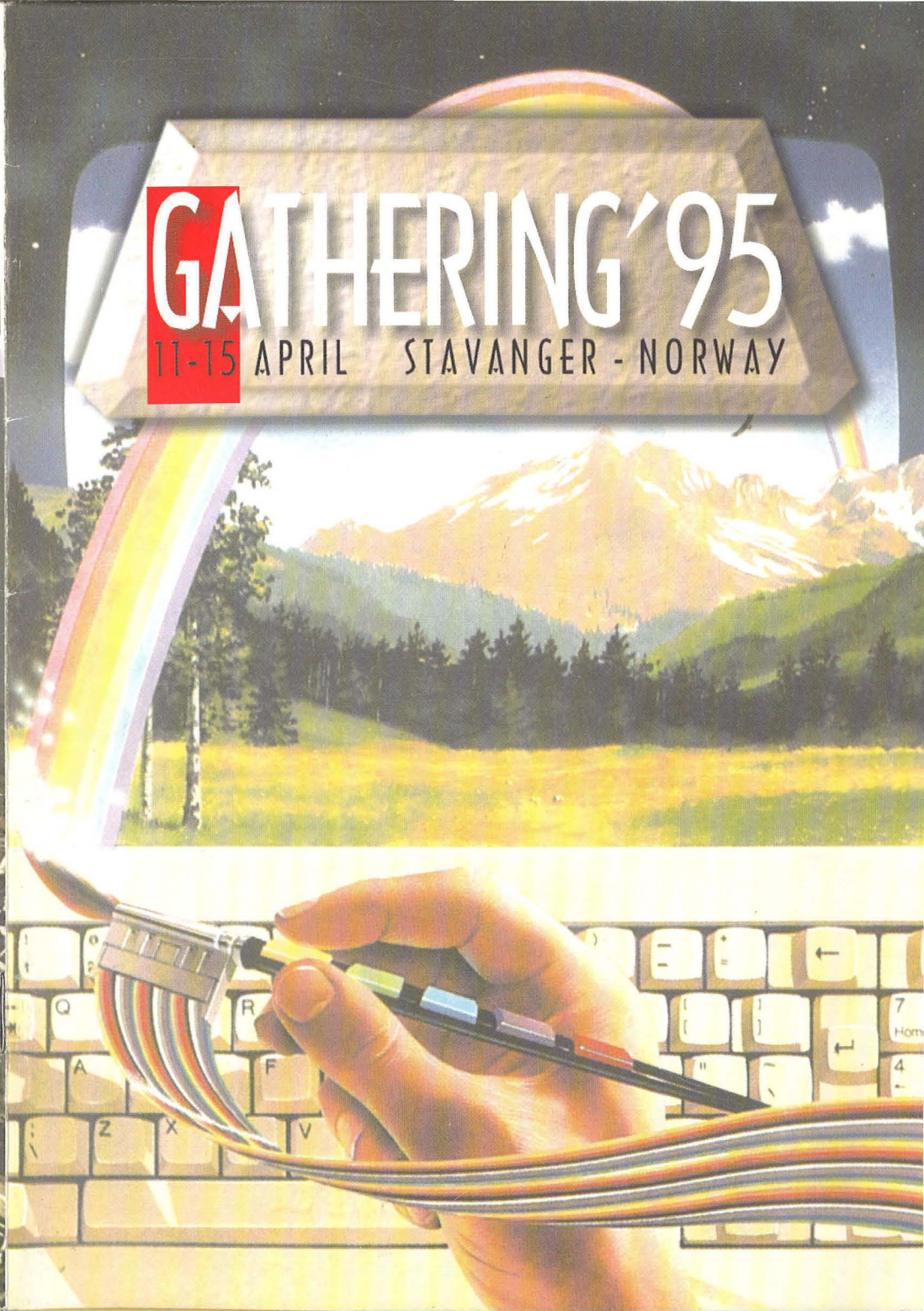




- A Main Hall
- B Sleeping Hall
- C 24h Shop
- D Hotel
- E From Sola (from Airport)
- F From Stavanger (from E-18)



