

The

COLLABORATORS

	<i>TITLE :</i> The		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	The	1
1.1	TP-Files.Guide	1
1.2	Help me, I'm stupid!	2
1.3	TP-Files.Guide:Aalten	2
1.4	TP-Files.Guide:BuglesText	2
1.5	TP-Files.Guide:Love	3
1.6	TP-Files.Guide:Minds	3
1.7	TP-Files.Guide:MusicHome	4
1.8	TP-Files.Guide:MusicHome/Warning	4
1.9	TP-Files.Guide:MusicHome/Tracker	5
1.10	TP-Files.Guide:MusicHome/Tracker/Stereo	7
1.11	TP-Files.Guide:MusicHome/Tracker/Progrev	8
1.12	TP-Files.Guide:MusicHome/Tracker/LikeTrac	10
1.13	TP-Files.Guide:MusicHome/Remix	11
1.14	TP-Files.Guide:MusicHome/MusicNews	11
1.15	TP-Files.Guide:MusicHome/Modules	11
1.16	TP-Files.Guide:MusicHome/MusicRev	12
1.17	TP-Files.Guide:MusicHome/ModuleReviews/Review1	13
1.18	TP-Files.Guide:MusicHome/ModuleReviews/Review2	13
1.19	TP-Files.Guide:MusicHome/ModuleReviews/Review3	13
1.20	TP-Files.Guide:Artists/Thijs	14
1.21	TP-Files.Guide:Artists/Alco	14
1.22	TP-Files.Guide:Artists/Alco/WS2	15
1.23	TP-Files.Guide:Artists/William	15
1.24	TP-Files.Guide:Artists/Wanda	16
1.25	TP-Files.Guide:Artists/CSilla	17
1.26	TP-Files.Guide:MusicHome/Modules/Club	17
1.27	TP-Files.Guide:MusicHome/Modules/Techno	18
1.28	TP-Files.Guide:MusicHome/Modules/Jungle	19
1.29	TP-Files.Guide:MusicHome/Modules/Replication	20

1.30	TP-Files.Guide:MusicHome/Modules/Others	20
1.31	TP-Files.Guide:MusicHome/Modules/All	21
1.32	TP-Files.Guide:Artists/Thijs/ThijsQuote	23
1.33	TP-Files.Guide:Artists/Alco/AlcoQuote	24
1.34	TP-Files.Guide:Artists/William/WilliamQuote	24
1.35	TP-Files.Guide:Artists/Wanda/WandaQuote	25
1.36	TP-Files.Guide:Artists/CSilla/CSillaQuote	25
1.37	TP-Files.Guide:MusicHome/Modules/06-Solutions	26
1.38	TP-Files.Guide:MusicHome/Modules/I Can't Take This	26
1.39	TP-Files.Guide:MusicHome/Modules/Hell's Party	26
1.40	TP-Files.Guide:MusicHome/Modules/Wanda	26
1.41	TP-Files.Guide:MusicHome/Modules/Love-Party	27
1.42	TP-Files.Guide:MusicHome/Modules/Love-Party 2	27
1.43	TP-Files.Guide:MusicHome/Modules/Grafix Attack	27
1.44	TP-Files.Guide:MusicHome/Modules/Armageddon	28
1.45	TP-Files.Guide:MusicHome/Modules/Penthe	28
1.46	TP-Files.Guide:MusicHome/Modules/Talk	28
1.47	TP-Files.Guide:MusicHome/Modules/Spectacle	29
1.48	TP-Files.Guide:MusicHome/Modules/Enraptor	29
1.49	TP-Files.Guide:MusicHome/Modules/U Got 2 Let The Music	29
1.50	TP-Files.Guide:MusicHome/Modules/The Twilight-Zone	29
1.51	TP-Files.Guide:MusicHome/Modules/Doop	30
1.52	TP-Files.Guide:MusicHome/Modules/Wanda 2	30
1.53	TP-Files.Guide:MusicHome/Modules/Bells Of New York	31
1.54	TP-Files.Guide:MusicHome/Modules/Synchronized Minds	31
1.55	TP-Files.Guide:MusicHome/Modules/Floating Sheep	31
1.56	TP-Files.Guide:MusicHome/Modules/Long Term	31
1.57	TP-Files.Guide:MusicHome/Modules/Bugles	32
1.58	TP-Files.Guide:MusicHome/Modules/Birthday	32
1.59	TP-Files.Guide:MusicHome/Modules/Thoughts	32
1.60	TP-Files.Guide:MusicHome/Modules/Penthe2	33
1.61	TP-Files.Guide:MusicHome/Modules/CSilla	33
1.62	TP-Files.Guide:MusicHome/Modules/Get-On-Down	34
1.63	TP-Files.Guide:MusicHome/Modules/Jungle-Blaze	34
1.64	TP-Files.Guide:MusicHome/Modules/Impulse	34
1.65	TP-Files.Guide:MusicHome/Modules/HuckleberryJam	35
1.66	TP-Files.Guide:MusicHome/Modules/Short Dick Man	35
1.67	TP-Files.Guide:MusicHome/Modules/B-Vision	35
1.68	TP-Files.Guide:MusicHome/Modules/Weekend	36

1.69 TP-Files.Guide:MusicHome/Modules/Orient Express	36
1.70 TP-Files.Guide:MusicHome/Modules/RealHouseMix	36
1.71 TP-Files.Guide:MusicHome/Modules/Mellow-Influence	36
1.72 TP-Files.Guide:MusicHome/Modules/Spring'95	37
1.73 TP-Files.Guide:MusicHome/Modules/Outback	37
1.74 TP-Files.Guide:MusicHome/Modules/The Mayor (Euromix)	37
1.75 TP-Files.Guide:CommsHome	38
1.76 TP-Files.Guide:CommsHome/CommsBBS	39
1.77 TP-Files.Guide:CommsHome/CommsBBS/TZoneBBS	39
1.78 TP-Files.Guide:CommsHome/CommsBBS/Typhoon Lagoon	40
1.79 TP-Files.Guide:CommsHome/CommsBBS/Penthe	40
1.80 TP-Files.Guide:CommsHome/CommsBBS/Grafix Attack	41
1.81 TP-Files.Guide:CommsHome/CommsBBS/Thunderdome	41
1.82 TP-Files.Guide:CommsHome/CommsBBS/Zooropa	41
1.83 TP-Files.Guide:CommsHome/CommsNews	42
1.84 TP-Files.Guide:Artists/Folkert	43
1.85 TP-Files.Guide:Artists/Arnoud	43
1.86 TP-Files.Guide:Artists/Leo	44
1.87 TP-Files.Guide:Artists/Folkert/FolkertQuote	44
1.88 TP-Files.Guide:Artists/Arnoud/ArnoudQuote	45
1.89 TP-Files.Guide:Artists/Leo/LeoQuote	45
1.90 TP-Files.Guide:StoryHome	45
1.91 TP-Files.Guide:StoryHome/Mail	46
1.92 TP-Files.Guide:StoryHome/Story1	48
1.93 TP-Files.Guide:StoryHome/GuideToStuff	50
1.94 TP-Files.Guide:StoryHome/Cuts	52
1.95 TP-Files.Guide:StoryHome/W&C	53
1.96 TP-Files.Guide:StoryHome/W&C/WhatsWC	56
1.97 TP-Files.Guide:StoryHome/W&C/ShortWC	56
1.98 TP-Files.Guide:StoryHome/TPOpi	57
1.99 TP-Files.Guide:StoryHome/ZAM	59
1.100TP-Files.Guide:StoryHome/ZAM/ExZAM	60
1.101TP-Files.Guide:StoryHome/StoryNews	62
1.102TP-Files.Guide:StoryHome/StoryNews/Bunny	62
1.103TP-Files.Guide:StoryHome/StoryNews/Krimi	63
1.104TP-Files.Guide:Artists/Lee	63
1.105TP-Files.Guide/Artists/Lee/LeeQuote	64
1.106TP-Files.Guide:Contact	64
1.107TP-Files.Guide:Story	66

1.108TP-Files.Guide:GraphicsHome	68
1.109TP-Files.Guide:GraphicsHome/GraphicsNews	68
1.110TP-Files.Guide:GraphicsHome/GraphicsReleases	69
1.111TP-Files.Guide:GraphicsHome/GraphicsReleases/ProblemLogo	69
1.112TP-Files.Guide:GraphicsHome/GraphicsReleases/AustrEPLogo	69
1.113TP-Files.Guide:Joint	69
1.114TP-Files.Guide:Joint/SMEP	70
1.115TP-Files.Guide:Joint/AustrEP	71
1.116TP-Files.Guide:Artists	72
1.117TP-Files.Guide:Artist/Ed.	73
1.118TP-Files.Guide:Artists/Michel	73
1.119TP-Files.Guide:Artists/Michel/MichelQuote	73
1.120TP-Files.Guide:TPAdd	74
1.121TP-Files.Guide:CodeHome	74
1.122TP-Files.Guide:CodeHome/CodingNews	75
1.123TP-Files.Guide:CodeHome/CodingRelease	75
1.124TP-Files.Guide:CodeHome/CodingReleases/Stereo3D	76
1.125TP-Files.Guide:CodeHome/CodingReleases/ASCII-Edit	76
1.126TP-Files.Guide:CodeHome/CodingReleases/SmallCode	78
1.127TP-Files.Guide>AboutGuide	78
1.128TP-Files.Guide:Respect	79

Chapter 1

The

1.1 TP-Files.Guide

The Problem Stories Department Presents:

Music Department

Graphics Department

Coding Department

Stories Department

Comms Department

About This Guide

List Of All Artists in ↔
TPC

List Of All Joint Efforts By The Problem ↔
Collective

How To Contact ↔
Them

How did all this ↔
happen?

Respect to ↔
...

1.2 Help me, I'm stupid!

The 'The Problem Files Guide'

This guide is build up out of several parts:

On the main page you see the names of all the departments of the The Problem Collective. If you choose one you will be taken to the homepage of that department.

From there you may proceed further into the guide. If you press the [Contents] button (top left you will be taken to the main page of the department you selected. If you press [Contents] again, you will return to the main page.

You can use the [Retrace] button to return to the previous page, or the [Browse] buttons to cycle through all the pages in this guide (not recommended).

Press the [Help] button to see this page again. You can exit this page by pressing any of the buttons except for [Help].

1.3 TP-Files.Guide:Aalten

A Place Called...

Aalten? What's that I hear you say...Well, we're not sure. Take a left turn at Grobbendonk, and then the third road on your right. Don't accelerate to much, because if you brake at too high speeds upon seeing the plate with Aalten on it, YOU ARE ALREADY THROUGH IT!!!

1.4 TP-Files.Guide:BuglesText

this! -Ed.) quite simply means that the original TP members do and say the same things at the same time; Their minds are synchronized so to say...

(It's all of bollocks to me! This was never my intention! -God)

1.7 TP-Files.Guide:MusicHome

The Problem Music Department Home Page.

Warning!!!

Some guys have been ripping us off, a note from the management.

The Remix Project.

The Problem Music Dept. offers a remix service for your mods!

Music News.

All the latest gossip, rumours, and sneak-previews...

The Modules

All their work at the click of a button.

What about all these new trackers?

Love 'm, hate 'm or just leave them at your local BBS?

Module Reviews

The Problem's team of experts review the best modules in the scene!

1.8 TP-Files.Guide:MusicHome/Warning

WARNING!!!

Some guys that call themselves No Problem, have been releasing some of our stuff ↔
that was not meant
for release (yet). We take no responsibility! The Problem completely condemns this ↔
release.

Steer clear of this archive:

Name:	Size:
NoProblem . Lha	657078

One way or another, they have succeeded in putting this archive into the The ←
 Problem specific area
 at our regular BBSes. Some of the material is actually pirated! Mod.06-Solutions ←
 was scheduled for
 a commercial release later this year, as part of a company presentation! The ←
 company concerned is
 after these guys called No Problem with a legal suit. They also claim that they ←
 got their hands on
 a top-secret omega-version of the wonderful all new TP-Files.Guide. We at The ←
 Problem management
 are under the suspicion that this is not actually true, and that something went ←
 wrong along the way.
 One of the problems is that under the Free-BBS law, no upload may be deleted, no ←
 matter who the
 uploader is. Only when the upload itself is a trojan-horse or virus, it can be ←
 removed.
 Copyrighted software can also be removed but as these modules weren't fit for ←
 release yet, no
 copyright had been filed by The Problem.

We apologise for any inconveniences caused by downloading this package, which, by ←
 the way, we think
 looks very unpolished indeed, but we are not liable for them.

At the moment, we are looking for ways to put the culprits behind bars. They or ←
 their accomplices
 did break into the The Problem Music HQ and quite possibly also into The Problem ←
 Comms HQ. We also
 think we have found the mole inside The Problem Stories Dept. and are questioning ←
 him at this
 moment. We hope all this can be settled and done with quickly and without a lot of ←
 fuss.

The ←
 ←
 Manage ←
 . ←

1.9 TP-Files.Guide:MusicHome/Tracker

Trackers

```
00|---|000000 --- 000000 --- 000000 --- 000000
01 --- 000000 --- 000000 --- 000000 --- 000000
02 --- 000000 --- 000000 --- 000000 --- 000000
03 --- 000000 --- 000000 --- 000000 --- 000000
04 --- 000000 --- 000000 --- 000000 --- 000000
```

```
05 --- 000000 --- 000000 --- 000000 --- 000000
06 --- 000000 --- 000000 --- 000000 --- 000000
```

As you know, we use ProTracker to compose our mods. But there are many others around (MusicLine Editor, OctaMed, Cybertracker, Symphony, to name but a few). Now why do we stay with ProTracker then?

Well, the other packages often seem to miss their purpose somehow. Some are simply too simple, others are too complicated (user-friendliness does everything for a tracker). Others boast 256 channels, 16-bit sample support, Multiple Quadradrilloscopes, Unusable Synthsound-editors, Built-in Microwave Ovens and Kitchen Sinks.

Do we need all this? Do we?

No we don't need all this! What we need is 6 or 8 non-processor destroying channels, because (honestly) what do you think you are going to be doing with 256 channels (You will have died of old age before finishing the first two patterns). Just think, even if you wanted to recreate the complete works of Bach, in the version as played by the New York Philharmonic, still all those channels wouldn't be necessary (I don't think they've got this many different instruments, do you?).

Now I hear you say:

"But I need at least half of those channels to create stereo modules".

Well, you don't! Just hook up your Amiga to an amplifier that has a button. Press the button to convert the 'Amiga-stereo' into mono.

"I want stereo!"

Yes you do! But when you create a module with that so-called stereo, what most of you do is copying the first half of the channels to the other channels. And that my friends results in: MONO! (same thing through both speakers=Mono, same story as with the aforementioned button)

"I ain't got no button!"

Shut up will you?! We're getting to that now: Buy a Y-shaped cable... It's got two male plugs on one end, and one on the other. Connect the two-side end to the Amiga and the...

"Yeah Yeah I get it..."

If don't want mono, you want stereo. Mmmm, try
this
Now: On with the show.

