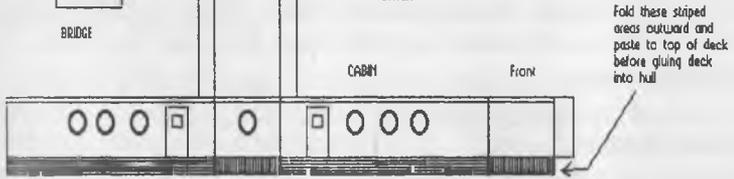
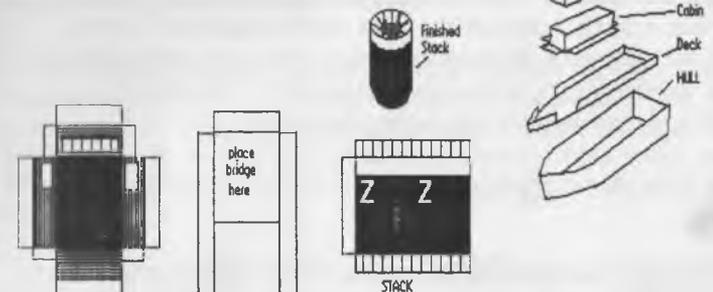
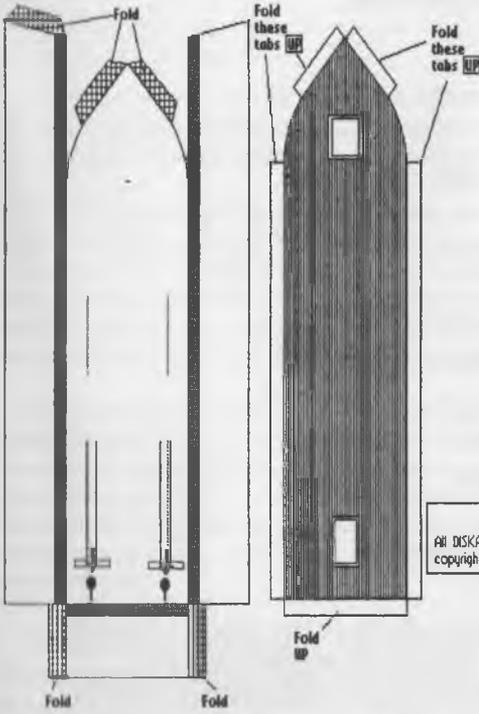


The Village Green

- ASSEMBLY TIPS**
1. First assemble the Bridge and Stack
 2. Cut out and score Cabin. Then paste assembled Bridge and Stack to Cabin while still flat.
 3. Let paste dry then assemble Cabin and paste to Deck before pasting Deck into Hull

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Meeting Notes from 19/Dec/02ce

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Expected a small turn out because of the season of the year. Announced that Mad Max <mad_max1@netzero.net> the SysOp of M2K BBS would be here the following Monday <23rd> for a visit. [Editor note: See Ramblings for the Visit report]

One of the first things then mentioned was that the local radio station KMUN a public radio station, had been announcing our meeting in the community calendar reports. Lord Ronin said that he gave it a try and will continue to do so if time permits him to send the messages. [Editor Note: Got too wrapped up this month for the two week deadline] This will put us more in the public eye this next year. So that we will not be forgotten or passed over. A discussion of other ways to announce the group and the BBS was started and tabled for the discussion time.

Sense! Announced that Rod Gasson from Videocam reported that there was a scam of Pay Pal users. This is something to do with a message that comes to your e-mail account. Stating that there was a computer problem and they want you to go to this other site and fill in the information again. This is not a real Pay Pal site nor is the message authentic. Rod pointed out in the screen and the address how to see that it is not real. Pay Pal has been advised of this scam attempt on their clients. Lord Ronin added that though he is a Pay Pal client, he didn't receive this e-mail scam.

Treasurer Report: Counted funds at \$6. That is declared the starting funds for the group when we gain the Non Profit status. Funds from disk sales and memberships are now going to compensate Lord Ronin and the shop for expenditures of the newsletter. No one has counted the Friskies cat food can bank in a while <G>

Commodore Librarian: Our disk this month is the Potpourri of graphics for the Doodle and Flexi Draw systems. There are two more in the collection to be presented. Then it is scheduled to create a disk of the dox for the last years disks and on the same disk, have a file called "Recipe Box" along with several of Lord Ronin's and Vixen's cheap food stamp cooking style. The graphic disks are made with the .D64 creator and then reverted side by side and one by one to the Penny Farthing.

