

This is considered as an extension to the existing drug policy. All the drug policy are still valid, where they have been introduced or extended in their substance. The drug policy has gone through major changes in 2015 because of technological new changes, as have we, but our regulations have left very few areas to the current policy. The first policy change was made up when programs were made effective and technical systems were taken. The existing drug policy was not aware of software engineering policy, mostly because of their data in the old policy. These changes have led to a variety of limitations which groups have been taking advantage of. The new policy are constructed so to close these loopholes, as well as increase the general quality level of software in the world.

This document serves as a reference for this. These policy are guidelines and represent the requirements in the first place, and other secondary, as they have to take some rules which have been the subject of these policy. The following groups have signed and contributed to following these policy.

NOTE: THE ABOVE POLICY ARE AVAILABLE FROM RESEARCH AND ARE NOT CONSIDERING RESEARCH AND RESEARCH. RESEARCH HAS BEEN DONE BY RESEARCH AND RESEARCH HAS BEEN DONE BY RESEARCH. RESEARCH HAS BEEN DONE BY RESEARCH.

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These policy will be more effective starting January 2015, 2016.

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# The Warez Game

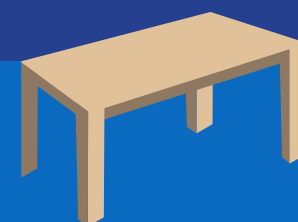
Internet piracy  
subculture book

Designed by Dexter Delaski



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# Pirates obtain and illegally release digital software and media.

...But It's not that simple. Your typical pirate participates in public, peer to peer, file-sharing networks driven by access to content. They download a movie that's as far as they go.

Some pirates may upload content in return for higher quality access.

Very few will ever be accepted into a group of pirates that work together as a organized team to beat other pirate groups in releasing new content. This is the "highest tier" of piracy: The WAREZ Scene, "an illegal, online, alternative reality game with aesthetic subcultural stylings that operates on a quasi-economic basis. It is an anarchically governed free-for-all that has nonetheless developed its own codes of behavior, ethics, activities, and, most importantly, hierarchies of prestige."

Operating behind closed doors, This top rung is seemingly impossible to break into. The only way in is if you know someone or can offer these groups a leg up in the game.

# What is The Warez Scene?

Adapted from *Warez: The Infrastructure  
and Aesthetics of Piracy* by Martin Paul



■ strikes back with Castle Master II fre

*The Warez Scene* is a worldwide, underground, organized network of pirate groups specializing in obtaining and illegally freely releasing digital media before their official sale dates.

*The Scene*, as it is known, is highly illegal in almost every aspect of its operation. The term *warez* itself refers to pirated media, a derivative of *software*. This Warez Scene is an underground culture with its own norms and rules of participation, its own forms of sociality, and its own artistic outputs.

*The Scene* specializes in the release of software, movies, music, pornography, and other media forms. It is a mythical space in its secrecy yet one that continually must rear its head in public to receive the legitimation and adulation that its members desire.

*The Scene* is an elaborate performance of elitism, played in private, yet one that requires a public stage on which to act out its status. While some Scene members undoubtedly do manage to keep their heads down and work forever in the shadows, the lure for others is always too great, a fact evidenced in how Scene releases end up on public torrent sites and in other venues outside of their own formal structures.

. : [ t H e l E G E N D A R y ] : .

[oMniBUz]



. : [ w E m A K E a L L d A Y S , p A R T Y d A Y S ] : .

Presents: Galactic Civilizations (c) Stardock

Supplier.....: Caffer

Cracker.....: N/A

Packager.....: Caffer

Protection.....: Removed

Disk(s).....: 21

Released.....: 12-27-95

Video.....: OS/2

Audio.....: OS/2

Rating.....: 10/10



# Horrific, Dangerous Criminals. Theiving dogs.

*...Adrenaline junkies,  
loners, geeks, gamers,  
compsci students,  
middle aged men*

For many Sceners, this underground culture is their alternate life identity. It is more than just a way to acquire content. As TorrentFreak put it: the Scene is “a stress headache that most pirates can do without,” and it is not wholly clear why people would participate if the goal were simply to acquire pirate media.

While it is true that *many people aspire to become a member of the Scene to hope to bathe in the collective mystery, kudos and notoriety*, the volume of effort that is invested is not commensurate to the access that is gained or provided.

Instead, the Scene seems more of a complex lifestyle choice than a hobby for many participants, but one that could implode at any second. The Scene is not just a sideshow way to obtain content.

It is an entire social structure, or an alternative reality game, that seems to become the dominant model of life activity for many participants.

*In this respect, law enforcement often misunderstands the Scene.*

Although the law is correct, in one sense, in viewing it as a criminal cartel intent on multimedia piracy on a broader scale, simply punishing *Sceners* as such has unilaterally failed to stem the flow of releases. Instead, legal efforts thus far have played a game of whack-a-mole with topsites and release groups, steadily infiltrating them only to cut off a single head before the whole thing starts up again. Certainly, this approach does act as a deterrent for some Scene members.

# Scene Glossary

## 0-day

As in 0sec access to a release. It means someone has access to a release immediately

## Crack

Software cracking is the modification of software to remove encoded copy prevention (*DRM*).

## 1337

Leet-speak a contraction of "elite speak" — a form of slang communication that uses text and numbers. Often, the numbers "1337" or "31337" are used to mean "leet" or "eleet" for the digits' resemblance to "e," "l," and "t."

## Leeching

Downloading a lot without uploading. Also can be used as a noun often used as a derogatory term. Being a leech is frowned upon

## NFO

A .nfo file is a textfile with information about the release.

## Ripping

Ripping is the process of extracting digital content, such as audio or video files, from a physical source like a CD, DVD, or Blu-ray disc, and converting it into a digital file format. This allows you to store, share, and play the content on various devices without the need for the original physical media.

## DRM

Digital Rights Management. Programming routines that aim to make it impossible, illegally, to copy an artefact. *Cracks* aim to circumvent DRM/TPM.

## Courier

An individual who moves *releases* between sites to build ratio credit for download and to participate in *courier charts* Competitive scoring systems that rank *couriers*. The act of transferring a release, in competition with other couriers, is called "*racing*." Previously, in earlier BBSs, a courier was also referred to as a "*broker*."

## Dupecheck

A database of previous scene releases, allowing a *release group* to ascertain whether a release is a duplicate of a previous work.

## Release Group

A set of individuals working together to create *releases*. A *release* is A pirate artefact, be it music, movies, software, games,etc

## Nuke

Both a noun and a verb. In its noun form, this refers to a "bad" release that has been marked as a rule violation at either the topsite-level (a violation of individual site rules) or Scene-level (a violation of release rule standards). Nuke as a verb refers to the act of marking a release as bad using the "site nuke" command. The *NukeNet* is an inter-site system for nuking releases. A *Nuker* has the role of *Nuking* releases.

## Topsite

An FTP server with a high-speed internet connection and vast amounts of storage space. It has *affiliates*, *couriers*, *siteops* (site operators), *nukers*, and other user categories. It is ranked according to various criteria for participation in *courier charts*.

## Internet Relay Chat

(IRC) A distributed online chat system used by Sceners to communicate with one another. Site bots also post updates to the IRC channels of topsites.

## Internal

A *release* designed only for dissemination amongmembers of the release group itself. Such releases are not beholden to the same standards (e.g., dupecheck) as public releases.

The Humble Guys!

Present

Crime Wave

Broken by Fabulous Furlough!

Members: Nightwriter Fabulous Furlough R. Bubba Magillicutty  
Pudwerx Oahawhool Whoremonger Deathmaster Candyman

Press any Key to Load!

# Warez Wars

Wired Magazine

By David McCandless

April 1997

For the Inner Circle, cracking software is a challenge. For the wannabe underground, collecting it is an obsession. For the software industry, it's a billion-dollar nightmare.

Sunday morning, 7 a.m., somewhere in US Eastern Standard Time: Mad Hatter gets up, has a glass of Seagram's Ginger Ale and a cigarette, and checks his machine, which has been running automated scripts all night. He looks for errors and then reads his email. He has 30 messages from all over the world: some fan mail, a couple of flames, a few snippets of interesting information, three or four requests - some clear, some PGP- encoded. After a quick espresso and another cigarette, he surveys the contents of a few private FTP sites, filters through a bunch of new files, and then reroutes the good stuff to his newsreader. After breakfast with the family, another wave of automated scripts kicks in. The ISDN connection hums to life. A steady stream of bytes departs his machine 128 Kbps and vanishes into the ether. By the end of the day Mad Hatter, a ringleader of the software piracy group called the Inner Circle, will have poured 300 Mbytes of illegal "warez" onto the Internet.

Monday morning, 9 a.m., Greenwich Mean Time: Phil arrives for work in Bracknell, England, in a suit and tie, just back from a few days in Switzerland. Inside Novell UK's glossy five-story headquarters, he lets himself into his office. It looks like a mad, bad bedroom - shiny desktops and derelict ones, disemboweled minitowers and battered servers, every last expansion slot distended with DAT machines, CD-ROM burners, extra hard drives. A metal shelf unit contains a rack of monitors, some video equipment, spare keyboards. Everything is wired insanely to a single ISDN line. After a coffee, Phil boots up and skims his email. Twenty

minutes later he has ceased to be Phil. For the next week, he will pretend to be a trader, a courier, a cracker, a newbie, a lamer, a lurker, a leecher. He is an undercover Internet detective, a "technical investigator." He spends his days roving the Net, finding people like Mad Hatter - and busting them.

This is a story about a universe with two parallel, overlapping worlds. One is the familiar, dull world of the software industry, with its development costs, marketing teams, profit, and loss. Phil's world, at least part of the day.

And then there is warez world, the Mad Hatter's world, a strange place of IRC channels and Usenet groups, of thrills, prestige, and fear. A world of expert crackers who strip the protection from expensive new software and upload copies onto the Net within days of its release. A world of wannabes and collectors, whose hard drives are stuffed like stamp albums, with programs they'll never use. And a world of profit pirates, who do exactly what the software makers say: rip off other people's stuff and sell it for their own benefit.

In Phil's world, software is a valuable tool that commands high prices - programs like QuarkXPress, Windows NT, and AutoCAD, costing thousands of dollars a shot. But in Mad Hatter's world, those sticker prices means nothing - except inasmuch as more expensive programs are harder to crack, and that makes them the most desirable, spectacular trophies of all.

In Phil's world, warez are a menace. In warez world, Phil is...

## Filthy lucre

### Phil's world is full of nasty numbers.

Antipiracy organizations like the Software Publishers Association and Business Software Alliance estimate that more than US\$5 million worth of software is cracked and uploaded daily to the Net, where anyone can download it free of charge. A running scoreboard on the BSA Web site charts the industry's losses to piracy: \$482 a second, \$28,900 a minute, \$1.7 million an hour, \$41.6 million a day, \$291.5 million a week. A lot of that is garden-variety unlicensed copying and Far East-style counterfeiting. But an estimated one-third leaks out through warez world, which can be anywhere there's a computer, a phone, and a modem.

This is bad news for the business. Think of the lost revenue! The lost customers! "It's a frightening scenario out there," says Martin Smith, Novell's product-licensing manager for Europe, the Middle East, and Africa. "We are seeing a very, very rapid development of crime on the Internet."

He's not being paranoid: look at the thousands of messages that pour through alt.binaries.warez.ibm-pc and the other Usenet sites that are the warez world's pulsing heart. In a typical week, you'll see Microsoft Office Pro and Visual C++, Autodesk 3D Studio MAX, SoftImage 3D, SoundForge, Cakewalk Pro Audio, WordPerfect, Adobe Photoshop 4.0 - virtually every high-end package in existence. All this plus impossibly early betas and alphas. Add a smattering of mundane Web tools, Net apps, registered shareware, games, and utilities, and you have everything for the forward-looking computer user.

Warez world's volumes are impressive, too - a good 65 Mbytes a day of freshly cracked, quality new releases, chopped into disk-sized portions (to make it from one hop to the next without clogging the servers), compressed, and uploaded. Postings can vary from a few bytes (for a crack) to hundreds of megabytes. The nine main warez sites alone account for 30 to 40



percent of the traffic on Usenet, an average of more than 500 Mbytes in downloads every 24 hours, according to OpNet.