16 bit sample support. Great huh? Not really! There are still no decent soundcards that support 16 bit samples on multiple channels at a reasonable price. What's the use of a 16 bit module when virtually no-one is able to hear it in it's full glory?

All these new options have been made possible by reducing the usefulness and ease of use. Next to that, various other options have been omitted.

The final conclusion:

All these nice features will have some use later on, but not at the present time. Most of these programs seem to have been coded around a certain option, as if to show off the talent of the coder. The usefulness of these trackers is doubtful to say the least. In operation they have not benefitted from all these new things.

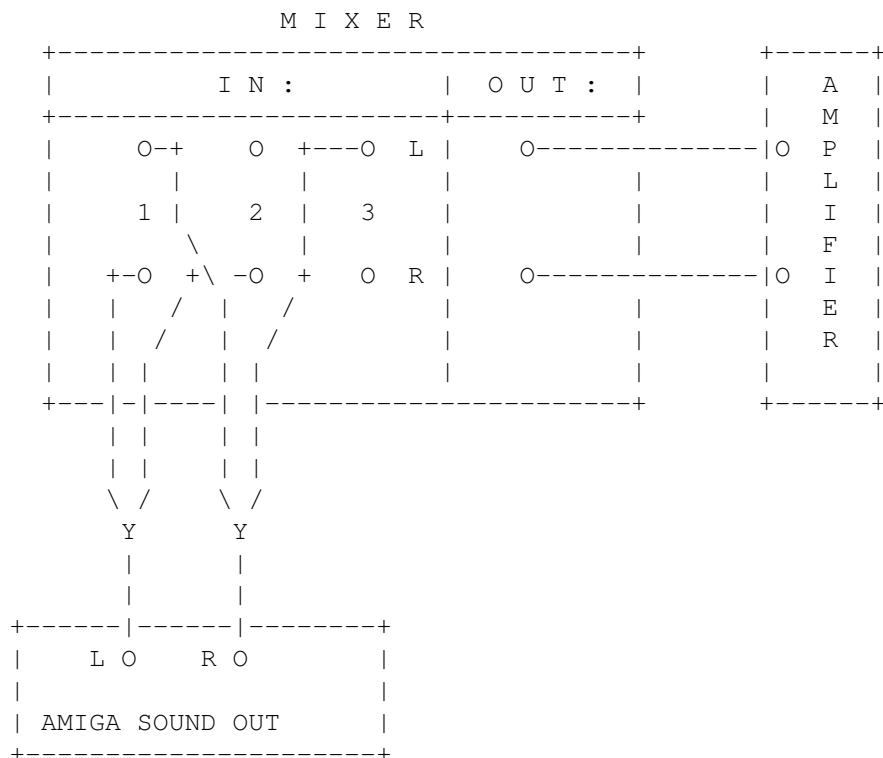
We compare most new trackers to PT and eachother.

What we'd like to see in a tracker.

1.10 TP-Files.Guide:MusicHome/Tracker/Stereo

Stereo

Well, sort of... If you wire up your Amiga to a mixer (with at least 3 channels. 4 is also possible...) and the mixer to your amplifier, just like in the picture:



Now you can change to volume of the "Amiga-Stereo" with slider 1 and with sliders 2 and 3 you can change the amount of "left" you mix with "right" and vice-versa.

1.11 TP-Files.Guide:MusicHome/Tracker/Progrev

Test of most of the new trackerclones.

(PT means Protracker 3.15)

MusicLine Editor

Positive:

- Really nice options for synths-sound, like the ability to change it's phase resulting in a 303 like effect.
- Patterns are now defined for each channel instead of X channels at the same time.
- 5 places for effect-commands.

Negative:

- Because of the new pattern definition it is impossible to see what's playing.
- No timer.
- 8 channel routine and 5 fx-commands need to much processor power.

Comparison to PT:

PT is (ofcourse) much faster in operation. PT doesn't have the quite useful synth option, but Music Line Ed. has no sample-editing options and the synth format is not given. So what's the use if you can't make your own?

OctaMed (V6)

Positive:

- Rather good 8 channel support.
- Better interface then in previous versions.
- Lots of configurable options, without the need to configure if you don't want to.
- Support for multiple sample formats

Negative:

- Still the strange speed format (SPD and BPM) that changes when you use 8 channels. Why not just use BPM and use it in a way that 134 BPM is actually 134 BPM ALSO IN 8 CHANNEL MODE!
- The Med file-format is not really a standard. Perhaps the author should consider implementing something like S3M or XM file formats.
- The stupid synth-editor still hasn't been reworked. It should be, else: just kill it.
- Quite expensive. Time will tell wether it's worth it or not.

Comparison to PT:

We were really surprised about this one. We really hated V4 and V5 because of all those buttons clogging up the screen. Not only did there used to be lots of buttons, but they used to be lined up in illogical ways. The new interface is really functional. Only the really needed buttons are there. It's screen/window update is quite fast, making this program starting to look like a decent alternative for PT perhaps in V7.

Cybertracker

Positive:

- Modular structure. At the moment 4 channel and 16 channel support. New sound-modules can be added by putting them inside a specific directory.
- Sample editing and other program elements are modules aswell. Anyone can program a new sample or synth editor to be easily added to the program.

Negative:

- The interface looks a bit TOO clean. It's the most spartan interface we've ever seen.
- Not much options in the menus. Perhaps the program relies too much on its modular structure to have lots of options in the main program.
- Almost non-existent documentation.

Comparison to PT:

This program claims NOT to be a PT clone. It doesn't look like one either. Still the program is not really easy to use and having to load the sample/synth-editing program separately (both are not really that good, esp. not in the options department) instead of having the ability to load them in through a menu option in the program or to automatically preload them is not good. In PT you can quickly flip to the sample editing screen to change your sample a bit, now this needs much more work and a constant flipping of screens.

Symphony

Positive:

- A completely new approach.
- Non destructive sample usage. This a useful option because of:
 - The ability to "render" the module onto your HD in one huge 16 bit 48Khz sample (DAT quality)
 - Virtual samples. Quite tremendous! Take for example a sample you need to be played both forwards and backward. Normally you'd need disk-space for two samples. Now you can use a virtual sample that uses the sample data of a real sample, but with some effects you chose, let loose on it. These samples are recalculated each time you load the module saving disk space.
- Loads of other options

Negative:

- Very bad manual
- Memory hungry
- The demoversion is not really capable of doing anything but playing the available mods.
- Usefulness of the software DSP in this form is very doubtful.
- Very expensive!!!

Comparison to PT:

Almost impossible. We couldn't test the ease of use of this program since demoversion only seems to be a player. We could only play around with the sample-editor and the software DSP. The DSP works (nice fx but you can't change them in the module) but the sample-editor hasn't got many options. From the looks of it the interface is not really easy to use at all. The manual doesn't help on this subject, it only raves about the "terrific new things" in the program, the philosophy behind it and the price of the real version.

Quadra Composer

Positive:

- Lots of sample editing options. (Like the cool 3D display!)
- Nice interface, not too many buttons.
- The brilliant resample option. (Put 4 channels of sound into one sample! Useful for for example drums!) (Why didn't they think of this before?)
- Non destructive sample editing. (Uses a buffer that is only changed permanently when you say so!)
- Online help!
- Doesn't claim to be anything more than a tracker.
- Virtually no important negatives.

Negative:

- Is not capable of playing lots of sample offset commands (9xx) after eachother.
- Perhaps sometimes too many windows.
- Sample-editing window should have been resizeable.

Comparison to PT:

At the moment this is the only real and cheap alternative to PT! It's easy to use, and has lots of useful options to play around with.

End conclusion:

Most PT clones aren't worth your while, at least not yet. Quadra Composer and Med V6/V7 are the only trackers that are or could be PT successors.

1.12 TP-Files.Guide:MusicHome/Tracker/LikeTrac

What TP's Musicians would like to see in a tracker

- 6 or 8 channels (max!).
- Fast in operation. (Not having to wait for hours for the buttons to redraw)
- Virtual samples.
- Good sample editor with lots of useful effects like phasers and vocoder and timestretching
- Comprehensible synth-editor.
- Synth options ala Music Line Editor.
- Able to load more than 32 samples.
- Clean interface but not too clean. 'Thought out' is a better word.
- Click and drag pattern-sequencer.
- Multiple (3 perhaps 4) channels for effects.
- A general effects channel. (For example: Phase the whole pattern!)
- Able to use different fonts for each window. So a big font for for example the pattern-editor and a smaller font for the rest.
- Non destructive sample usage like Symphony.

As you see, our ultimate tracker would be a bit of a hybrid...

1.13 TP-Files.Guide:MusicHome/Remix

The Problem Remix Project

So you think you are a good module-composer, huh? Well, perhaps you are. Talent can be just around the corner these days! (What corner? Let's have a look! -Ed.) (Shut Up Ed.!!! -TP Stories Dpt.)

If you think you're good, we'd like to know immediately, because... If we think we can do something with your work, we will do a remix for you!!!

Yups! You read that correctly! We will remix and release it under your name, and mention you in our big The Problem Files Guide.

If you want one of your modules remixed by The Problem, just upload your module to The Twilight Zone on +31-(0)20-6764584 with a tag that says something like 'Remix me! Remix me!'. We can't promise you that every mod will get remixed, but if you're lucky...

1.14 TP-Files.Guide:MusicHome/MusicNews

What else is new?

*Ofcourse you've all seen our latest release, The Australia EP!!! (Hell, this guide came with it!). The Music Department are now working on several remixes for other people (See

Remix Project

) and are also planning a

biiiiiiig piece of music, like for example the Future Sound of London which will last for about 30 min.!!!

*Next to this, there are plans to make a video that explains how to make good (house-)music with your computer and perhaps even a videoclip to go with it.

*If you want a

remix

of your mod and if you have any ideas for modules, let

us know!!! (See

Contact

)

1.15 TP-Files.Guide:MusicHome/Modules

All the modules....EVER! (by the problem)

These are all our modules, listed in streams. Each stream has it's own explanation, and includes links to all the modules the Music Dept. made in this style. Also there are some record tips for you to check out!

Club/Mellow

The Club sound redefined! The Problem takes control...

Techno/Trance

Mindblowing stuff, and no 2Unlimited member in sight!

Jungle/Breakbeat

The UK strikes back, TP reports...

Replication

From 12" and from CD, no track is safe for TP's replication mania!

Others

Some tracks do not fit into the above categories. You'll find them here!

All Modules!

All modules on one page, in alphabetical order...

1.16 TP-Files.Guide:MusicHome/MusicRev

The Module Reviews...

The Problem started out by making modules, and some say they are quite good. But they are not the only ones in the module-making biz, there are others as well. Some of them are bad, some worse and some actually quite good! In this page we want to give you a view of what is going on in the modules scene, by naming and reviewing to best mods of the recent past. Ofcourse everything here is just our view and should you feel we forgot your module because you think we thought it was crap (???? -Ed.) then let us know! We are perhaps not the best modules-reviewers, but we'll get there. Modules will be looked at in a number of different ways, like: Style, Sample use, Use Of Effects etc.

Emphutured

Ruler of Arakis

Oasis

1.17 TP-Files.Guide:MusicHome/ModuleReviews/Review1

Module:	Group:
Emphutured	Gods
Composer:	Stream:
C-Quence	House-like

Downloaded at:

Penthe
Review:

This module is well composed, with a good usage of samples and effects. Shame about the samples itself, they are clearly ripped for The Prodigy's Voodoo People, too bad! The style is quite good, although sometimes perhaps a little too much is happening at the same time, and you lose track of the melody. Down it anyway!

1.18 TP-Files.Guide:MusicHome/ModuleReviews/Review2

Module:	Group:
Ruler of Arakis	!RAMP!
Composer:	Stream:
Tyrone	HardTrance

Downloaded at:

Thunderdome
Review:

Personally I think this is the best of all the !RAMP! productions I've heard so far (And I've heard quite a lot!). Good buildup, nice style! Not many effects are used, but they are not necessary here, the module is good enough without them! Tyrone doesn't make the mistake of putting 5 or 6 melodies in one module, but instead one melody gets fully exploited making this a good trancer!

1.19 TP-Files.Guide:MusicHome/ModuleReviews/Review3

Module:	Group:
Oasis	Stellar
Composer:	Stream:
Strobo	House

Downloaded at:

Penthe

Review:

My first reaction to this mod was almost "WOW!". Finally someone that knows how to make house-modules. Mod sounds a bit like Felix but it isn't. Next to the fact that he has made superb melodies and very good samples, the composer doesn't make the mistake of putting 50 melodies in one mod and holding them together with a few pieces of sticky tape. No! This mod has a few themes that return throughout the track and this makes it a very production! This is one of my favourite mods! congrats!

1.20 TP-Files.Guide:Artists/Thijs

Solution

```
-----
Full first name      : Thijs

                        Read his quote...
Last name           : Stalenhoef
Town                :
                    Aalten
                    Country          : The Netherlands
Telephone number    : +31-(0)5437-72450
E-Mail              : FIDO: 2:280/315.2   NLA: 14:102/101.2
                    AMY: 39:150/108.2  PMNet: 17:200/100.2
                    UUCP: solution@twilight.xs4all.nl
Age                 : 18
Equipment           : Standard A1200 165Mb HD
                    9600 baud modem ext. drive.
Occupation          : Student
-----
Department          : The Problem Music Dept.
Function(s)         : Module composer
                    Sampler
-----
Comment             : One of the original TP Artists! His girlfriend is
                    called
                    Jelma
```

1.21 TP-Files.Guide:Artists/Alco

AlcoRhythm

```
-----
Full first name      : Alco

                        Read his quote...
Last name           : Lammers
Town                :
                    Aalten
                    Country          : The Netherlands
Telephone number    : +31-(0)5437-75746
E-Mail              : N/A
Age                 : 19
Equipment           : Standard A1200 130MB HD
```

```

                WS2 Keyboard Workstation
                        Sampler, Midi-interface,
                Samsung Stereoset
Occupation      : Technician (Practical Year MTS)
-----
Department     : The Problem Music Dept.
Function(s)    : Module Composer
                Sampler
-----
Comment        : TP's #1 composer and original TP Artist

```

1.22 TP-Files.Guide:Artists/Alco/WS2

```

| _ The GEM WS2 - Keyboard/Workstation      _ |
|                                           |
|_ This one was so expensive that we'll tell you a |
| little more about it.                    |
|                                           |
|_ The Problem uses this device to compose their |
| melodylines. They also use it to find out what |
| chords the 'victims' in case of a replication use. |
|_ The sounds of the keyboard is often sampled if |
| samples couldn'd be sampled from the original |
| source. Thanks to GEM!                   _ |
|                                           |
|_ The GEM WS 2 Keyboard/Workstation is a now |
| somewhat aged Keyboard with some intelligent stuff |
| in it to make it Workstation. It has 61 |
| lightweight fullsize keys. There are 128 sounds |
| in it (to wich you can add another 128). It knows |
| 61 drumsounds, 96 global settings, 32 built in |
| drum patterns and 32 realtime effects. There is a |
| pitchball, a soundmixing system, MIDI support, a |
|_ Disk Drive Option, a (5 way) split function, a 16 |
| note polyphone, a sequencer (with chain composer), |
| an alpha dial, an audio in/out connection, a 2*20 |
| Watt built in speaker set and a lot more.      |
|_                                               _ |
|_ This was probably very boring, but we had to put |
| it in, sorry!                                 _ |

```

1.23 TP-Files.Guide:Artists/William

```

                Infinity
-----
Full first name : William

                Read his quote...
Last name      : Westrum
Town           :

```

Aalten

Have you seen this man???