Amiga Librarian: Still waiting on information for OS 4.0 and the Amiga One. Please see Tally Ho! section for updates.

Editor/SysOp: Been doing a few things for the group and the BBS. One thing I have been working upon is the new job as "Archiver" for the Meeting Through The Mail group. This is pretty much the same as we are doing for the A.C.U.G. Trying to preserve the back issues of the magazine. I am hoping to gain all the issues. But remember this group goes back to 1986ce and the job becomes official with the announcement in the January issue of the Commodore MailLink. No attempt to preserve issues has been done before this time.

Our BBS is now more friendly to new deckers. We opened up several more file areas and message bases to first time callers. I did have to double check on the individual areas in each to make certain that not only the main area but also the sub areas are open to level 2 callers. Which is the first time caller access. This point was shown to me when two new deckers joined this last month. Both are C= BBS SysOps. Chameleon in California with Dream Factory and Scratcher in New Jersey with The Bass Planet. Scratcher is also a part of the Onslaught team. A copy of this issue will be sent comp. to Scratcher. A copy of last months issue was sent to Gene of the U.P.C.H.U.G.

Darkvulcan <BBS ID #24> announced that he has opened his new and his first BBS. This is called DS9 and is running on one 41 and two 71 drives. Using the Ivory BBS system. [Editor note: See *Ramblings for a review of the BBS*] IIRC he is running at 2400 bps.

Just opened up a new file area on the BBS. This is for music. I have placed a few player files there for the 64 and the 128. Not that I understand much of this topic. As the players mention things that I don't understand. Check the UL comments for more on that topic. Actual music files in S.I.D. will be up in a while. They will be sorted by style and loading type. If I find any that have words and picture with them. Those will be zipped into one file. Board and our library is s-l-o-w-l-y being organized.

Deputies: #30 translated several more pages of the Wasteland Walkthrough. Then cut them up for serial installments in the Village Green. There will be later after all is published here, a collection of files in the Tomes & scrolls area of the BBS with the complete Walkthrough. Vixen has tried to sort out and stack boxes of our unsorted disks for Mad Max's visit. WareCat has been testing the BBS for us in some secret areas. #16 our emulation rep, was not able to attend the meeting.

Discussion-Demos-Close: More ideas for promoting the group and the BBS. Should we spend some money to place ads in local papers? Signs in public posting areas? more indepth information for community events in both the paper and the radio. These and others were tossed out at the meeting for discussion. Sensei said that he wanted more ideas at the next meeting on how to present the group to the public. Keeping in mind the shop sponcership and the fact that we are starting the work for the Non Profit tax exempt status.

Demo was of some more of the disks that came to us. Lord Ronin showed how he gives them a test. By loading the disk and first checking the directory. Then loading the programme<s> and running a fast test to see if they load and run. he explained that many times a game o such will not run if there is a cart in the slot or more than one drive connected. There are a handful he has heard that will not run on anything but a stock 1541 drive. Only a few are not compatible with Jiffy Dos. Noted was the fact that disk testing can take 30+ minutes per disk side. In order to classify the type of file<s> on the disk for our board and Library work.

A discussion about the Wave friendly buttons and forth coming fonts. Lord Ronin explained that he understood the buttons to show up on websites that are friendly to Wave users. The fonts are something that he read a little about and should be included or set up to accept in the newest

Wheels-Wave release from Maurice. he added that the Smart Mouse hasn't returned from repair yet.

Closed at 8:00pm for separate groups.

The Wasteland walk through: part #18

Translated from Ascii and Serialised by #30

Rest if necessary. Kill the guardian, Take the chainsaw. (now your first 2 Rangers have Chainsaws, other 2 Rangers have Proton axes!) Continue south, just check rooms along east wall (ignore any Guardians in larger room to west). Kill the Guardians for some "junk" loot, and power packs, take the Laser carbine. The last room to east (before door), enter and walk around. A hidden Guardian attacks you. Kill it and take the loot (2 Laser pistols and 4 power packs). "Notice something strange about the body", use "perception" skill to detect a bomb, use "Bomb disarm" skill to disarm the bomb for more loot (Plastic Explosives & Onyx Ring). Note: you may be more successful with a "Bomb disarm" level 2. Okay, continue through the door to the south. Entering the Grand Hallway - Mess Hall.