Bad news indeed for Phil and his friends, gazing at those endless dollar signs. But warez world's leading citizens say that filthy lucre is beside the point - at least for them and the hungry collectors they supply.

"No money ever exchanges hands in our forum," says California Red, one of a half dozen of the Mad Hatter's Inner Circle colleagues gathered for an IRC chat.

"We're on the nonprofit side of the warez feeding chain," insists another, TAG (The Analog Guy).

"It's a trade. You give what you have, get something you need. No money needed," adds Clickety.

"We're not in it for the money. I would never sell something I got from warez," California Red reiterates.

"Never made a dime," says Mad Hatter.

Even Phil admits these are not the people responsible - not directly, anyhow - for the 500-Mbyte, \$50 bundled software CD-ROMs from Asia that are the industry's most prominent nightmare. Warez crackers, traders, and collectors don't pirate software to make a living: they pirate software because they can. The more the manufacturers harden a product, with tricky serial numbers and anticopy systems, the more fun it becomes to break. Theft? No: it's a game, a pissing contest; a bunch of dicks and a ruler. It's a hobby, an act of bloodless terrorism. It's "Fuck you, Microsoft." It's about having something the other guy doesn't. It's about telling him that you have something he doesn't and forcing him to trade something he has for something you don't.

In other words, it's an addiction. Listen to a typical dialog on an IRC warez trading channel:

"What you got?"

"Cubase three."

"What's that?"

"A music program."

"I got it. What else?"

"No, but it's Cubase three-oh-three - the latest bugfix."

"Shit. Gimme."

"It's not a patch. It's another seven meg download."

"Don't care. I want it."

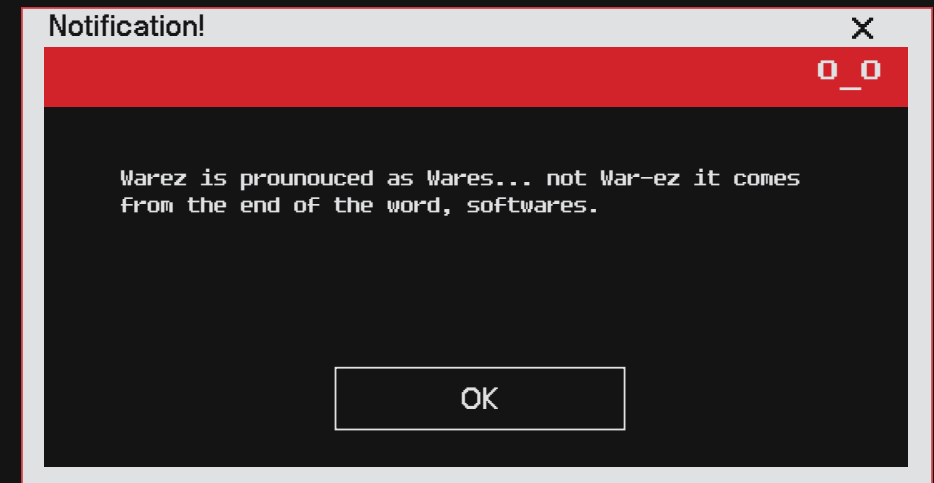
Warez traders scour the newsgroups every night, planting requests, downloading file parts they don't need. Warezheads feel unfulfilled unless they've swelled their coffers by at least one application a day. They don't need this Java Development Kit tool, or that Photoshop plug-in - the thrill is in creating the new subdirectory and placing the tightly packed and zipped file cleanly, reverently, into the collection. They may even install it. Then toy absentmindedly with its toolbars and palettes before tucking it away and never running it again.

Look at Michael, an 18-year-old warez junkie who's also into weight lifting. In the evenings, while his friends pursue women, he's either at the gym or home at his machine, combing the planet for the latest dot releases of 3D Studio MAX. "I bought

a Zip drive so I could store it all. The SoftImage rip is 20 disks. It took me three months to get the entire set." A directory called WAREZ on his D: drive has \$50,000 worth of cracked software, more than any one person could ever use, ludicrous amounts of applications. The more high-end and toolbar-tastic the app, the better. Without technical support or manuals, he hasn't a clue how to use most of it. But it's there and will stay there. "Warez give you a weird kind of feeling," he says. "You end up collecting programs you don't need and never use. Just so you can say, 'I've got this or I've got that.' Or 'My version of Photoshop is higher than yours.'"

Mad Hatter knows the feeling. "It's an obsessive game. We see it every day - people begging for something to 'finish their collection.'" He's not much better himself. "When I was out of work on disability, I was totally motivated by the thrill of massive uploads, uploading at least 40 Mbytes a day for four months straight." Fellow Inner Circle member Clickety used to spend 12 hours a day online until college got "awful heavy." Another, Abraxas, spends 6 to 10 hours online on weekdays, 12 to 16 on weekends. But Mad Hatter - who runs the semi-tongue-in-cheek, semi-poker-faced discussion group alt.support.warez.recovery - is making progress: he's down to 30 Mbytes a day. "My computer is online 24 hours a day," he says. "A warez pirate is always online."

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## As gods

For Joe Warez Addict at the end of the cracked software food chain, membership in a group like the Inner Circle is the ultimate collectible.

A way to legitimize their addiction, work for the common good, and, of course, get a nice fresh supply of warez. The drug addict becomes dealer. A sizable chunk of Mad Hatter's daily mail is begging letters. "I hope that if I ask this question, you will not be offended in any way. But can I join the Inner Circle? I mean, I respect the Inner Circle ... but never got a chance to join it. I was just wondering, can I? Please mail me back ASAP."

Needless to say, this lone obsessive didn't get his chance. Joining the Inner Circle is nigh on impossible. Reaching its members, though, is easy enough. They keep a high profile, both in posting files on Usenet and flaming lamers. When I first tried to contact

them I thought that they weren't so good at answering email, but it turned out their provider had just been taken offline for illegal spamming. They relocated en masse, and my mail had been lost in transit. So I posted a message to one of their newsgroups, made sure it was correctly labeled, politely worded, and not crossposted (a cardinal sin anywhere on Usenet). A reply arrived within eight hours. Mad Hatter was more than happy to talk, but not on the phone, not in person, and not on conventional IRC. "It has a bit of a habit of advertising my IP address," he said. He and six other Inner Circle members set up their own IRC server, configured a secret channel, and arranged a mutually convenient time for a live interview. We met and



talked for nine hours, in the bizarre overlapping conversational style of IRC. They were frank and open, friendly and articulate - and, like any new start-up, flattered by the attention.

A 17-strong force, the Inner Circle has its own iconography and its own ideals. Its members are warez gods. They preach, police, advise, flame. Their commandments? Good manners, good use of bandwidth, and good warez. Give unto others as you would have them give unto you. When the Inner Circle is not sourcing warez from secret sites, its members are hunting and gathering from more conventional sources. Clickety borrows fresh stuff from his clients. A few have attended Microsoft Solution seminars. "Some of us are actual beta testers, too," says Mad Hatter. "That's got to be scary for the developers." One way or another, they help maintain the steady flow of warez onto Usenet. From there, various wannabes, lamers, and aspirants copy their work to countless BBSes, FTP sites, and Web pages.

These are not pimply teenagers devoid of social life and graces, little ferrets who talk in bIFF text and make napalm out of soap and lightbulbs; they're not downloading porn or being careful not to wake their parents or spelling "cool" as "kewl." According to the interviews I conducted, not one member is younger than 20; Clickety-Clack is the youngest at 23. Most are 30-plus. Champion uploader Digital has been happily married for 22 of his 46 years. Most are well-adjusted white males with day jobs and thoroughly nuclear families. Founding member Abraxas has three kids, one over 18. Mad Hatter runs a small business from home. Technical guru TAG is a computer animator. Irrelevant maintains commercial real estate. They're spread all over the United States. A few are concentrated around Orlando, Florida. Two or three others are California-based. For obvious reasons, that's as precise as they like to get.

The Inner Circle was born of a sense of outrage that their beloved pirate-ware's newsgroups were going to pot. Warez had been around for more than a decade, but the growth of the Internet was bringing clueless newbies onto the boards. Warez needed a code of ethics and a group of leaders to set some examples. The leaders would be the best crackers - some of whom became the Inner Circle.

"We took over alt.binaries.pictures. leek in early '96," explains Abraxas, "and then leaked the first Nashville [Windows 97] beta. The groups were being overrun by clueless people. They needed help. They were wasting Internet resources. Perhaps if we could encourage responsible use of the available bandwidth, the whole Usenet warez 'scene' might last a while longer. Warez was around before we were, and will be after, but we wanted to help people and preserve resources using common sense."

As enforcers of the warez code, the Inner Circle can be swift and sure. In April 1996, a pirate gang called Nomad, convinced that posts to warez groups were being suppressed, decided to get themselves some unsupervised elbow room. They selected an antiwork newsgroup - alt.binaries.slack, relatively empty and off the beaten track - where software could be slipped past news providers who had firewalled the usual warez forums. Within 24 hours, the forum was flooded with the latest releases. The slackers bestirred themselves from their apathy and fought back, posting files that told the pirates politely to push off. The warez kept coming. Then the Inner Circle waded in on the slackers' side and castigated the invaders for their poor manners. The pirates left meekly - though as a parting gift, one of them posted Microsoft NT, Beta 3,

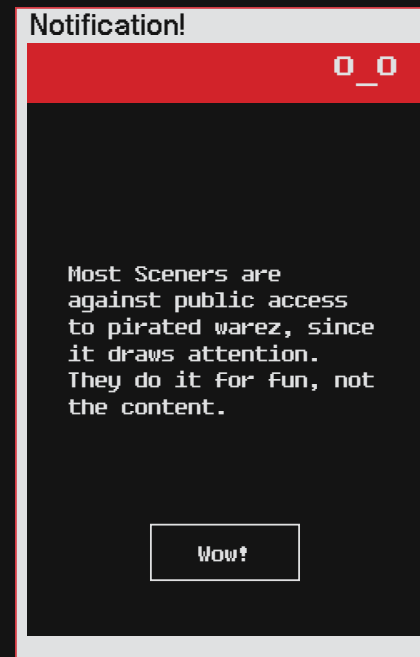
all 48 Mbytes of it, in 5,734 parts. The slackers' newsfeed was clogged for days. A

slightly disturbing revelation came out of the slacker invasion. "After the first attempted takeover, we discovered just how scary search engines like Deja News and AltaVista were," explains TAG. "You could dig up real email addresses pretty easy on about 75 percent of people posting warez." A worried TAG hacked into the code of Forte Agent, an industry standard newsreader already cracked to bypass the shareware cripples, and stripped away the X-newsreader header, giving posters far greater anonymity. As a side effect, the patch also reduced email spams by two-thirds. "The hack went over so well with even nonwarez people that Forte eventually incorporated it into Agent as a feature," TAG says proudly, "although I don't think they'll be giving us credit."

By mid-'96, Mad Hatter decided that police work was getting to be too much of a chore. The newsfeed was being clogged by lamers, requesters, and partials posters with "room-temperature IQs." Those genuinely into warez were seeing less and less complete software uploaded; in its place were hundreds of stray disks and clammy begging posts. In a rare fit of pique, Mad Hatter took his revenge.

"If I continue to see the 'here's what I have' threads," he wrote, "I will stop uploading here. I will not help and will laugh my ass off that everyone is suffering. If for some reason you doubt that I make a difference, it's your loss, as I personally have uploaded 85 percent of all the shit that's getting posted now when it was zero day or still fresh. Keep fighting over stale shit - I like to watch; keep posting partials, and I'll stop

pping my 100 to 300 Mbytes a week. In fact, I think I'll stop now." And stop the Inner Circle did. "We became burnt out on educating the masses," Mad Hatter says. Instead, a range of guaranteed lamer-free encrypted newsgroups was created for posting PGP-encoded warez, for Inner Circle-approved members only. Those on the select interested- parties list are given the codes to unlock the software, and anyone can apply to join. Requirement: a reasonable knowledge of PGP. "Hopefully this is a sign you won't be totally incompetent if you choose to post," says TAG. At the last count, the IPL had 500 subscribers, happily trading warez under the protection of the latest in antilamer technology.