CREDITS

Main Coordinator
Magnar Harestad

Financial Coordinator
Kurt Hansen

Sponsor Coordinator
Gunnar Ugland

Technical Coordinator
Helge Syre

Electrical and Sound System
Magnus Wooldridge

Arcade machines
Arcade Action

Cinema Room
HiFi Klubben A/S

Security Coordinator
Kurt Hansen

Competition Coordinator
Einar Ingebrigtsen

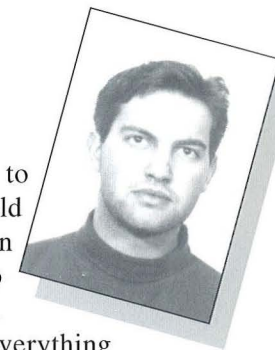
Invition Demo Coordinator
Olav-Rasmus Vorren

Printed Matters
Eivind Nag

Dear Computer Freak !

We in the "Gathering"-organization are proud to present the fourth computer conference to be held here in Norway. This year the party has been moved to Stavanger. This has been done to manage to arrange one of the best party ever.

Inside this information leaflet you should find everything you need to know. The information inside has been compiled from ideas and suggestions from the Gathering 1995 conference at Scoop BBS, and experiences from the three previous Gatherings. *You do not need this or any other kind of invitation to attend the Gathering. Anyone with a genuine interest in computers are welcome!*



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Velkommen til vår stand på Gathering 95. Det vil bli kontinuerlige demonstrasjoner av:

Blizzard 1230-III - Cyberstorm
CyberVision64 - Emplant
OverDrive CD - Squirrel SCSI
Aura - Tabby
ProGrab24 RT - samt mange andre nyheter

Det vil også bli avholdt konkurranser med mange spennende premier. Under arrangementet vil vi gi spesial priser på alle våre produkter.

Pris eksempler:

Blizzard 1220	2490,-
Blizzard 1230-III/50	2590,-
Cyberstorm 40-040	9500,-
OverDrive CD	2390,-
Squirrel SCSI/A1200	890,-
Aura 16bit Sampler/A1200	1190,-
ProGrab24 RT	1890,-
50 Mhz MatteProssesor	890,-

CeDET! AS er Norges største leverandør av Amiga utstyr.

TLF: 51 551577
FAX: 51 593399
BBS: 51 551211

Ring vår BBS

C·E·D·E·T A·S



General Info

Entrance fees

Full entrance fee	250 NOK for 5 days.
Payed in advance	200 NOK for 5 days.
Visitors	75 NOK for one day only.
Girls	FREE!

Stavanger Idrettshall

Gathering 1995 will not be held at Rykkinhallen. Instead we have chosen Stavanger Idrettshall which is a well known sports hall located just a few kilometers east of Stavanger, Norway. One of the reasons this hall was chosen is that it has for several years been used for the big Offshore Northern Seas conference here in Stavanger, Norway. It is located in a large complex of halls, and is placed right behind the famous "Siddis-hallen". The total available space inside this main hall is about 6000m².

Reservations

Since we expect the available space to be limited, you will unfortunately not be able to reserve space for you or your group at Gathering 1995. Instead we will give away seats on a first-come-first-served basis.

Rooms for rent

We have made a arrangement with Mosvangen Camping, which gives us about 10 huts to rent out. Each hut has 2 to 6 beds, a toilet and some furniture. These huts can be rented at the nice price of 50,- NOK. per bed. If you are interested in renting a bed in one of the huts, take contact with Kurt Hansen in advance, or at the information-desk under the conference.

Sleeping Area

This year we have a huge Tennishall with approx. 2000m² floor-area to sleep on. The hall is located about 50 meters away from the main-hall, so the noise from the main hall should not disturb you.

THE GATHERING



General Info

Electricity

Anyone who visited The Gathering 1994 knows that the electrical system of Rykkinhallen did not manage all those devices. This is also one of the reasons we have chosen another hall this year. This year we will have PLENTY of electricity for everyone. Over 6 full-time electricians monitoring the power-supply to ensure perfect conditions for everyone in the hall. Since 1400 Amperes was inadequate at The Gathering 1994, we now have a total of 2000 Amperes.

No kitchen appliances, please!

