

The Party 1998

Do You Believe in Life After Christmas?

1997

1996

1995

1994

Map

AAHS

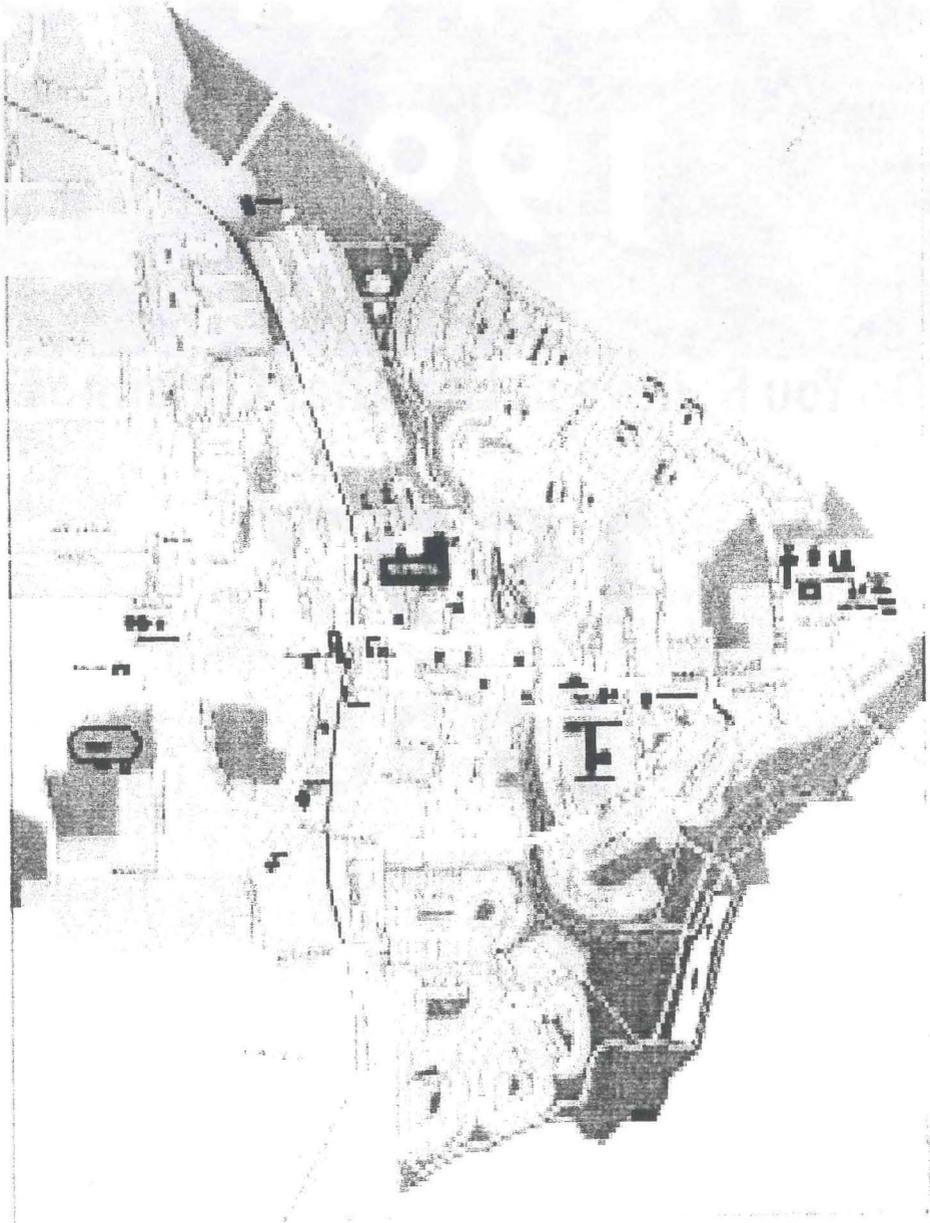


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General Information

Rulez

- We will not accept anybody selling anything without our permission.
- Alcohol and drugs are not allowed at the party place. If we find any it will be confiscated.
- Intoxicated people will be thrown out or handed over to the police.
- Abuse of laserpointers will NOT be tolerated! The laserpointers WILL be confiscated!
- We will not accept weapons, spraycans or firework etc.
- People who cause damages of any kind will of course have to pay for it.

Please notice that we take no responsibility for illegal swapping, software, hardware, video etc.