## New economy

# Warez on Usenet are basically gifts

- testimony to the power and stature of the giver. Files are posted for all to download, free. Just fire up your newsreader, point it at an appropriate forum, and a list like a home-shopping catalog of the latest software spills down your screen. There is no pressure, but if you download and you like the vibe, you are expected to join the community and contribute uploads whenever possible.

On the freewheeling IRC chat forums, warez are no longer gifts - they're trade goods. The rewards are greater but you've got to work for them. The IRC channels are 24-hour stock exchanges cum street markets: FreeWarez, Warez96, Warez4Free, WarezSitez, WarezAppz, and WarezGamez. There are private channels, hidden areas, and invite-only piracy parties. And there are no free lunches - every piece of software has to be paid for, in software. The more recent the application, the higher its value. The ultimate bartering

tools are zero-day warez - software released by a commercial house in the last 24 hours, cracked if necessary and uploaded. The prizes for good zero-day warez vary; you may get instant download status on a particular server, logins and passwords for exclusive FTP sites, or admission to the ranks of a powerful cartel like the Inner Circle.

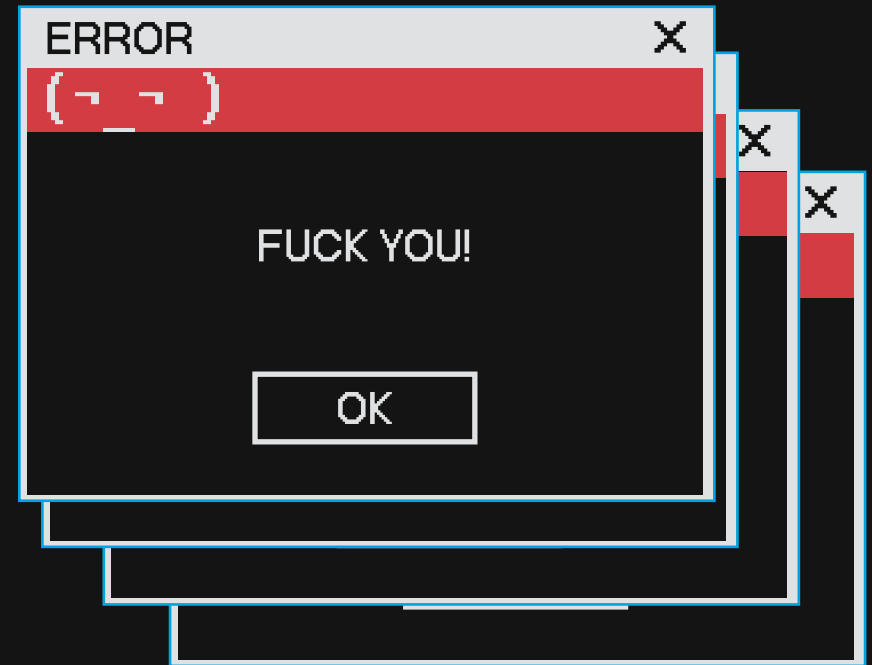
"Zero-day sites are very Ãlite stuff," explains paid-up Ãlistist TAG. "People can get access only if they can move a few hundred Mbytes a day. Most are invite only. The average IRC warez trader doesn't get that kind of access unless he puts a lot of effort into it." Zero-day warez trading is a fraught business; competition between groups often leads to malpractice. "You get a lot of first releases with bad cracks," says TAG, "just so someone can say they released first. Then two days later, you get a working crack. We get most of our freshest stuff from private FTP and courier drop sites."

If your software collection is more mundane, you can trade one piece directly for another. But with so many unpoliced egos in one place, this can be risky. People will often welsh on deals, allowing you to pass them a file and then disappearing into the ether. Cunning traders will barter with "trojans" - zipped-up files of gunk, realistic enough to carry out half the transaction. In extreme cases, someone may feed you a virus.

A step down from zero-day warez are drop sites, where fresh cracks can be found for the cost of a download. Some drop sites run on the trader's own machine; others piggyback on

government or corporate mainframes, shareware mirrors, and university networks. Often they're only in existence for 24 hours, or on weekends when the sysops are at home.

Wherever you end up, you'll be struck by the extreme politesse and measured courtesy, united by a common language. "Greetings m8. Have appz, gamez and crackz on 129.102.1.3. Looking for Pshop 4.0 beta. L8ter." "Have 1.5 gigs of warez on anonymous T1. Upload for leech access. msg me for more info. No lamers."



## Real money

Back in Phil's world, they can't cope with the idea of this ferocious brag-driven barter economy cloaked in courtesy.

The SPA and the BSA just don't believe it. "Considering the amount of time they dedicate, they must be making a return to justify it," says Phil. Casual observers of the BSA's Web site may well be convinced, if only because they're stunned by the money that's involved - or seems to be. Fifteen point five billion dollars a year! But those figures are based on the assumption that if piracy were stopped, someone would be willing to pay for every pirated copy in circulation.

"Billions of dollars?" scoffs East London BBS operator Time Bandit. "I know guys who have thousands and thousands of pounds worth of software, but the values are meaningless. Win95 may cost, like, £75 in the shops, but in warez, it's worthless. It's just another file that you might swap for another program, which

might cost four grand. How much it costs in real money is meaningless."

How do you ram home sales figures and quarterly losses to a bunch of teenagers who see warez trading as their passport to acceptance on the scurrilous side of a brave new world? How do you convince middle-aged men who see incandescently expensive software as monopoly money in a vast, global boardgame that what they're doing is "harmful"? In the software industry's latest campaign, you scare them - or try. The BSA's mandate used to be "not to capture pirates, but to eradicate piracy." Now exemplary punishment is the big thing.

To do that, the BSA and the SPA are willing to push the law to its limits. Prosecuting clear offenders - warez-vending BBS operators and FTP-site pirates, for instance - is

one thing; suing ISPs for carrying Web pages containing pirate links and cracks is another. A typical case was against C2Net, a Buffalo, New York-based ISP that the SPA sued for doing just that. In what smacked of a token prosecution - or, in the words of C2Net's president, Sameer Parekh, "legal terrorism" - the action by Adobe, Claris, and Traveling Software, under the aegis of the SPA, held the provider responsible as "publishers" for the contents of its server, and for the activities of individual account holders. The SPA eventually backed off but threatens to revive the suit if C2Net and other ISPs don't agree to monitor their users for copyright infringement. C2Net says it will not give in to litigious "bullying."

And then there are straightforward busts. On January 12, 1996, Microsoft and Novell jointly announced a settlement with Scott W. Morris, who was "doing business as the Assassin's Guild BBS ... billed ... as the world-wide headquarters for two large pirate groups, Pirates With Attitude (PWA) and Razor 1911." According to the statement, "marshals seized 13 computers, 11 modems, a satellite dish, 9 gigabytes of online data, and over 40 gigabytes of offline data storage dating back to 1992.... Mr. Morris agrees to assist Microsoft and Novell in their continuing BBS investigations."

Phil, our undercover Internet detective, wasn't responsible for that particular drama, but he's been integral to others. His latest victory was in Zurich - "a landmark case against individuals and organizations distributing unlicensed software on the Internet," he calls it. A 27-year-old computer technician who helpfully called himself "The Pirate" was running an FTP site filled to the brim





with warez, including US\$60,000 worth of unlicensed Novell software. Phil, impersonating a trader, infiltrated the site (admittedly no great feat), collected evidence, then handed it over to the Swiss police. He accompanied them on the raid to ensure no evidence was damaged. "He was one of a new breed who advertise on the Internet," says Phil. "He made his files available via email requests and telnet." Swiss police also raided the home of a BBS called M-E-M-O, run by "The Shadow," a friend of The Pirate. Unfortunately, The Shadow was on holiday with his parents. The family returned two weeks later to find their front door broken down; the son was arrested. If convicted, the young pirates face up to three years in jail and possible \$80,000 fines.

The Pirate's mistake - aside from his suicidal choice of nickname - was to plant himself geographically. Phil, a former corporate network manager, was able to trace him through his FTP site's IP address. Phil knows his networks; this makes him the perfect undercover agent - and one of Novell UK's most envied employees. "I play on the Net all day," he says, "and get paid for it."

There's a bit more to it than that. Phil and his counterparts in Asia and the US are deployed to infiltrate pirate groups; to study IRC; to get under the skin of the lamers, the dabblers, and the professionals; to chat, seduce, charm, and interact with the denizens of this bizarre over-underworld. Phil talks to traders in their own language, understands the tricks and traps. After busting The Pirate, he says, "we were talking and he was moaning about the sluggishness of his network. I pointed out that, aside from using LANtastic, he was using a

75-ohm terminator on the back of his file server, slowing the whole thing down."

Now that he's back from ZÃ¼rich, Phil will be getting some new toys: the spoils of war. In many jurisdictions, any hardware deemed to be part of an illegal setup can be taken by investigators and - if part of a civil prosecution - can be worked in as part of the settlement. Once sucked dry of evidence and incriminating data, the cannibalized machines are moved to Bracknell and hooked up to the network.

But despite the resources at his disposal and his status as a network ninja, Phil doesn't always get his man. "If there's a person out there who has a decent level of technological awareness of the ways he can be located, it's quite true to say he could successfully hide himself, or use a system where it would be impossible to track him. It's technically possible for them to bounce their messages all around the world and have us running around like blue-arsed flies." It's a reluctant admission, but then Phil is one person pitted against thousands.

Successful prosecutions aren't always that easy either. Take David LaMacchia, an MIT engineering student who turned two of the school's servers into drop sites and downloaded an estimated \$1 million worth of pirated software. LaMacchia was arrested in 1995, only to have the case thrown out by a judge who ruled that no "commercial motive" was involved. Prosecutors tried charging him with wire fraud, but this was ruled an unacceptable stretching of the law. LaMacchia walked free. "Bringing Internet cases through the judicial system is a nightmare," says Novell's Martin Smith. "Try talking to a judge

about 'dynamically allocated IP addresses.' We don't have a chance."

Tell that to the former warez traders of America Online, which had a meteoric history as a pirate mecca. For years, instructions on how to crack AOL's security and obtain free accounts were a Usenet staple. Online, "freeware" chat rooms were packed with traders, 24 hours a day. Megabytes of warez were kept in permanent circulation.

Then came the crackdown of 1996, a dark period in warez history. Goaded by software-industry watchdogs, AOL introduced countermeasures to disinfect its system; alt.binaries.arez was removed from the Internet newfeed. CATwatch automated sentinels were placed on AOL's warez chat channels, logging off anyone who entered. "Free" accounts were traced and nuked. Michael, the weight-lifting trader and also an AOL veteran, says everyone thought that "the FBI had infiltrated the warez groups, and we were all going to get busted." On the cusp of the big time - a top pirate outfit named Hybrid had a position open - Michael had been hoping to prove himself by doing a CD rip of the soccer game Euro 96. "I was halfway through removing the FMV and CD audio. I reckon I could've got it down from 58 disks to 9. But then everything went haywire."

Profit-driven crackers are actually the easiest to catch: they have links to the real world, starting with the money trail from credit cards. And the easiest prey of all are BBSes, with their telltale telephone connections. In January, FBI agents led by the bureau's San Francisco-based International Computer Crime Squad raided homes and businesses in California and half a dozen other states. They seized

computers, hard drives, and modems, though no arrests were made. Along with Adobe, Autodesk, and other BSA stalwarts, the list of software companies involved included Sega and Sony - a hint that the targets included gold-disk dupers who counterfeit mass-market videogames.