Country : The Netherlands Then
 contact
 us ASAP!!!
 Telephone number : +31-(0)5437-71331 He has been missing for
 E-Mail : N/A over 3 months now!
 Age : 19
 Equipment : Millions of CD's
 Occupation : Student/DJ

 Department : The Problem Music Dept.
 Function(s) : Sample-source
 Sampler

 Comment : Long lost TP member. He
 loves
 eggs better than
 sheep! (??? -Ed.)

Oh yeah! He was also an orginal TP member.

1.24 TP-Files.Guide:Artists/Wanda

Wanda

 Full first name : Wanda
 Read her quote...
 Last name : -Private-
 Town :
 Aalten
 Country : The Netherlands
 Telephone number : +31-(0)5437-An-Aalten-Something
 E-Mail : N/A
 Age : 18

Equipment : A Terrific Voice
Occupation : Student

Department : The Problem Music Dept.
Function(s) : Vocalist

Comment : First female Artist of TP. She's beautifull!
(Stop it you silly bugger! -Wanda)
(Flush Detected! -Ed.)

1.25 TP-Files.Guide:Artists/CSilla

CSilla

Full first name : CSilla

Read her quote...
Last name : -Private-
Town : Enschede
Country : The Netherlands
Telephone number : +31-(0)53-An-Enschede-Something

Age : 19
Equipment : A Brilliant Voice
Occupation : Student

Department : The Problem Music Dept.
Function(s) : Vocalist

Comment : Ex-phonecompany employee and one of the most stubborn
types in TP

1.26 TP-Files.Guide:MusicHome/Modules/Club

Club

This is what The Problem used to call Mellow. But since the term Mellow was associated with the modern everyday eurodance CRAP too much, The Problem adopted the term Club.

Club is a lot easier to listen to than techno. It is probably the best way to enter the EDLM (Electronic Dance & Listening Music) scene (We don't use the word 'House' or 'Mellow' anymore, because the terms aren't broad enough to cover everything). Club contains more vocals and happy vibes and is made solely for dancing-purposes.

The Problem did lots of Club-tracks:

Floating Sheep

Spring '95

Bugles

The Mellow Influence

CSilla*

Thoughts*

Get On Down*

Impulse

Outback

Record Tips:

Drum Warriors - Tell 'm What We Need! (Unda'ground Groove)

Grooveyard - Watch Me Now (EC Records)

- Watch Me Now (remixes) (EC Records)

Album Tips:

Spiritual Tracks vol. 4 (Outland)

Static Tracks vol. 3 (Outland)

DDR - Penetrate Deeper (Deep Dish Records)

1.27 TP-Files.Guide:MusicHome/Modules/Techno

Techno

"Oh no!" I hear you say. "I don't like 2Unlimited or Westbam or what-ever..." Don't worry. None of that around... Techno as the purists know it is entirely unlike those commercial hitparade boom-boom crap! It ranges from the silent, gentle ambient-techno to mindblowing trance and acid. No form of music has such a wide variety of styles. There is something for everybody. This is The Problem's best loved music.

The Problem did some techno too (ofcourse):

Synchronized Minds - Ambient-techno

Blurred Vision* - Intelligent Trance

Record Tips:

Van Basten - Black Dragon (Brute)

Choice - Acid Eifel (Basic Beat)
Aphex Twin - On (Warp)
- Ventolin

Albums Tips:

X-Mix 2 , 3 and 4
In Order 2 Dance 4 & 5 (R&S)
Aphex Twin - I Care Because You Do (WARP/PIAS)
Reload - A Collection Of Short Stories (Infonet)
Orbital - 2nd Album

1.28 TP-Files.Guide:MusicHome/Modules/Jungle

Jungle

A rainforest? Not really...Jungle is the term used to describe the latest thrill in music. Even though it is not new (as a lot of magazines want you to believe) it is getting lots of publicity.

It is characterized by breakbeats. Lots and lots of ex-hiphop, ex-raggae ex-what ever samples/beats/bass etc. The breakbeats are 'broken' in the strangest ways and samples are mashed up like flies. The bass is a very very low sinewave one. It could destroy your speakers...

The Problem has made some jungle-like tracks:

The Twilight Zone

Long Term*

Jungle Blaze

Penthe 2

Realhouse20 (The Problem's Jungle Revenge Mix)

Record Tips:

Metalheads - Innercity Life/Jah (Moving Shadow/FFFR)
Omni Trio - Vol. 5 remixes (Moving Shadow)
Two on One - Vol. 8 (With Essence of Aura and Foul Play) (Moving Shadow)
D.O.P.E - Burning (Rugged Vinyl)

Albums:

Drum and Bass - Volume 3 (Suburban Base)
The Joint - Volume 2 (Suburban Base/Moving Shadow)
Hardleaders 6 - Jungle Dub 2 (Kickin' Records)
A Guy Called Gerald - Black Secret Technology (Juice Box)

For more releases and info, get connected to the Triple Vision mailinglist!

Details on the
Comms News
page!

1.29 TP-Files.Guide:MusicHome/Modules/Replication

Replication

The Problem buys records and they listen to them. And once in a while someone yells something like 'Hey, we can do that too!' and a week (or two) later they do! An (almost) perfect replication in the form of a module is created. The Problem always tries to make the module as close to the original as possible.

The following tracks were replicated by The Problem. (The original artists shouldn't feel ripped off, they should be flattered!)

I Can't Take This

Hell's Party

Armageddon

U Got To Let The Music

Orient Express

Doop

Bells Of New York

Huckleberry Jam*

(Don't Want No) Short Dick Man*

1.30 TP-Files.Guide:MusicHome/Modules/Others

Other Modules

In here are all the modules by TP that cannot be placed in the other streams like Hip-Hop and synthesizer modules. Some of these modules are a

bit old-style and others....well...listen for yourself.

06-Solutions

The Love Party 2

Armageddon

The Mayor - TP's Eurodance Mix

Birthday

Orient Express

Enraptor

Penthe

Grafix Attack

The Spectacle

Weekend

Talk

The Love Party

Wanda

1.31 TP-Files.Guide:MusicHome/Modules/All

The Modules of The Problem In Alphabetical Order

This a list of all available modules by The Problem until now:

(* = Archive contains chapters of
the Wanda & CSilla story
)

06-Solutions

The Love Party

Armageddon

The Love Party 2

Bells Of NewYork

The Mellow Influence

Birthday

Orient Express

Blurred Vision*

Outback

Bugles

Penthe

CSilla*

Penthe 2

Doop

RealHouse 20 - TP's Jungle Revenge Mix

Enraptor

Short-Dick Man*

The Mayor (TP's Euromix)

The Spectacle

Floating Sheep

Spring '95

Get On Down*

Synchronized Minds

Grafix Attack

Talk

Hell's Party

Thoughts*

Huckleberry Jam*

The Twilight Zone

I Can't Take This

U Got 2 Let The Music

Impulse

Wanda

Jungle Blaze

Wanda 2 - The Mellow Influence

Long Term*

Weekend

1.32 TP-Files.Guide:Artists/Thijs/ThijsQuote

Quote...

Oh god! The last few months have been awfull! Two of our members just left! Wether or not they had good reasons to do so doesn't matter, but The Collective seemed to crumble down before my eyes. Next to that, the work on the Australia EP never seemed to finish with new bugs, errors and missteps becoming apparent every day.

Thank god we still got lots of positive feedback from several people and we actually got a new artist in our midst: Cloak! Also the mailflow between me and Lee Geary (UK Artist) finally got to a reasonable level after all the problems with internet had been sorted out. The Australia EP is almost finished now, with only very little work to be done. Aaaaah! Things are starting to shape up!

When I pass me exams, I'll go England together with Alco and William! We'll take an egg with us. (probably!) (What's with the egg business all the time? -Ed.) Hopefully we'll meet Lee there. And then there is Leo. The Problem wouldn't be The Problem without him! He's going to manage internet for us. That means: All our mods on Aminet, and a WWW-Site!!! All this ought to be great and I'm getting ready for probably one of the

best summers EVER!

Signed:

Solution

1.33 TP-Files.Guide:Artists/Alco/AlcoQuote

Quote...

Wow! Australia! Man, it seemed it would never be finished, but now that it (almost) is, I have to say I am quite pleased with all of it. Heavy sessions of scripting, programming, composing, drawing and writing ended in the best possible follow-up to the SM-EP. And Australia isn't the only positive development after that bloody cold winter! What about my shiny new JVC Dolby Surround Pro Logic MX-S700R Compact Component System... Wow! Imagine that! Well, I've got it! Modules DO sound good through this many high power speakers. Well, it also means we can now sample from tapes (MX pro cassette deck) and radio broadcasts, without having trouble with static.

Now let's hope the weather this summer will be as good as last year. For now I think it's been too cold for too long. I've had the most horrible winter. I was working for a software company and it sucked (too far from home and a bit boring). And because of the f*cking cold, I fell off my bike, flat on the ground, for two times; they had to sew my face back together again and I walked like a penguin for two months... I was home way too late to be doing anything (or to have the spirit to do anything) in the evenings and in the weekends I was terrified by the idea that it would be monday in less than two days. Ofcourse there was some good in the winter of '94 and that was the SM-EP.

But now I am as happy as anyone can be, with only one week to go before the summerholiday! And if the weather isn't hot enough this summer, The Problem Music Will Turn The HEAT ON FOR YOU WITH THE HOTTEST TRacks... (...ahum...).

Music from Jurassic Park, I still like it. But why?

```

      /\
     /  Signed,
    /   \   /  \  /\_____
   /     \   /  \  /\_____
  /       \   /  \  /\_____
 /         \   /  \  /\_____
/           \   /  \  /\_____
\           /   \  /  \  /\_____
 \         /   \  /  \  /\_____
  \       /   \  /  \  /\_____
   \     /   \  /  \  /\_____
    \   /   \  /  \  /\_____
     \ /   \  /  \  /\_____
      \/\
  
```

1.34 TP-Files.Guide:Artists/William/WilliamQuote

Didn't want to write it.

("I haven't got the time...")

1.35 TP-Files.Guide:Artists/Wanda/WandaQuote

Quote

"The wonderfully new The Problem collective huh? Well, at first I didn't really like the idea of a collective. I thought that the group was big enough already. But I have to say I regret all my doubts! When Solution came off the phone with the first person that reacted to the advert for new Artists, it seemed that we'd hit the jackpot. We found someone with a pure Problem mind as we tend to call it. Now that we got to know him better I am truly convinced that the The Problem Collective is going to be a biiig succes. It's certainly something I want to be part of. My work at The Problems' is fun, but TP music doesn't always need may voice, so I'm planning on trying to some other things too. I might try to write some stuff for The Problem Stories, but I can't promise you anything. Well, I'll probably update my quote, or write something for the Guide To Stuff, or something like that. Okay, finally I will once again say thanks to everybody at The Problem's Music department for their continued support, although my 'rough period' is over."

(\/
 \ / With Love... (\/
 \/
 (\ /) Wanda
 \ /

1.36 TP-Files.Guide:Artists/CSilla/CsillaQuote

Quote...

"Oooh! It's so nice to be a part of The Problem... There is nothing quite like it anywhere in the world! Eventhough my study here at Enschede University has to come first I still like to hang out with Solution, AlcoRhythm, Wanda and the rest in the weekends at HQ and god knows where else. Recently I had the pleasure of meeting with our newest member, Ronald. He is nice, and his work is very funny indeed. I really wish I could spend more time with The Problem, because my work has been a little 'low key' the past few months. This is something that has to change, you just have to wait and see what will happen. The rest of The Problem is so nice to me, when I'm down, they cheer me up etc. it really is the perfect team, and I wouldn't like to be part of any other team like it. Oh, by the way, Solution showed me some of the things that are to be included in the Australia EP...it's so...no, I won't tell, see and hear for yourself..."

Signed:
CSilla

1.37 TP-Files.Guide:MusicHome/Modules/06-Solutions

06-Solutions

This tracks was made for commercial purposes! Wooooow! Back out now if this is against your principles...A software company asked us (and some others) to do a presentation for them. We made a good module, but the company said that the presentation had failed to work when it was needed, so we never got any money for it! Fuck Them!

Playing Time : Loop
BPM : 150

1.38 TP-Files.Guide:MusicHome/Modules/I Can't Take This

I Can't Take This

This track came from the great album In Order To Dance 4. It's perhaps a bit monotonous, but really good when you listen to it all the way. The replication itself in quite good, but if they had made it today, it would be a little better...

Original Title : I Can't Take This
Original Artist: Rhythm Invention
Playing Time : 6 Minutes and 15 Seconds
BPM : 124

1.39 TP-Files.Guide:MusicHome/Modules/Hell's Party

Hell's Party

The original came from 'Move The House 8'. It's a standard club affair but nice to listen to. The first version had a nasty high-frequency beep running through the samples, but this has been fixed! All in all a good replication.

Original Title : Hell's Party
Original Artist: GLAM
Playing Time : 3 Minutes and 23 Seconds
BPM : 130

1.40 TP-Files.Guide:MusicHome/Modules/Wanda

Wanda

This mod was the first original one, that The Problem is proud about. It's a wonderful tune, you won't easily forget. Lot's of different melodies and great vocals by Wanda herself! A The Problem Classic!

Playing Time : 6 Minutes and 2 Seconds
BPM : 130

1.41 TP-Files.Guide:MusicHome/Modules/Love-Party

The Love-Party

Something different...This is a non-house track made up solely out of house-samples. To be frank, it is not that good; it sounds like demo-music. But still, if you like demo-music, why not give it a try...You might like it anyway!

Playing Time : 3 Minutes and 30 Seconds
BPM : 100

1.42 TP-Files.Guide:MusicHome/Modules/Love-Party 2

The Love-Party 2

The Love-party wasn't really impressive (actually it was a waste of technology and time and effort and so on. It was (let's face it...) CRAP!

It was also meant to show that The Problem could do other things than house (but they couldn't, could they?). Well now! It's time to forget the Love Party and move on to The Love Party 2! This one is MUCH better, and it's not house! So The Problem CAN do non house to, it's just that they're not too enthusiastic about it... Anyway, if you want to know what a non house track by The Problem should sound like, then this module is the one you want! It makes up for The Love Party(1) and all other misakes The Problem have made or the ones they are going to make...

A looping version of this track is going to be used in a BBS-tro for

Zooropa
, the WHQ of Genetics.