Grand Hallway: As you enter the Guardians' Mess Hall, 3 Guardians appear to the south. Take a step or two to the east, another Guardian appears beside you. Kill him, leave the loot (knives), go back after the other 3 Guardians. Kill them and find 3 more Guardians who attack/were hiding behind overturned tables. Kill these Guardians. Heal the wounded! Rest back to full health! Enter the Guardians' Museum (just south of the Mess Hall). Chase down and kill the Guardian there!

* Use "Picklock" on the 5 Display Cases for loot - 4 Clay Pots & 2 Gas Masks (no real value) but there are some really important things here! Broken toaster (the 3rd. we've seen) Grazer Bat Fetish (rescue Redhawk or get this).

* Quasar Key - very important, take it now! That's it for the Museum. Exit the Museum and continue south to last door on east side. Use "Picklock" and enter room. Kill the 3 Guardians there. Exit room and go west (past the "hole" and Main Gate) to the south-west corner. Use "Picklock" on the door, enter and kill 3 Guardians. Exit room, go back east, use "Picklock" on the door before the Main Gate. Enter the room, go after 2 Guardians there and kill. Notice that the red wall here (toward the Main Gate) appears weaker and that it will take a great force to knock it down!

Use a "tnt" to blast a hole in the wall here! Approach the Main Gate - use a "tnt" to try to blast through. Although the gate doors are "blackened, dented, and torn by the blast" you didn't get through. The blast did alert more Guardians who come running. Another Guardian appears where you killed the last two. Go back through the hole in the wall and kill him. The loot is a Laser Carbine and Power Packs. Exit this room through the door. Stop before approaching the door! Switch weapons to Laser Rifles/Carbines or Rockets (for more "AT" weapon experience). Continue north toward doorway. Fire "Full Auto" (with Lasers) at 3 Guardians who appear. Continue north and 3 more Guardians appear. Again fire "Full Auto" (with Lasers) and get the loot (Power Packs).

The Grand Hallway is done - except for Goliath and 3 Guardians who will appear when we take that last "booby-trapped" Power Pack from the Armory vault! Heal the wounded and rest back to full health!

Outer Sanctum: go back through the Mess Hall, and through the door to the north. Use

Chainsaws/Proton Axes (or Rockets for more "AT" weapon experience). Use "Picklock" on the door of the larger room to the west. Enter and either attack with Rockets or move toward the Guardians and kill them. Continue south in the room toward wall/alter. Kill the Guardian there (4 Guardians in room). Use "Perception" on the bronze triptych on the alter! Find more

* important loot - Blackstone Key - take the key now! Heal the wounded and rest back to full health! Exit room, go west through corridor. Use Chainsaws/Proton Ax, enter the small rooms from the west corridor, use "picklock" on the doors. Loot is mostly "junk" except for some Power Packs & Rockets! Go north, use "picklock" on the next door, enter and kill Guardian just inside door. Heal any wounded and rest! In the north-east part of this room is another "library". Press "R" to radio base for any "promotions". Here's a handy opportunity to get the Toaster Repair skills for Snake Vargas and the Electronics, Clone Tech, and Cyborg Tech skills for Thrasher if you haven't done so yet! Go into the next room (with 10 brown squares) to the west.

Find loot by walking over "beds/cots" (Cash, Power Packs, Gas Mask, and some "junk"). One Guardian appears, kill him and walk over him. As you listen to his last words, he tries to choke you, but dies trying (the Power Armor saves you). Now there's more Loot (Cash, Power Packs, & Nova Key)

* The Nova Key is very important, but leave it here for now!! Note: I always save this for last/end of the Outer Sanctum. If trying too early in the Citadel, sometimes there's no Nova Key or Power Packs here. (have no idea why.) Exit the room and go north, up stairway to Inner Sanctum.