Thefts at The Party

To avoid loosing equipment at The Party it's a good idea always to keep an open eye at your gear. If you for some reason have to leave your table please ask your neighbor to watch out for your stuff. If you however are so unlucky to loose some equipment you must check up with your insurance company on what to do. If you have to contact the local police, etc. please go to the information, where organizers will give you sufficient information.

Bus and train connections

Train from Copenhagen to Hobro (Transit time: about 4½ hrs)

00:30, and from 06:00 every hour at :00

Train from Hobro to Copenhagen (Transit time: about 4½ hrs)

00:59, and from 07:03 every hour at :03

Train from Fr. Havn to Hobro (Transit time: about 1 hr and 45 mins)

07:16, 09:25, 11:25, 15:25, 17:25, 19:25, 21:25, 23:25

Train from Hobro to Fr. Havn (Transit time: about 1 hr and 45 mins)

04:54, 07:04, 09:07, and from 11:07 every hour at :07

Bus no. 982X from Hobro St. to Aars rtb. (Transit time: about 30 mins)

9.17, 13.22

General Information

Bus no. 57 from Aars rtb. to Hobro rtb. (Transit time: about 40 mins)

Weekdays: 6.57, 7.57, 8.57, 10.02, 11.37, 13.02, 13.57, 15.22, 16.27, 17.17, 18.27,
19.17, 20.17, 22.52

Sunday: 8.17, 12.17, 16.17, 18.17, 20.17, 23.15

Cabs

Hobro Taxa: 98 51 23 00 and 98 52 24 00

Aars Taxa: 98 62 33 33 and 98 62 24 94

Sleeping Facilities

Due to lack of space in the party halls we have an external sleeping hall to The Party 1997. The sleeping hall is situated about 750 meters away from the party place in a local school. See the map for directions. The sleeping hall will of course be surveyed by our security team.

Bathing facilities

At the school it will also be possible to take a hot shower whenever you want. We will have people from security at the school to keep an open eye on things.

Night Life

Aars – the home city of The Party have two rather large discos. The two discos are situated about 750 meters from the party hall. At these discos you can buy beers and drinks and listen to all kinds of music. The disco will be open till about 05.00 every night. Aars also have a lot of other bars, where you can go.

Please notice that The Party doesn't accept intoxicated people who make trouble. Also: alcohol is NOT allowed in the party hall.

History

The Story of The Party

The first The Party event took place in 1991 in Aars, Denmark. This city had an unusual feature for such a small town; an exhibition center. Even though the city was unknown to most people, they showed up in large numbers anyway. Back in these days it was important to be a well known figure to the demo scene if you would have a successful party, which was why The Party 1991 was officially hosted by three major demo groups.

In 1991 there was only 5 competitions; demo, music and graphics for Amiga and 2 computer game competitions. These competitions was a huge success with some great production, a professional presentation and a general good mood.

Compared to other parties we were good prepared in all other ways; professional and interioanl attitude, plenty of electricity, enough space for everybody, sleeping halls, food, spare part sales and a lot more. All these factors made the fundament for The Party and made a reputation of being solid, well prepared and dependable.

With this fundament The Party grew and evolved. In 1992 competitions was expanded to also include C64 and PC, the 40K Intro was introduced, we held a concert, prizes were much bigger and the number of visitors doubled to 2500.

Still in a growth phase we utilized exhibition halls in Herning and Fredericia to make sure we had enough space. During these years we also introduced other scene related events and competitions; Techno Raves, Conferences, Seminars, Technology Show-offs, Body Crashing, and much more. Experimental in nature some were positively received and some were disasters. But one stands out as the biggest success; the WiLD Demo competition. The response for this was tremendous and every year since its introduction the productions have become more and more amazing, groundbreaking and defining state of the art of demo scene productions.

The scene have shown a growing interest in computer networking and The Party have since 1994 offered network connectivity to visitors. This years network service exceeds by far anything ever made at a demo party; a 3000 node structured network. This years network will by far exceed last years network.

Events

Party Bowling

Free bowling tournament for all visitors.

We made an agreement with the local bowling center to have a night of bowling tournament. Go to the information and sign up if you wish to participate. This is of course free to all visitors!

The Rave 1998

It's back! And it wont be in the sleeping halls!