Playing Time : 3 Minutes and 6 Seconds
BPM : 94

1.43 TP-Files.Guide:MusicHome/Modules/Grafix Attack

The Grafix Attack

The Problem was a regular visitor at the Grafix Attack BBS already in it's

early days, with one line and a relatively small HD. Kees Huizer was always very nice to us (still is! -Ed.) and when he asked for a theme, he got one...It is a bit short, but it's still a very good "rave" style mod.

Playing Time : 1 Minute and 56 Seconds
BPM : 132

1.44 TP-Files.Guide:MusicHome/Modules/Armageddon

Armageddon

The english hardcore breakbeat sound has always fascinated The Problem, and when Solution bought an Album called 'Full On - Masked Hysteria' by Altern8, the idea was born to make an Altern8 module. Armageddon was the lucky track. It was quite difficult to do, but they succeed wonderfully. Hardcore breakbeat a it's best!

Original Title : Armageddon
Original Artist: Altern 8
Playing Time : 5 Minutes and 38 Seconds
BPM : 134

1.45 TP-Files.Guide:MusicHome/Modules/Penthe

Penthe

Penthe BBS

was actually the first board EVER to be called by Solution, The problem's Comms Nuttie, with a modem he had lent! He couldn't get anything to work let alone download something, and he ended up chatting for more 40 minutes to the sysop, Leo Elsinga. About a year later, when Solution got a modem himself, he called Penthe again. All the first releases by The Problem where uploaded there. Penthe just simply had to have to theme...

If you like it hard, down this!

Playing Time : 3 Minutes and 7 Seconds
BPM : 150

1.46 TP-Files.Guide:MusicHome/Modules/Talk

Talk

Take some TV-samples, a heavy breakbeat and lots of strange synths and you find out about 'The Amazing Way In Which A Human Communicates'! Talk is a fast rave-style module, which does well with super-chips. (Huh? Well, I hope you mean the edible kind anyway! -Ed.)

Playing Time : 5 Minutes and 8 Seconds

BPM : 138

1.47 TP-Files.Guide:MusicHome/Modules/Spectacle

Spectacle

This module was made after TP had released a lot of oldstyle breakbeat modules. It has a "normal" beat and it is very cool! Nice strings, and strange vocals....Also you can say that this is a red dash alpha module in two parts ("Break! Break!") (Not funny! -Ed.), because after the main part there is an easy, cooldown type of track...Listen for yourself!

Playing Time : 5 Minutes and 41 Seconds
BPM : 126 - 110

1.48 TP-Files.Guide:MusicHome/Modules/Enraptor

Enraptor

Wanda sings!!! As the guy in the mod (It's John Cleese, it's John Cleese! -Ed.) (Shut up!) says, "something completely different". Guitars, a live audience and the sweet voice of Wanda. With did the drums ourselves too by the way!

Playing Time : 5 Minutes and 59 Seconds
BPM : 142

1.49 TP-Files.Guide:MusicHome/Modules/U Got 2 Let The Music

U Got To Let The Music (Move Your Feet)

Because it was long ago since TP made a replication mod, they decided to do one. but only after AlcoRhythm received this single in his christmas stocking the work could begin. We needed more than 32 samples (ProTrackers limit) so we had to combine some in order to get the needed 38 samples!!! TP succeeded nicely!

Original Title : U Got 2 Let The Music
Original Artist: Cappella
Playing Time : 5 minutes and 26 Seconds
BPM : 136

1.50 TP-Files.Guide:MusicHome/Modules/The Twilight-Zone

The Twilight Zone

Time for breakbeats again! This mod was made for honour the mighty bbs

called

The Twilight Zone

!!! At the time of making this

mod, The Twilight Zone became our WHQ! Nice breaks, beautiful pianos and whispering vocals...

Playing Time : 5 Minutes and 15 Seconds

BPM : 80 - 136

1.51 TP-Files.Guide:MusicHome/Modules/Doop

Doop

Yes, yes, yes!!! Another remake!

The Problem proudly presents: Doop - Doop - Doop

This module was created a long time before the track became popular.

It was rereleased a few months later in a *STUPID* remix.

This mod is the replication of the first release in the Urge 2 Merge Mix!

It is MUCH MUCH MUCH better! Guaranteed!

Original Title : Doop

Original Artist: Doop

Playing Time : 3 Minutes and 27 Seconds

BPM : 130

1.52 TP-Files.Guide:MusicHome/Modules/Wanda 2

Wanda 2

The longest module The Problem ever made.

There are two completely different parts. Part 1 and....Part 2.

Part 1 was meant as a remix of the original

Wanda

module. The only sample we used of that module was the 'Wanda?' ← sample.

It has lots of pianos in it...

The 2nd part is a more mellow-like (CLUB! CLUB!!! CLUB! I told you once, I told you a hunderd times...-Ed.) (SHUT UP! -CSilla) (What are you doing here CSilla? -Wanda) (None of your business! -CSilla) (Oooowwww! -Wanda) (SHUT UP!!! All of you! -Solution) and was made after The Problem had listened to the first (or was it the second) partynight on radio 538. Great stuff, satisfaction guaranteed! (Says who? -Ed.) (You're fired Ed.! -Solution) (You can't do that Solution sorry...-AlcoRhythm)

The 2nd part is available seperately on the

Australia EP

Total playing time (both parts) is

over 9 minutes (ALL 63 Patterns!), and the time is really worth it!!!

Playing Time : 9 Minutes and 7 Seconds

BPM : 137

1.53 TP-Files.Guide:MusicHome/Modules/Bells Of New York

Bells Of New York

This track was a summer hit in 1994! Solution bought the 12" and TP replicated it. It was a really tough job, and the mod became quite large, but it is an almost 100% replication!

Original Title : Bells of New York
Original Artist: Slo Moshun
Playing Time : 8 Minutes and 43 Seconds
BPM : 129

1.54 TP-Files.Guide:MusicHome/Modules/Synchronized Minds

Synchronized Minds

The synchronized minds syndrome that The Problem suffers from is a now well known and documented

fenomenon

. This module was made in honor of it. It tends to build up to a number of climaxes, seperated by very nice, synthy/dreamy parts. A very interesting beat by the way!

This mod is included in the SM-EP, and therefore not available seperately.

Playing Time : 5 Minutes and 49 Seconds
BPM : 142

1.55 TP-Files.Guide:MusicHome/Modules/Floating Sheep

Floating Sheep

A floating sheep is one free of pressure! A floating sheep is one at ease! This mod contains (house :-) lots of 'twinkling' sounds, ethnic drums, there are no sheep, and they don't float! You WILL after hearing this fantastic module...

This mod is included in the SM-EP, and therefore not available seperately.

Playing Time : 4 Minutes and 46 Seconds
BPM : 134

1.56 TP-Files.Guide:MusicHome/Modules/Long Term

Long Term

It's fast! It has dub-samples! It has breakbeats! It has...etc. Reggae-breakbeat at it's best! General Levy put this in your joint and

smoke it!!! :-) This was something new for TP but it's no worse than any of their other mods!

The Archive also contains chapter 1 to 3 of the
Wanda&CSilla
story!

Playing Time : 4 Minutes and 17 Seconds
BPM : 160

1.57 TP-Files.Guide:MusicHome/Modules/Bugles

Bugles

The title "Bugles" is obvious ofcourse! The Problem live on
Bugles
No Bugles, no party! That is why TP decided to make this their ←
theme!

Nowadays, The Problem's main theme is
Blurred Vision

but Bugles is still the music department's...

A phat bassline, a hard beat and lots of bleepy little noises...
Just GREAT!

Playing Time : 5 Minutes and 29 Seconds
BPM : 134

1.58 TP-Files.Guide:MusicHome/Modules/Birthday

Birthday

Incredible... Marilyn Monroe in a The Problem production!

The Problem used the voice of this woman (singing Happy Birthday)
in a Eurodance style module. Sounds really nice.

Is your birthday coming soon, or do you know someone whose birthday is coming?
Are you, or someone you know a Marilyn Monroe Fan? Then hurry up and get this
module, it was made for you!

Playing Time : 4 Minutes 35 Seconds
BPM : 131

1.59 TP-Files.Guide:MusicHome/Modules/Thoughts

Thoughts

This was made in spring-94 and it was dedicated to

Lee Geary
, the first

person outside holland to react to TP's modules. Lee is now a Artist of The

Problem!

Lots and lots upon heaps and heaps of piano's, some very good bleeps and a string-ensemble :-)))...

This mod is a killer!

The Archive also contains chapter 4 to 6 of the
Wanda&CSilla
story!

Playing Time : 4 Minutes and 32 Seconds
BPM : 134

1.60 TP-Files.Guide:MusicHome/Modules/Penthe2

Penthe 2

This mod was originally created to save
Penthe BBS
from

almost certain temptation..eeuh I mean extinction. It had just suffered a major HD crash, and the idea was that you paid fl 10,- to save Penthe and get this module as a gift. That idea didn't catch on, so in the end we released it all the same.

The module is a (very) rough one (mainly because of its speed!). It was created using samples from some very old records like:

Guy Mitchel - 'My Truly, Truly Fair' and
Hank the Knife and The Jets - 'Guitar King'

This mod is part of the SM-EP and therefore not available separately.

Please note that some module players have some trouble playing this module, playing it in ProTracker is a good solution for this little problem.

Playing Time : 4 Minutes and 50 Seconds
BPM : 162

1.61 TP-Files.Guide:MusicHome/Modules/CSilla

CSilla

After days of whining, TP succeed in making CSilla sing! To get her to do this, TP gave her at least 20 bags of Bugles, 7 boxes of chocolat and 12 roses! (That's NOT true! I wish they had! -CSilla)

The module itselfs is a bit strange perhaps, but very very good once you get used to it. Ofcourse it contains lots of voice samples, but also a good drum-section and good bleeps.

The Archive also contains chapter 7 to 9 of the
Wanda&CSilla
story!

Playing Time : 4 Minutes and 23 Seconds
BPM : 150

1.62 TP-Files.Guide:MusicHome/Modules/Get-On-Down

Get On Down

A jazzy, disco type o' thing. That was the idea TP had when they started this module. And a jazzy, disco type o' thing was what came out. That's very odd, considering that usually tracks end up entirely different from the way they started out! ("Wanda" was meant as a house-version of 'Popcorn' -Ed.) (Shut your mouth Ed.! And you readers didn't read this! -TP Music Dept.)

The Archive also contains chapter 10 to 12 of the
Wanda&CSilla
story!

Playing Time : 4 Minutes and 56 Seconds
BPM : 134

1.63 TP-Files.Guide:MusicHome/Modules/Jungle-Blaze

Jungle Blaze

Jungle you say? TP has done jungle tracks from the very beginning! I think you say that TP is really "avant le garde" on that subject. But because there are a lot of shitty breakbeat-like mods out there, TP decided to do a good jungle/breakbeat track...The result: Jungle Blaze. The module that has the most bleeps of all in it!

This mod is part of the SM-EP and therefore not available separately.

Playing Time : 4 Minutes and 57 Seconds
BPM : 150

1.64 TP-Files.Guide:MusicHome/Modules/Impulse

Impulse

A recipe: Take a pinch of Candy Dulfer, some Eric Clapton, 2 litres of bleeps, a handfull of beats and 6 bags of bugles and you'll get Impulse, one of the best mods yet! (Nice chords too -Ed.) TP is really quite proud about this one.

This mod is part of the SM-EP and therefore not available separately.

Playing Time : 6 Minutes and 55 Seconds
BPM : 136

1.65 TP-Files.Guide:MusicHome/Modules/HuckleberryJam

Huckleberry Jam

TP replicated the first track by Doop (Called
Doop
) and now
here they are with the second one called "Huckleberry Jam".
It is nice but you can't call it civilised...Or something anyway.
The replication itself is quite good, but TP says working on it was not
much fun. Well listen for your selves...

The Archive also contains chapter 13 to 21 of the
Wanda&CSilla
story!

Original Title : Huckleberry Jam
Original Artist: Doop
Playing Time : 4 Minutes and 52 Seconds
BPM : 149

1.66 TP-Files.Guide:MusicHome/Modules/Short Dick Man

Short Dick

A quicky really. It was quite easy to "modulize" this track. TP did it in
4 hours, but still the quality is excellent and the replication 100%! It's
the 4th track of the CD single, the version played on radio 538.
Everything is there, including the obscene vocals...

The Archive also contains chapter 22 to 25 of the
Wanda&CSilla
story!

Original Title : (Don't want no) Short Dick Man
Original Artist: 20 Fingers
Playing Time : 4 Minutes and 49 Seconds
BPM : 127

1.67 TP-Files.Guide:MusicHome/Modules/B-Vision

Blurred Vision

(This one is so good, nobody else at TP stories dept. wanted to write this
text because they were afraid not to be able to do full justice to this
one!!! It consist of lots of drums, a killer baseline and strange strings.
It has quite a nice buildup; a very long one...All very mysterious and
spooky, until it bursts into a wild trance-track...Great stuff! -Ed.)

The Archive also contains chapter 26 to 29 of the
Wanda&CSilla
story!

Playing Time : 7 Minutes and 21 Seconds
BPM : 144

1.68 TP-Files.Guide:MusicHome/Modules/Weekend

Weekend

Eeeerm....Yes..It's Hip Hop. At least our version of it. This mod was made to be performed LIVE on stage at the big festival around liberation day on the 5th may. There even are some rap-lyrics with it, which we will NOT give you...Do with it what you want, we don't care if you like it or not: We don't really like it ourselves...

Playing Time : 4 Minutes
BPM : 105

1.69 TP-Files.Guide:MusicHome/Modules/Orient Express

This a Jean Michel Jarre replication. Eventhough TP had to use low quality tape, the replication is quite good, but not complete. The mod was used in the first demo of Revelation.

Original Title : The Orient Express
Original Artist: JM Jarre
Playing Time : Loop
BPM : 141

1.70 TP-Files.Guide:MusicHome/Modules/RealHouseMix

RealHouse 2.0 TP's Jungle Revenge Mix

Way back in 1992 (Or was it 1991?) Leo Elsinga, sysop of Penthe and TP Artist made the original Realhouse module. When TP offered to remix some of his tracks, they choose for this one. Breakbeats that will shatter your windows. A bass that will shake the place! There are even some pitched vocals in it. But that does not mean it sounds like Westbam!!!

Original Title : Realhouse 2.0
Original Artist: Penthe (Leo Elsinga)
Original BPM : 125
Playing Time : 5 Minutes 10 Seconds
BPM : 160

1.71 TP-Files.Guide:MusicHome/Modules/Mellow-Influence

Mellow Influence

This module is actually a standalone version of the 2nd part of Wanda 2. That part is the mellow, cool one! In the description of

Wanda 2

you can

read all about it! Within this module, there is a nice surprise...Just listen, and you'll hear it!

This track is part of the Australia EP and therefore not available separately!!!

Playing Time : 5 Minutes

BPM : 136

1.72 TP-Files.Guide:MusicHome/Modules/Spring'95

Spring '95

This module was made in the spring of 1995, just after Lee Geary had joined The Problem. Our previous mod for Lee Geary was Thoughts, and that was made in the spring of '94! ;-)) Is this a follow up then? Perhaps... It has the pianos, but there is also a saxophone-player coming in! (I thought we shot the guy! -Ed.) There are even some hiphop beats... Just listen, it's great!

