add 131.155.140.130 and 192.87.170.240 in a similar way.

6. Disable all WINS settings.

7. Go to www.takeover.nl to see what's going on.

If you need any help, try asking my 11 year old nephew pictured below.



Day 2 : Saturday June 5th 1999

13:00
 Deadline Music Competition
 Deadline House Competition
 Deadline MP3 Competition
 Deadline Animation Competition

14:00
 Deadline Graphics Competition
 Deadline Raytrace Competition
 Deadline Wallpaper Competition
 Deadline ANSI Competition
 Deadline Website Competition

18:00
 Deadline 4kb Competition
 Deadline Java Competition
 Deadline Game Competition

20:00
 Deadline all Surprise Competitions

23:00
 Deadline 64Kb Competition
 Deadline Demo Competition

00:00
 Deadline The Answer Competition

Day 1 : Friday June 4th 1999

19:00
 You came
 21.00 - 23.30
 Movie
 00.00 - 01.30
 Performance DJ TripleM
 02.00 - 03.00
 Performance Laservision
 03.30 - 04.30
 Demos
 05.00 - 06.30
 Movie

23:00 - 23:45
 Java Demo Competition
 00:00 - 00:45
 MP3 Competition
 01:00 - 01:30
 4Kb Intro Competition
 01:30 - 02:15
 Surprise Competitions
 02:30 - 03:15
 Demos
 04:00 - 05:30
 Movie
 06:00 - 07:30
 Movie

Day 2 : Saturday June 5th 1999

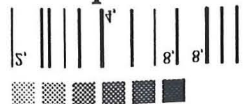
12:00 - 12:30
 Official Takeover 99 Opening
 12:30 - 13:15
 Demos
 15:00 - 16:00
 Animation Competition
 17:00 - 17:45
 Music Competition
 18:00 - 18:45
 Graphics Competition
 Raytrace Competition
 Wallpaper Competition
 ANSI Competition
 19:00 - 19:45
 House Competition
 21:00 - 22:30
 Performance Vic of Level D

Day 3 : Sunday June 6th 1999

09:00 - 10:00
 64 Kb Competition
 11:00 - 12:30
 Demo Competition
 14:00 - 15:00
 Prize Ceremony
 16:00
 You leave

party

Competition rules



Make sure you've read these general competition rules and the part about submitting your entry.

Entries may not have been released or made publicly accessible before Takeover'99. Entries that show an obvious lack of quality, are insulting to other people, or break the Dutch laws will be disqualified.

Entries can be submitted via the internet. Competitors don't have to be physically present at the party place in order to participate. A jury will make a pre-selection if there are too many entries entered for a competition. If there are not enough entries entered for a competition, the competition will be canceled. Deadlines will be published at the Takeover'99 website.

Competitors are allowed to submit entries after the deadlines, but the organizers can not guarantee that these entries will be included in the competitions.

PC demo competition

Each demo will be shown for a maximum of 15 minutes.

Maximum ZIP file demo size is 8 megabytes. The demo must play sound on the compo PC. DOS demos must run on MS-DOS 6.2 with the latest version of Scitech Display Doctor (UniVBE) loaded.

Windows demos must run on Windows 95 OSR2 and Windows 98 with the latest version of DirectX installed.

Demos may use 3D hardware acceleration using a 3Dfx card under DOS or DirectX, OpenGL or WinGlide under Windows.

Demos that do not run on one of the above configurations will be disqualified.

PC 64Kb intro competition

Each intro will be shown for a maximum of 10 minutes.

Voting will be 50% public and 50% jury, except for the surprise competitions, which will be 100% jury voting.

Prizes will be handed out at the party place. Competitors that won a prize will lose their rights to this prize if they are not present during the prize ceremony.

The Takeover'99 organization has the right to spread all entries on CD-ROM, via internet, or any other electronic or non-electronic media.

Submitting your entry

Entries should be archived in one file using the ZIP file format.

An entry form called ENTRY.NFO should be included. This entry form can be downloaded from the Takeover'99 website.

Information about how to submit your entry will be published on the Takeover'99 website during the event.

Maximum runnable intro size is 65536 bytes (including DOS extenders).

The intro must play sound on the compo PC. DOS intros must run on MS-DOS 6.2 with the latest version of Scitech Display Doctor (UniVBE) loaded.

Windows intros must run on Windows 95 OSR2 and Windows 98 with the latest version of DirectX installed.

Intros may use 3D hardware acceleration using a 3Dfx card under DOS or DirectX, OpenGL or WinGlide under Windows.

Intros that do not run on one of the above configurations will be disqualified.

PC 4Kb intro competition

Each intro will be shown for a maximum of 5 minutes.

Maximum runnable intro size is 4096 bytes (including DOS extenders).

The intro may have sound.

party

Competition rules



DOS intros must run on MS-DOS 6.2 with the latest version of Scitech Display Doctor (UniVBE) loaded. Windows intros must run on Windows 95 OSR2 and Windows 98 with the latest version of DirectX installed. Intros may use 3D hardware acceleration using a 3Dfx card under DOS or DirectX, OpenGL or WinGlide under Windows. Intros that do not run on one of the above configurations will be disqualified.

Java demo competition

Each demo will be shown for a maximum of 15 minutes. Maximum ZIP file demo size is 8 megabytes. The demo must play sound on the compo PC. Only pure Java applets are allowed. The demo must run on either the latest version of MSIE 4 or Netscape 4. The demo will be run locally from hard disk, but it should also run from a LAN.

Handdrawn graphics competition

Scanned and non-handdrawn graphics will be disqualified. The latest version of ACDDSee will be used to display the graphics. File formats not supported by this viewer will be disqualified.

Raytraced graphics competition

Scanned and non-raytraced graphics will be disqualified. The latest version of ACDDSee will be used to display the graphics. File formats not supported by this viewer will be disqualified.

Ansi/Ascii graphics competition

Animated ansi/ascii art is not allowed. Entries will be displayed at the speed of a 14k4 modem. The latest version of acidview will be used to display the entries. File formats not supported by this viewer will be disqualified.

Windows wallpaper competition

All kinds of graphics are allowed, including handdrawn, raytraced and scanned graphics. Only BMP-files using a 640x480, 800x600 or 1024x768 resolution (all color depths) are allowed.

Tracker-based music competition

Only tracker-based music is allowed. MIDI, MP3, etc. will be disqualified. Each song will be played for a maximum of 4 minutes. The latest version of Fast Tracker will be used to play XM-files. The latest version of Impulse Tracker will be used to play IT- and S3M- files. The latest version of Mad Tracker will be used to play MT2-files. The latest version of Cubic Player will be used to play all other files. Songs stored using a file format that is not supported by

one of the above programs will be disqualified. House music is not allowed. Only one entry per competitor is allowed.