Timetable:

00.00 DJ Inverse Converse (Goa/psychedelicTrance)
00.30 Roz(Detroit/hardhouse/acid)
01.00 HKB(Hardtrance / trance)
02.00 DJ Inverse Converse (Goa/psychedelicTrance)
02.30 [Slave] FRIESE(Gabba/Hardcore)
03.00 Good night! :)

Hacking

This year at The Party we would like to invite you all to something totally new, firewall hacking! What YOU have to do, is penetrate the firewall, check out our server located behind the firewall and find a small file placed on the server by us. To prove for us that you have both read AND writeaccess, you must drop us a little note with your assigned IP and your nick. You must also be able to show us exactly HOW you came through the firewall. This is one of the only ways for us to actually prove to the owner of the firewall that you penetrated it.

It is of course only the first penetrator that will be rewarded, so you must hurry! You will NOT! be in ANY! kind of trouble with us or the police for hacking this firewall, and there will be no questions asked how you learned about hacking. This is not only for the K-Rad Elite hackers. EVERYONE at The Party 1998 is invited to participate in this event, so remember your scanners, exploits and toolz to break the rulez.

Protect Data will set up a Borderware firewall and sponsor prizes for the winners.

Happy Hacking At The Party 1998

Events

Surprise competitions

During The Party 1998 we will announce a lot of weird and funny surprise competitions. Everyone is allowed to take part in these. The surprise competitions will be announced 6 - 8 hours before the competition actually takes place. They will be announced at the big screen and on different bulletin boards. Here you can also see how you take part in the actual competition. If you have to sign up for the event, you must go to the information when you have decided to compete. First come, first served...

Coca Cola Body Crashing

You know the rules already: drink the magic potion as fast as possible. Can you break the record from 1994: 1 1/2 litres of CocaCola down the throat in just 47 seconds!

Computer Games

Who are the masters of Halflife and International Karate. Cup tournaments will find out.

Halflife

Scandinavia Online will host a tournament in Halflife. Winners get a PC. Sign up in the information and bring your own joystick.

International Karate

Now it is time to go back to the roots.. You all know Mortal Kombat, Street Fighter and several others like it. Here at The Party we go back in time.. Back to when EVERYONE were using the Commodore 64 as the ultimate game machine.. Bring you own Joystick, and get ready.. it's time for International Karate!

Network Installation

Connecting your computer to the network

The network this year consists of a very powerful and fail safe dual gigabit full duplex backbone (read more about this later). This will ensure you maximum bandwidth for games, file transfers, intranet audio- and video broadcasts etc.

The only protocol fully supported is TCP/IP, and therefore you cannot be certain that you will be able to play IPX based games.

To ensure a reliable, fast, error-free and easy-to-configure network we only support twisted-pair (TP) cable connection. (10Mbit in Hall1 and Hall2, 10/100Mbit in Hall3) To connect your machine to The Party network you will need an ethernet compatible netcard supporting TP cable. The TP cable connector looks a lot like the connector used for telephones, but it is a little bit wider. If you don't have a netcard you can buy one from The Party hardware shop.

All you have to do is to plug the TP cable into your machine and the other end into the HUB mounted on the table. The link LED on the hub will show whether or not there is a working link between the hub and your netcard.

You also need to install the TCP/IP protocol and configure it as described below.

If your netcard already is installed and you know how to set it up, turn to page 13 for an overview of the network settings!

Special Party Offers

5 * 1,5 l Coca Cola	Dkr. 59,95
2 * Estrella Chips	Dkr. 25,-

Kvickly has got all you need:

- Baker
- Bistro/ snackbar
- Delicatess
- Slaughter

Kvickly

Himmerlandsgade 61, 9600 Aars
Phone: 96 98 05 00
Fax: 96 98 05 05

Open: 9 - 20; Saturday: 9 - 16

Network Installation

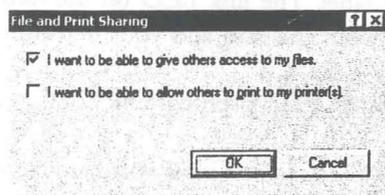
Installing network interface cards under Microsoft Windows 95/98

Most netcards are PnP compatible, and will auto-configure for the correct cable type, and speed. The only thing you will have to do if you own a PnP card is to install the TCP/IP protocol.