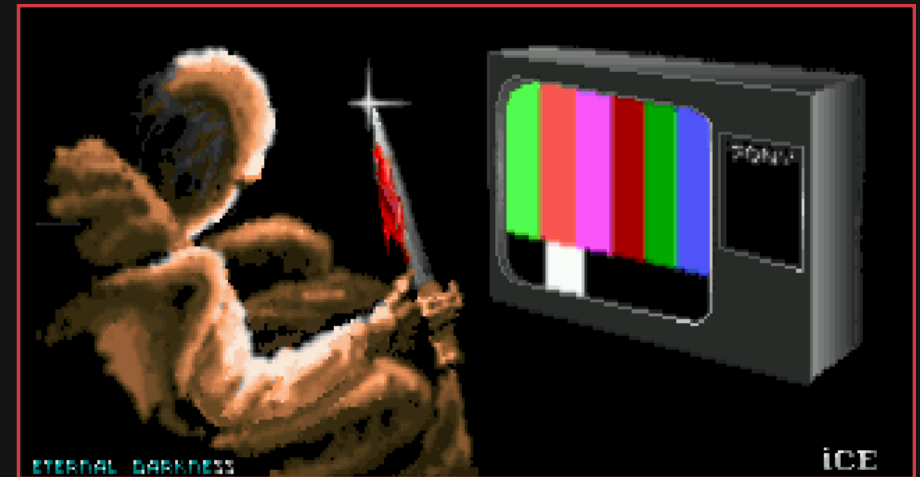
Mad Hatter was not impressed. "Wow, I'm in hiding," he cracked the day after the raids. But "Cyber Strike" was, as BSAvice president Bob Kruger said later in a statement, "the most ambitious law enforcement action to date against Internet piracy" - specifically, the first US case in which the FBI, rather than local police, took the lead. And that can't help but augment the BSA's number-one antipiracy tactic for 1997: creating the "perception of threat." And even warez gods don't necessarily want the FBI on their case.



But bluster aside, people like Mad Hatter are intrinsically - and deliberately - much harder to catch. The most prestigious pirate groups - Razor 1911, DOD, Pirates With Attitude, the Inner Circle - are tightly knit clubs whose members have known each other for years and call each other "good friends" - though they rarely, if ever, meet. Joining is no easy task. Positions become vacant only when members quit or are busted, or a vote is taken to expand operations. Kudos and reputation are everything. Unofficial homepages can be found here and there, constructed by acolytes who celebrate the groups' best releases and victories. These are often padded out with cryptic biographies and obituaries for those busted by the cops ("We feel for ya!"). Despite the boasting, and the draping of their releases with corporate motifs - logos, front ends, graphics, even signature tunes and Java applets - crackers' true identities typically remain secret, even to one another.

The anonymity, however, works both ways. Cloaked in his own secret identity, Phil says he has managed to get deep within several major groups in the past 18 months and is skimming the surface of several others. He can convincingly portray himself as a caring, sharing warez god. "You make some good friends," he says with a smile. And, it seems, you can end up pretty impressed. "

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"Some of these people are very talented. The logic and programming behind their setups are just amazing". Says Phil, Or maybe he's just bluffing?"

## Warez and whyfores

In Phil's world, warez dealers are thieves. In warez world, the software companies are the criminals.

"Most products you buy from a store can be returned if you are unsatisfied," reads the beautifully crafted Warez FAQ, on the Inner Circle's Web site. "Software cannot." The Inner Circle thus can claim to have a practical motivation - providing "a place to find something you might want to evaluate before purchasing." All right. "I personally have bought progs that I demo'd first from warez," declares Clickety. "I have more warez than I could ever hope to install on my poor drives. Tested a lot of crap also that I was glad I didn't pay for - deleted it right off the bat. I have recommended software to clients based upon using a pirate version at home."

"Software developers have families, and should be able to support them," reads the Warez FAQ. "We do advocate buying your own software if you really

like it and use it heavily," adds Mad Hatter.

As Phil and his friends are well aware, the line between piracy and ownership is very blurred. For example, it's commonplace for 3-D animators and modelers to use pirated, cracked, or at least unlicensed copies of their office software at home, for overtime or experimentation. In some minds, it's even a "necessary evil," a slightly arcane marketing strategy, a rather reckless approach to branding - look at Netscape. Indeed, many software executives privately acknowledge that piracy - especially the attention it brings to new releases - can be a valuable way to develop markets.

Novell's Martin Smith might disagree. He spends "99.9 percent" of his time fighting piracy, and he worries that the next generation of browsers

will seamlessly marry the Web with Usenet. "The newsgroups will be a lot more accessible," he says, with something close to resignation, "which is going to make the whole thing a lot more widespread and give these guys a much bigger market. There's not much we can do, other than encourage ISPs not to take them."

The difficulty is that, once it's up, a Usenet post can generally be canceled only by the author or a sysop from the post's point of origin, "server zero." Even if a cancel is issued, it takes time to ripple across the network. A warez regular would be able to grab the file before it was vaped. Some servers refuse on principle to honor cancels. "Even the most diehard warez hater in news.admin.hierarchy would defend your right to be safe from cancels," claims TAG. Many commercial ISPs have taken the industry's encouragement and dropped the warez groups, but lots of free servers are carrying on. And things aren't helped by the lack of a clear legal framework. Imagine the scenario: a program that belongs to a US company is uploaded via a router in Canada to a server in South Africa, where it is downloaded by a Norwegian operating out of Germany using a US-based anonymous remailer, then burnt onto a CD in the UK and sold in Bulgaria. "How would you prosecute that mess?" asks Smith. "It's a jurisdictional nightmare."

And the profit pirates are getting more creative. Smith cites the Web page of one warez guru, offering a premium-line phone number: for \$3 a minute, you can listen to details about the best warez FTP sites, their addresses, and their login passwords. "Updated every three days for your convenience," it declares. It also makes provisions for those dialing from outside the US. The selling of

information that leads to illegal use of information - a difficult case to prosecute.

"Our strategy is to bring a critical mass of prosecutions," says Smith. "We'll take out some people who're downloading this material - the gnats - and then we'll take out some of the larger, more organized guys. The people who are packaging it up and zipping it onto CD-ROMs." Which might work in a world where software was always bought on CD-ROM. But in pushing ever deeper into electronic commerce, where more and more real commercial software (browsers, little applets) is being given out for free, where the Internet is the ultimate distribution network, this looks a little ropery. Friction-free markets and friction-free piracy run in tandem. The Inner Circle already has its PGP-encoded giveaway mall in place.

Smith knows all this. There's just not much he can do about it. "All it needs is one server in one country where there are no laws to counter copyright theft, and there are plenty who will - the likes of Libya, Bulgaria, and Iran. One country with a decent enough telephone infrastructure is enough to undo a hundred busts in the West." Even if laws are constitutional or enforced, larger biases come into play. "Try asking a Saudi policeman to arrest a Saudi software pirate on behalf of an American company. Forget it."

# Dingle my dongle

## The alternative to policing is burglar-proofing:

making things harder to crack. In principle, you might think that the gazillion-dollar software industry would be able to produce uncrackable software. In practice, it can't, although it certainly keeps trying.

Take the dongle, for example. It is the summit of copy protection, an explicit melding of software and hardware. Without the right hardware key - the dongle - plugged into the machine's parallel port, the software won't run. And without the right software, the dongle is a mindless doorstop. Calls to the dongle are woven into the code at the lowest level. "The program may call the dongle every 150 mouseclicks, or every time you print, or every time you select flesh tones as your desktop color scheme," says one dongle expert. If the response to the call is false or not forthcoming, the program shuts down. All communications between the two are encrypted by uncrackable algorithms. Internal security fuses

ensure that any attempt to hack the dongle mechanically will cause it to self-destruct. "Nothing short of an electron microscope," says the expert, "could extract the algorithm from that mess."

The biggest player in the dongle market is Rainbow Technologies, whose Sentinel hardware keys are used by 55 percent of all protected software. There are 8 million Sentinel keys attached to 8 million printer ports the world over. The company calls it "the world's most effective way to stop piracy" - a clarion call to crackers if ever there was.

The logical approach to cracking a hardware key is to create a "pseudodongle" - a chunk of code that sits in memory, giving the correct answers to any query. To do this, a cracker would have to monitor and trap traffic to-ing and fro-ing across the parallel port, then use this



information to build an infallible query response table. Unfortunately, if the query is, say, six characters long, it can have more than 280 trillion responses (281,474,976,710,700 to be exact). With the speed of modern machines, this would take approximately 44,627 years to collate. With the SentinelSuperPro dongle ("the most secure and flexible protection available") the query length can be 56 characters - requiring a mere 10 125 years (in theory) for a complete table. However, the dongle in SentinelSuperPro for Autodesk 3D Studio MAX was cracked in just under seven days of its retail release - substantially less than the 44 millennia emblazoned on the sales brochures. Other expensive high-end applications that use Sentinel - including NewTek's LightWave 5 and Microsoft's SoftImage - have ended up the same way: cracked, repackaged, and redistributed to every corner of the Internet within weeks of their release. How? Instead of attempting to simulate the dongle, expert crackers simply remove its tendrils from the program code, unraveling the relationship skein by skein, function

by function, call by call, until the application ceases to need the dongle to function. Then it's ready for anyone and everyone to use - or, more likely, gawk at.

Nobody says this is easy. There may be only three or four crackers in the world who could manage such an opus. But with the Internet to transmit the result, only one needs to succeed.

With the latest wave of dongles, warez world looked to Russia to get the job done - and a shadowy group called DOD "won" the contract. The self-styled "Warez Bearz of Russia and Beyond," DOD appears to have arms throughout Europe, Asia, and the US. It undid Microsoft SoftImage's dongle protection in two weeks, which wasn't easy. The crew riotously celebrated in their "NFO" file: "Totally awesome work of glorious DOD cracker - Replicator after five other crackers gave up! We decided not to do a crack patch 'coz it will take too much time to code it ... you ask why? 'Coz there are only 72 (!!!) EXEs patched. All options now work 100%!"



NFO files do more than brag or supply installation instructions; they testify that the ware is a bona fide release, guaranteed to work. And this is more than just posturing; a group's reputation is paramount. Each release is painstakingly beta-tested. These are their products now, their labors of love. Nobody wants to find a "bad crack" in his hands after a seven-hour download. Nobody wants to be accused of being "unprofessional." Nobody wants the ignominy of anything like the bad crack for Autodesk's 3D Studio that made the rounds in 1992. For all intents and purposes it ran correctly, all features seemed 100 percent functional. Except that the dedongled program slowly and subtly corrupted any 3-D model built with it. After a few hours of use, a mesh would become a crumpled mass of broken triangles, irrevocably damaged. Cleverly, Autodesk had used the dongle to create a dynamic vector table within the program. Without the table, the program struggled to create mathematically accurate geometry - and eventually failed. Many a dodgy CAD house saw its cost-cutting measures end in ruin. Autodesk support forums and newsgroups were flooded with strangely unregistered users moaning about the "bug in their version of 3D Studio." A rectified "100 percent cracked" version appeared soon after, but the damage was done. The Myth of the Bad Crack was born, and the pirate groups' reputations tarnished.

But the pirates bounced back. They always do. And there's no reason to think that there's any way to stop them. Software security people are at an intrinsic disadvantage. Compare their job to that of securing something in the real world that's valuable and under threat - a bank, say. Typically, only one set of armed

robbers will hold up a bank at a time, and they'll get only one crack at it. Imagine an army of robbers, all in different parts of the world, all attacking the same bank at the same time. And in the comfort of their own homes. Not just once, but over and over again. Imagine that each set of robbers is competing against every other, racing to be first in. Imagine, too, that some of the robbers are so technically adept that they could have built the alarms, the safe, and even the jewels themselves. And that they have cracked more than 30 banks with the same protection system. And that they're learning from all their failures, because they're never caught. No security could realistically resist such an onslaught. It may be that the only way to avoid having your software cracked is to put no protection whatsoever on it. No challenge, no crack.

Popularity only feeds the frenzy. *Doom* is a good example. In 1993, id Software distributed the original shareware version of its nasty-guns-in-nasty-dungeons masterpiece on bulletin boards, CompuServe, and a then-little-known system called the Internet. Downloaded by more than 6 million people worldwide, *Doom* was a trailblazer in the world of modem marketing. The shareware gave you a third of the game: if you liked it, you had to buy the rest on disks. Millions did.