Tracker-based house competition

Only tracker-based music is allowed. MIDI, MP3, etc. will be disqualified. Each song will be played for a maximum of 4 minutes. The latest version of Fast Tracker will be used to play XM-files. The latest version of Impulse Tracker will be used to play IT- and S3M- files. The latest version of Mad Tracker will be used to play MT2-files. The latest version of Cubic Player will be used to play all other files. Songs stored using a file-format that is not supported by one of the above programs will be disqualified. Only house music is allowed. Only one entry per competitor is allowed.

MPEG-based music competition

Only music stored in the MP3 file format will be allowed. Each song will be played for a maximum of 4 minutes. The latest version of WinAmp will be used to play the songs. Only one entry per competitor is allowed.

Animation competition

Each animation will be shown for a maximum of 15 minutes. The entry must be playable with the Windows 95 Media Player or a VHS video recorder. Please supply your entry on CD-ROM, Zip-disk or VHS videotape.

Website competition

The website must be viewable with either the latest version of MSIE 4 or Netscape 4. Websites will be published on the Takeover'99 webserver during the party. When you use plug-ins, include them with your entry.

Game competition

Games can be downloaded from the Takeover'99 FTP-server during the party. The game should run on DOS 6.2 or Windows 95 or 98. For freeware games a full playable version should be supplied. For shareware and commercial games a playable demo version should be supplied.



THIS
could
be U

Ever dreamed of being a \$uperhero?

JOIN *now* → **Check only one**

Yes, I was born for fame.

Nah, I'll take a raincheck.

BONUS! : E-mail us & receive some stickers.

Note: Serious inquiries only please. We reserve to request additional information, reject any application or cancel any membership. We sincerely apologize for the bad quality of all pictures. All trademarks found in this commercial are the property of respective owners.



The answer competition



“Another Takeover, another new competition” seems to be the slogan! Once again your humble organisers have come up with some competition that is, as far as we know, the first in it's kind: The Answer Competition.

What's the deal? Well, we have made up a couple of questions for you. Not too difficult questions of course. Actually, the questions should be fairly easy to answer, especially when you are allowed to use the internet as your information source (in case you don't know the answers yourself).

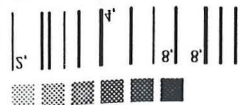
It's some sort of an extra surprise competition: we haven't told the rules to anybody before the party (so unless you came on Saturday, nobody knows about these questions), and it keeps you busy during the party whenever you can't optimize PSI's code, find your way in the Adlib tracker, or if you can't fake graphics.

The rules for the Answer Competition are simple: just answer the questions! Whether you do it all by yourself (which is most wise, cause we might just put some interesting prize money on this compo!) or do it in teams: it doesn't matter to us, as long as you submit you Answers before Sunday night at 0:00.

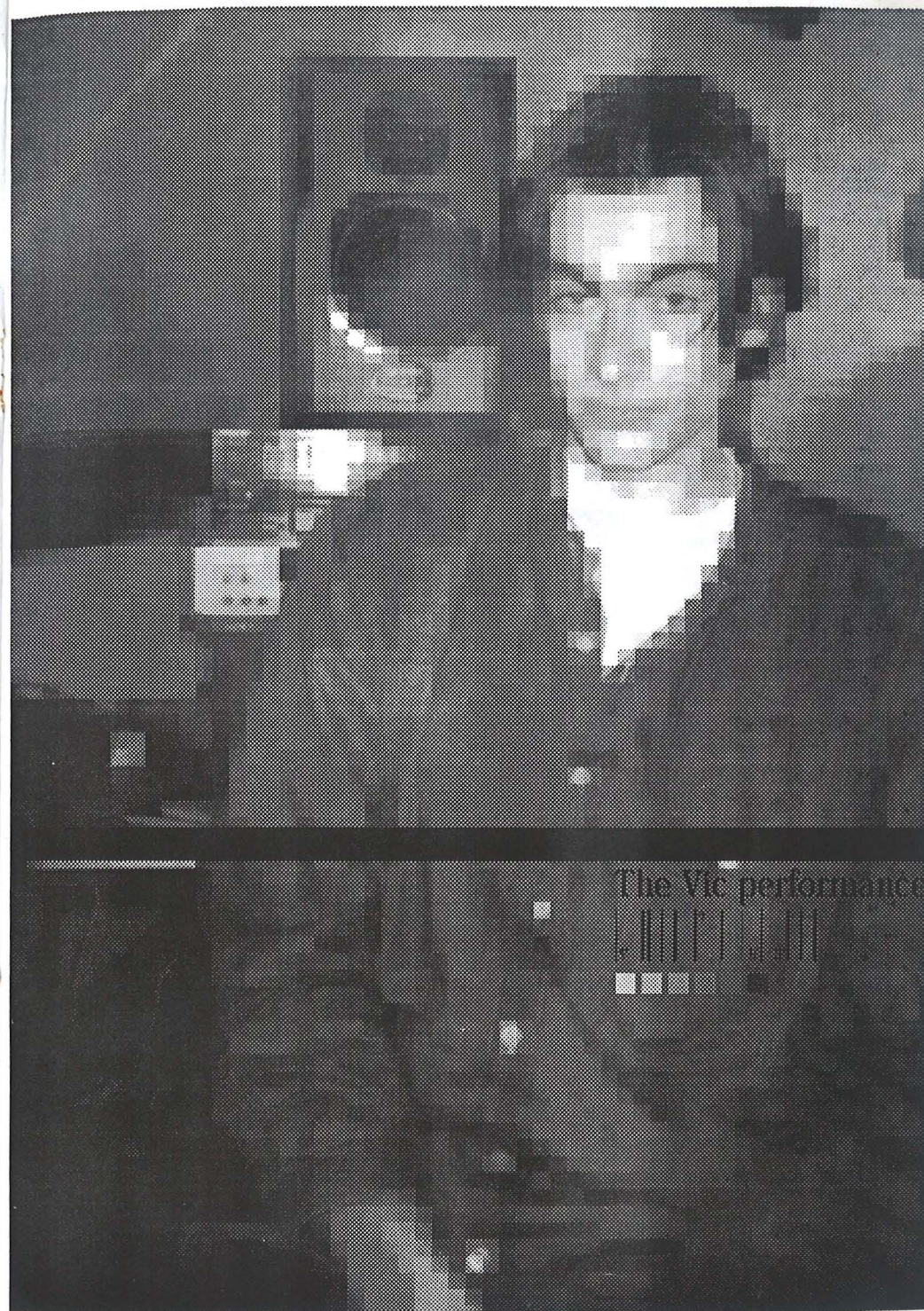
You can find the questions on the next page, note that most answers can be found on the internet.