This track is part of the Australia EP and therefore not available separately!!!

Playing Time : 6 Minutes 31 Seconds

BPM : 139

1.73 TP-Files.Guide:MusicHome/Modules/Outback

Outback

The australian outback...the origin of the Australia EP...This is the module that made it all happen! After making it, TP decided on the spot to make a new EP, the Australia EP. The sound of the didgeridoo brings a special kind of ambience to this mod, which BTW is one of the best yet!

This track is part of the Australia EP and therefore not available separately!!!

Playing Time : 5 Minutes 53 Seconds

BPM : 134

1.74 TP-Files.Guide:MusicHome/Modules/The Mayor (Euromix)

The Mayor - TP's Eurodance Mix

TP was asked by OVL to do a remix of one of their tracks. The Mayor was the chosen one! ;-))) The original was a hardcore gabber track, and TP made it into a Eurodance a-la Haddaway, Cappella, Maxx, Magic Affair etc. etc. Everything you'd expect from a eurodance track is there, it even has some rap-lyrics in it!

This track is part of the Australia EP and therefore not available separately!!!

Original Title : The Mayor
Original Artist: Giz!
Original BPM : 185
Playing Time : 5 Minutes 1 Second
BPM : 140

1.75 TP-Files.Guide:CommsHome

The Problem Comms Department Home Page

TP's Bulletin Boards
All the TP boards and affiliate boards!

Comms News
What are those sysops doing with their BBSes?

We are still looking for new sysops to join us!

100010111100101101101011100000111101000110101011110

1.76 TP-Files.Guide:CommsHome/CommsBBS

All TP's BBSes...

The Problem distinguishes two forms of BBSes in their catalogue: Official TP Boards and Affiliate TP Boards. The difference? The sysops of the Official TP Boards are Artists of The Problem, those of the affiliate boards are, for several reasons (for example already being member of something else), not. Both types of BBSes should have most of our releases online!

The Official The Problem Boards:

The Twilight Zone

Penthe

Typhoon Lagoon

The Affiliate The Problem Boards:

The Grafix Attack

Thunderdome

Zooropa

1.77 TP-Files.Guide:CommsHome/CommsBBS/TZoneBBS

```

Name                : Zooropa
Sysop               : One
Cosysops           : Solo      Tib
                   : Crew One  Tefflar
Phonenumber        : +31-(0)53-328902
Networks           : -
What's Online      : Raytracing gear!
The Problem says:  If I wouldn't have know any better,
                   I would have thought that this board is a U2
                   support board. If you are a raytracer, call!
                   The board is actually a Genetics board.
                   The Problem and Genetics have a history
                   together, because they both left the (now-dead)
                   DD Style to continue for them selves!
                   TP made the music for their forthcoming BBS
                   promo-demo. TP used
The Love Party 2
for
                   it! In return One has raytraced some stunning
                   Logos for The Problem.

```

1.83 TP-Files.Guide:CommsHome/CommsNews

What's new in the world of comms?

Penthe Music Net

There is one big new thing, and it is called Penthe Music Net!!! Penthe Music Net (PM_Net) is a new music network (I wouldn't have noticed! -Ed.) that covers all forms of music. House/Techno/Rock/Hip Hop etc. There are areas that cover: MIDI, General Chat, New Module Releases, Demos etc. Next to that, if you become a point of PM_Net you will receive all the latest releases from The Problem through the so-called 'tick-' or file-areas. When you collect your mail, the modules will be automatically sent with it! Cool huh?

These are the BBSes where you can get PM_Net!

Name:	Number:	Sysop:	Nodenummer:
Grafix Attack	010-4741062	Kees Huizer	17:100/100
Penthe BBS	01736-98146	Leo Elsinga	17:100/101
Backstage BBS	053-300^288	Selim Yilmaz	17:100/102
Double Impact	01819-19936	Jacob Van Balen	17:100/103
The Hell	070-3468783	Robin Vermaat	17:100/200
Droopy BBS	070-3462376	Jascha Hoogenraad	17:100/201
Twilight Zone	020-6764584	Folkert De Gans	17:200/100
Amiga Connection	02503-25063	Tom de Ruyter	17:200/101

Triple Vision Mailing List

Secondly, the dutch Jungle import firm called Triple Vision has started a mailinglist. This list is managed by TP's very own Solution and will give you updates of all available new jungle releases!

To get yourself connected to this list, send an E-Mail to:

solution@twilight.xs4all.nl

and you will receive a confirmation of your subscription.
The service is complete free and you are not obliged to buy anything or become a member of Triple Vision.

=> Anyone can subscribe!!! <=

So do it!

1.84 TP-Files.Guide:Artists/Folkert

Hellraiser

```
-----
Full first name      : Folkert

                        Read his quote...
Last name           : de Gans
Town                : Amsterdam
Country             : The Netherlands
Telephone number    : - Private -
E-Mail              : FIDO: 2:280/315.0    NLA: 14:102/101.0
                   : AMY: 39:150/108.0   PMNet: 17:200/100.0
                   : UUCP: fdg@twilight.xs4all.nl
Age                 : 22
Equipment           : 2x Amiga 2000/030/Dual CD-Rom/+500MB HD (BBS)
                   : Amiga 4000/030/VLAB (Fav. Toy!)
Occupation          : Student at training school for Cooks
-----
Department          : The Problem Comms Dept.
Function(s)         : Sysop
-----
Comment             : The complete vidiot (literally 100s of tapes!)
```

1.85 TP-Files.Guide:Artists/Arnoud

Grinder

```
-----
Full first name      : Arnoud

                        Read his quote...
Last name           : Smit
Town                : Uithoorn
Country             : The Netherlands
Telephone number    : +31-(0)2975-66486
E-Mail              : NLA: 14:102/111.0
Age                 : 26
Equipment           : Amiga 2500/030 550MB HD 5MB Ram
                   : Amiga 500 20MB HD 2MB
```

```

Occupation      : Amiga CD32
                  : Weather Man at Schiphol Airport
-----
Department     : The Problem Comms Dept.
Function(s)    : Sysop
                  Coder
-----
Comment        : A real jack of all trades!
```

1.86 TP-Files.Guide:Artists/Leo

Leo Elsinga

```
-----
Full first name : Leo

Read his quote...
Last name      : Elsinga
Town           : Pijnacker
Country        : The Netherlands
Telephone number : - Private -
E-Mail         : PMNet: 17:100/101.0
                  UUCP: leo@grafix.xs4all.nl
Age            : 29
Equipment      : Amiga 2000
                  Amiga 500
Occupation     : - Private -
-----
Department     : The Problem Comms Dept.
Function(s)    : Sysop
-----
Comment        : The man behind
                  PMNet
                  !
```

1.87 TP-Files.Guide:Artists/Folkert/FolkertQuote

Quote:

The first time I heard a module by The Problem was way back in '93, it was one of the first they ever released called 'HellsParty'. From that time on, I was sold, I was one of their biggest fans. I just HAD to be a member, but since I don't know a thing about music I suggested I could run a support board, and I did. From that time on The TWiLiGHT Zone BBS has been the one and only Support Board for the Problem, let's call it WHQ! Thanks to The Problem for trusting me! Now that the Problem founded their own collective, nothing much will change on the BBS, except for the fact we might get more stuff coming out! I would like to take this opportunity to thank all the users that have supported the Problem, and all the fans out there. Some of the mod's on the BBS are the most frequently downloaded files EVER, for instance The TWiLiGHT Zone BBS Support module has been downloaded a staggering 39 times!! I have PC users calling my BBS for Problem Mod's, that's all they want. Now I have written enough, I'm

signing off... Remember: A Problem Mod a day, keeps the doctor away!!

The skin is still rocking.... N-JOY!!

Signed:
Folkert

1.88 TP-Files.Guide:Artists/Arnoud/ArnoudQuote

Quote

Hmm.. Some words from me. The Problem and me. When was my first encounter with The Problem? Must have been at least a year ago when the board where I'm co-sysop became the first ever official Problem site. Now I've got my own board, and ofcourse, right from the beginning, I putted all the Problem modules on-line. Those modules. Don't ya love them? So you can imagine that I didn't hesitate when The Problem asked me to take my board one step further and become a part of the Problem Comms section. So here I am. Thinking of something to write over here. So, ya know I've got a board up and running, but what else do I use my setup for? Well, graphics is one thing, coding the other. Enough to keep my days filled with Amiga pleasure. Well, enough about me, time for you to read on. I'm outta here.

Greetz from Grinder.....

1.89 TP-Files.Guide:Artists/Leo/LeoQuote

Not finished yet...

1.90 TP-Files.Guide:StoryHome

The Stories Department Home Page

The Big Guide To Stuff

TP Artists give you tips on TV-series, Movies, Video, Books etc.

The Problem's Essential Cuts

The most essential records of the moment according to TP.

The Wanda and CSilla story

These are the last chapters for the moment. Wether there will be a sequel we don't know yet.

The Mailbox

A letter sent to TP HQ by an angry father. Read why!

The Collector

A story by Solution.

Outside Opinions

What's the word on the information-superhighway?

ZAM, John Major's choice!

Read all about this fabulous project and not much else besides.

The Stories Department News Page

What are they working on right now while you are reading this?

We are still looking for talented writers!

1.91 TP-Files.Guide:StoryHome/Mail

Recently The Problem received the following snail-mail:

To Whom It May Concern,

I am a 43 year-old father. The reason why I write this letter is the injury that ←
caused my son, and to which I hold
the people who call themselves "The Problem" personally responsible.

Yesterday, my 18 year-old son, Dennis, fell of his chair and broke both his legs ←
and one arm. Dennis' mental status
and social behaviour had been transformed into something...I would call it ←
primitive, over the last four weeks, and
this horrifying climax could have somehow been foreseen.

My son, who is a very extrovert and decent boy, recently purchased a so called ' ←
modem', which, so he told me, he
could communicate with other people. I didn't think any bad of it, social ←
development being a good thing.

At the beginning, everything seemed alright. He just spent a little more time on ←
his room, and the phonebill
increased a bit.

However, after a week or two, I frequently caught him mumbling. It sounded like he ←
was trying to sing, but somehow he
couldn't pronounce the lyrics. It sounded a bit like the strange noise that kept ←
coming from his room, I can't really
explain how it sounds. I don't suppose you call that music, do you?

Anyway, if it were only for the mumbling and the phonebill it would have been o.k. ←
Only it didn't. Dennis suddenly
felt the need to eat strange looking chips, I believe you call them
Bugles
. And I mean lots of 'em. In fact, he ate
15 bags in one week. (I don't know what they put in those things, but at a certain ←
stage I even thought his face
turned yellow and ribbled.)

The situation was not funny anymore, because he was often too stuffed with
Bugles
to eat his meal. I thought I could
end it by declaring that I was no longer willing to pay for his addiction, but ←
that didn't turn out effective.

Unfortunately, he found various ways to obtain money. He started, for instance, ←
selling perfectly good CD's. Now does
that make any sense? I have to admit that I'm not attracted to the genre, but why ←
would one sell his 'Two-Unlimited'
CD's? And why did he sell his brandnew Pentium-pc, and bought a second-hand Amiga ←
instead? I mean, he was really
declining.

And then it happened. I was on my way back from home, and when I passed my son's ←
window, I witnessed the whole
accident.

Dennis was lifting himself on his chair. He wanted to attach a silly poster on the ←
wall, which read something like
'How About A Bugle'-The Problem. But then he did something that must be every ←
father's nightmare-he started dancing
on his chair!. Even from the outside I could hear the usual, mindnumbing beats, ←
and this, together with those
dangerous and addictive
bugles
must have caused the state of mind Dennis was in at that moment. ←
I saw him losing his
balance, helplessly waving his arms when he fell. And let me tell you, that fall ←
wasn't a pretty sight.

I already mentioned the outcome of the accident, and right now my lawyer is ←
looking for any legal steps to be taken
against 'The Problem'. Dangerous, fanatic maniacs like them should be stopped, and ←
if possible, I would personally
see to their imprisonment.

This declamation probably won't stop "The Problem" from producing and distributing ←
their perversions, but hopefully it
will convince you to remove "The Problem" from your hard disk - For Good!

Yours, H.M.Fischer

Dear mister Fischer,

First of all, our deep condolences for what has happened. We are very sorry to hear that Dennis isn't going to be able to walk, or dance or whatever for a while. However, 'The Problem' doesn't accept ANY responsibility whatsoever . Infact, we think that YOU are the maniac here, accusing us of irresponsible and dangerous behaviour. What do you think we are, the devil?(No comment-Ed.) 'The Problem Legal Dept.' is ready for you, and to Dennis: you still have one hand to type and eat
bugles
with left! Good Luck!!!

The Management...

1.92 TP-Files.Guide:StoryHome/Story1

The Collector

The doorbell rang with a sharp sound. Mr. Higgins opened the door. On the doorstep was a blond girl, probably about 11 or 12 years old, with a bit of a wavery look on her face. "Good afternoon...Are you Mr. Higgins?" she asked with a careful voice. "Yes...I am...and you are?" "Amy Peterson...from the schoolpaper...We spoke on the phone...about the interview" "Oh yes! That's true, do come in!" Amy stepped over the threshold and came inside the hall. It was a small room with a mirror and a hatrack. There were two doors, probably one for the toilet. Mr. Higgins stood in the other doorway. It was quite warm inside the house, a kind of temperature usually associated with older people. Mr. Higgins was "older", about 65, but he still looked rather solid, not weak like Amy's grandfather had been at that age. On the hatrack there where two coats. One battered Barbour, Amy presumed of Mr. Higgins, and an other, smaller, a ladies jacket...Perhaps the coat of Ms. Higgins, perhaps a bit small for the wive of this man, but love is strange...You can expect anything!

After putting her coat on a peg, she walked inside the livingroom. A heavy, brownish, pluche couch and matching chair and table we're about the only furniture, while the wall was filled with pictures. One guy kept returning on the photos and Amy decided that that had to be Mr. Higgins in younger days, on safari, on a raft on some big tropical river and with one of those typical helmets they used to wear those days. On some photos he had a gun and on others a big net with him. The ex-explorer asked her to sit down and Amy did, in the far corner of the big couch. "Let's begin then..." said Amy looking a her list of questions she had prepared. "What made you go to all these far away countries? Was it the adventure?" "Well, ofcourse it was adventurous but it had more to do with my one hobbies...I used to collect butterflies.". "You do? Sounds nice! So you went on all these long trips just catch butterflies?" "Yes...Would you like a cup of tea by the way?" "Oh yes, I'd really like to have some, it was quite a long

bicycle ride...". The butterfly-collector shoveled away into the kitchen. You could hardly hear him walk. "That's probably the way he caught those butterflies...he sneaked up behind them and then caught them with a quick swoop of his net..." shot through Amy's mind. Noises of cups being taken from shelves and water being poured into a kettle came from the kitchen. "It used to be quite an obsession of me, butterfly collecting." said Mr. Higgins from the kitchen. Even though she had only just met him, Amy had memorized his face already. A typical single older man, probably forgotten to shave himself and put on new clothes. He had a distinguished voice and talked in a relaxed way. It sounded like he always was on top of the situation.