For obvious reasons you will not be allowed to plug any electrical kitchen appliances you might bring, to the ordinary electrical system. A freezer pulls enough power to feed around 5 computers, and a microwave pulls more than 10. Also, a freezer and a microwave both generate nasty electrical surges on the network which might blow your computer hardware. A small number of people will however be allowed to use their freezers, microwaves and ovens on a special circuit set aside for this and only for this again on a first-come-first-served basis.

Audio/Visual Equipment

The audio and visual equipment is one of the most important parts of an arrangement like this. Delivering a perfect picture to over 2000 persons is very difficult, and we have because of this rented professional persons to ensure that the availability is more than adequate. The sound system will be supplied by a local disco, giving us 25.000 Watts, and the installations and mixing will be done by professional sound-technicians. These speakers will be placed around the whole hall, giving you excellent sound no matter where you are sitting. There is also an internal speaker system mounted in the ceiling of the hall which will be used for messages and information.

Cinema Room

One of the most popular leisure activities at The Gathering is of course the film watching. This year we have made an arrangement with the Norwegian HIFI-klubben A/S to set up the whole surround sound system. Destiny will



General Info

supply the latest releases on Laser-Disc, and we will use a really big screen to show the movies on. This will probably be one of the best surround rooms in Europe under the conference.

Arcades

The Gathering 1994 featured some of the most excellent arcades, like fabulous Airhockey. Gathering 1995 will of course be no exception. The same amount of pinball machines and video games will be placed around in the hall.

Official Party BBS

Most people feel that no party is complete without a party BBS system. At Gathering 1995 we will let the people from the Big Blue BBS in Oslo to run the show. Giving you direct connection with InterNet through the BBS, and about 20 nodes with 28.8k connect through dial-up modem. Unfortunately we were not able to include the number for these nodes in this information leaflet before it was printed. Big Blue BBS will also put out direct null-modem connection boxes around in the hall. Giving us a total of 512 nodes on one Pentium machine linked together with over 25 other Pentium machines in a network. TeleNor will support us with all the incoming lines and the 24h 128kb ISDN connection with EUnet to provide us 24 hours InterNet.

Party Network

In addition to the party BBS, we will also install a party network. The network is run by one large Novell® NetWare 4 server. If you bring your NetWare/Ethernet compatible server system, we will hook it up to the party network. If you have a computer with an Ethernet compatible adapter with either coax or twisted pair connector, you should be able to connect to the network easily.

Big Blue BBS - 22 56 38 10

Mer enn 7 GB med OS 2, DOS, Mac og Windows share- og freeware
Kjører Maximus CBCS 2.02 (OS/2)
V.34 (28 800 bps) på alle noder

BB-NETT landsomfattende meldingsutvekslingnettverk med konferanser for

Operativsystemene

TEAM OS/2

OS 2 Brukerforum

Populære fritids-, debatt- og supportkonferanser

Våre konferanser er kjent for høyt aktivitets- og kunnskapsnivå

On-line Internet med

World Wide Web

FTP

Archie

Gopher

IRC

Usernet

Telnet

Email

Offisiell BBS for THE GATHERING 1995

I forbindelse med TG95 vil Big Blue BBS fungere som TG95 BBS med gratis meldingsutveksling og Internet for alle tilknyttede deltakere!

Meldingsutveksling med TG95 og BB-NETT vil skje on-line!

Fra TG95 kan du m.a.o. "chatte" med kameraten din som sitter i Oslo/Tromsø!

TG95 Spesialtilbud!

Alle deltakere på TG95 som registrerer seg som bruker på BigBlue BBS, vil få utvidet medlemskap (1 time/dag - 10 MB download) og full Internet-adgang ut året for kun kr. 200,-! (vanlig pris kr. 450,-).

*Ring oss!
22 56 38 10 (BN1)*



General Info

Registration

We will use about the same system as used on The Final Party 4 in Denmark. First you will be asked to fill out a short registration form when arriving. This form will then be punched immediately into our database network by our crew. After paying the entrance fee, you will be given a badge which is a proof of payment.

You will also get a votedisk, containing information, map over the hall, and a votesheet to be filled out after each competition. If the badge should get destroyed, you will be given a new one at the information desk, only if the badge number is clearly visible.