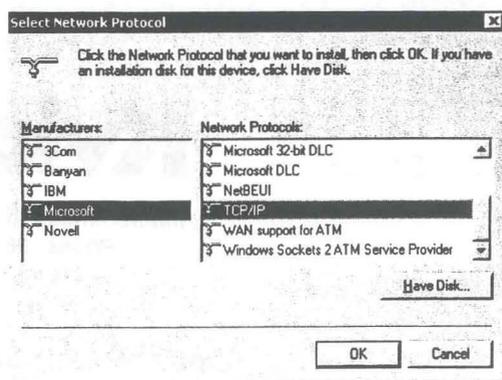
If you don't have a PnP netcard, or if your card isn't autodetected you will have to go through the Control Panel and follow the **Add new hardware** wizard to add it. Before you can add your card, it is a good thing to know exactly how your netcard is configured (IRQ and Port). You will also need to ensure that your netcard is configured for TP operation, and set for the correct speed. This can usually be done via the software your vendor supplied with your netcard.

Setting up the TCP/IP protocol

This can be done from the Control Panel -> Network.

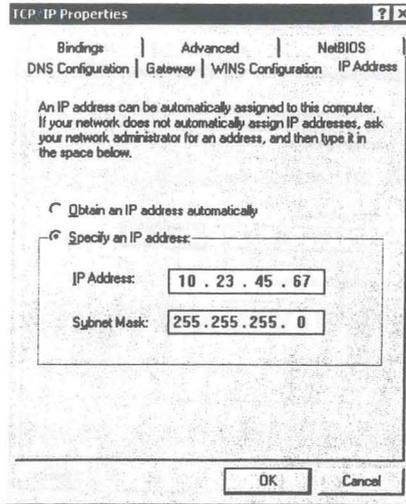


Press the **File and Print Sharing** button, and choose at least one of the two options listed and click **OK**. Otherwise other users cannot see you on the network.

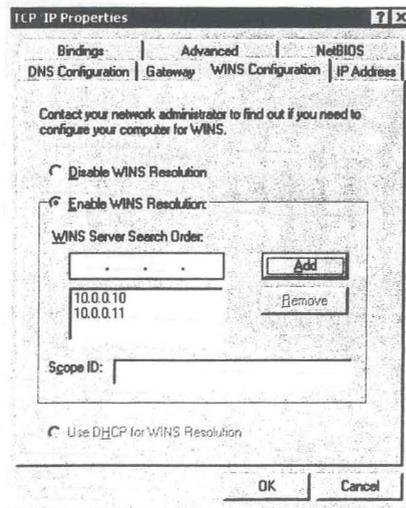


Press the **Add** button. Choose **Protocol**, and press **Add...** Choose **Microsoft** and **TCP/IP**, and press **OK**. Now choose **TCP/IP** and press the **Properties**-button.

Network Installation

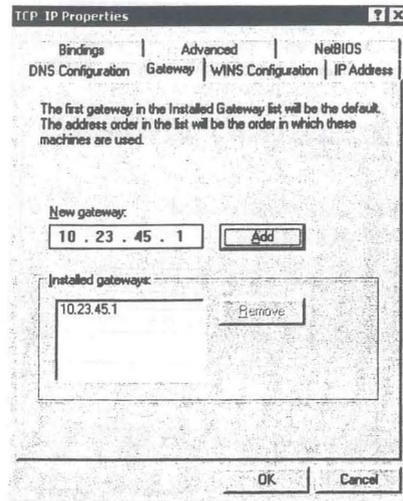


IP-Address tab: Choose **Specify an IP address**. Enter your IP address (can be found on the piece of paper at the end of your table), and the subnet mask (255.255.255.0)

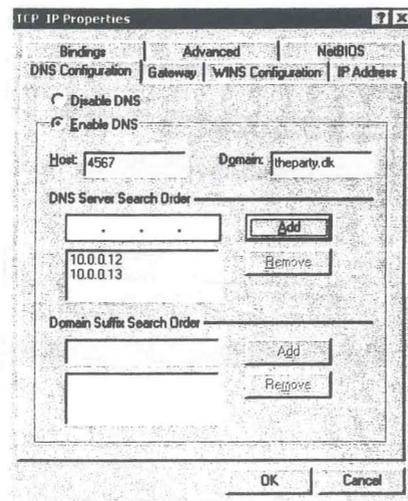


WINS Configuration tab: Choose **Enable WINS resolution** and enter 10.0.0.10 and 10.0.0.11 as WINS servers.