Inner Sanctum: We're finally ready to finish the last rooms here, but these are going to be really brutal! Either switch weapons to Laser Rifles/Meson Cannon/Ion Beamer and stock up on Power Packs (each Ranger needs 4) or try with Rockets if you have about 3 or 4 for each Ranger. Enter the Inner Sanctum, go west and then south to doorway. As you enter the door, there are 4 Guardians at about 90 feet. Don't waste ammo or Rockets! Just keep moving closer - try to get to 30 (maybe 40) feet! Then fire Full Auto with the Laser Rifles/Beamer, Bursts with the Cannon. Each Ranger attacks a different Guardian! Open fire sooner if Rangers' "Con" is getting low (around 25 or so)!

Kill the Guardians, heal the wounded, and rest back to full health! When ready, switch weapons to Chainsaws/Proton Axes (this is another good place to try Rockets if you want). Enter next room to the west - 4 more Guardians (2 at 30 feet, 2 at 60 feet). Get closer, attacking the first group, then the second group. Kill the Guardians, heal the wounded and rest! Reload any empty weapons and switch all weapons to Axes!

Go through the doorway to the south, use "Picklock" on the next door to enter, see "loot" bag (robes) in closet, walk over the desks/tables ("stuff" on them)!!! Use "Perception" on each desk/table! Find "a sled with the word 'Rosebud' written on it" (just a second chance to get "Vault password"!)" a rope.

Next month the adventure continues. We're getting closer to the end, but there's still plenty to do.

Lord Romin's Ramblings

Well there has been a lot that has gone on since the meeting. So to make things more concise I am going to indicate in the start of a paragraph the topic.

Lord Ronin and the Amiga thinggy

Hey guess what? there is nothing new on the Amiga website by the time the Amiga Tally Ho! section is due for copy work for the Village Green. Lord Alberonn is not a writer as he keeps telling me. So to keep it for this issue and get the copies of Sabrina we need something Amiga. **OR I DROP AMIGA FROM THE GROUP**

Now what do I have to do with the Amiga and why am I writing a something on this PC platform? Simple I haven't done it before and I am filling space. Besides a personal report is something that we haven't had in the Tally Ho! in the past.

Do I use the Amiga? Well very little if at all. My A1200 sat for 2 years collecting dust and tobacco smoke from my pipe. Then moved to the new shop and I did a test of a mess of disks as reported in earlier editions of The Village Green. This was a major task for me. All were done on WB 2.04 IIRC. On an Amiga 2000. Some files were in Zoo.

I destroyed some disks thinking that they were bad. As I didn't know they have to be booted from a 3 finger salute. Some required moving to RAM with some sort of thing called Multiview and other commands that Lord Alberonn showed me, which naturally didn't stick.

I have almost 1,000 disks that are being looked at by a 500 user to see if they are worth anything. I would take the lot and make them into 1581 disks if I didn't think we could salvage something for our Amiga users. As there are only a few games that interested me that I could make work.

I find that although the colours are pretty and the sound is nice. I can't grasp the ability to load the programmes when I have to go through degraders and all sorts of other things first. Just a simple LOAD "*",8 man myself.

No I haven't read the manual for the system. Just not enough time. nor do I know what these great programmes are hidden in drawers and other things that Lord Alberonn was kind enough to give me. May make things work better. But I haven't really a clue on how to use them, what they are, where they are located and when to use them. OK I did pretty good with the analog clock on the screen filling the screen. That is my level of understanding.

No I won't dump my 1200. I will not let it beat me. Though right now I have to repair the Ps unit for it. Seems to not be sending the correct voltage to the 1200. This is a big foot theme PS and is therefore repairable. Probably a filter circuit or a capacitor is out.

Now let us add to that what I just traded for at the shop. It is black, has a mouse, a keyboard, a remote control device and a bunch of CDs. Called a CD/TV. Right it runs on WB 1.3 and I heard from a German user that upgrading it to 2.04 is not that practical for the use of disks. As he has one and decided against the upgrade. I was told also that some of the CD-32 disks will work and that I can find more disks on eBay. I'll do this as I liked the Art Gallery one that came with the trade deal. Lord Alberonn test out the Lemmings game and had fun with it as well. not all the CDs have been tested. Still I like what I have seen so far. That is until the grey scale work bench screen pops up and I am lost in a jumble of non understandable things and icon. Remember this old hippy doesn't read icons

Eric Schwartz's Sabrina Online - Episodes 251 - Xmas '02

Sabrina Online by *Eric W. Schwartz* ©2002

"Field trip final's"



Sabrina Online by *Eric W. Schwartz* ©2002

"The toy everyone wants this season"



Sabrina Online by *Eric W. Schwartz* ©2002

"From the Little Miss Tramp collection"



Sabrina Online by *Eric W. Schwartz* ©2002

"So sappy, you'll hunger for pancakes"



<http://www.sabrina-online.com>

worth a damn.