the answer competition is sponsored by Track.
The fastest dutch search engine.
www.track.nl

The answer competition



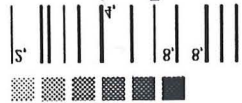
1. What's Bill Gates' birthdate?
2. In what temple is Pacal buried?
3. What is the spanish name for Tintin's dog Bobby?
4. How old was Bruce Willis when he starred in Twelve Monkeys?
5. What is the exact songlength of "YMCA" by The Village People?
6. How many inhabitants do the Falkland Islands have?
7. What's the prize of a Cheeseburger at the McDonalds in Tokio?
8. Who played the Drazi Ambassador in the Babylon 5 episode "Rumors, Bargains and Lies"?
9. What is the answer to life according to the Hitchhiker's Guide to the Galaxy?
10. In what year is the painting "The Slaughtered Ox" painted?
11. What is the shortest distance to drive from The Viking Ship in Hamar to The Auditorium in Eindhoven?
12. Where was the first edition of "The Party" held?
13. Who won third prize in the graphics compo at Icing'95?
14. What's Fox Mulder's computer password?
15. What's the natural equivalent of morphine?
16. What is Lluvia's realname?
17. What is the 136th Prime Number?
18. What is the standoff distance of the 6th farthest moon from Saturn?
19. What is Papillion's realname?
20. Who killed the alledged murderer of JFK?
21. What was hidden under the doormat in "Maniac Mansion"?
22. How many barrels of beer are portraid on one bottle of "Petrus" beer?
23. What is the scientific name of the Indian Elephant?
24. Who invented the phonograph?
25. What is the highest city in the world?
26. If the time in Lhasa is 13:00 PM, what time is it in Cuzco?
27. When did Ghana become independant?
28. Who was the runner-up in the 1984 Wimbledon's Men Single's Championship?
29. Where is the main holodeck located on the USS Enterprise?
30. What is Bjorn Lynne's main synthesiser?
31. In what scientific time area did the brontosaurus live?
32. What is the geographical name of the area that's south of
33. If you combine "allerlei ingredienten" what will be the result?
34. What's the highest score Michael Jordan ever scored in an official NBA match?
35. What is the first movie Jenna Jameson played in?



The Vic performance

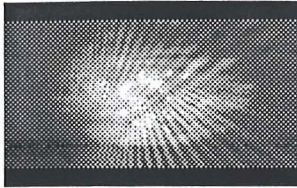
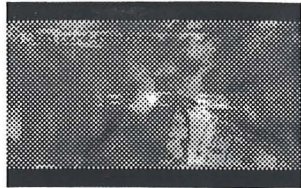
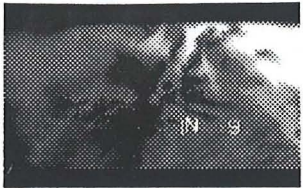
party

The Vic performance



For the last seven months, Victor van Vlaardingen (Vic / Level-D / Acme) has been working very hard to get about 70 minutes of music ready to perform live. We are very proud that one of the most talented Dutch scene musicians has chosen Takeover to do his very first live performance!

As you will see on stage, Vic will get help from his band. This band consists of Gijsbert Pols (bass guitars), Maarten van de Kooij (keyboards), Tycho Dekker (electric guitars) and Josje van Beek (vocals).



music in pictures

Getting this band together proved quite a task for Vic: his first drummer just couldn't keep up with the complex rhythms Vic made up, and his first guitarist just couldn't do anything with Vic's music. Vic solved the problems by doing parts of the drums himself, and he got himself a new guitarist.

However, some four weeks back, his guitarist (Tycho Dekker) got involved in a horror scenario containing elements like "a right hand" and "a sawing machine". Now, we won't go into detail on what happened to his fingers, but the result was that Vic nearly had to do without a guitarist.

During the concert Vic himself is playing drums (he has been playing drums since several years), and he will operate his Yamaha 03D Digital Mixer. A sequencer will play the music, and he will add the final touch to it using his mixer. Doing this he will get help from Alex Evans (Statix / Acme), who operates a similar device.

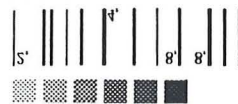
For the visual effects on the bigscreen, Vic got more help from Statix: he coded a realtime effects system that "dances to the music" and can be operated manually to add specific effects, or to add some text to the screen. This system will be operated by another well-known friend of Vic: Aap / Acme (don't worry: the system does the timing with the music so that the operator doesn't have to have any knowledge of music and rythms :).

During most events in the Blue Room, we will be playing some of Vic's latest work as background music. At the moment of writing Vic has plans to release an EP (maxi single) at Takeover with some remixes of the Takeover Theme he made. So ask around if you are interested to buy this limited edition collector's item!

We all hope that you have a great time and that you enjoy Vic's performance, and don't forget to tell him what you think of it at vic@level-d.com!

party

Internet and the scene

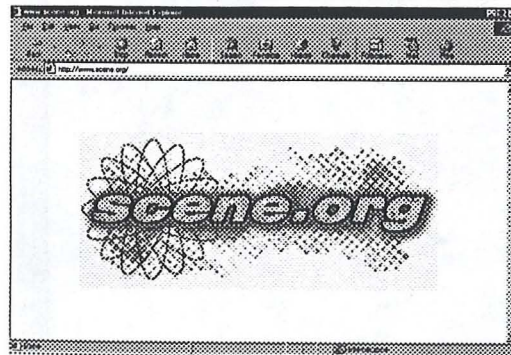


When I tell non-sceners what it is that people come to do at Takeover I often have a hard time explaining what this "underground multimedia art scene" is trying to accomplish. I usually show 'm some demos and graphics, and say "That's what they're doing".