The database network will be available to the attendants through a couple of terminals where you can search for names and groups.

Also a map over the hall giving the approx. position of where the person/group is located.

Paying in advance

Scandinavians who normally would pay the 250,- NOK entrance fee, can pay in advance by sending 200,- NOK per person to us on our postal giro account. You will save 50,- NOK and be registered a lot faster.

Postal giros are available at every post office, and every post office employee will gladly help you fill one out. It is very important that you specify the names of everyone you are paying for on the giro.

A giro should be included in this leaflet, but if it is missing, or you are paying from abroad, make a plain giro out to:

Postal giro account: 0826 0912829
GATHERING-95
v/Kurt Hansen
Langøyvn. 13
4026 Stavanger
Norway

THE GATHERING



Even More Info

Dealers Welcome

At The Gathering 1994, many hardware and software dealers presented their products to the ideal market group - the users. At Gathering 1995 we will try to get even more dealers so that you will have a wider range of products available. Everything from blank disks to the hottest games.

If your company find Gathering 1995 an interesting market place, please feel free to contact the arrangers immediately. You will have the opportunity to present your products to thousands of potential customers, all with a common interest in computers, music and visual art. Presenting your products will cost you absolutely nothing what so ever.

How to get more info

If you have any questions that this information leaflet does not answer, feel free to contact the Gathering Crew on any of the following addresses. We will gladly help you with travel arrangements and answer any questions you might have.

How to contact the Gathering Crew

Internet mail:

magnar@hsr.no (Lizard/Spaceballs)
magnus-w@hsr.no (Magnus/Scoop)

Snail-mail:

Kurt Hansen
Langøyveien 13
4026 Stavanger
Norway
(Mark the envelope "Gathering'95")

Phone:

+47-51-417240 (17:00-23:00 - Magnar Harestad)
+47-51-520420 (Kurt Hansen)



DO YOU HAVE WHAT IT TAKES TO CREATE MAGIC?

FUNCOM NEED CREATIVE TALENT TO SATISFY THE MOST DEMANDING CLIENTS IN THE VIDEOGAME BUSINESS

FUNCOM WILL BE AT THE GATHERING 95 -TO LOCATE TALENTS FOR OUR ULTRA FAST GROWING COMPANY.
GIVE YOURSELF THE CHANCE TO WORK WITH THE BEST -
CONTACT US AT OUR STAND.

SEE YOU THERE !

3D MODELLERS

Must be able to exploit the full potential of various 3D software to make lifelike 3D models to fit even limited hardware. Must possess extensive experience with 3D software on PC, Macintosh or Amiga. Applicants with experience on Silicon Graphics will be preferred.

GRAPHICS ARTISTS/ ANIMATORS

The job will be to create sprites and background graphics as well as developing the visual design for games. Must demonstrate knowledge of illustrative techniques - shapes, colours, anatomy, composition and perspective. Creativity and ability to work within a team are valued traits. It is desired that you have experience with DeluxePaint on Amiga or similar animation tools on PC, Macintosh and Amiga.

PROGRAMMERS

The programmer must be able to exploit the full potential of the hardware to make excellent games. Must be able to code Assembler on one or more of the following CPU's: 6502(65c816), 68000, Z80 and ARM. Experience in C and/or C++ language is an advantage.

Send your CV and worksamples to:

**FUNCOM, PERSONAL DEPT.
LANGKAIA 1, 0150 OSLO, NORWAY**



FUNCOM IS SCANDINAVIA'S LARGEST DEVELOPER OF COMPUTER GAMES. WE ARE PART OF A VERY FAST GROWING WORLD WIDE INDUSTRY, AND WE ARE ALREADY ONE OF THE LARGEST INDEPENDENT DEVELOPERS IN THE INDUSTRY ALTOGETHER WITH OFFICES BOTH IN OSLO AND DUBLIN - IRELAND. WE PLAN TO EXPAND INTO OTHER EUROPEAN COUNTRIES AS WELL.
OUR CUSTOMERS INCLUDE SOME OF THE MOST INFLUENTIAL PUBLISHERS IN THE WORLD. NEW CONTRACTS ARE SIGNED CONTINUOUSLY, HENCE WE NEED TO EXPAND OUR STAFF.