The heat in the house was beginning to become a little oppressive. "Oh..." "I used to do anything to enlarge my collection you know" said Mr. Higgins as he re-entered the halfdark room with two cups of tea in his hands. "I'm sorry I have nothing else to offer you, I forgot to buy some cookies." "Quite a peculiar hobby isn't?" "What? Oh, butterflies, well I don't think so...Lots of people do it." "Did you say 'used to'?" "Yes..." "Not anymore? Why not?" "I was getting to old for it I guess..." "Oh...What do you do now?" "Oh I found other things to collect..." "Like stamps?" "Something like that yes...Would you like to see the butterfly collection?" "Well...Yes! Why not? I've never seen a butterfly collection before." "It's upstairs, just follow me..." The shadey, unshaven Mr. Higgins opened a door behind which was a small staircase. He climbed up with the agility of a butterfly, something you wouldn't expect if from him. "Must be from running after all those butterflies..." Amy thought "I bet he could still do it!" and aloud "Do you live here all by yourself?" "Eeeeerm...Yes..."

Upstairs was a small room with lots of glass cases in it. On standards, along the wall, others on the floor, and all containing different butterflies. Big red ones, small blueish ones, with stripes, dots, or swirly patterns on their backs. "Wooooow" said Amy to herself, almost in trance from all the those insects on display. She wrote several things on her clipboard. "This ought to become quite a story for the schoolpaper" thought the schoolgirl. "I have to get something from downstairs, just take your time...I'll be back in a moment" said Mr. Higgins who had been watching Amy with a peculiar smile on his face. Amy let her eyes glide along all the butterflies on the wall. Next to every one the pupated caterpillars were a small cards with strange names on them, like "Polygonia C-album", "Lycaena phlaeas" and "Lasiommata megera". She heard the stumbling Mr. Higgins downstairs. Her eye caught a clipboard, very much like hers. It had 'Mr. Higgins, collects butterflies' written on it. It didn't interest her much, the butterfly were much more interesting. She continued along the long line of spiked butterflies.

One of the specimen caught her attention. The card said 'Acherontia atropos', it was a big one, with a strange drawing on his back...it looked like a skull. She was so enchanted by the alienlike butterfly that she didn't notice when Mr. Higgins sneaked up behind her and she didn't even scream when he caught her with a quick swoop of his net. "For my new collection..." he said to himself with that distinguished voice and that same peculiar, mysterious smile on his face.

The End.

Solution: I can't remember where the idea came from, perhaps I read it somewhere before! Still, if it does exist, I didn't copy anything but the idea. The story itself is 100% my work...

1.93 TP-Files.Guide:StoryHome/GuideToStuff

| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |

The Big The Problem Guide To Stuff...

Anything that The Problem finds interesting can be found here. All The Problem Artists can write in, and tell the people about the book they read lately, the movies or TV-series they saw or whatever comes to their mind.

X-Files (TV)

For people who like to spend their TV-evening sitting on the tip of their chairs, X-Files is the number one choice. Broadcasted on BBC2 on thursday evenings and on Veronica on tuesdays, it draws the viewer into a world full of strange events and weird science. Two FBI agents investigate the unexplained. Their slogan is "The Truth Is Out There". The episodes cover subjects from Extraterrestrial Biological Entities to Ritual Killers.

(Solution)

(Editors Note: X-Files season 1 has finished, season 2 will begin at the end of this year!)

| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |

The Stand (Video)

Staying on the mystery track, 'The Stand' by Stephen King is also strongly recommended, that is, if you got time on your side. Why? Because this tale about the end of the world as we know it spans about 6 hours. Sounds boring? That's what we thought! Luckily for us (and you) it isn't. When you start in the early afternoon you'll realize it's dinnertime before you know it. Stephen King's best movie ever!

(AlcoRhythm&Solution)

| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |

The Hitchhikers Guide To The Galaxy (Book)

If it's hilarity you are looking for, look no further than 'The Hitch Hikers Guide To The Galaxy' the fabulous trilogy-in-five-parts (???) by Douglas Adams. Absurd coincidences, the answer to the ultimate question of life, the universe and everything, and perhaps even the question to the answer to the ultimate question of life, the universe and everything. Are rats the most intelligent living organisms in the entire universe? Can you really travel through all points in space at the same time? What does God say?!?

(AlcoRhythm&Solution)

```
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
```

Jurassic Park

Steven Spielberg's amazing movie, you probably know all about it. But have you really seen it? I mean, do you know everything that is happening? Well, I just finished watching the video for the 7th or 8th time. To my surprise I saw something I hadn't seen before and I don't understand it! I take it that if you know the film, you also remember the scene where a gassed jeep is being chased by the animated T-Rex. At a certain time during this scene you see the T-Rex in the rear-view mirror running behind the jeep, and closing in fast. It looks quite unrealistic, as many people would agree, because the Tyrannosaurus is way too close to it. But... on the mirror itself are two white lines of text, which are not really readable if you don't freeze the image at this point. Then it becomes clear, and you can read the following words:

"The Objects In The Mirror
Are Closer Than They Appear."

My question is a simple one:

"Huh?"

(AlcoRhythm)

```
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
```

The Outer Limits (TV)

From the makers of X-Files now comes 'The Outer Limits'. This is a brilliant new suspense series like for example The Twilight Zone. Some of the episodes feature well know actors like Beau Bridges. Subjects vary from the boogiemer to eggs from mars. The special effects are great to! Morphing, animation etc. etc. You can't afford to miss this one!

(Solution)

| | | | | | | | | | | | | | | |
 | | | | | | | | | | | | | | | |

1.94 TP-Files.Guide:StoryHome/Cuts

The Problem's Essential Cuts:

The best tracks of the moment according to The Problem! All styles are in here, not just club or techno, but ambient and jungle aswell. All these tracks are in no particular order, all are worth checking out!

Groove Yard - Hard Groovin'/Watch Me Now (EC) (Remixes also available)

A real club stomper! Lot's of percussion and an unforgettable "break"!

Upadhmaniya - Hasiya/What's Up (4th Groove)

Whispers, Didgeridoo samples and extremely high bleeps make this record an essential one!

Underworld - Born Slippy (Junior Boys Own)

Woowow! This is a real tribal/trance track. Anyone who has their album 'Dubnobasswithmyheadman' will be very surprised, if not shocked, by this one. It's more like the previous 12" releases of Underworld. Harder and rougher. If you're not a real trance-fan, steer clear of this! Karl Hyde screams his lungs out and the beats keep flying past. If this doesn't put you in a trance, nothing will...

Aphex Twin - Ventolin EP (Warp)

Richard D. James has done it again! An EP with 6 tracks that are impossible to describe! From strange experimental metal sounds to weird discolike grooves, this EP has everything you can wish for, even one of the most beautiful covers I've ever seen (By The Designers Republic). Remixes by Aphex Twin himself as well as Luke Vibert are also available!

Two On One - Vol. 8 (Moving Shadow)

Two loooong tracks by two great artists:

Essence of Aura - Northern Lights

Foul Play - Cuttin' Loose

Both are superb intelligent metal jungle (Pffff, a mouthful! -Ed.) the likes of which you don't hear often!

D.O.P.E - Burning/Travelling Remix (Rugged Vinyl)

The best intelligent Jungle record at the moment! No boring long synths with a very light breakbeat, but a real danceable track with great beats

and beautiful sounds. The 'burning' sample (ofcourse) was ripped out of Naomi Daniel's - Burning record...

Drum Warriors - Tell 'm What We Need! (Unda'Ground Groove)

This record has a hard jazz groove. Both sides are absolutely wicked! The beats are out of the ordinary! A funky vibe rules the A-side, while the B-side carries a heavenly mix by Roc&Kato.

The Blunt Funkers - God's an astro-ø (Country Code 46)

'Tonight, you leave the natural world behind...' This sample sets the tone for a very good record indeed. It captures the real club-vibe, with a groovy bass and acid-bleeps in the 'original experience'. The stonebridge mix on the other side is equally good, although a bit more on the trance-tip. Strangely enough, Stonebridge (Swemix) are the same guys that did the version of Robin S.'s record 'Luv 4 Luv' that became a hit. Well, I don't recognise any 'Robin S. vibes' in this record, so that can only be a good thing! (Or isn't it?)

1.95 TP-Files.Guide:StoryHome/W&C

```

          *
        / ) / \/_ \ / \ / | / \ /_ \      *
      / /\ / / L) \ \ || | \ L) \
*      * / _ | || | / )_ |
      \_/\_/_/_/_/_/_/_/_/_/_/_/_/_/_/_ AND
          *
        / _ ) / ) ( _ ) / ) / ) /_ \
      | / / / ---- / // // L) \
      | \ \ \ // // /_ _ |
*      * \_/_/_/_/_/_/_/_/_/_/_/_/_/_/_

```

What is the Wanda&CSilla story anyway?

A short-short version of what happend in the previous episodes.

Chapter 29: Voices from within

Wanda slowly shuffled along the road. Once in a while a car past, but she didn't seem to notice (or she didn't care). Suddenly she decided that it was time to walk faster again. She rose her head and looked around, her eyes half closed. Then she whispered: "This world is sick! SICK! And I am going to fix it". She got over to the middle of the road and started running. "Illiminate the bad..." she whispered, trying to run faster. Her legs soon felt like lead pipes, but she forced them forward and continued doing so until she saw a black limo approaching. Her mind tried to figure out what was happening. The car, like herself, was in the middle of the road. It didn't move fast, but it was getting closer. "I have to move,

that thing isn't going to..." she thought to herself. She was still running towards the car, exactly along the white line that marked the middle of the road. "You have to move to the side!" a voice in her head told her. The voice reminded her of someone, a woman. Another voice immediately answered: "What if you don't?! Keep walking, and all your problems will be solved..." This voice was crystal clear, and easy to recognize. It was her mother!!! Her mother had died long ago...Wanda hated her! "Why should I take YOUR advice?" said Wanda to her mother.

Chapter 30: The Crash

"Fuck! Pull over! Hit the breaks! Do something!!!" screamed CSilla. William (who had dozed off behind the wheel) suddenly came to life again with a deafening yawn. "Huh? What...Shit!". After producing several meters of black stripes, the car came to a stop, but it was too late. It had hit Wanda already. The Problem burst out of the car and gathered around poor Wanda. They picked her up carefully and put her into the car. Next stop was The Problem HQ. Strangely enough, nothing much seemed wrong with Wanda, just a small concussion. "I've had worse..." she said when she came to. "You liar!" said the rest in chorus. The shock had positive effects too, Wanda didn't want any Bugles anymore, because she was afraid that things like this would happen again. Only after several weeks she could bring herself to be in the same room with a bag of bugles. "What ever happened to Steinberg?" asked CSilla.

Chapter 31: To be concluded...

"Daylight!", yes, finally after hours of rockclimbing, hole-squeezing and cave-walking the old man saw a spark of light coming from a hole in the ceiling. A few minutes later he found a way out. He pushed away several medium sized rocks, and found himself in a basement of some sort. It wasn't daylight, just a Philips 70W lightbulb, but HEY! what do you expect in a low budget story like this!

"Hey! Listen! There's someone in the basement!" said Solution. "Let's check it out" Alco said grabbing an axe. "Where did you get the axe from?" asked Wanda. "I found it...No actually it is my pocketknife in disguise!!! Swiss-army-knives...they're more than meets the eye!" "A 2nd generation armyknife I presume?" Infinity asked. "No, I inherited it." "OK! Forget about the Transfo...eeuh armyknife, let's go and...Ooooh! What was it..." "Get the burglar?" Wanda filled in. "Eeeuh yeah!" the DJ said with a sheepish grin. He went to the basement door, grabbing a broomstick in the process. "Alright! I know you're in there! Come out, come out where ever you are!". "Stuff it Infinity!" said Solution "and be quiet!".

"Hey! I can hear voice up there! Must be my imagination...All these hours in a cave make a man silly. Alright Steinberg, you silly old bugger, you, go and check it out!". He walked to the basement door and tried to open it.

Infinity opened the basement door, or at least he tried to, but he couldn't. "It's stuck!" Let me try offered Solution. The DJ let go and Steinberg, who was at the other side of the door (You still didn't notice it was him?!?! This your first The Problem story or what?) was catapulted backward and landed at the foot of the stairs face down in a pile of rubble. "Who ever it is, he's face down in pile of rubble now!" said Wanda. Alcorhythm walked over to the pathetic looking guy in the

pile-o-rubble and pulled him up.

Chapter 32: Being Concluded...

A few weeks later, in the Music room of the The Problem HQ, the computer's monitor was displaying a scrolling field of numbers. The people in the room (AlcoRhythm, Solution, Infinity, Wanda and CSilla) weren't paying much attention to this though. They were talking about the past few months. "Funny when you come to think about it, Steinberg coming out in our basement and stuff..." Wanda said. "I think we should get back to work by now", said AlcoRhythm. "I mean, what are the odds?" "Let's do something productive okay?" "...Exactly under THIS building. That's like... you know... i mean..." "We could try to sample CSilla's voice!?" "...I can still see him laying there, in the... WHAT?! CSilla?!? What about me then?" "Well, finally somebody who heard me!!" AlcoRhythm yelled. "Now, shall we!?"

After three hours of pressing buttons: "Please get the Bugles! This is getting us nowhere!", said Alcorhythm to Solution while he was playing another failing attempt of a module...

The End

WHAT?!?!? THE END?!? WHAT THE HELL HAPPENED TO 'To be Continued'?!?

Well, it's true, this was the very last episode of the Wanda and CSilla story. The Problem Stories Dept. will be back with other great stories soon...Wether they will be about Wanda and CSilla, we don't know! If you want us to continue, tell us! (For Example by filling in our questionnaire!)

The Problem Stories Dept. would like to thank the following people for their contribution to this story:

Wanda
CSilla
AlcoRhythm
Solution
Infinity

Smiths

Bye!

