

# THE ORCHARD

DEMOSCENE MAGAZINE ISSUE NO.1



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**EDITORIAL**

**LogOn**

**CHARTS**

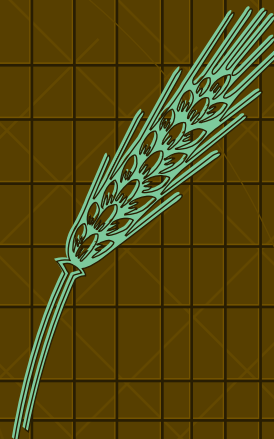
**CREDITS**

# EDITORIAL

Welcome to The Orchard  
number one...  
This is our first issue so  
we hope to get some response  
from you...

Send us any comments or  
questions you might have  
about this mag. Tell us what  
you think. It will be easier  
to provide decent articles  
and other goodies, if we  
know what our readers expect  
and want from a scene  
publication. You can contact  
us via a special email  
address: `extra@kuettner.biz`

After going all out and  
trying to code an engine  
with all the stuff in it, I  
decided no to. The coding  
work took all my time and  
without having much coding  
skills/experience I was  
going slowly on this road.



8-)

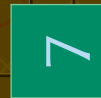


# EDITORIAL

I am talking about 2 years of psychological suffering from not finishing the so much wanted magazine.

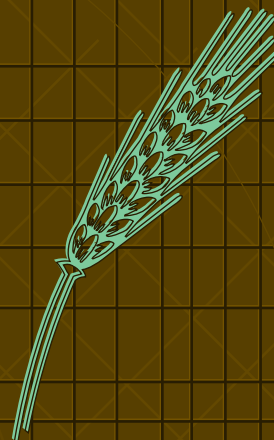
So instead of having to deal with making the engine looking good enough and having enough cool effects, I decided to focus on the premier task: writing scene related articles, gathering information and so on. In short: doing a magazine.

Nevertheless, the original idea was to have a real diskmag with a custom engine. Maybe I will provide one, someday. This also depends on how this magazine evolves content-wise over time.



# EDITORIAL

And of course how much feedback and help I get. These 2 valid points are closely related together: You see, because I had to do the whole mag alone, I had no time to write articles. I don't mean to beg here, I will provide a decent magazine, even if I have to go alone. But together we are stronger, and supported by a team of happily contributing sceners I am sure we can produce a magazine of much better value.



If you would like to contribute to future Orchard issues, please contact me via our special email adress.

Now, have fun reading the first of a new kind...





photographic tunnel effect





# MACSCENE CHARTS

THE CHARTS

THE FUTURE

THE RULEZ

MAIN MENU

# MACSCENE CHARTS



Oktober 2003

## MACSCENE PRODUCTIVITY WORLDCHARTS

1. Fit	4999999954,5	pts
2. Spöntz	3703703670	pts
3. Aural Planet	1234567890	pts
Bandwagon		
Contraz		
rheingold		
Satori		
The Electronic Knights		
THC-Output		
4. Breeze	617283945	pts
Son		
5. fsb	123456789	pts
Statix		





# MACSCENE CHARTS



Oktober 2003

## THE RULES

The System to generate this chart works as follows:  
For every demo/intro a group releases they get points. We track this via macscene.org and pouet.net. Every production gives points for 2 years. All the points in the first year after release, and half the points during the second year. After that, the production fades away, is taken out of the list.

How many points what for?

demo/intro (the stuff this is all about after all):  
1234567890 points in its first year, 61728394,5 in it's second year.

other scenish prods: 246913578 points in it's first year of life, and 123456789 in the second year after release.



# MACSCENE CHARTS



Oktober 2003

## THE FUTURE

To be a good and brave scener means to be productive! Chances are, you have a real life outside the scene, packed full of important activities. Offcourse, you would do more for our beloved demoscene if you could find the time to do so. We all know this. And we appreciate your commitment you showed us by downloading this package. Now, do the second step to fertility : send us an email ([extra@kuettner.biz](mailto:extra@kuettner.biz)). Write us the 5 demos/intros you think are the best ever, ever released for the MacOS.

We will produce another chart out of the incoming emails. Thank you for spending your time and bandwidth!



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