Rules

- 1. Alcohol, illegal drugs and/or intoxicated people will not be permitted anywhere near or in the hall-complex.**
- 2. Smoking is not allowed anywhere inside the building. You can smoke in front of the entrance, where large ashtrays will be set up.**
- 3. All kinds of weapons and fireworks are of course not allowed.**
- 4. Whatever you are responsible for breaking, you are responsible for paying, or replacing.**
- 5. Software piracy will not be allowed. According to the European laws, it is illegal to be in possession of pirated software.**
- 6. The organizers will not take responsibility for any illegal swapping or software-piracy during the party, nor for any stolen properties.**
- 7. The arrangers reserves the right to change the rules at any moment.**

**Contact us for the absolute latest in
Audio / Visual Entertainment**



 **Hi-Fi Klubben as**



Competition

At the present time we are not able to give you the exact competition prize list. However, the included list will be an approximately correct list of the prizes for the competitions.

	1. Price	2. Price	3. Price
Amiga Demo:	20.000,-	7.500,-	2.500,-
PC Demo:	20.000,-	7.500,-	2.500,-
Amiga 64kb:	2.500,-	1.000,-	500,-
PC 64kb:	2.500,-	1.000,-	500,-
Amiga 4kb:	1.000,-	500,-	250,-
PC 4kb:	1.000,-	500,-	250,-
Module 4 Channel:	2.500,-	1.000,-	500,-
Music Midi/Multi:	2.500,-	1.000,-	500,-
Graphics:	2.500,-	1.000,-	500,-
Animation:	2.500,-	1.000,-	500,-
Wild Competition:	7.500,-	3.500,-	1.500,-

General Competition Rules

- Media (diskettes) that contain the product will not be returned. They become the property of the arrangers.
- Products that competes in any competition will be released to the public without exceptions!
- The competition deadlines will be made available shortly after the party has started.
- Entries can not have been previously released to the public.
- A person involved in the production of the entry must be present.



Competition

Registration for the Competitions

A special registration form is used to keep track of the entries for the competitions. Your entry will not be allowed to compete unless you have filled out this form properly. Afterward you will receive a receipt as proof of handling the entry over to the arrangers. All registrations will be done at the Information Desk.

Best Amiga Demo

A demo is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The demo might be on more than one disk.

The demos for the final will be run on a standard A4000/040, with harddisk, 2MB of Chip-RAM and 4MB of Fast-RAM. We strongly advise to make the demo HD-Installable, and with a system-friendly exit to DOS anywhere in the demo. *Trackmos are NOT preferred!* We also advise people to make the demo compatible with at least a standard A1200 without Fast-RAM or any extensions. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best Amiga 64kb Intro

A intro is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The intro must not exceed 65536 bytes in file length. The intros for the final will be run on standard A4000/040, with harddisk, 2MB of Chip-RAM and 6MB of Fast-RAM. We strongly advise to make the demo compatible with at least a standard A1200 without Fast-RAM or any extensions. Also a system-friendly exit to DOS anywhere in the intro is preferred. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!



Competition

Best Amiga 4kb Intro

An intro is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The intro must not exceed 4096 bytes in file length. The intros for the final will be run on standard A4000/040, with harddisk, 2MB of Chip-RAM and 6MB of Fast-RAM. We strongly advise to make the demo compatible with at least a standard A1200 without Fast-RAM or any extensions. Also a system-friendly exit to DOS anywhere in the intro is preferred. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best PC Demo

A demo is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The demo can and should utilize the full potential of the graphics adapter it is viewed on. It can and should also utilize the full potential of either Soundblaster PRO/16/16ASP/AWE32, Gravis Ultrasound (Max 512kb), Roland SCC-1/MT-32 or the Pro Audio Spectrum 16 soundcards. The machine used during the competition will be a i486DX2 66MHz, or a Pentium 90, with a Cirrus Logic SVGA graphics card. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best PC 64kb Intro

An intro is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The intro can and should utilize the full potential of the graphics adapter it is viewed on. It can and should also utilize the full potential of either Soundblaster PRO/16/16ASP/AWE32, Gravis Ultrasound (Max 512kb), Roland SCC-1/MT-32 or the Pro Audio Spectrum 16 soundcards. The machine used during the competition will be a i486DX2 66MHz, or a Pentium 90, with a Cirrus Logic SVGA graphic card. Entries that do not comply with the rules for this category *will* be disqualified.