All characters in this story, are non-fictional. All similarities with real persons, dead or alive, are intended. The WANDA and CSILLA story is written by The Problem, and may not be continued by anyone else!

| "I don't have a solution, but I admire The Problem!" |
| |

|o|Unknown NLA user about The Problem |
| |
| "The Problem? What's that?" |
| |
| | |

|o| Lee Geary about The Problem in general | | |

| Lee Geary is Moderator of INTERNAT_UK - Complete |
| weirdo and ZAM editor. |

| "Anyway, in reply to the question - are you're |
| modules good ? I'd have to say.. |

```

|          \\      ///
|         \\      ///
|          \\///
|           ||||  _  _  //
|           ||||  //  /  //
|           ||||  // = / _
|           ||||  // _ _ /  //

```

| Abso-damn-friggin MIND BLOWING !!! Amazed ?! I |
| was in heaven dude ! Oh oh !!! They're GREAT |
| !!! Be sure m8, these modules (apart from Penthe |
| of course!) /will/ appear in the next issue of |
| ZAM !!! I can't resist !!! They're |
| astonishingly good !! :)))) |

| Wow ! That Bells Of New York... phew.. |
| brilliant.. what can I say !? And the Doop |
| remix was terrific ! And oh... Bugles... |
| what a module... I tell ya, if that was played |
| in a club live no-one would know it hadn't been |
| done in a big studio... terrific, marvellous... |
| GREAT !!!" |

|o|Leo Elsinga ZEC of NLA and ex-DJ |
| |
| "You are completely insane! |
| You guys should have had a |
| record-deal eons ago!" |
| |

|o|Folkert De Gans about Jungle-Blaze | | |

| Folkert De Gans is sysop of The |
| Twilightzone (The Problem Support Board) |

| "Greaaaaaaaaaaaaaaaaaaaaaaaaaat!!! Get a |


```

| record deal!!!" |
|
| |o|Leo Elzinga ZEC of NLA and ex-DJ about Jungle Blaze.|
| |
| | "It's so boring, there are no beats in it." (???) |
| |
| |

```

1.99 TP-Files.Guide:StoryHome/ZAM

ZAM, ZAM, ZAM, Lovely ZAAAAAAM

What's this ZAM thing anyway?
We'll, if you like:

- John Major in his undies
- Sheep
- Lots of vulgar sex
- Amigas
- Anything even remotely connected to bibbly bop
- The odd nuclear power plant

You'll LOVE ZAM.
Come to think of it, even if you don't like the above, you LOVE it.
(Probably...)
(And if you don't there is always LOG (tm) by Blammo! -Ed.)

ZAM (Zircon Amiga Magazine) is a diskmagazine brought to you by the Zircon Amiga Club from the UK, with as their main man (He is? -Ed.) Gears!!! As all TP fans should know, Gears is also a TP Artist.

Enough bullshit! Let's read some ZAM!

If you'd like the complete ZAM 4 (ZAM 5 is on it's way!), contact either

Gears

or

Solution

ZAM is the only magazine in the universe (well at least the part ←
we know)

that is truely interactive! You can comment on anything in the magazine, just by pushing a button! Afterwards you just send your disk to back to Gears and he'll put your comment in the next issue! Better still, he'll send you that issue back on the disk you sent him. Well ladies and gentleman? Does this sound terrific or does this sound terrific?

Well?

Hello?

Anyone there?

Ladiiiiiieeeeees! Gents!!!! HEY! Anybody there?!?!!

Heeeeelllllllooooooo! ...Ah, forget it! I'm getting out of here!

1.100 TP-Files.Guide:StoryHome/ZAM/ExZAM

This is a small excerpt from ZAM 4!

EZZA'94

AN INTERVIEW WITH.....

~~~~~

NUMBER ONE: GAZZA

~~~~~

Me: Paul

Gazza: Yes mon.

Me: You're a bit of a twat really, aren't ya?

Gazza: No, please (sob!) don't (blart) pick on (sniff) me....

NUMBER TWO: MADONNA

~~~~~

Me: Mad-onna. (Hah, small joke) (A VERY small joke - Ed) Your latest album has now gone triple quadruple hexadecimal platinum. Many critics have critisized your videos from the album because of explicit sex, while there have also been many fans saying it is clearly your best album yet. What is your personal response to all of this?

Madonna: Shut the ---- up and give me that cucumber.

Me: ??????!!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?! \*Can we keep that in?\*

(Oo-er! - Ed)

NUMBER THREE: JOHN "JAZZIE JEFF" MAJOR

~~~~~

Me: Why are you still in power, John, me old china?

J.M.: Well, I think it is all to do wit-

Me: Shut up ya boring git!

J.M.: Yes, but if you look at the figures from the last year you will see a definat recovery in progr-

Me: John, I won't tell you again.....

J.M.: Yes, I agree totally with my right honourable friend, but I mus-

Me: Right, that's it. Where's that pair of knuckledusters?

NUMBER FOUR: BEAVIS AND BUTTHEAD

~~~~~

Me: It doesn't matter what I say, but if its to do with sex you will only make that stupid noise. You don't believe me? Watch....

Beavis, can you tell me something on the subject of sex?

Beavis: Sex, cool, huhhuh huhhuh huhhuh huhhuh huhuhuhuhuh, cool.

Me: Where are those knuckledusters? JOHN....

(Why do people want shiny knuckles ? - Ed)

NUMBER FIVE: ARMISTEAD MAUPIN (Who ? - Ed)

~~~~~

Me: I'd like to talk, if I may, about your book that has now been converted into a series that is being shown on Channel 4. But first, I'd just like to say; isn't Armistead Maupin a stupid name?

A.M.: You know you've got a point there. But at least it isn't as bad as Beavis and Buttthead. Ha! Ha! Ha! Etc! Etc!

Beavis: Hey, huhhuh huhhuh, that's not cool man, huhhuhhuhuhuhuhuhuh.

Butthead: Yeah, huhhuhhuhuh, Maupin, uhhuhuhuhhu.

NUMBER SIX: WWF SUPERSTAR 'THE ULTIMATE WARRIOR' (Who ? - Ed)

~~~~~

Warrior: Feel the power of the Ultimate Warrior...

Me: Yes, but you haven't actually got another coherent sentence in your memory, have you?

Warrior: Feel the power of the Ultimate Warrior....

Me: Very interesting, but what do you think about the present state of war in the former state of Yugoslavia?

Warrior: Feel the power of the Ultimate Warrior....

Me: So, go on give us a scoop....When are you going to give us a completely different coherent sentence?

Warrior: Feel the power of the Ultimate Warrior...

Me: I give up. Give me the suicide please.....I'll pay for it....

Warrior: Feel the power of the Ultimate Warrior....

Me: AAAAAAAAAAAAAAAAAARRRRRRRRRRRRRRGGGGGGGGGGGGGGGGHHHHHHHHHHH!!!!!!!!!!!!

NUMBER SEVEN: GARRY KASPAROV AND NIGEL SHORT (Who ? Oh them.. YAWN - Ed)

~~~~~

Carol Vorderman: So Garry, when did you think the game actually changed and it looked more like you were going to win?

Garry: Well, I think it was on the sixteenth move when I moved bishop to C4, and Nigel looked a bit surprised by the move. From then on I think I had the initiative.

Carol: Really Garry. How do you memorise the square that you moved a single piece to in the middle of a game that lasted over two and a half hours? I think your making this up aren't you Garry? Let's just look at the sixteenth move to see what actually happened....Oh look, that's the move you lost your queen on, wasn't it Gazza. And another thing Nigel, why do you sound more Russian than Garry? Eh? Explain that you rich bastard, even though your going to lose.

NUMBER EIGHT: JOHNATHON ROSS

~~~~~

Me: O.K. John, we're going to give you a few seconds to advertise your amazing facts series. Well, go for it....

John: Flob Flob Fobbidy Flob. Fob Fob Flobbidy Flobbidy Flob Fob.

Me: Why does everybody have speech impedaments?

Warrior: Feel the power of the Ultimate War-

Me: Piss off, will ya?

Beavis: huhhuh huh huh huhhuh huh.

Me: Quick, phone the loony bin I've found 'em!

NUMBER NINE: OPRAH WINFREY

~~~~~

Me: Oprah, it has recently been quoted in the press that in the last two years you have 'earned' \$98million. So, my big question is... Can you please lend me about \$3 million so I never have to go to work in my life?

Oprah: No.

Me: Why, surely you can't spend \$98million all on your own. Somebody will have to help and that terrible job might as well fall to me. I can't think of a better person to do it.

The End!

1.101 TP-Files.Guide:StoryHome/StoryNews

..and now the 9 o'clock news!

We here at the stories department are currently working on several new stories, now that the

Wanda&CSilla

story has ended. We can inform about a

german style

krimi

that is in the works and also we just finished a story

called

The Easterbunny

.

Also some of us are working on

The Ultimate Guide To The Internet For Amiga!!! (TUGTTIFA)

(What's the use of that abbreviation? -Ed.)

There are some of these guides around, but they are either crap, not aimed at beginners or amiga-users and most of them only seem to be available on Internet! So what's the use then? If you can find these guides on the Internet, you probably don't need them at all! That is why we are making a guide that explains Internet in a way that everyone can understand. We will also tell you what software you need and how to install it. Nice huh?

1.102 TP-Files.Guide:StoryHome/StoryNews/Bunny

Excerpt from the Easterbunny (c) 1995 TPC/Stories Dept.

"FUCK!!! Damn it, damn it, BLASTED KID!!!", with their bare hands

AlcoRhythm and Solution starting strangling the kid.

"GLGGLGGGLLLLLLLLGGGGGRGSGGGDHHH.." said Pete.

"You fucking little brat! Stupid son of a gabberhouse-producer!!! You piece of monkey excrement!" "GLGLGGGLLLLLGGGRGGRGGRGGGLAWRWRSGHQQQAAAAAAAHADDG" insisted Pete. "No GLGLGLGLGLGGSTRRRWWAFSG-ING! Keep your garage-door shut!" "GLLLLLGGGETEAAAGQGGGAAAH" <SLAP!> <BANG!> <BWAAAAF!> <Breaking of

bones>.

This went on for about 1 hour or less until suddenly...

"WHAT are you doing with my son!??!". It was the gabberhouse-producer...

"We are merely talking some sense into it!" explained Solution with a trembling voice.

1.103 TP-Files.Guide:StoryHome/StoryNews/Krimi

Excerpt from the 'Krimi' (c) 1995 TPC/Stories Dept.

Okay, enough to drink, let's get down to business!" "I Agree"

"I know, thanks for your contribution to this conversation Heinrich. Gut!

We've got very little to go on in this case, so this shouldn't take long."

As he said this he pointed at a large empty sheet of paper labeled 'Clues'.

"I Agree"

"Yes...eeeuh, we don't know exactly who 'they' are, but I think we all know what kind of criminals we are dealing with here."

"Yes! We all know that, so why tell us?"

"I Agree!"

"I'm paid by the hour you know! Okay, so they're wanted in every country of the world, except for Latvia, so..."

"Why not in Latvia?"

"GRRR! Who cares about Latvia?"

"I Agree!"

"There isn't much Latvia to care about anyway..."

"Manner! Pay attention please!"

"I Agreee!!!"

"What I am trying to say is..."

"BRAVO! BRAVO!" yelled Claus

"...is that we desperately..."

Bzzzzzz, the buzzer again:

"Hallo? Jah? THEY were spotted in the otherwise empty warehouse nextdoor!"

"Thank you Nena! Well manner, I suggest we get moving!"

"I Agree!!!!!"

1.104 TP-Files.Guide:Artists/Lee

Gears

Full first name : Lee

Read his quote...

Last name : Geary

Town : Cannock

Country : England

Telephone number : +44-(1922)-416-653

E-Mail : UUCP: gears@zircon.quantum.conqueror.co.uk
lee.geary@sentinel.co.uk

Age : 19

Equipment : Amiga A1200

Viper accelerator - 68030 / 28 Mhz and 6 Mb total RAM
Internal 2.5 " IDE HD - 80 Mb

```

                                External 3.5 " IDE HD - 540 Mb
                                USR V.Everything modem (V.34)
Occupation                      : Student
-----
Department                      : The Problem Stories Dept.
Function(s)                     : Writer / UK distribution / General weirdo
-----
This man is probably the weirdest Englishman in TP (He's the only
english... -Ed.) (Ssssst! -Solution)

```

1.105 TP-Files.Guide/Artists/Lee/LeeQuote

Quote...

"For those ladies out there who don't know me - please call me on +44 1922... Hehehe... I'm GeArs and I guess I must be the first UK member of the PrObLeM PosSe. Apart from sunning myself in this mini-heatwave we're currently getting I enjoy writing extremely weird and strange articles ! I'm 19 years old and "sort-of" single.. hehe.. I enjoy licking the inside of CD boxes and smelling concrete.

While I'm not listening to the PrObLem MusIc mOdulEs I'm usually studying computers at college or having fun with the girls ! (Sher-wing!) Errmm.. Music.. Apart from the excellent Problem Music my main fave is anything by The Prodigy, Green Day and anything dance-orientated.. I LOvE fAsT bEaTs ! HuH! :))

What makes me tick ?! Madness usually. I've seen too many people go to clubs and try taking drugs to get a "high" .. See, I'm on a natural high !!! Especially when the sun is out and it's hot! Don't mess with drugs people ! It'll screw you up !! Keep listening to GOOD music and you'll enjoy yourself more !

I also edit and compile a disk-based magazine called ZAM (Zircon Amiga Mag) which tends to get released when you're not expecting it! Hopefully the next issue (number 5) will include some music from The Problem aswell as more very strange news and views from the weird world of .. MY HEAD! :))

Ah well, I'd better be leaving you now."

Toodle-dee-doo !

Lee

1.106 TP-Files.Guide:Contact

How To Contact The Problem In Private And Without Utensils!

There are several ways of contacting The Problem:

1. Write us by E-Mail! TP supports all major

networks!

UUCP: problem@twilight.xs4all.nl
FIDO: 2:280/315.2
AMY: 39:150/108.2
NLA: 14:102/100.2
PMNet: 17:200/100.2

Or leave a message to Thijs Stalenhoef/Solution
at our
BBSes
!

Advantage: (Miss Graf) It's fast, and using UUCP,
quite reliable.

Disadvantage: Our UUCP address contains quite a
number of letters for you to type
in! (What kind of talk is that? -Ed.)

2. Snail-mail us!

The Problem
p/a
Thijs Stalenhoef
Bredevoortsestraatweg 66
7121 BK Aalten
The Netherlands

Advantage: (For us) One of our little brothers
likes to collect stamps...
(For you) You can send us ANYTHING.
I mean a bag of bugles isn't easily
LHARced!!!

Disadvantage: Sloooooooooooooooooooooow!!!

3. Phone us!

Call Solution at:
+31-(0)5437-72450

Advantage: Fast, Interactive, Personal, Direct
Answering Service!

Disadvantage: Expensive! Flames right in your
face are possible!

4. Try and yell the distance!

Advantage: Fast (Speed of sound!), Cheap!

Disadvantage: You either need a voice of steel or
a humongous amplifier!!!

1.107 TP-Files.Guide:Story

The Story

(What happened?)

Way back in 1992 there were these two guys, Alco Lammers and William Westrum. They liked to think of themselves as "Makers Of Good House Music" and, armed with only a keyboard they started to explore the world of music. Their first serious attempt had no name and was supposed to be sort of a house track with a 'March-like' beat in it. It was... amazing! And it was CRAP! The second attempt was a more structured piece of 'music'. But it was still far from good (actually it was still far from music, but hey, it was only the second try!) Then something came into their lives that changed the 'quality' of their music into 'QUALITY!'. It was a machine, and it was obtained by Alco Lammers through a postal service called Wehkamp (from someone named 'Jimmy'?!). This machine was wonderfully named: The Commodore AMIGA 600...