Anyway this is a new addition to the Amiga part of the group. Hopefully we will demo some of the disks at the meeting. Then all can see what a great start this unit had and have a lot more dislike for how the company as raped and tortured by a certain individual.

As for me, well I will keep this unit. As well as my 1200. But don't expect much from me in reports and the like. As I still am a devout fan of my 64/128 systems. I mean the BBS is on a C=128 not on the Amiga. Though we have talked about having an Amiga specific BBS at times.

Speaking of Amiga BBS which leads to files. I am under the impression that in the files copy work I did, that there are some Amiga files. But till I copy some of the BBS files and then MCopy the partitons. Allowing me to set up the new HD disk. I won't be able to look at the file listings.

Now then if I am writing about the Amiga that must mean there wasn't anything for this section of the newsletter. Absolutely correct., so what are the Amiga members of the group doing? Or should the Amiga be relegated to a S.I.G. in our group? That is rather an important question and we will cover it at the next meeting. Or should we just dump the Amiga in favour of being just a Commodore users group? I and Lord Alberonn need your input on this as remember we are trying to stabilize to make ourselves a non-profit group with tax exemption.

OK then what are you doing with you Amiga? Remember that we have an emulator representative in our Group. BBS ID #16 to help you with emulation work. There are Amiga Files on the BBS.

We really need your input in the group and here in the Tally Ho! section of our newsletter. So let us know what is going on and what you want to see in these Amiga pages. Till later on... Make Mine C=

Your Article could be here!

Please help in submitting content for the Tally Ho!. Either e-mail me at alberonn@harborside.com or get me an Amiga or Commodore formatted disk with an ASCII file of the article. If you add photos, please indicate where you want them placed and I'll try to get them set up as close as possible.

Weird Website!



This one is so bizarre it has to be a hoax. It is called Pets or Food. Supposedly it sells online animals for either pets or food. Domestic animals like cats, dogs, hamsters, parakeets are offered in live form or in ready to eat packaging. Also offered are more exotic ones like Koala, Bald Eagle, Komodo Dragon, and even spotted owl. The site also claims that someone found a creche of Dodo's that are now being raised on a farm for eating. This just shows how bizarre the internet can get I guess...

Anyhow, the site is at <http://www.petsorfood.com>. Let me know if you also find other bizarre websites. If I can get on with the Amiga, I may feature more here in the future.

January 10, 2003

mammals

Australian Sheep Dog
The perfect companion on a long trek or just the right size for a pit-bull. By popular demand we are only shipping sheep dog live or in a cleaned and skinned Ready to Eat™ package that is perfect for pet feeding. Due to the size, our free shipping offer does not extend to this item.
-\$349.05 each

Chihuahua
Pets of Food™ has the largest Chihuahua stock in the continental United States. Our Ready to Eat™ Ground Chihuahua is the most popular product for our grade school buyers. Because our customers have made this product such a huge success, we're offering a 10% discount to all additional buyers.
-\$5.00 each

Dutchmen
This is the product for the big dog lover! Our dutchmen are bred and raised in wide open spaces producing some of the leanest members of the species. Our live animals come pre-brined to obey basic commands like "SIT", "ROLL-OVER" and "KILL." The Ready to Eat™ animals include two meaty flank steaks, two full sets of ribs, aump roast, a luscious breast, and four "dumplings."
-\$250.00 each

Nonmedic Feeding
Our domestic feline stock comes from a variety of sources, including city animal shelters, donations and of course our own farm. All of our feline products are carefully screened for disease and thoroughly cleaned before shipment.
-\$27.00 each

Feral Cat
Pets of Food™ is proud to bring this virtually unknown Australian delicacy to Western shores. Feral Cat is a very lean, lean meat with virtually no fat content and no cholesterol. Feral Cat is the perfect food for discriminating palates looking to lower their blood pressure. Due to the feral nature of this item, we are not offering live shipment.
-\$45.00 each