Competition

Best PC 4kb Intro

An intro is defined as a stand-alone executable program compiled or assembled by the use of anything from a hi-level compiler to pure machine code. The intro can and should utilize the full potential of the graphics adapter it is viewed on. It can also utilize the full potential of either Soundblaster PRO/16/16ASP/AWE32, Gravis Ultrasound (Max 512kb), Roland SCC-1/MT-32 or the Pro Audio Spectrum 16 soundcards. The machine used during the competition will be a i486DX2 66MHz, or a Pentium 90, with a Cirrus Logic SVGA graphic card. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best module

A module is defined as a file consisting of musical data. Modules of any format can compete, as long as a player is supplied with the module. The module must use no more than four channels. All modules will be played on a Amiga with NO extra sound enhancing hardware. Do not deliver the module as an executable. The module will be played for up to 5 minutes unless the author has an utterly good reason for playing it longer. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best Multichannel/MIDI

Multichannel/MIDI is defined as a file consisting of musical data. Any format can compete, as long as a player is supplied with the file. It is possible to compete with own synths and MIDI-setup. Only the speaker-system will be provided by the arrangers together with either a Amiga or a PC machine with MIDI-extensions cards/interfaces. Multichannel modules will be played on a PC for no longer than 5 minutes unless the author has an utterly good reason for playing it longer. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!



Competition

Best Picture

A picture is defined by a file consisting of one frame of graphical data. Pictures from any platform can be entered, but a picture viewer must also be supplied in case of very special graphical formats. The maximum graphical resolution is 1024 horizontal and 768 vertical pixels, and the maximum number of colors is 16.8 million. Entries that do not comply with the rules for this category *will* be disqualified - without exceptions!

Best Animation

An animation is defined by a series of graphical frames viewed at a certain frame rate. Animations from any platform can be entered, and an animation viewer must be supplied. The maximum graphical resolution is 1024 horizontal and 768 vertical pixels, and the maximum number of colors is 16.8 million. Animations from any other platforms than Amiga and PC, will have to supply a machine to view them on. This machine must supply a composite video or format suitable for video conversion. Entries that do not comply with the rules for this category will be disqualified - without exceptions!

Best Wild Demo

This is a totally free competition. You may enter the competition with everything from a VIC-20 to a Silicon Graphic machine. You can use synths for a nice music-output, and any graphic-card to achieve the best graphical output for your demonstration. You must bring with your own hardware, machine and equipment. We take no responsibility for any damage to your equipment during the party. Entries which does not comply with the rules for this category *will* be disqualified - without exceptions!



Competition

Viewing of the Competition Entries

As many of the competitions will have a lot of entries and there is no time to play all the modules and show all the pictures, the primary task of the jury will be to select a percentage of the entries in each competition to view/play for the finals. These finalists will be shown to the public. If the voting system fails, the jury's votes counts as the final result. The jury will therefor view all entries in all competitions. The jury will consist of a technical jury and 20 randomly selected people from the party attendants. As far as it is possible, the name of the author of the product will not be shown to the jury. This is to ensure that each product will be judged by its appearance, not by the name of the guy that made it. The top three entries will be shown again when the winners are announced.

Voting

At Gathering 1995 we will try a completely new system based on the computerized system used at The Party. However, our system will differ somewhat in the sense that the votes will be counted automatically. When paying at the entrance you will be given either an Amiga or PC formatted double density disk containing a voting program. The program is self-explaining and should be very easy to use. If you do not have a computer, you can either borrow one or vote on paper. Once you have voted, the disk has to be returned to the arrangers for counting of the votes. All this ensures that as many people as possible has a chance to vote. If the first system fails, the votes of the jury will count as the final result.