After only a few months Alco and William knocked out their first real module! A houseversion of JingleBells, using the samples from a module they got from Thijs Stalenhoef (a friend) who recognized the quality of this module... in a way. Only a few weeks later there was another module, and it was called 'The Houser'. This time the music was far more complex than 'JingleHouse' but it didn't sound too good though. A while later a remix of JingleHouse really got things going! This was the first

module they all liked. Around this time, Alco and William thought of the name The Problem for their group.

The next mod was another BIIIIIG step forward for the 'Makers Of Good House Music'! It was a replication of Rhythm Invention! That was the one where Thijs Stalenhoef was convinced that he had to be part of this group! After this, it was time for the replication-track Hell's Party (by Glam), and the introduction of Wanda; the module that caused quite some jaws to drop. Also Thijs introduced the phenomenon 'The Modem' to Alco and William. They were able to spread their music and hear peoples' reactions!

Alco now became 'AlcoRhythm', William got to be called 'DJ Infinity' and Thijs started to call himself 'Hypenation'. The Problem discovered the Dutch Dreams BBS when it was only a very small board (TP was the 15th(!) caller ever...) and they received only positive reactions from them. And not only from them, because when Wanda, Spectacle, Enraptor hit the net, and the mods got spread all over Planet Holland, the number of reactions (all positive) kept growing. Everybody saw some kind of quality in the modules by The Problem!

Thijs "Hypenation" Stalenhoef later renamed himself to "Solution" (just because the word Hype sounds really silly!). TP kept on creating one mod after another, and almost all of them were in some way better than their predecessor. In the process they had quite some outrageous ideas such as the Problem.TXT file and later the Problem.Guide, the Synchronized Minds hype (AAArgh! that Word...!), and loads of other strange things (what about the idea of taking on the impossible challenge to create an Altern8 module!?)

Well... the rest is history (mmmyes). The Problem got rich and famous and they got (and boring...) NOT! They are still operating from their secret underground headquarters, creating the creme de la creme of music modules, graphics, programs etc. The Problem grew from a 'Company' to what they call a 'Collective'.

Several people joined The Collective. Ofcourse Folkert de Gans, the guy whose BBS has been The Problem support board for ages.

Long time TP fanatic Leo Elsinga joined with his

Penthe BBS

1.110 TP-Files.Guide:GraphicsHome/GraphicsReleases

What graphic stuff has been released so far?

Released have been:

The Problem Collective Logo

The Australia EP Logo

Both were of these pictures have been released as part of the Australia EP!

1.111 TP-Files.Guide:GraphicsHome/GraphicsReleases/ProblemLogo

The Problem Collective Logo

This piccie shows a devil screaming out while listening to a track by The Problem. This simple but effective picture is in 16 cols. Hi-Res Laced. It was drawn by Ronald Frey.

1.112 TP-Files.Guide:GraphicsHome/GraphicsReleases/AustrEPLogo

The Australia EP Logo

Here we have your average aborigine-playing-the-midi-didgeribugle routine. Strangely enough he seems to have no interest in eating it! (What a strange person! -Ed.)

It was drawn by Ronald Frey (What a strange person! -Ed.) (Ssst! -Wanda)

The other artists spent a full 2 weeks scanning and retouching the work. Now it is in 64 cols. Hires Laced.

1.113 TP-Files.Guide:Joint

This is the page where all our joint efforts are supposed to be. Unfortunately, there are only two entry here. There will be more in the future!

The SM EP

This was made before the days of the collective. Still it doesn't contain only music, but lotsa other stuff too...

The Australia EP
The first truly joint effort of The Problem Collective.

1.114 TP-Files.Guide:Joint/SMEP

It's the

What's that then?

Well I'll tell ya:

This is actually an attempt by The Problem get better known in the Amiga community. By reading this, you are participating in a ballant advertising scheme!!! Wooooooh! Back out now if this is against your principles! Still with us?

SM stands for Sado-Masochism! Wooooooh! Back out now if this is against your principles! :-))) We adopted the term SM because we think that only a Sado-Masochist would be able to dance through all of these great tracks in one go!

Besides the music there is a lot more!
(Yeah, yeah! Tell us, tell us!!!)

For example:

The Rest:

6. The Stereo3D program. (A fully featured random dot stereogram program)
7. Wanda&CSilla story, chapter 13 to 21.
8. Some pictures (Stereograms/Logos/Sourcepics and Brushes for Stereo3D).
9. A complete Installer for the entire EP.

And for the music part we have:

The Modules:

1. Synchronized Minds
 2. Floating Sheep
 3. Penthe 2
 4. Jungle Blaze
-

5.
Impulse

1.115 TP-Files.Guide:Joint/AustrEP

This is our latest venture!

Everything in this package was inspired by the misterious australian outback. Deep in Australia, where the aborigines live, that's the place to be!

It contains:

The Wonderful All New TP Files Guide

With amongst others:

4 chapters of the Wanda&CSilla story!

4 previously unreleased modules!

Namely:

Outback

Spring '95

The Mayor - TP's Eurodance Mix

The Mellow Influence

The ASCII-editor program
With lots of example files!

Various new logos!

1.116 TP-Files.Guide:Artists

The Problem Collective Artists

Here they are! In their full glory and with all their silly aliases!
Glitter 'n Glamour... (Riiight -Ed.)

AlcoRhythm

Main occupations: Composing/Coding

Solution

Main occupations: Composing/Writing

Infinity

Main occupations: Sampling

Wanda

Main occupations: Singing/Writing

CSilla

Main occupations: Singing/Writing

Hellraiser

Main occupations: Sysop-ing/Spreading/PR

Grinder

Main occupations: Sysop-ing/Coding/Graphics

Leo Elsinga

Main occupations: Sysop-ing/Spreading/PR

Gears

Main occupations: Writing/Spreading/"General-Weirdo"-ing

Cloak

Main occupations: Writing/Coding

Wrong:

Ed.

Main occupations: Bickering/Nagging (Not true! NOT TRUE! -Ed.)

Right:

Ed.

Main occupations: Correcting/Ed.iting

1.117 TP-Files.Guide:Artist/Ed.

C E N S O R E D

1.118 TP-Files.Guide:Artists/Michel

Cloak

Full first name : Michel

Read his quote...

Last name : Bijlsma
Town : Heerjansdam
Country : The Netherlands
Telephone number : +31-(0)1857-1240
E-Mail : NLA: 14:101/208.11
Age : 19
Equipment : A600, 40MB HD, 2MB CHIP, 14k4 fax modem
18(!) year old colour TV.
Occupation : Student

Department : The Problem Coding Dept.
Function(s) : Coding/Writing

Comment : The only TP artist that lives in a
smaller town then
Aalten

1.119 TP-Files.Guide:Artists/Michel/MichelQuote

Not just yet!

1.120 TP-Files.Guide:TPAdd

Lots of people are leading far more interesting lives than you will ever lead...unless,

=> You join The Problem Collective today!!! <=

Do you think you've got the talent to make a difference in the Amiga community, then don't wait, CALL NOW!!!
(And remember, if lines are busy, call later, but DO call!)

The Problem is looking for people that are willing to put time into making quality products like utilities, graphics, demos, and ofcourse our soon-to-be-released Cyberzine.

We can use anybody who can do stuff like:

-Programming

-Graphics

-Writing (Good stories/articles/jokes/reviews/etc. for the mag.)

-God knows what else...

We will give you all the room you need, to do the things you want. There are no so-called leaders in this group, just two coordinators who will try to help you with things you can't do alone.

Let's just say you are coding a wonderful game, but you don't have any graphics for it. No sweat! Just contact another Artist of The Problem that can make them!

Every Artist is important to us, and every Artist will get the best support possible.

This is NOT just your average demo-group, we are a collective of artists that want to make things that are worth having. Good and useful utils, wicked music, solid information, fabulous graphics...

All this is non-commercial! We are basically a bunch of strange ideologists that want to make this (amiga-)world a better place... So how's that them?

Still not convinced? Then contact us for more info!

Here is how to order eeeuh...contact them.

1.121 TP-Files.Guide:CodeHome

The Coding Department Homepage

The News Page

What are those guys with the quick fingers up to?

The Releases

What have those guys with the quick fingers been up to?

We are still looking for people that know their way around
C, ASM, Blitz Basic etc. etc.

1.122 TP-Files.Guide:CodeHome/CodingNews

```
/*You know what time it is? (Party time? -Ed.) Time for the 9 o'clock  
news with Alan Patridge. (Who's that? -Wanda) (Dunno! Get him out of  
here! -Ed.)*/
```

```
{  
  In Aalten and Uithoorn several attempts are being made by The Problem at  
  creating the ultimate Amigaguide replacement! Inline graphics, picture  
  buttons, module-support etc. etc. everything is going to be there!  
}
```

```
/*Also, rumours have been heard about preliminary plan for a game. These  
rumours have not been confirmed, and no information about the nature or  
release date of this game can be given at this moment.*/
```

```
{  
(Go away! -Ed.)  
  Listen my good man...  
  (I do not want to talk to you no more. Go away! -Ed.)  
  Alright...I'm off!  
  (And good riddence! -Ed.)  
  (Well...I was starting to like him! -Wanda)  
(Oooooooooow! -Ed.)  
}
```

1.123 TP-Files.Guide:CodeHome/CodingRelease

The Coding Department Released...

Stereo-3D

The stereogram generator you always wanted to be (? -Ed.).

The ASCII-Editor

The first 2-layer ASCII-Script-AmigaGuide-drawing program ever!

Some small ones...

The small utilities and games that make life easier and more fun.

Also some internal beta-versions of the AmigaGuide replacement have been released. But they aren't available to the public.

1.124 TP-Files.Guide:CodeHome/CodingReleases/Stereo3D

Stereo 3D

(Released in

The SM-EP
)

A goodlooking, easy-to-use, stereogram generating program. You can generate simple 2-colour Random Dot Stereograms, multiple colour RDS's and brushmapped stereograms.

Also some very nice extra's are in the program, such as it's ability to mix random dots with brushes (looks great!), shifting and cutting of brushes and rendering animations. Good userinterface with functions well layed out over several windows (which can be open at the same time). Included are some examples, brushes and source-pictures as well as a manual-guide. It's all there, but some non-AGA machine seem to crash everytime a picture is displayed... Sorry, but the SM-EP was already released when we discovered this. Anyway, if you like stereograms, then this is as good a program as any. You will have to get the SM-EP though (which isn't a bad idea anyway, if you haven't got it already!)

1.125 TP-Files.Guide:CodeHome/CodingReleases/ASCII-Edit

The ASCII-Editor

(Released in The Australia EP)

The ASCII Editor could be the ultimate ASCII-, Script- and AmigaGuide-tool you've always been waiting for. It is a complete paintprogram for ASCII text. It can also generate AmigaGuides and Scripts. The editor works in two fully independent layers (Foreground/Background, never seen before...) for an amazing flexibility and ease of use. All 'Graphics' in this guide were made using this program.

Featurelist:

(ASCII-EDIT, ©1995 The Problem Coding)

Automatic Filetype Recognizing

The following filetypes are supported:

- Custom project files (.proj)
- Custom Brush files (.bsh)
- ASCII (text) files (front/back/both, merged)
- (nodes from) AmigaGuide files (front/back merged, both)

Choice of saving front/back or both (in non-project/brush files)

The following filetypes are supported:

- Custom project files (.proj)
- Custom Brush files (.bsh)
- ASCII (text) files
- AmigaGuide files (optional fileheader)
- Script files (ECHO commands included)

Drawing:

- four types of freehand drawing (normal/special1,2,1&2)
- three types of box drawing (normal/filled/special)
- adjustable airbrush tool (size/speed adjust)
- draw straight lines
- draw circles (open/filled)
- fast clear tool (clear front/back freehand)
- five drawmodes (normal/invert/swap/recolour/erase)

Brushes:

- picking up of brushes
- adjustable pasting of brushes (front/back/both, also uses drawmode)
- view option for brush

There are various brush-manipulation options:

- flip x, flip y
- swap front/back colours
- free, load, save
- invert colours

Display-operations can be performed on entire projects:

- clear, fill (front/back/both)
- init new (adjust size)
- flip x, flip y

Text:

- Search/Replace/Replace all/Replace Next
- Bold/Underlined/Italic fontstyle
- Text editor tool

Extra:

- Visualize invisible characters (background colour same as foreground)
- Keyboard controlled extra fast scrolling (arrow keys)
- Fully separated front and back layers
- Scroll bars in edit window
- Separate, dragable tools window

(And lot's more? -Ed.)

Coder : AlcoRhythm

1.126 TP-Files.Guide:CodeHome/CodingReleases/SmallCode

The Small Ones

On this page you can find information on the small, tiny and little programs that the The Problem Coding Department has released.

1. SetRGB

Change the palette of your screen from the CLI. (Australia release)

2... just watch, there's more to come!

1.127 TP-Files.Guide>AboutGuide

What's a TP? What's a Files? What's a Guide?

TP:

TP stands for The Problem ofcourse.

Files:

The things on your HD, or the papers that are kept in socalled filing-cabinets. Like for example the

X-Files

Guide:

To Guide means to lead someone through something. In this case the guide, leads through everything The Problem wants you to know about them.

And that's it really! Everything you always wanted to know about The Problem, but didn't have the heart to ask! Now people who are afraid to E-mail, phone or snail-mail us can also find out who these people are, what they are up to and why they are doing "it"!

This guide was made by these persons:

Text (Except for the quotes):

Solution

No text by:

Infinity

Graphics:

AlcoRhythm

No graphics by:

Infinity

Quotes:

Grinder

Hellraiser

AlcoRhythm

Solution

No Quote by:

Infinity

No Thing by:

Infinity

Cloak joined later, so hasn't had the time to write a quote yet!

Interesting links for this release are...

The Problem's Essential Cuts

The Remix Project

The Final Chapters Of The Wanda&CSilla Story

All About All Those New Trackers

...and all the other links aswell ofcourse!!!

1.128 TP-Files.Guide:Respect

Respect To

The Persons:

Jelma Yvonne
Kees Huizer John Hendrikx
Richard Willkomm Wiebo de Wit

The Scene:

One/Genetics Whirlwind/Royal
Giz/Overlords

The Artists:

Seefeel Omni Trio
2 Phases Richard D. James (Aphex Twin)
Orbital Reload
Erik E & Olav Basoski Point Blank
Cloud 9 μ -zic
Jaimy Con-am
Roc&Kato Van Basten

The Recordlabels:

Suburban Base DJAX UP
Outland Warp
Work Moving Shadow
FNAC/F Communication R&S
Junior Boys Own Goodlooking
Unda'ground Groove

The DJs:

Dimitri Marcello
Lucien Foorth Remy
Eddy de Clercq Wessel van Diepen
Hype Mickey Finn
Sven Väth Laurent Garnier

LTJ Bukem And all other top DJs

The Celebs:

Douglas Adams Steven Spielberg
Stephen King Clive 'Hellraiser' Barker
Monty Python Rolf X. Wouters

The Institutions:

Radio 538 Late Commodore
Maxon The Coca Cola Company
Archos
 GEM (GEneral Music)
 Smiths (For making Bugles)

AND

THE REFIGERATOR
!!!!!!

And everyone who supported The Problem, by downloading their modz!
All we forgot!!!