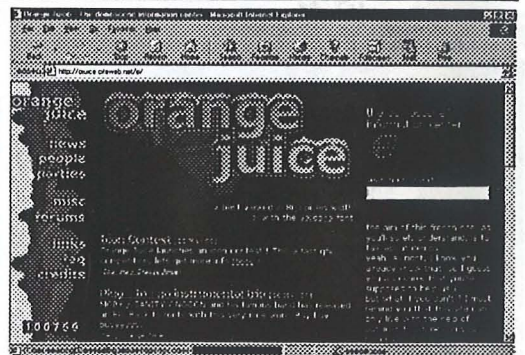
In fact, the core thing in the scene is creating demos: pieces of software that demonstrate what your computer is capable of. The better your demo is, the cooler the creator of the demo. And the more people watch your demo (or listen to your music), the more fun it is. So, part one is to create cool stuff. Part two is to distribute your releases.

A long time ago, the best way to get your stuff spread was by using a network of BBS's. I remember the first BBS that was willing to distribute my early modules. I remember the comprehensive lists of the "Official Future Crew BBS's" mentioned in the Future Info file. I remember the time that I used my modem primarily to dial in to BBS's, to download the latest stuff from the scene.

Nowadays it's hard to imagine that once we were practically dependent of BBS's. Today we all have an Internet connection, and we're using our modems to dial in to our service providers. In stead of downloading demos from BBS's, we FTP to some scene archive and download whatever we want from there. In stead of leaving messages to sysops, we communicate with anybody with like through E-mail. When more and more sceners "joined" the Internet, another new phenomenon entered our lives: the Internet Relay Chat, abbreviated to IRC. We all spend hours and hours on channels like #coders, #trax, and #nlcoders (the Dutch variant of #coders) and we talk about everything we want to.



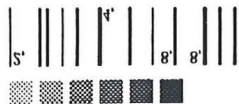
www.scene.org
Replacing hornet.org as the new scene archive



ojuice.citeweb.net
The diskmagazine replaced by a netmagazine

party

Internet and the scene



I remember the time that some groups proudly announced their homepage in their info files. Nowadays, practically every self respecting demo group (or even individuals) has an "official home page" on which you can find out everything you ever wanted to know about the particular group, and download all of his/her/their releases.

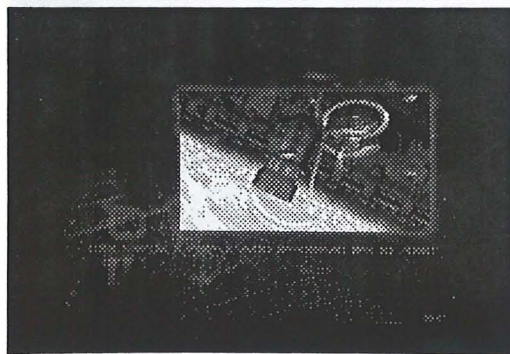
With the Internet hype in mind, more and more parties were picking up the Internet as well. Most parties nowadays offer an Internet connection with their party networks. The result of this being that people that are not present at the party can follow what's going on through the Internet. A great example of this is Echo / Fudge, who coded "Clone meets Clone" for last year's Takeover intro competition, while he was not present at the party. Together with people that were present at the party he finished the intro, and later won the competition.

But it's not only the functional side of Internet we're using. Some parties, Takeover being one of them, are hosting "Website Compos". In this compo you can express your creative talents by building a well designed website, in which

content, theme and technology also play a significant role.

Another clear example of Internet technology that is being used as a "demo platform" is Java. In the beginning Java was very slow, too slow to code demo like stuff. Nowadays Java is still very slow, but it is amazing to see what groups like Digital Nerds, Prone and Komplex can do with some Java code. It's way more impressive than all the Java stuff I saw on the Internet so far. Who knows what will happen if in the future Java is practically as fast as any programming platform?

And what to think of Flash? The latest hype in Internet design is most definitely Macromedia Flash. The key to success: it's easy to create (much easier than Java), and it's very fast (both in downloading and in displaying). Half of the world is not even knowing what Flash is, yet a whole bunch of very cool Flash sites are out there already: sites like www.gabocorp.com and www.nrg.be are great examples of how Flash technology can be used in commercial websites. And the scene is picking it up as well, www.melondezign.com being the best example of this.



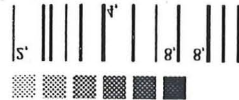
Flow by Digital Nerds
Last year's Takeover Java winner



www.melondezign.com
Melon is exploring flash for new possibilities

party

Internet and the scene

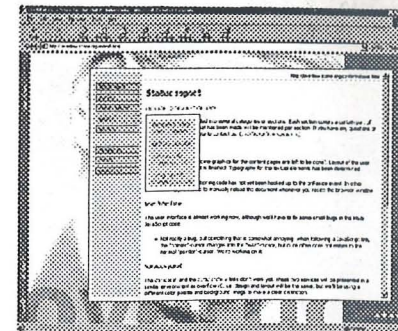


Where does it stop? Any body got a clue?

It's really hard to say. The Internet will keep on growing, and more and more connections are being upgraded to faster connections, to keep up with the traffic growth on the Net. More and more people will get faster connections at home. Soon everybody will have cable Internet (Internet through the same cable as your television).

And the scene will just grow along. My guess is that in the future there's no difference between Java, Flash, hardware accelerated, DOS, Win32 and Linux: demos will be demos, and you watch them in what we would now call "your Internet Browser". Everybody will have a fast connection at home, so downloading demos in ready-to-run form will reach a lot of people. And people will like it. Always.

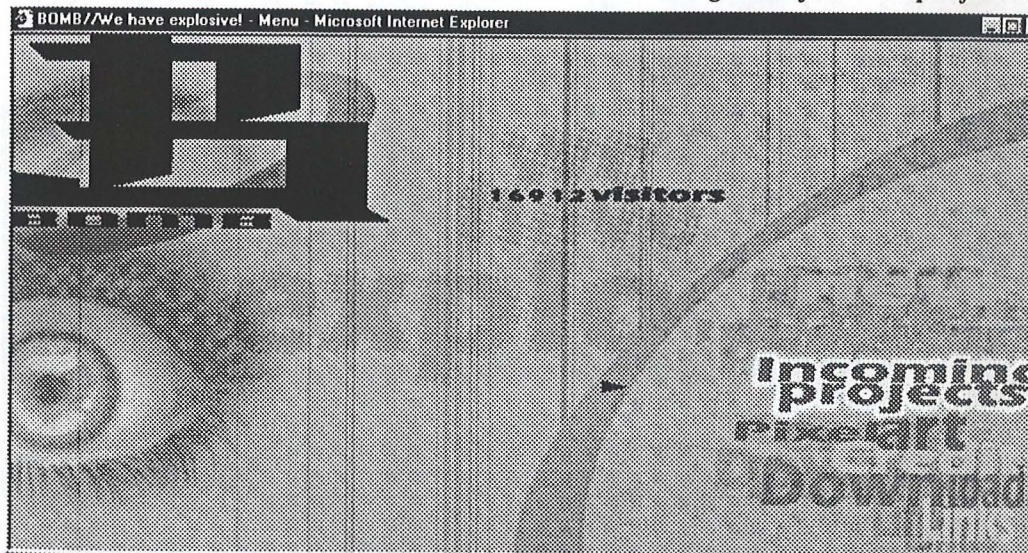
Maybe I am just a bit too predictive here, but on the other hand, I am sure that Takeover will host a Flash contest next year.



overflow.scene.org
Currently under construction the new dutch jupstation



www.takeover.nl
leading the way for other party sites?