Network Installation



Gateway tab: Enter the gateway for your subnet. The default gateway is your IP number, but with an 1 as the last digit (i.e. 10.23.45.1 is your gateway if you have IP number 10.23.45.67).



DNS Configuration tab: Choose **Enable DNS**. The **Host** field should be the last two octets in your IP number. (If your IP is 10.23.45.67 then the hostname should

Network Installation

be 4567) The **Domain** field is **theparty.dk**. Enter **10.0.0.12** and **10.0.0.13** as **DNS servers**.

Bindings tab: Check that the IP protocol is bound to the **File and print services for Microsoft-networks**

Advanced tab: Check the **Set this protocol to be the default protocol**-box

Network settings overview

IP Address: Look at the end of your table (aa.bb.cc.dd)

WINS: 1: 10.0.0.10
 2: 10.0.0.11

Gateway: aa.bb.cc.1 (Your IP Address being aa.bb.cc.dd)

DNS: 1: 10.0.0.12
 2: 10.0.0.13

Domain name: theparty.dk

Hostname: ccdd (Your IP Address being aa.bb.cc.dd)

Network Overview

This year we decided to repeat the succes with Compaq from last year, so we expanded our collaboration with them to cover both servers and physical network.

The physical network this year will really kick ass! We are using Compaq Gigabit backbone switches, all having at least 2 Gigabit connections to ensure higher uptime and double the bandwidth to 2 x 1 Gigabit + Full Duplex. In Hall1 and Hall2 we will connect 10/100Mbit switches to the backbone, to which the 10Mbit hubs on the tables are connected to. In Hall3 there are 10/100Mbit autosensing hubs on the tables, which are connected directly to the backbone Gigabit switches. Yes, you understood it right, 100Mbit og 10Mbit to all users in Hall3!!! The network in Hall3 should be at least 6 times faster than in Hall1 and Hall2.

We have the following Compaq servers :

Public FTP: Proliant 6500, Dual Xeon processors, 1Gb RAM, 200GB online diskspace, 2 x 1Gb Netcards.

Web: Proliant 7000, Quad Xeon processors, 1Gb RAM, 8Gb diskspace.

Web FTP: Proliant 1600, Pentium II - 400MHz, 128Mb RAM, 8Gb diskspace.

Video: Proliant 1600, Dual Pentium II - 400MHz, 128Mb RAM, 8Gb diskspace - probably running Microsoft NetShow streaming video.

WINS: 2 x Proliant 1600, Pentium II - 400MHz, 128Mb RAM, 2Gb diskspace.

IRC: Proliant 800, Pentium II - 400MHz, 256Mb RAM, 4Gb diskspace.

COMPAQ

Competitions

Rulez

If you want to take part in a competition you must be present at The Party during the presentation and prize ceremony.

If too many contributions are delivered for a competition a competent jury will make a selection.

All contributions can only participate in one competition.

We will copy and spread all contributions.

All contributions must be final, no bug-fixes will be accepted before or after presentation.

Compo-disks will not be returned.

PC hardware configuration: Pentium II 333 MHz, 32 MB RAM, SVGA 32bit Truecolor 4MB RAM, Soundblaster AWE 32 and GUS MAX with 1MB RAM. For Win98 demo also: Voodoo graphics adapter (API: Glide, OpenGL and DirectX v6.0)

Amiga hardware configuration: Amiga 1200, 060 50 MHz, 16 MB FAST ram, 2 MB CHIP ram. Note, the Amiga productions must also work on 030 50MHz with FPU.

For the different competition there are specific rules, but since they may change and they would take up a lot of place, they are only at our website at <http://www.theparty.dk>

Contributions with racial content (incl. anti-racial) will not be accepted.

Deadlines

Can be found on <http://www.theparty.dk>

Competitions

Contribution delivery

The best way to deliver contributions for the competitions is to use the online services. Voting only runs online. Before you can use these services you need an account in our member service called The Scene. You might already have created it before arriving here, if you have reserved a table your account is definitely already created.

If your account is not created yet, point you browser to <http://www.theparty.dk/cgi-bin/thescene.cgi> and click on Create Account.

Choose a unique handle and on the next page write information about yourself and how we can contact you. This information is only used by The Party and will never be handed over to anyone. The address should be complete, separate lines by ; (semicolon). Passwords are stored in encrypted form, and not accessible by organizers or anyone else. The characters ' (apostrophe) and \ (backslash) are unfortunately not allowed in any field under The Scene.