*Doom* and its makers became a dream target. Weeks before *Doom II*'s release, the sequel was available on the Internet - not as shareware, but warez. And not just as a teaser, but the whole damn thing. "Yeah, that was leaked," says Mike Wilson, id's then-vice president of marketing, now CEO at Ion Storm. "Can't tell you how much that hurt." The leaked copy

was rapidly traced - rumors abounded that the version was a review copy fingerprinted to a British PC games magazine - but too late. It was already on Usenet, doing the rounds on IRC, filling up FTP sites. The pirates were in ecstasy and id was left with recoding the final retail release, to ensure future patches and upgrades would not work on the pirated version. Then they shut the stable door. No more external beta testing; no more prelaunch reviews. "We assured ourselves it would never happen again," says Wilson. "No copy of our games would leave the building."

Nice try. *Quake*, *Doom*'s much-anticipated follow-up, turned up on an FTP server in Finland three days before the shareware come-on was due to be released. The pirate version was a final beta of the full game - complete with eerily empty unfinished levels and bare, unartworked walls. Within hours, it had been funneled to sites all over the globe. IRC was swamped with traders and couriers desperate to download.

"Somebody actually broke into our then poorly secured network and started to download it right before our eyes," Wilson recalls. "We managed to stop the transfer before he got all of it. We traced the call, got his name and address. He was pretty scared, but, of course, it was some kid. We didn't pursue that one. It hurt, but not enough to put some little kid in jail."

When the legitimate *Quake* hit the stores last year, it was initially in the form of an encrypted CD, which let you play a shareware version for free but would only unlock the rest on receipt of a password, available for purchase by phone. The encryption scheme, an industry standard called TestDrive,

was eventually cracked by a lone European pirate called Agony. And id's crown jewel was now available, courtesy a 29K program. "In order to unlock the full version, you are supposed to call 1-800-IDGAMES," Agony gloated in a posting. "Hahahahaha."

"We knew it was going to be hacked," says Wilson. "We of all people knew. But we thought it was safe enough, certainly safer than *Doom II*." And, truth to tell, it didn't matter too much. The gap between the game's release and the warez version becoming widespread was enough for id to sell the copies they expected. "Copy-protection schemes are just speed bumps," laments Wilson.

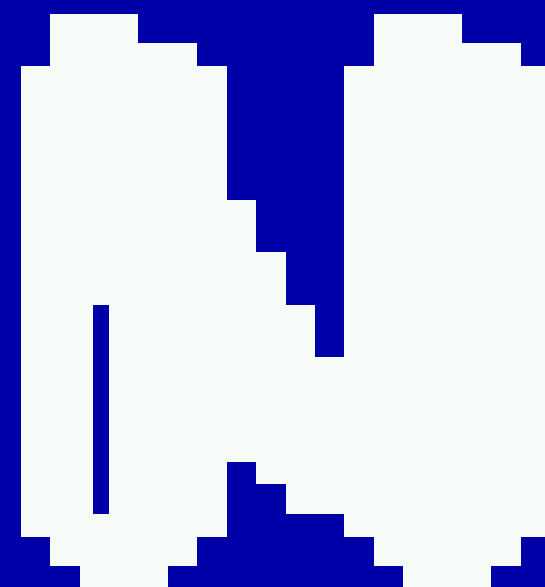
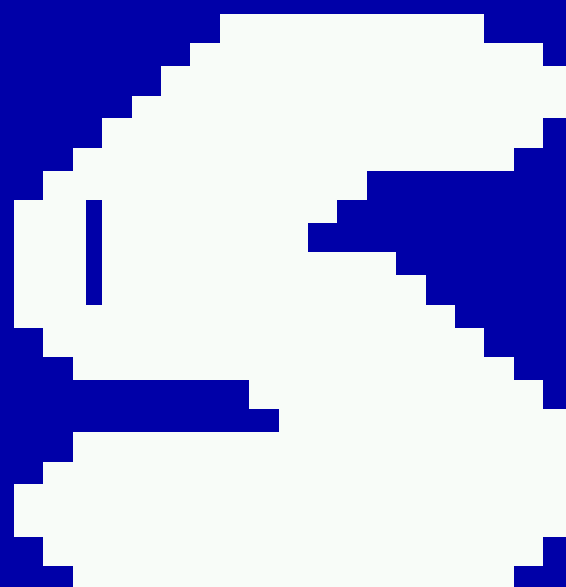
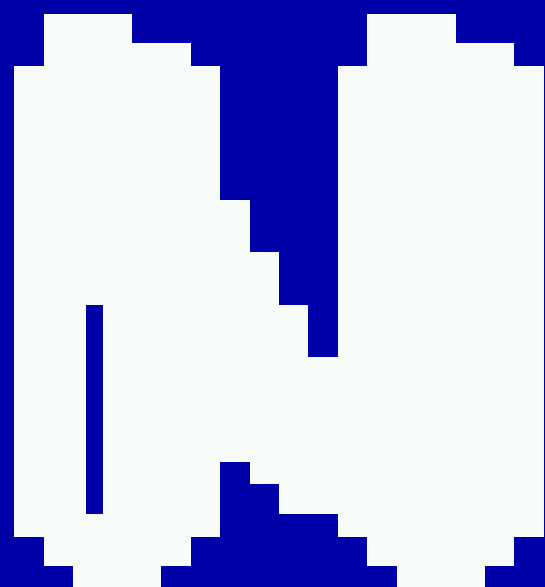


Nobody really knows how much actual damage cracking does to the software companies. But as the industry rolls apprehensively toward the uncertain future of an ever-more frictionless electronic marketplace, almost everyone thinks piracy will increase. "The level of activity out there is overwhelming. We know that we have to take action to take control of it. We will continue to bring a critical mass of prosecutions," says Novell UK's Smith. He doesn't sound all that convinced.

Somewhere back on the US East Coast, Mad Hatter has a final swig of ginger ale and settles down to bed with his wife, White Rabbit. She thinks his obsession is a wasted resource, but didn't complain when he installed the latest version of Quicken on her computer – a cracked copy, of course.

"We are all family men, married with children, day jobs, dedicated accounts, and multiple phone lines," Mad Hatter says. "Our kids have been looking over our shoulders for years. They will be the next couriers, the next warez gods."

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N a t i o n a l       S o f t w a r e       N e t w o r k

■ P r e s e n t s ■

Auto Sketch v3.0 by AutoDesk

Supplied by: Uiper

Packaged by: Mr. Eagle

ESC:Exit    F1:Help    F/R:Find/Repeat    #:Page    Home    End    PgUp    ↑↓    PgDn

# US copyright did not apply to software usage

US copyright did not apply to software usage, and some industry publishers and authors were looking for ways to limit the copying and free exchange of the programs that they were creating to sell. The mid-1978 offering and rapid popularity of the Apple II floppy disk drive peripheral, combined with some experimentation, created the opportunity for the introduction of disk-copying restrictions into commercial software and games.

At the same time, a burgeoning new communications medium was being developed for posting and messaging on early computerized bulletin boards. These were home to computer enthusiasts who had an insatiable desire for new and novel software. And for many, an entitlement that digital goods were for the public domain, which stemmed from a long-held tradition in the computing space. Where hardware was purchased, but the software was given away. All combined, it probably led to a clash of cultures, capitalist vs freedom, and the birth of software cracking was the result. With the computer-savvy using trial-and-error to unlock the programs shipped on floppies containing disk copy-protections, and permit the duplication and swapping of software like it had always been.

This newfound knowledge was forever changing, so, It got discussed, posted and repeated elsewhere to evolve into **digital communities.**

# Forum Drama

WAREZShell

Well, I fucked up, and I'm the first to admit it. Airborne Rangers had a problem in that only one of each item in your pack was accessible by you. All I can say is that the problem was the last of 4 different types of traps in the game, and I missed it. Also it was about 4:00 in the morning when I got around to it and it was after doing Jack Nicklaus, Pete Rose, and Grand Prix; I was getting quite bleary-eyed. Anyway the thing is Fixed. Just copy the new AR.EXE over the old one and you're set.

I notice that BSP (or more accurately, their head asshole, I mean) is STILL ragging on PTL through thinly veiled and completely not subtle comments. Although I AM glad thay checked the file dates and admit that they're wrong and Romance First! For their next earth-shattering trick, they should re-crack my crack of Captain Blood!

-----> GROW UP! <-----

Before you get too high on your horse, you missed something. Your current selection in the menus doesn't blink, like it's supposed to. There is garbage Flickering on the screen instead! I won't fix it until you fix your fix file, because you and your group are lame and I don't want the kind of quality of work or user support from you.

Hah... Looks like Bored Lix has some shit on his Face!

You sound and act (It's no act!) very much like the high school jerk I was convinced I am. I'm over 25 and frankly, don't give a shit what you think, say, or do. Never pay idiots any heed, especially loudmouths.

WAREZShell

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WAREZShell

Well, It seems that lord blix just can't keep his mouth shut, so here goes:

It seems that this stupid, egotistical asshole can't even see after a crack is fixed by the PTL, IT WORKS. Rather than fixing his problem with his crack (if the dope ever stopped ragging long enough to look at his work and see that it has a problem), he releases a bunch of crap about how Much Good Feedback he's been getting about a game (Pete Rose) we cxxxxxx a FULL MONTH AND A HALF before, (EXACT date: 10/8/88) and another game (Life and Death) that I was told was unprotected!

Now all this is okay, because obviously he leads such a sheltered existence (we really can't call it a life) he must not be aware of all the pre-existing PTL cracks and thinks his ego first for some reason. All a person can do

WAREZShell

As of today, January 6th, 1990, we are no longer affiliated with the cracking group INC.

The main reason behind our decision to leave INC is the irresponsible leadership of one of the co-presidents, Line Noise. Recently, he decided to

post a list of Colonel's B message read upload to T people in t a look at t of anything Colonel's B group, R. B that, but h known that

We release of FIRM version message in going to re The Laborat area. Mad he's been r baud modem he kept tel the message learn how t Noise has b no way we c little has big way.

Our Ever since been determ presidents, of the grou

WAREZShell

04TSAN01 vs. 06BAD01

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As some of you have heard, TSAN & BAD are now officailly at war. It was apparently declared first by TSAN, although some of the actions of BAD would have provoked just about any group into some form action. As many of you know, my board was the South Eastern Supervisor for BAD. Yes, 'was'. As of last week, the board dropped out of BAD. The reason the board dropped out of BAD was not because of anything TSAN said/did or anything that BAD or any other group/person said/did. It was because the group was lame. When we first joined BAD we thought that they had real promise, and that they just needed a little (lot) of work. But after a while, I saw that the organization had little of just that. And that the group was more interested in becoming big rather than good. Now I dont want any of the BAD boards to be offended by this.

p

TSAN also seemed to WANT to start this war. It didn't take much provoking. It seemed they didn't want ANY competition. It seemed TSAN wanted for someone to accuse BAD of anything, just so that they could say, 'they started it'. Well according to TPS it has seemed that TSAN has started this war not BAD. TSAN should have just ignored BAD and eventually they would have gone away, since they (administration of BAD) are pretty lame. Again this is in no way trying to offend any TSAN boards.

p

If TSAN or BAD wants to make any public

WAREZShell

CONFIDENTIAL

Node 1: 3B1-953-7\$\$6 2846/POMER! RINGDOWN

Node 2: 3B1-498-9\$\$8 2846/USR DHST! RINGDOWN

Node 3: 3B1-498-8\$\$4 1668/USR DHST! RINGDOWN

^nig^ 0-2 Day t PC 0-3 dny WalteZ

CONFIDENTIAL

[ANDPROSPER][NEVERSAVDIE][DONTLEAVEHOMEWITHOUTI][CALLOURBOARDS][THANSHATES]

@BEGIN FILE ID.DIZw-aftSchlag is dead! Read some quick notes!  
@END FILE ID.DIZ

Just a quick info to all friends around the globe...