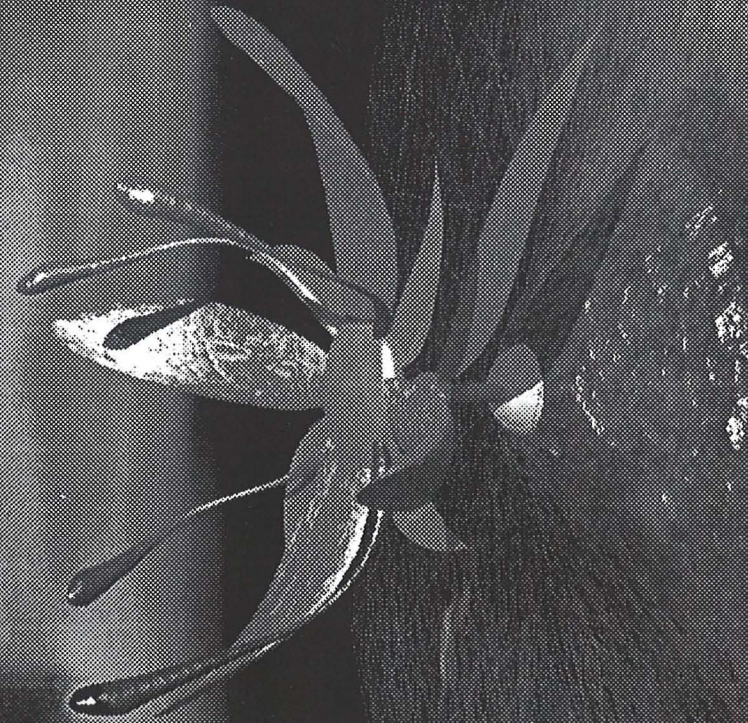
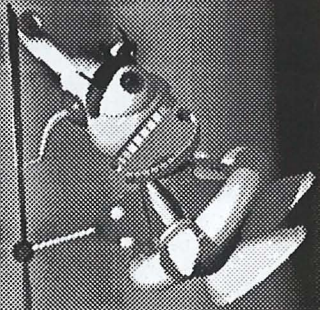


bomb.planet-d.com
Bomb brought their design to the web



(is enough)

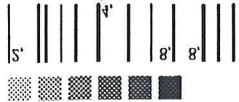
ONE DELUXE FLOWER



party

The Auditorium

The Auditorium



If you are reading this article, you have found your way to the biggest Dutch scene event of this century, Takeover'99! This also means that you have found your way to the beautiful Auditorium of the University of Technologies Eindhoven (TUE). This article shortly describes the history and features of the Takeover party place.

If you ever plan to organize a demo party yourself, the first thing you should do is get yourself a decent party accommodation. For the first Takeover (X'97 Takeover), we originally planned to hold the party at the campus of the Technical University of Twente. However, the building we had in mind for our little feast was to be demolished before the party date, so apparently it wasn't meant to be. Soon after however thanks to Prowler, a scene friend studying at the University of Technologies Eindhoven (TUE), we came to inspect the university's Auditorium, and we immediately fell in love.

The Auditorium was built in 1966, the total costs amounting to 20 million Dutch guilders. It has a total area of 12,400 m² and a capacity of 84,000 m³. The building has a total of 8 amphitheatres with a total capacity of 1600 persons. The biggest amphitheater is the Blauwe Zaal (Blue Hall), seating a maximum of 418 persons.

On the 9th of November 1994 disaster struck, when one of the two main fans of the ventilation system burned through. This caused half of the ventilation system to shut down, the other half functioning as a catalyst as it sucked the fire through the main ventilation shaft through the entire building, resulting in a two minute outward flash. Although the flash caused the fire to be spotted almost immediately, the cork covering of the ventilation ducts made fire fighting extremely difficult: it took 24 hours before the fire was finally put out.

Smoke and soot released by the fire was spread through the whole of the building as a result of

the short time overpressure caused by the ventilation system's malfunction. Within half an hour the damage was done. The entire ventilation system was destroyed, and all of the interior was affected by smoke, soot and water.

Since over 1500 students attended the Auditorium on a daily basis, soon was decided to execute the renovation at high speed. Starting point was that after the renovation, the Auditorium should be a state of the art, high tech modern building, since the now seriously damaged structure did not meet the current demands of commodity and energy consumption. The TUE used the opportunity to give the Auditorium a complete make-over. With a tight budget, the building was transformed into a modern, flexible building.

When restyling the building, interior decorator Bert Staal was inspired by the metaphor of a ship; where the building stands, once the river Dommel flowed. The long sides of the main hall reflect the long sides of a ship. The hall floor is covered with a waving pattern of two shades of blue. To give the building an inviting emanation at night, blue light accentuates the exterior structure, also functioning as a burglar deterrent and an orientation point.

A stunning 200,000 m³ of air (almost three times the building's capacity) is being transported every hour through a complex system of air ducts en shafts into even the furthest corner of the Auditorium. Through a modern and environmentally safe system of ground storage and air flow warmth exchange, the available energy is used as optimal as possible.

On the 14th of December 1995, just a little over a year after the fire, the new Auditorium opened its doors. The total costs of the renovation had been 40 million guilders, the results of which you can witness all around you.

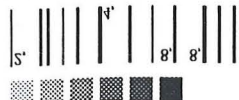


As previous years, we have found the catering service of the Technical University of Eindhoven willing to do 24 hours of catering. This means that whenever you are hungry or thirsty, you can buy whatever you might desire.

Now, as you are coming from abroad, you might have noticed that the people here are speaking in somewhat weird language. This language is called Dutch, and everybody speaks it here. This includes the lovely ladies from the catering. So, if you want to order something, you have to use your fingers, or, if you want to impress the ladies of the catering, you might want to try to pronounce some of the items on the menu. We wish you the best of luck.

party

Food & beverages



Koffie/Thee 1,25
Order this if your eyes are closing, while you want them open.