You can at any time go back and edit your user specs or even delete your account again. When the user creation process is completed you will be presented a menu giving access to online services and a news scroller will appear in the bottom of the page. Keep an eye on this one for up-to-the-minute party updates.

Voting

Log into The Scene and select Online Voting. Enter the votekey, which appears on a sticker in this folder. You will only have to enter this key once, and please do it as soon as possible after arrival. Never hand your folder over to anyone before you have entered the votekey. If you wish not to participate in voting, please return this folder to the information desk. Never hand it over to anyone asking for it, not even organizers.

On the voting page enter for each competition the entry numbers you wish to vote for. Your votes are weighted, so choose carefully which entries you wish to rate first, second, third, fourth and fifth. You cannot vote for the same entry number twice in the same competition. You can refine your votes as many time as you wish. Old votes are written in parentheses next to the input fields. Only write something in the fields if you wish to change what is already submitted. To delete an entry write a 0 (zero).

Voting is no longer possible after voting deadline, so make sure all your votes are submitted in time.

Career opportunity

Merkantildata en Skandinavisk vækstvirksomhed.

Complet Data A/S er en del af den norske IT-koncern Merkantildata og partner for større private og offentlige virksomheder. Koncernen er en af Skandinavien største IT-partnere, der ligesom Complet fokuserer på forretningsområderne system-integration, applikationsudvikling, kommunikation og konsulenttydelser.

Merkantildatas vision er at være en ledende leverandør af data- og telekommunikationsløsninger i Skandinavien. Koncernen skal være en kompetent IT-partner, som baserer sin vækst på kvalitet og tilfredse kunder.

Merkantildata har ca. 3000 medarbejdere hvor de 350 er ansat i Complet Data A/S. Merkantildata forventer i 1998 en omsætning på ca. 7,5 mia. norske kroner, hvoraf de 2,5 mia. udgøres af salget i Danmark.

Complet Systemintegration

"Brug IT-afdelingen til udvikling og lad os om driften"

Når løsningen skal designes og implementeres, er det vigtigt at få en kvalificeret teknisk medspiller, som taler samme sprog som dig selv. Vi har 55 systemkonsulenter, der alle besidder en stor erfaring, som dækker både hardware og software.

Service handler om mennesker. Derfor har vi også den holdning, at værdien først og fremmest afgøres af de mennesker, der leverer og servicerer løsningen. For at sikre dig den bedst mulige indgang til opgaven, og løbende faglige kompetence, er organisationen inddelt i kompetencecentre.

Kunde Centeret er den centrale indgang for alle vores kunder, og her styres alle ressourcer og projekter. Kunde Centeret kan yde assistance over telefonen, løse akutte problemer med support fra vores leverandører og skabe kontakt til øvrige kompetencer i Complet.

COMPLET

IT for professionelle

Career opportunity

Server Center og System Center leverer med systemkonsulenter ydelser i form af konfiguration, installation og implementering af avancerede løsninger baseret på mainstream-produkter.

Teknisk Projektledelse er ansvarlig for styringen af større installationsprojekter, når det

gælder sikring af teknisk sammenhæng, koordinering af ressourcer, opfølgning og informationsformidling, så de opstillede tidsplaner og budgetter overholdes. Du vil få mulighed for at få en fast tilknyttet konsulent, som kender din installation og forretning.

Teknisk service står for hardware reparationer, døgnavagt, totalforsikring, reetablering og erstatningsudstyr i overensstemmelse med de enkelte kunders servicekontrakter og producenterne garantiforpligtelser.

Vi har altid behov for dygtige og engagerede medarbejdere, der har lyst til at være en del af et team, som fokuserer på kvalitet og kompetence.

Vil du:

- Være med til at skabe vækst?
- Være med til at gøre noget særligt for vores kunder?
- Gøre dit til at vi når vores økonomiske mål?
- Være med til at samarbejde med leverandører, der står for kvalitet og stabilitet?
- Være med til at fokusere på hele kundens forretning, installation og kompetence?
- Gøre dit til at Complet opfattes som branchens mest professionelle partner?
- Være med til at gøre Complet til branchens bedste arbejdsplads?

COMPLET

IT for professionelle

Map

AAHS