\*\*\*: S.C.H.L.A.G :\*\*\*

KraftSchlag is dead. Too many members have been busted so we are killing the group before more boards and mates are busted. We are sad to see the iScene become the lame place that it is with laners and feds all over the place! The leaders will not return to the Scene from disgust at seeing the busts in Germany and UK!

So, if you see a board with a KS logo or someone calls themself a KS member, they are not a part of what we once were!

Here's to wishing for a better Scene!

This File Pa\$\$ed ThroUgh

3 NodeS Ringdown

3 NodeS Ringdown  
(\*18) 3B1-953-7\$\$6

Sphere! W4Q • LSD US4Q

SySoPs:[CayliPh/St/LSO]-[StorH/St]-[McFIV/St]-[Bball/RISC]-[Coey/LSD]:SySoP

WAREZShell

# HOODLUMSUX

PROUDLY PRESENTS: FLAT OUT CRASH FIX

THIS WAS RELEASED ON 08/12 IN THE YEAR 2004

WHAT IS FIXED YOU MIGHT WANT TO KNOW AND HOW TO INSTALL THIS! WELL YOU NEED TO UNPACK THE INCLUDED PAA FILE INTO YOUR FLAT OUT INSTALL DIR AND OVERWRITE FILE, WHEN ASKED. THIS FIX ONLY FIXES THE CRASH ISSUE QUITE A FEW GUYS HAVE BEEN COMPLAINING ABOUT. LET ME POINT OUT THAT, THIS ISN'T A HOODLUM FUDGUP, THIS IS A DEVELOPER ISSUE WITH NVIDIA GRAPHIC DRIVERS. IF GAME WORKS 100% FOR YOU, THEN DON'T USE THIS FIX.

THIS BRINGS US TO THE FLOOD OF SO CALLED HOODLUM SAFEDISC 4 "CRACKS". LET ME POINT OUT, THAT THOSE RELEASES ISN'T CRACKS AT ALL. IT'S NOTHING MORE THAN A LOADER ADDED TO THE NON Cooookk EXE, WHICH FUNCTIONS LIKE A CLONE RELEASE BY EMULATION THE DATA THE EXE LOOKS FOR, TO VERIFY THE GAME IS A REAL BOUGHT VERSION.

JUST LIKE RELOADED STATED WITH THEIR SONIC HEROES AND ELEGANCE POINTED OUT WITH THEIR SKI RESORT TYCOON EXTREME RELEASE. "MYTH" IS TRYING TO RUIN THE SCENE WITH THEIR FAKES AND NONSENSE. TRYING, IS THE EXACT WORD, BECAUSE THEY WILL BE CAUGHT WITH THEIR STUPID ACTS.

NOTE TO SITEOPS THAT HAVE MYTH AND HOODLUM AS AFFILS, DROP THEM OR ATLEAST CONFRONT MYTH AND HOODLUM WITH AN EXPLANATION. FURTHERMORE STOP MIXING TRUE Cooookk RELEASES LIKE THE LATEST RELOADED PROPSERS. YOU DON'T WANT TO SPREAD CRAP RELEASES, DO YOU? LET'S FACE IT, HOODLUM CAN'T CRACK SAFEDISC 4 YET.

HOODLUM, I'M PERSONALLY VERY SAD TO SEE WHAT ONCE WAS A MAJOR PLAYER IN THE AMIGA SCENE, ISN'T BRIGHT ENOUGH TO UNDERSTAND, THAT FAME CAN'T BE RESTORED WITH MYTH PROMISES.

SALUTES TO ALL OLD SCENERS OUT THERE, WHO DON'T THINK AN OLD NAME IS NEEDED TO EASY SUCCESS, YOU KNOW WHO YOU ARE.



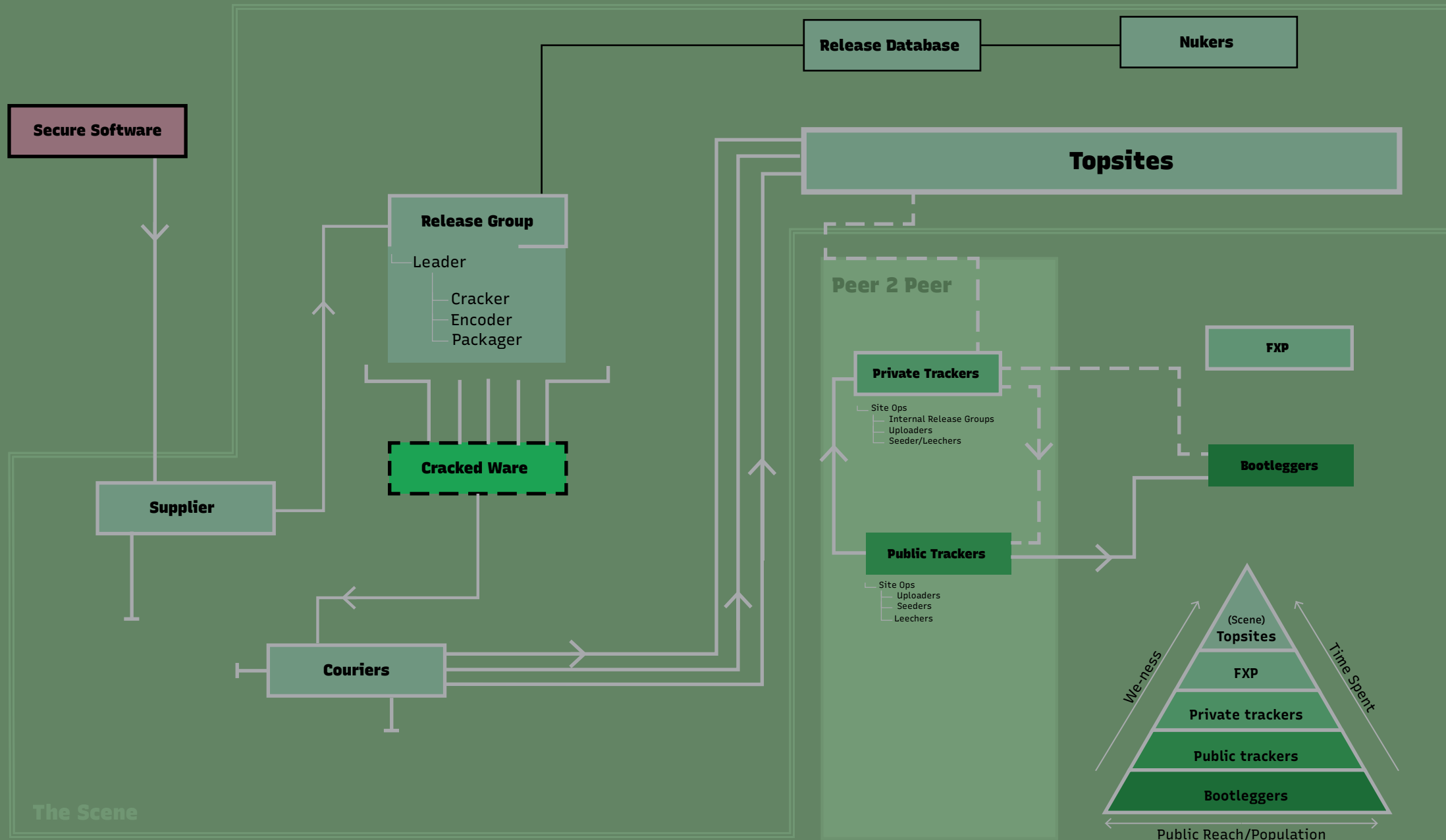
...( v Topsite Scripts v2.0 )...  
- --- Dont Imitate - Innovate --- -

NEW HIGH SCORE!

# THE WAREZ GAME



# The Structure of Piracy





# Wanna Play The Game?

By an anonymous contributor

## The line is drawn.

Dictated by motives. One side, the one I sit on, is mostly driven by wanting tv shows and movies. The other side which is "above," (although I think it's more of a parallel,) is motivated by being a part of a group and participating in the game.

**I consider myself a "pirate..." Moreso someone who does pirate tv, movies and books. I'm not a "scener."** Honestly I don't have the time or energy to play the game. I haven't tried, but I don't know if I could get "in." I get it though. It has appeal, working on a team of allegedly talented computer people, on a secret quest to release media before the other teams. I would do that for a weekend maybe, that's not an option.

It can take years to climb the ranks and prove your credibility. That's a part of the game, locked behind XP points you won't get in without leveling up your anonymous online character.

To say this subset of piracy just wants free shit is a sort of insult considering the amount of time "sceners" spend and the complex structures The WAREZ Scene has implemented. The warez game like many video games uses XP which translates to prestige. Taking a look into the warez scene as a lay-pirate I thought "I would never do this to get some movies, I get the same media, spend a fraction of the time on my setup and have 90% less risk" They don't do it for the "free shit" that's what makes it subversive, it's for the game.

Motives are less black and white in the lay-pirates realm. There's a slew, ranging from making money to protesting streaming services. The scene does have nuanced motives, but it's the shared vision all the participants have that create its form and appeal. The shared vision makes the scene a subculture. This falls apart in typical piracy.

## The Scene has given value to the act of pirating

A key distinction from my piracy world and the scene is the economy. Networks I'm on are happy to have multiple copies of pirated software. The scene will only permit one and actively deletes "dupes." The whole system is run like a sideways bank. If your group is the first to release, your group's name is permanently minted on that media. There's one canonical release everyone uses. Any scener that wants that media on their site will have to download that

one version with whoever cracked it first's name on it. The Scene's economy successfully commodifies the actual act of cracking media. Underneath the cracking race which is a simple: you did it or you did not, the media's value is considered. GTA V is a much hotter commodity than Shrek Smash and Crash Racing. The notoriety gained from YOUR name being on GTA V makes it very high value to release. GTA V will have to be in every group's vault and that means, your name will go places.

## Why Do I Pirate?

Media access is my core motive for pirating TV and Movies. I have a few other reasons though:

I like to own things which is becoming exceedingly difficult in the era of subscription models. With Piracy you actually have the files on your hard drive and can do with it what you want. Back when DVDs were the standard you had this benefit as well. Streaming services have taken away the notion of owning digital media. You're entirely trapped under their

decisions to increase prices, add more ads or remove your favorite TV shows.

The amount of required streaming services has become unhinged. If you bought all the biggest streaming services your spending roughly \$100 a month... For the rest of your life.

I've gotten it down to a click of a button, the way I pirate is easier than navigating streaming services.

## It still isn't that easy.

Basically anyone *could* do it, but there is a technical barrier to entry. The easiest thing to do is download qbittorrent and a vpn, then use public trackers like 1337x although your download quality will vary. This way you will literally just have a raw mp4 file, so that sucks.

Then theres Private trackers. They are great, have a ton of content and quality control. Private trackers also have an economy similiar to the scene that is purely how much data in gigabytes you have uploaded and how much you

have downloaded. If you download more than you upload your at risk for being kicked out. Pretty Simple. but it takes more attention than a public tracker that requires nothing in return for downloading.

If your insane...like me there are web applications that can manage everything giving you an interface like netflix. Unless your good with computers it'll be a drag and youll probably go back to streaming services. Which is good.

“The game sounds fun, but it’s too risky and time consuming, I’m good.”

# Notable Groups & Leaks

The Scene has many well kept secrets. It also has many members seeking fame and well...internet archivists. Most information from the scene comes from these archives, or interviews. Otherwise it's mostly out of reach.

# Release Groups

Release groups are responsible for making warez releases. For example, they rip a movie from DVD (often times, the Region 2/UK DVDs), encode it to a video file and chop it up in smaller pieces before sharing it. They are at the top of the warez world. An announcement of the release shows up in pre databases after making the release available on their affiliate sites. Access to the original software products is necessary to write cracks and keygens so they share original media among each other, usually using private sites and servers. Communication between members happens with IRC.

Warez groups typically add NFO files with their releases. Due to the nature of the scene, not much is known about these groups. Most groups follow one of the different warez standards to prevent being nuked. Most groups are focused on a single category (music, movies, television, ...) or genre (e.g. metal music or graffiti).

The group members have different roles. Most groups have one or more group leaders, aided by people with assignments such as supplier, cracker or ripper.