Melk 1,50
Order this if you like what comes out of cows.

Chocolademelk 1,50
If you are suffering from diarrhoea you shouldn't order this.

Frisdrank, Blik 2,50
If you're thirsty, or want to throw with things other than your mouse.

Broodje Ham 3,00
It's bread, with the remains of a dead animal.

Broodje Kaas 3,00
More bread, with yellow plastic like stuff.

Broodje Gezond 3,25
Yes, it's bread, this time with healthy on it.

Koffiebroodje 2,50
Same as koffie, but much harder.

Appelap 2,50
Typical Dutch. You might like it. But on the other hand, you might not.

Snoepassortiment 1,50
Oh this is good. Your dentist won't like it though.

Drop (Venco) 2,00
Same as chocolate, but then in black.

Huzarenslaatje 2,25
Some vegetarian stuff. Your rabbit will like it.

Worstenbroodje 2,50
Order this when you are hungry.

Saucijzenbroodje 2,50
Undefined.

Broodje Kroket 3,00
Some bread with real meat.

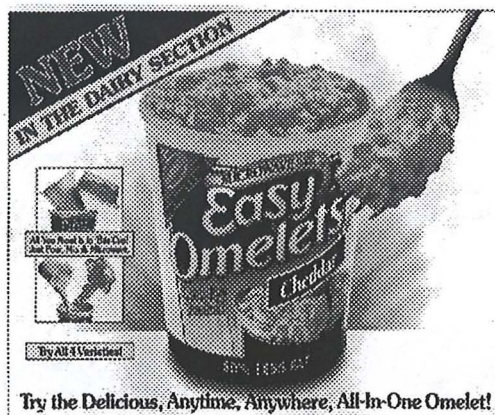
Broodje Frikandel 3,00
Some bread with meat even more real.


Broodje hamburger 4,00
This is what all those New Order guys are eating.

Sate Brood 5,00
Bread from China.

Warme Maaltijd, tot zaterdag 15.00 6,50
(surprise maaltijd)
If you are really hungry. Lotsa food.

Van zaterdag 15.00 tot zondag 17.00 6,50
(indische maaltijd)
If you have problems farting order this.

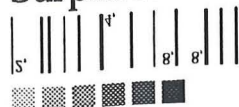


an  a day, keeps doctor watson away.

Mac OS 8 icons are copyright of Apple. Design by Asea of fre3 design.

party

Surprise!



You will probably have noticed by now that your humble Takeover organisers are trying to stimulate new developments in the scene like windows and java demos, hardware accelerated demos, mp3 music, etc. But when we were trying to think of some good surprise competitions, we thought, what would be a bigger surprise then doing something totally different, and go back to the oldskool? So here they are, the rules for the official Takeover'99 oldskool surprise competitions!

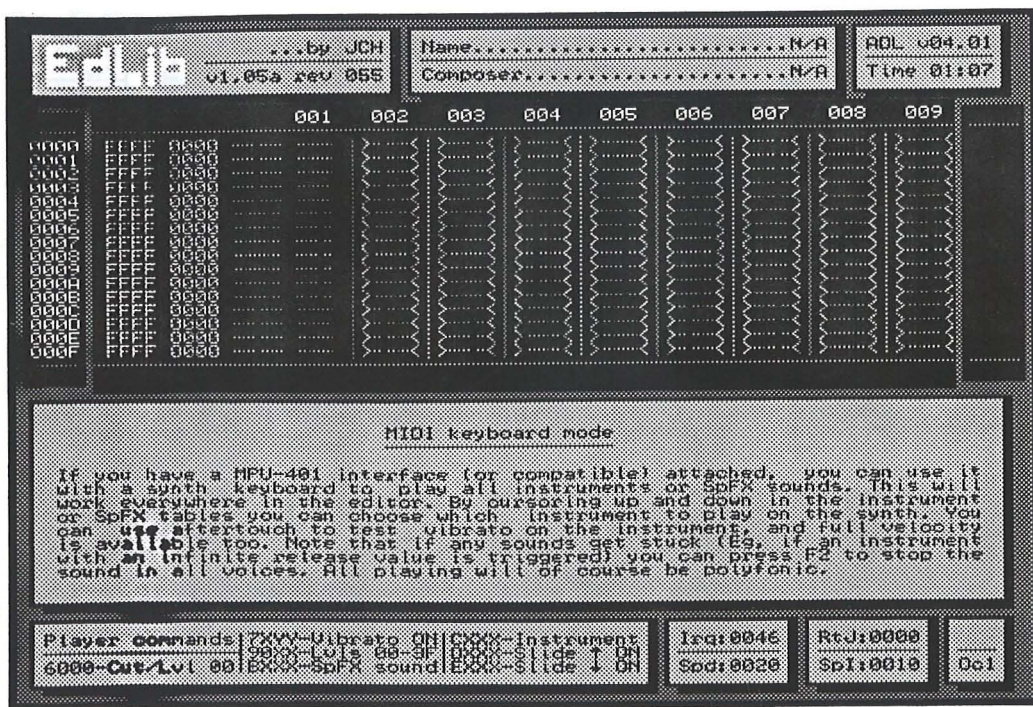
Surprise music competition

When thinking about oldskool music there are basically three things that come to mind. The first one is SID music, but since this is a PC party and not a Commodore 64 party, we will not have a SID compo. The second one is 4-

channel music, but personally we think 4-channel music does not differ that much from the Tracker competitions we already have (you can even enter your 4-channel tune in the Tracker competitions), so that one was also out of the question. So what's left? Well, Adlib music ofcourse!

We looked around a little bit, and after a while we bumped into a neat Adlib tracker written by the most famous Adlib music group of them all, the Vibrants. The tracker is called Edlib, and it works basically as any other tracker, so we don't think you will have much difficulties in getting used to it. You can download it from the Takeover website.

So the goal for the surprise music competition is: Compose an Adlib tune in Edlib.



party

Surprise!



Surprise graphics competition

Well, this one was a little bit more difficult. First we wanted to organize a scroller-font competition, since drawing fonts for the scrollers used in demos was one of the main tasks a graphician had in the old days. But we thought this was not such a nice idea, so we had to think of something else.