Product availability

It is common to distribute the competition entries at the end of the party. At Gathering 1995 we will distribute all entries mainly via selected swappers which you can copy the disks from, and via the Official Party BBS, and our Internet FTP-sites. A CD-ROM compatible with PC, Amiga, CD32 and CDTV will also be released by AmiNet containing all the productions released at Gathering 1995.



Security

The security scheme at The Gathering 1994 proved to work excellent, so the same system will be used this year. All guards will be radio linked to the arrangers office.

Should any unwanted people try to enter, they will be removed immediately by the arrangers or by the local police.

If you have valuable you are unable to guard yourself, you may hand it over to the arrangers office, where they will be stored in a deposit box.



How to get there

Step by step

Since most people knows how to get to Stavanger, one of the biggest cities in Norway, we'll start from there. In Stavanger, european highway E18 comes from Eigersund, Kristiansand and Oslo, where it is linked up with the european highway E6 from Sweden.

If you come from E18 (ex. via Sweden, Oslo, Kr.Sand or Eigersund) just drive toward Stavanger City until the freeway ends right at the borders of Stavanger. You will then enter a roundabout. Above you will see a sign with "Madla" in one of the lanes. Follow "Madlaveien" to the left in the roundabout. Then drive to the next roundabout



(You will then see the hall-complex of 6 halls) Take to the left in this roundabout, and then turn to the right at the first roadcross about after 100 meters. Then you'll drive right in to the party-place!

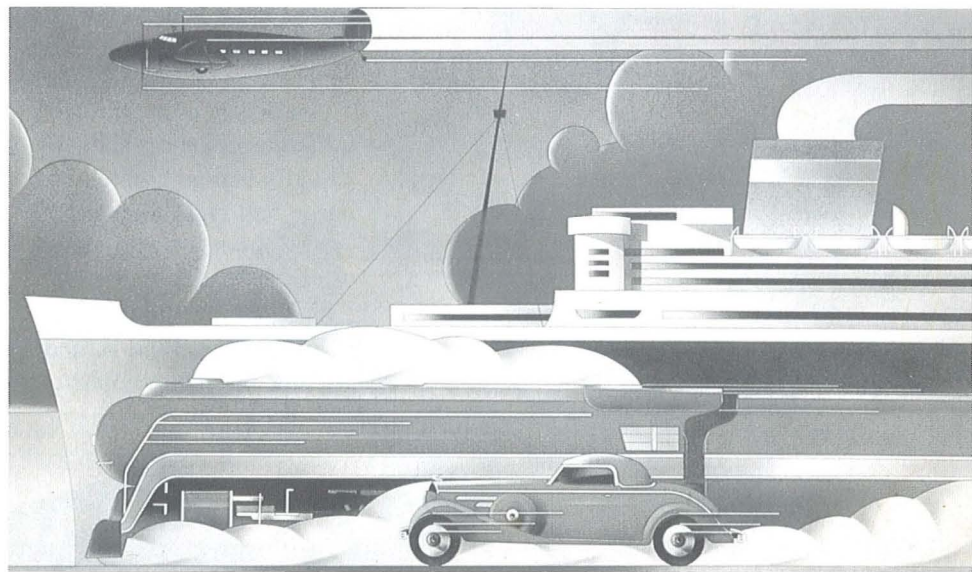
If you drives past the really wellknown skating-hall "SiddIs-Hallen" which is a large hall right after the roundabout, clearly visible from the road, then you know where the party is! Just drive behind it, and enter the hall-complex.



Travellers Info

The official opening is set to 00:00 AM 11. April 1995. If your only option is to arrive before the 11. April, you have to call either Magnar Harestad or Kurt Hansen well in advance. We also expect you to pay in advance. If you arrive before the 11. April and have not called in advance, you will not be let inside until we officially open.

We will try to help you out to get the best travelling offer from all over the world. We have contacts with persons established in the travelling business, and we might get some special price-offers for big group of persons travelling together. If you as soon as possible take contact with us, tell us how many you are, we you are travelling from etc... There will hopefully be setted up Party trains from Oslo directly to Stavanger, and there will also be party buses available. If you want to be picked up by one of the party buses, then notify Kurt Hansen when and where you'll arrive Stavanger.



THE GATHERING