*Release Groups, Wikipedia*



# Razor1911

Razor 1911 (RZR) is a warez and demogroup founded in Norway in 1985. It was the first ever such group to be initially founded exclusively as a *demogroup*, (the *Demoscene* is an adjacent scene that makes complex intros for computer software) before moving into warez in 1987. According to the US Justice Department, Razor 1911 is the oldest software cracking group that is still active on the internet. Razor 1911 ran the diskmag 'Propaganda' until 1995.

*Razor 1911, Wikipedia*



191

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RAZOR 1911  
PROUDLY PRESENT:

-----  
PROPHECY OF THE SHADOW  
BY SSI  
-----

CRACKED BY INTREPID!  
SUPPLIED BY UNKNOWN UPLOADER

R

0

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A

THE SHADOW -★- FROM SSI!



# RAZOR 1911: The History (1985-1998)

Written by Founding Member Sector 9  
Moved to ASCII by Jason Scott, TEXTFILES.COM

This page tells briefly about our career through the years 1985 to 1996 on Commodore 64, Amiga and PC. I tried my best to remember all details but of course I've missed some things and I ask whoever it may concern to be indulgent with me and notify me instead of being disappointed or angry.

I would especially like to dedicate this page to ex-Razor member Bug, who is no longer among us.

Sector 9 - founder member

Norway June 9th 1998,

## In the beginning...

On a rainy evening back in October 1985 three young Norwegian guys decided to form a computer group. We were not exactly sure about what we needed the group for but we were really inspired by other big groups at the time, such as Flash Cracking Group 1941, Section 8, Electronic Cracking Association 1998, ABC 1999, Jedi 2001, 1103, Djenghis Khan, Hellmates, SCC, Dynamic Duo etc

These three founder members are today known as Doctor No, Insane TTM and Sector9.

# Playing with the Commodore C64

A good group does of course deserve a good name, and thanks to Hellmates we decided to call ourselves RAZOR 2992. (No, that, is not a typo). The number was put there to separate us from eventual future jerks who would come and steal the ,Razor-label. Besides, most of the other groups used a number too - so why shouldn't we? (We actually had a group of nit-wits on Commodore C64 who stole our name for a while and added,Express, behind it - ie, Razor Express. Not many remembers them today though)

It didn't, take us long to realize that 2992 was a dull number. So we came up with 1911 instead. We all agreed on that it sounded much better. Many people has asked us through the years why we chose exactly 1911. The reason is that the scene on Commodore C64 was full of brainless kids who, for some odd reason, enjoyed using 666 (the number of the beast - from the Revelation) on their demos, letters, diskbags and God knows what else. We thought this was rather childish, after all what has occultism got to do in the scene anyway? So we chose 1911 because it translates to \$777 (in the hexadecimal numbersystem). 777 happens to be the opposite of 666 and so it was our small ,grow-up-and-get-a-clue, message to the immature kids in the scene. It may also be mentioned that we seem to be immortal and thus GOD-like (777). Later on we used the name ,Project \$777,in a demo on Amiga to slag off everyone that we just didn't like in the scene but couldn't find a good excuse to yell at under the Razor-name. This time more people realized what was going on, but most of them thought it was quite funny so we got away with it (we always seem to).

The 64-period was rather short. We made a lot of demos and a few cracks and became one of the better groups here in Norway. However - we didn't come up with too many outstanding productions. A few of them are still in circulation today on those CD-Rom compilations of Commodore 64 demos. Some of them are worth taking a look at, at least as a curiosity. So after a year the group broke up for a while. One half went to TCC while the other half (Sector9 and Doctor No) went to Megaforce (later known on Amiga as Scoopex). This only lasted for about a month - we decided to join Active Cracking Crew. This is where we got in touch with the WORLD for the first time. Through ACC we got to learn how the big crackers of C64 worked, we entered telephoneconferences and talked to everyone in the scene that was worth mentioning.

About 6 months later we went to one of the big parties at the time. Back then parties were only for the top elite people. If you didn't have an invitation and couldn't legitimate yourself you could forget about even entering the place. They were actually even called ,COPY-parties,and instead of boring democompetitions we voted for the best cracker of the year (I remember that this year, 1987, it was Mr.Z from Triad, a few votes ahead of Laffen from Raw Deal) and the competition was when Danish Gold (the organizers) came up with a brand new original and every group could have a go simultaneously (If I'm not mistaken FairLight did some cooperation-crack together with ACC on a James Bond game there). Sorry about the digression folks, I just get really nostalgic from time to time. Anyway, on the plane from Denmark back to Norway we decided to give rebirth to Razor on the Amiga together with two members (Lord S and Hypocrite) from the highly successful crackinggroup Raw Deal.

Other important people from the c64-period are Mr.W and Tilt.

## The Amiga - demos are forever!

The Amiga was really slow in the beginning - nothing happened. No games, no demos, no people, no nothing. But after a year with just sporadic productions from Razor we started putting out demos on a more regular basis (1988). Soon we were among the better demogroups around, and got many members from all over the world. Our demos were usually quite original - new ideas, nice graphics and really catchy music. But still something was missing. The senior members were all aware of the fact that our wish was to become a major cracking group as well as a good demogroup, unlike many of the new members. As we were one of the bigger demogroups we occasionally entered phoneconferences with the major cracking groups (such as Paranoimia, Accumulators, Eclipse (No, not the new PC-crew), Quartex etc). We became quite good friends with Zodact and Onyx from Accumulators and when they broke up in late 1989 we made them join us. Zodact was the main American supplier (and sysop of a major bbs: The Castle) and Onyx was their main European cracker. All of a sudden we had solved our main problem: ORIGINALS! Besides we had access to two good crackers - Lord S and Onyx.

We also got heavily into the art of phreaking, so we had plenty of ways of reaching all our contacts around the world. This was way before the masses of lamers got any idea of what was going on, so everything was fairly safe too. During the last two weeks of 1989 we had our two first world-first releases on Amiga - Pocket Rockets and Strip Poker II. (I know they were rather cheesy, but who cares today?) Now we released games on a regular basis for a few months, until we joined a cooperation with Classic on Amiga during

spring 1990. This didn't last long when we found out that some of their members tried to stab us in the back (you learn from every mistake you do!). After the break with Classic we continued putting out games until April 1991 (I think it was about 50 games altogether). By the time Amiga started becoming a dull computer to crack on. You had to work like crazy to warp up disks because they all had track-protection, and you had to put out fix after fix after fix for different problems.

Among these problems was the NTSC/PAL difference which made it impossible for Americans to play European games without patches and vice versa. Besides there were tons of groups competing on the same games, and usually if you released something you would be double, triple or even quadra(?) - released by other groups because noone could afford to lose on a release. The general economy was also weak, there wasn't enough people with money to keep the group running.

Other people from the Amiga period that deserves to be mentioned are: Ziphoid, Sir. Henry, Rex, Jawbreaker, Sim, Drake, Murdock, Angel of Death, Analog Kid, DiMarz, Uncle Tom, Codex, Bug, Nosferatu, Darksilver, Atomic (SOS/Abrasax), Jogeir (Maniac), Mantronix, SOS, Mr.T, The Cat, Dave and lots of others.

## PC - the building of a dynasty...

The solution came to us without us really realizing what was going on. A brilliant PC-cracker (Darwin) just happened to live in our neighborhood. What could be more perfect? It made us able to do everything ourselves, without having to rely on a cracker in another part of the world as we were used to. We closed down the Amigadivison (with exeption of Sim,

Drake, Murdock and Codex who later made the best and most famous demo ever, VOYAGE).

We restructured the group totally - the group consisted of a more or less anonymous investor, Darwin, Doctor No, Onyx, Zodact, myself, Black Spyrit (SysOp) Red Baron (Sysop EuroHQ) and Langoliar (SysOp WHQ). Together we managed to put out dozens of games on the PC (a few of the first ones was released in cooperation with Skillion(!)) and the response from the PC-scene was immense. Our little tight group quickly grew from a small, compact and efficient one to a MASSIVE release machine. We had no idea things were gonna go so fast. With the exception of a month in late 1991 where Razor was dissolved and became a part of INC we continuously released games, trainers, docs, intros etc. ever since (There has been over 600 games and countless other productions from us since then). The rest is, as you all know by now, history!

The most recent thing that needs to be mentioned is our entrance into the world of Internet. With this www-page and a very efficient distribution of releases we are able to reach more people faster than ever before. All skillfully controlled by our highly competent internet staff.

The other thing worth mentioning is our introduction into the CD-Rom scene. We sporadically released CD-Rom games under the ROM 1911 label, but didn't pay too much attention to this part of the scene until the lack of floppy games forced us to. So in October 1995 we decided to enter the CD-Rom scene and to we overtook the leading place here too despite many people claiming that we wouldn't be able to convert such a big group.

This just proves that regardless of what we focus our concentration on, we still manage to become among the very best within our genre.

## The legend continues...

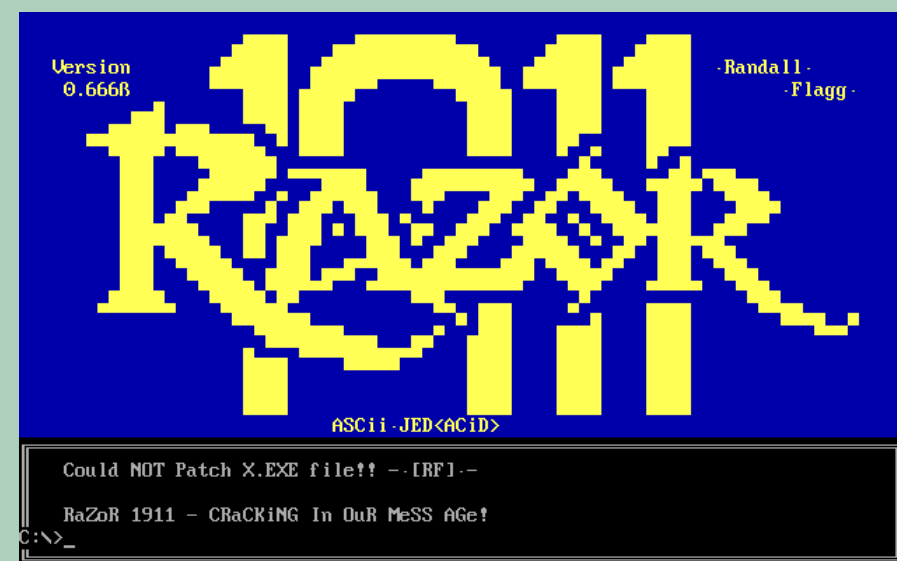
Of course we've had our problems in the group, this will always happen when sooner or later when a group becomes as big as ours. Twice the group has been split into two (The first time was 1994 when Legend was born and the second time in 1995 when Eclipse appeared), and both times we've managed to recover thanks to devoted and talented people ready to do a great job for Razor 1911.

We have had hundreds of dedicated persons doing their best to keep the group on top at any time. They all deserve a great salute! Especially I'd like to mention those who got busted by the police through the years, among those are Baal, Insane TTM, Gene, Devil, Butcher, Red Wizard, Ginnie, Laric and last but not least the other sysops and couriers who got into the clammy hands of the cops (among these - Assassins Guild and Pharaohs, Akira). We feel with you!

Contact us if you feel like telling us something we might wanna know.

Thank you for your time - it, been a slice....

-\$ector9-



# RAZOR 1911

ETERNAL DARKNESS

DeAD



+ The cutting edge..