After thinking about it for a while we found the real difference between the old days and the current scene, and that's the fact that so many scanned graphics are entered in today's pixel competitions. It's a public secret that many graphicians don't pixelize anymore, but just scan a picture from a porno magazine, do some neat things with it in Photoshop, and then enter it in a competition as if it was pixelized. In the old days graphicians didn't do that, so we want you to help us get back to this situation by proving how easy it is to fake pixelized graphics. From the Takeover site you can download some photos, and we want you to make fake pixelized graphics from one of these photos using any nasty tricks you know.

So the goal for the surprise graphics competition is: Make a fake handdrawn picture.

There is only one rule for this competition, and that is that you have to use one of our photographs.

Surprise coding competition

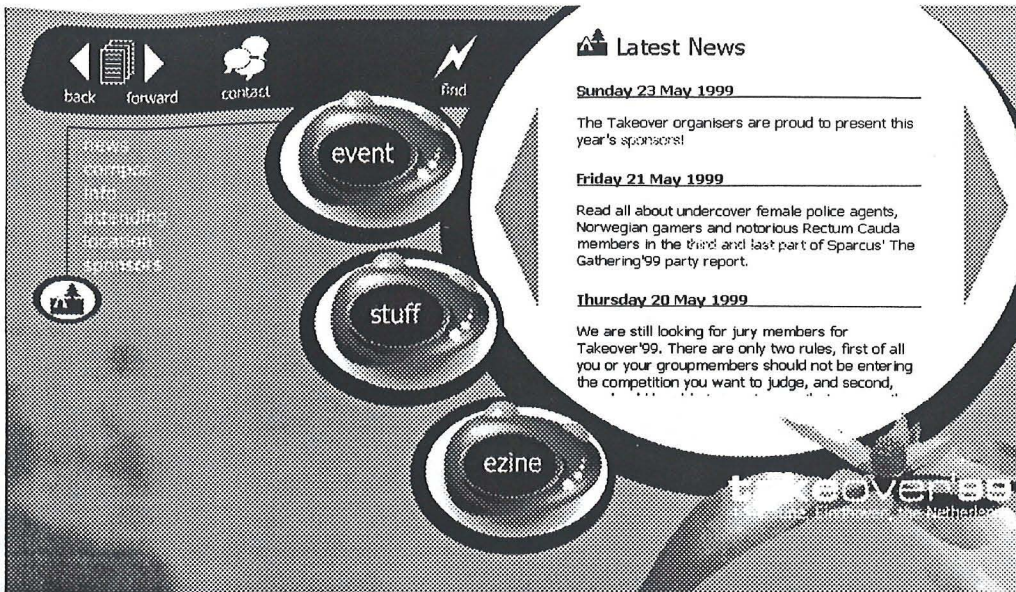
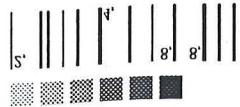
Well, this one was the easiest to think of. The surprise coding compo is usually a size optimizing competition, and we didn't want to change this since such competitions are very popular amongst coders, so we uploaded a nice 1993 bytes bbstro (with source) from the year 1993 for you at the Takeover website, and we



want you to make it as small as possible. People who know their history will recognize this intro by the size, it's the Starport intro #2, coded by PSI / Future Crew with music by Skaven / Future Crew.

So the goal for the surprise coding competition is: Make Starport intro #2 as small as possible.





This year we have spent an unusual amount of time in the creation of our website. We wanted it to be one of the best party websites on the web, that would be both informative and entertaining.

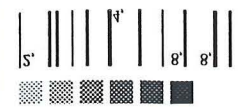
It took us a couple of months to create the site from scratch to what it was on January 13th, the day that we first put the site online. During the weeks after we added more and more items to the site: various pictures of the event, loads of information, the forum, and the "who is attending" item.

Another very interesting part of the website is the online E-zine. In this we have published articles that are related to the scene, and often written from an organiser's point of view (which I believe, make's 'em very interesting to read). We also had a couple of interviews with some interesting people that have made a profession out of their scene talents, the so-called Scene Professionals.

Apart from scene related stuff, we also publish interesting "off-scene" articles, like reviews of books, movies, games and CD's. We organised an "Article Competition", which also had a couple of nice entries.

Apart from the flame mails we got (yes - if you use Lynx the site won't work), we also got a lot of very positive reactions about the website (the review in Hugi being one of them) - which we are very thankful for. Because of these positive reactions, and because of the fun we had creating this site, we have decided to continue the site after Takeover.

Of course, the first things we get online after the party are the competition results, the productions released at the Takeover, and a whole bunch of pictures and reports about the party. But it doesn't stop there.

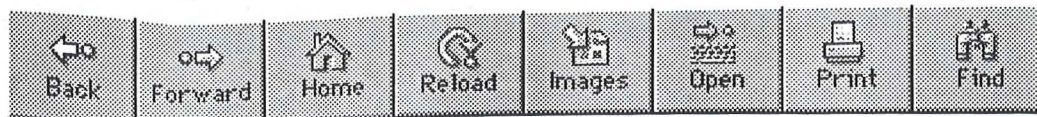


We want to continue the e-zine. That means that we'll keep on publishing reviews, interviews and articles about all kind of interested subjects. And there's more: we have very cool ideas for the Takeover website. Think of several competitions, party reports (we'll send Sparcus to any party in the world and force him to write a report about it;) and some very interesting scene related stuff.

One of these things is a scene related search engine. Together with www.scene.org and www.track.nl, we are going to build a database which holds all important information we can find and, using their technology, Track will offer you the most complete scene related database on the globe.