A Strong Hold & HDI Production

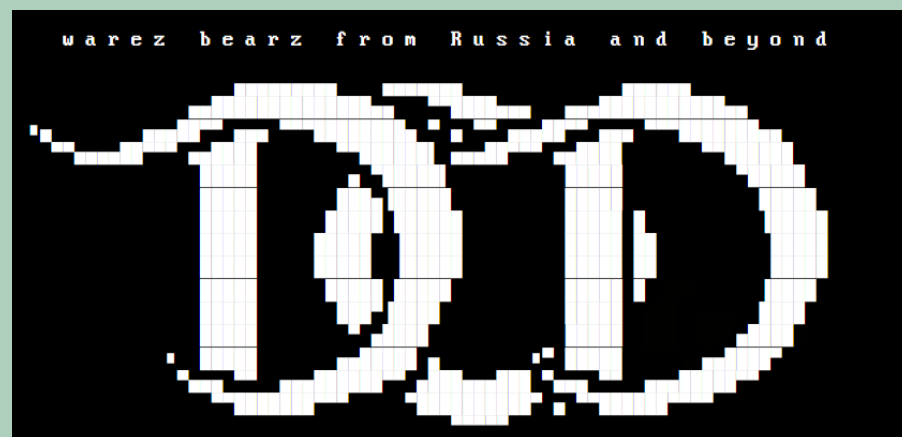


# Drink or Die

## DrinkOrDie (DoD) was one of the most prestigious

On 11 December 2001 a major law enforcement raid - known as Operation Buccaneer - forced it to close under criminal charges of infringement. DoD, as a rule, received no financial profit for their activities. The DoD network - which primarily consisted of university undergraduates - was also supported by software company employees, who leaked copies of software and other digital media. DoD was also actively involved in file-trading with other networks.

*Drink or Die, Wikipedia*



Interview with DOD Leader Jimmy Jamez  
By: Digger

Anemia: Hello Jimmy Jamez, what are your current affils?

J-Jamez: my current affils are DOD, DOD and DOD :)

Anemia: I believe you are the leader for this utility release group, how long have you been holding this powerful position?

J-Jamez: hehe.. I've been holding this position for 4 years now..I founded DOD in early 1993

Anemia: So DOD has been around for about 3 and some years now...what amazes many people in the scene is how dod is still on the top of utils releasing scene and it seems like nothing can break it up, how do you manage to keep everything under control with all the members DOD has?

J-Jamez: hmmm.. DOD is a powerful organization with old rules and politics.. its like a family..and members of the group are just a part of a family.. A group just needs a leader and we have leaders in DOD.

Anemia: A group always needs good leaders, and from the obvious success of DOD it seems that the leaders are doing a great job. Do you feel that there is a utils group that can one day or maybe already is a competition to DOD?

J-Jamez: I always saw PWA as a competitor..but its a friendly competition.. we have one aim on scene and cooperate as we can.. but we still compete on releases :) Other groups I do not count..coz they appear and die all the time..and its hard to call them real competitors.

Anemia: I've heard from many people, pwa and dod, that pwa is like a sister to dod, that's a great friendship to have and probably almost unbelievable, since most big groups usually hate each other, what do you think of cp's comeback to the scene and forming Mortality again, has that caused DOD any problems?

J-Jamez: Actually no.. DOD caused the death of mty few times before but this time we are not going to do any harm to mty.. CP is grown up now and I hope he will stay in the scene for a long time. Coz scene always needs some quality releasers

Anemia: Then should we look forward to a competition from mortality and DOD or CP just doesn't have what it takes anymore?

J-Jamez: If mortality stays alive and active for another year - we will talk about competition <grin>...The new mty is too young to speak about any competition now..but it shows potential

Anemia: hehe, fair enough...well JJ, I wanna thank you from your time, and I hope DOD will continue it's great success!!

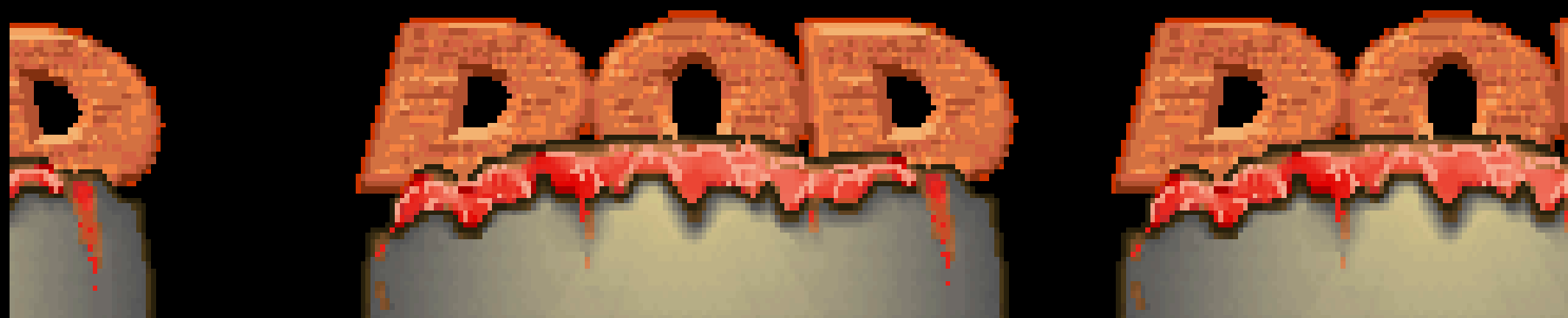
J-Jamez: DOD will continue.. I have no doubt in that :) good luck to your mag

[↑]Up [↓]Down [PgUp] [PgDn] [Home] [End] [Esc]Back

100%



PLEASE FROM DAD...!





# Operation Buccaneer

## An undercover investigation targeting DoD

“The U.S. Customs Service, in coordination with its law enforcement counterparts in the United Kingdom, Australia, Finland, Sweden, and Norway, executed approximately 70 search warrants worldwide in the initial phase of Operation Buccaneer, the most significant law enforcement penetration to date of international organizations engaged in the criminal distribution of copyrighted software, games and movie over the Internet. This coordinated law enforcement action was the result of a 14-month undercover operation that began in October 2000.”

*United States Department of Justice*

“The Customs Service said it had singled out DrinkOrDie because it was considered one of most sophisticated of the rings operating within a loose, global network. The groups sprang up in the early 1990’s when computer hackers began organizing into competitive gangs that stole software, “cracked” its security protections and then posted it online.”

*New York Times*

## Former, convicted, DrinkOrDie Member Chris Tresco Answers forum questions

### How clueful are they?

*Chris Tresco:* That is a tough question to answer considering the organizational structure of the government’s side of things. The prosecution works very closely with other units of law enforcement when it comes to technically challenging cases like mine. In my situation, the government prosecutors were very well briefed about how the technical aspect of the warez scene work. They are briefed by law enforcement agents who are very technically savvy and able to sift through all of the data that they are presented with at the time a warrant is carried out. With this data, the agents build a packet of evidence that the prosecutors can look through and easily understand. They had a plethora of evidence on which to build a case against me and it boiled

down that all the ones and zeros that the agents were able to pick through added up to copyright infringement in the prosecution’s eyes.

### What was the “bust” Like?

I was sitting at my computer chatting with a fellow DOD member on IRC. All of a sudden I noticed my net connection died. When I went to walk out the door, a U.S. Customs agent met me. “Mr. Tresco, My name is XXXXX, I am with the U.S. Customs Department. Would you mind coming with me?” As I turned the corner, there were about 20 law enforcement officials combing the halls of my workplace. We proceeded to a conference room where I answered questions for the better part of the day while the agents proceeded to carry out their warrant. They were looking for specific systems that were on the warrant. They had IP addresses. Technically, they had the authority to take everything on the network that the computers identified on the warrant were on, however they followed the warrant pretty strictly, taking only the stuff on it. It was really the hardest day of my life. I had no idea what was going on most of the time. I felt like I was in a dream.

### If it wasn’t about the money, what was it about?

My motivation had absolutely nothing to do with the software, the prestige, the civil disobedience, or the mysteriousness of it all. My motivation was purely and simply putting technology to work. I have always been a curious cat, like most of you that read Slashdot. I was basically the Sysadmin of DrinkOrDie. I love to make computers work together, build up networks, install services, lockdown boxes... you guys know the drill. I got very carried away with what I was doing and forgot to confide in my moral self. I knew I was doing wrong, and yes... to clear anything up... it is absolutely wrong to steal software from a company. Whether it is ones or zeros or bags of money, it is stealing. If for no other reason, it is wrong because of the license agreement. If you don’t agree with the license, don’t use the software.

### Would you do it again?

If I had to do it over again, I would absolutely not get involved with the scene. The scene is technically organized crime... that is it. Mobsters have friends too, but would you want to go to prison for what you and your fellow comrades are doing on the net? Isn’t it better to pay for the occasional piece of software you might want than to pay with 33 months in federal prison? I think so...

*Former Drink or Die member Chris Tresco Answers, [yro.slashdot.org](http://yro.slashdot.org)*

ANSI-JED<ACiD>

# FairLight (FLT)

## Known for fast "cracks"

The secret was that Strider worked in a computer store where he got the latest games. He then bribed a train conductor to transport the games from Malmö to Ronneby where Gollum cracked the game and sent it back in the same way. That way they could get releases out faster than other groups.

FairLight has survived the ages and hit nearly every major computer format in one way or another since their inception in 1987. It has become a name that has earned respect and praise from both the pirating and demo scenes, achieving two decades of activity on multiple platforms.





# FAIRLIGHT

FAIRLIGHT : CRACKING THE COMPETITION TO PIECES.

-- Colorblind <ACiD> --

# FairLight

ANSi-JED<ACiD>

— In Their 18th Year Of Glory, FairLight Released —

FairLight - Home of the REAL Crackers

Supplied by: FAiRLiGHT  
Cxxxxxx by: FAiRLiGHT  
Packaged by: FAiRLiGHT

Release Date: 05/15/04  
Game Type: Nfo  
Image Format:

CDS: 0

Protection:

Thx to Turtle our old Friend

System Requirements: A Computer

Game information:  
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Legends never die!

You all read the news - Operation Fastlink struck hard to the heart of the scene and hit the FairLight ISO section, but mind that the demo activities on the PC and C64 are still naturally untouched, as there is nothing to complain about from a legal point of view on what they are doing.

So, let me underline it for you again: FairLight's ISO section is lethally wounded, but the group as such is still alive and kicking!  
FairLight is built stronger to last longer.

FairLight is bigger than one and even all of the sections.  
FairLight is and you can rely on the fact that FairLight will continue to be!

Respects to the Fastlink people for finding the core of the scene, which is not an easy thing to do.  
They are doing their job and we're not whining! In war, people take bullets - we are aware of this!  
If you can't stand the sight of body bags, then stand back and let the real men do the work for you.

We attack, adapt, improvise and survive!

We are FairLight and will continue to be FairLight.

FairLight IS the delight of ETERNAL might!

/Bacchus on Behalf of the FairLight council

# The Scene is still out there

Release Groups come and go. The culture and intrigue stays. For Sceners their high risk game is a community, it brings them excitement. Over the years as media formats change the Scene has continued to adapt. As long as we have digital media the Warez subculture will exist in some form.

"The Scene must strike a delicate balance between openness to meritocracy and working with known individuals who can be trusted. The more raids that are conducted upon the Scene, the more the upper hierarchies will close down to admit only those with a proven track record of safety. This leads to negative consequences from the Scene's perspective. Without fresh supply routes and new coding talent, the release supply chain quickly dries up. This is why it is interesting that there is a pecking order of release groups. While younger, less experienced, and less prestigious release groups often advertise a contact method in their NFO for new prospective members to get in touch, these are not present among the higher echelons. Instead, these groups tend to prefer to watch and wait. When new members of the Scene have proven themselves among the lower release groups, they may be invited to the more prestigious ranks. In other words, there is a process – almost akin to Artists and Repertoire (A&R) recruiting in the music industry – by which new members are audited and judged. This keeps the top tier of the Scene relatively safe from most busts, even while it exposes those further down the food chain.

One of the problems with breaking up the Scene is that there is no equivalent online social structure from which ex-members can get their adrenaline fix. Other communities that focus on hoarding and accumulating, or even just collecting, have also been destroyed in the wake of the internet. As we reach an era in which the world of, for example, crate digging for rare records has been outshone by the comprehensive databases of Discogs and other online retailers, it is ever harder for those with prestige addiction to find an outlet for their love of competition and scarcity."

..."the Warez Scene, which continues to this day, is a major, underground alternative reality game. A secret computer aesthetic subculture, it is a significant but overlooked player in the contemporary digital world."

*Martin Paul, The Infrastructure and Aesthetics of piracy*