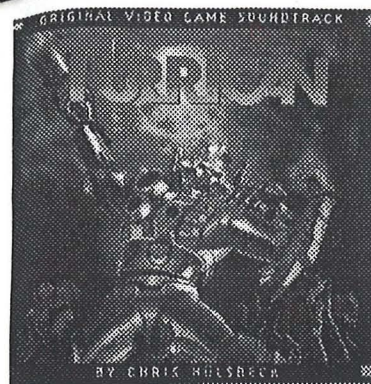
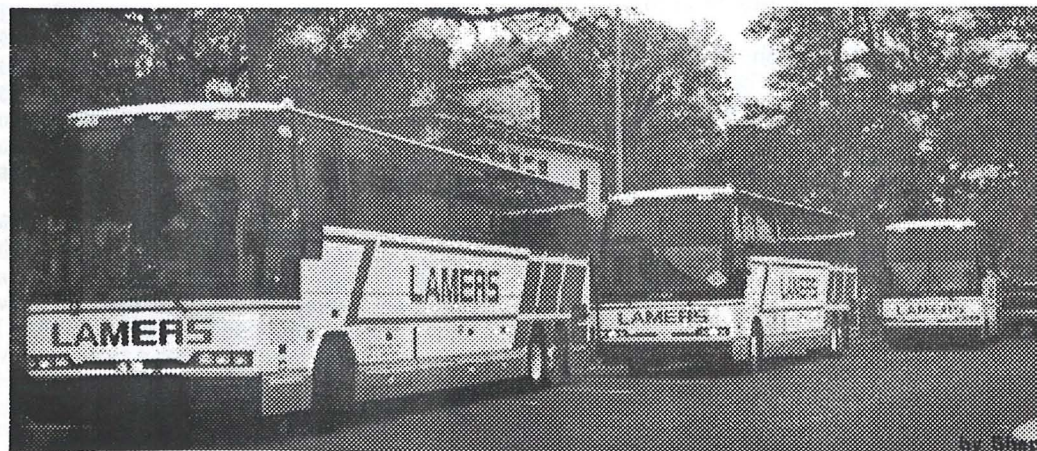
Track Internet has developed high speed, dedicated searching algorithms and spidering software, which will be used to create the database. It will then be updated weekly, incorporating relevant sites you can add. The URL where Takeover interfaces this database is <http://www.takeover.track.nl/>. This site features the look and feel of our homepage, driven by the sponsored Track engine. Interesting sites, regarding the scene can be mailed to scene-db@track.nl, and will be evaluated and incorporated in the database.

If you have any ideas on what we should do at the site, or if you want to be a contributor, please contact us.



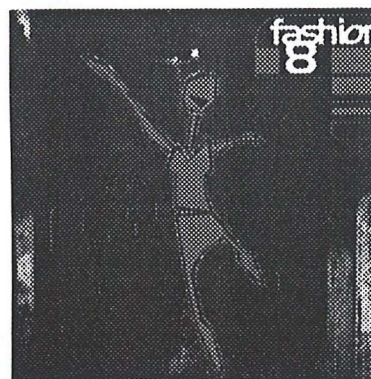
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<http://www.zx26.com>
<http://www.dieselprint.com>
<http://www.suck.com/hr>
<http://www.lionhead.co.uk>
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<http://sneaker-nation.com>
<http://www.sublimegraphics.com>
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<http://www.circlemakers.org>
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<http://www.elvis-presley.com>
<http://www.scene.org>
<http://www.keepyoureyesopen.com>
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<http://www.realdoll.com>
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<http://www.egomedia.com>
<http://www.game.com/starwars>
<http://www.swanky.org>
<http://www.jonninitro.com>
<http://www.cyphen.com>
<http://www.airsicknessbags.com>
<http://www.takeover.nl>
<http://www.k10k.net>



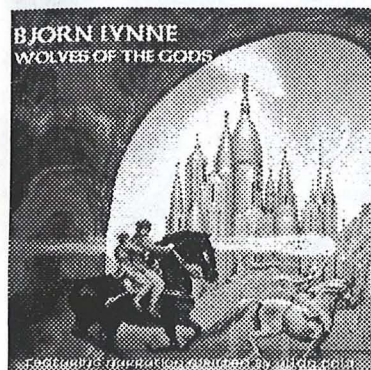
CD 1: "Turrigan Soundtrack" by Chris Huelsbeck

This CD features the best compositions of the computer-games of 'The Turrigan Series'. It contains the music from both the original Turrigan as well as Turrigan 2, which was perhaps even better! Revised in the studio and spiced up with modern sounds, these first class pieces are turned into classics which shouldn't be missing from any CD-collection. PC-SPIEL wrote: "*Noble melodies and orchestral sounding pieces! One of the best soundtracks which have ever been composed for a game.*". Chris Huelsbeck's finest hour! This CD was first published in 1993, but it was re-mastered and re-published in 1997. If you order it today, you will get the new 1997-version. It has a total playing time of 68:43. Price 19 US\$.



CD 2: "Fashion8" by Lizardking:

The brand new CD from Gustaf Grevberg, also known as Lizardking. A very nice mixed CD with the kind of qualities of compositions as we've come to expect from Lizardking, and with top studio production. The first few songs on this CD reminds me a lot of Vangelis. Then the tempo starts to pick up gradually, and we are treated to a lot of groovy and melodic dance/electro tracks. The longer the CD goes on, the more the tempo and groove starts to pick up... and up... This CD was made by Gustaf "Lizardking" Grevberg in cooperation with his friend Joakim Falk. Price 19 US\$.



CD 3: "Wolves of the Gods" by Bjorn Lynne a.k.a. Dr.Awesome

Bjorn Lynne's career started as "Dr.Awesome of Crusaders", where he made the music to all the classic Crusaders demos and music disks, as well as the first 20 issues of the Official Crusaders Eurochart. This brand new CD from Dr.Awesome is the culmination of that career, 10 years later. This album contains slightly medieval sounding instrumental and melodic symphonic rock music with grand orchestrations and an "epic" sound. The independent underground music press has raved about this CD, calling it an early contender for best album of the year (e-prog) and "inspiring, to say the least!" (Wondrous Stories). Price 19 US\$.

HOW TO ORDER:

The easiest way to order, is to order online, using our guaranteed secure SSL encrypted online order form, and a credit card. You'll find all the details on <http://www.lynnemusic.com>. You can also order by mail order. One way is to make a EuroCheque. Write the EuroCheque out in UK pounds (14 UK pounds for each, that "includes" postage & packing), make it payable to "Bjorn Lynne", and send to the address below.

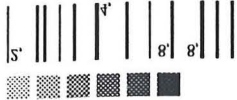
Another way is to send cash. For each CD, send either 35 german marks, 15 english pounds, 25 US dollars, or 45 dutch guilders to the address below. No coins, please. Remember to include your name, full address, and details of exactly which CDs you are ordering.

Address:
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 ENGLAND

email: lynne@lynnemusic.com

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Closing words



To all good things come to an end, and so you have reached the closing words of this magazine. Traditionally, this is the place where the main organizer personally thanks all the important (and less important) people, but traditionally beer ends up in the toilet bowl, so I will just thank groups of people (which is also safer, since it's easy to forget individual persons). So big thank-yous fly to:

the Takeover'99 organizers that brought you this show,
the Takeover'99 crew members without whose help this party would not have been possible,
the University of Technologies Eindhoven (TUE) for providing the most awesome party place imaginable,
the university janitor staff, fire brigade and technicians for helping keeping this party safe and running,
the catering team for providing food, drinks and a pretty smile,
all the sponsors for providing indispensable hardware and competition prizes,
and last and most importantly:
you, and all the other party attendees for helping create the best party atmosphere ever!