Hamsters
Great as pets or snacks while watching the big game. We breed our hamsters in bulk so we're able to pass on the savings to you! Hamsters are sold by the dozen making this item a perfect gift for the child interested in exploring anatomy or the host looking for a way to spice up a gathering. The Ready to Eat™ package contains hamsters on a stick, our exclusive Texas Pets of Food™ BBQ Sauce and a disposable grill.
- 0.00 Live (by the dozen)
- 20.95 Ready to Eat™ (by the dozen)

customer testimony
Prison System
While law requires us to serve inmates a portion of meat with lunch and dinner, but our budget keeps getting cut by the state legislature. By buying our meat in bulk from Pets of Food, we're saving money, coming in under budget and we can still afford lawyers for the punter bowling league.
Warden Jay Miller
Texas State Correctional Department

on sale now
FREE SHIPPING on a dozen ready to eat domestic felines.
- Order Now!

our company
Most Pets of Food™ animal products are organic.
- Order Now!

Ready to Eat™
Save time! Pets of Food offers prepared food!

Shipping
Get there live or Ready to Eat™

Jobs
Exciting career opportunities available.

About Us
Find out more about Pets of Food™

Mad Max Visit: The morning of the 23rd of December 2002ce. Before the first cup of coffee of the day. Mad Max of MHI and M2K BBS arrived. Nice guy he brought coffee. <BG> he stayed till the first of January. Where we spent the time in Commodore work. I copied over the 1GB Hard Drive that is falling anyway, to my new 4.3GB hard Drive. Then spent days copying Max's 38 16MB partitions of Commodore files. 2GB in compressed form and IIRC about 7,000 files. All for me to test <read that as play> and install in our data stores. Before I go farther in this narrative. I want to add that Max drove over 500 miles one way for this visit. BTW: he did make it back O.K.

Non C= Mouse on a C=: I had heard rumours of some sort of thing from Protovision that allowed a non C= mouse to be connected to the C=. Mad Max brought a micro\$haft mouse with a PS/2 connection. this was attached to this funky barrel looking connector. Which is something to do with the USB. Then the final end is a normal C= connector for the port. he also had just the connector device in the bag from Protovision. So yes it is now possible with this adaptor thing to use off the shelf mice for the C=. Bummer that it didn't fall out of the travel box and get lost for a while <BG>

4 Player Hook Up: Yes there is a device that plugs into the back of the C= with another two player connection for Joysticks. Another Protovision device that Mad Max brought along to show. I am not certain of this part. I think it is the cart port that it plugs into. AFAIK there are only a couple of NTSC fixed games that use this 4 player adaptor.

IDE64: Off and on I have heard about a system just for the 64 that allows the user to install an IDE drive. I read once that it can be made into two 16GB partitions. But I can't attest to the truth of that part at this time. But thanks to Mad Max I will in the future be able to play with this toy. As he gifted <S.C.A.. term> with the IDE64 board and components. Along with the ribbon cable and a drive. Soon he will be sending a power supply and perhaps some of the photos he took <jpg on a 1.44 disk so I can try GeoDos out> and then when I can find dox for it. I can play a bit and see what it is like. Mine and the A.C.U.G. thanks to Mad Max.

Programming & C= Understanding: I thought that I had very little understanding of the C= and programming in basic. Mad Max showed me that I acutally have a great deal more than I thought. just that I overcomplicated the concepts and need to connect the information. Got a good dose of inspiration to continue learning Basic and then into ML. Then I can help the others that wish to learn in the group.

Now this wasn't a one way street. Mad Max was able to collect disks that he had never heard of, or heard of and not seen or had lost in the past. Did a nice swap and copy party if I remember the terms correctly.

Great time and also thanks to the Mad one for the 2nd ed AD&D books and the bag of dice. That translucent purple D30 is friendly to me. <G>

BBS: Well naturally more files will be up on the board in the next months. At this time I am going to have to do some file copy from the dieing 1GB that is of unknown age to the 4.3GB and move the new one to the better controller box. getting that nasty "click" noise and there has been some times when the board crashed when a decker was on, and so was the HD error light.

Right now I can't say what is going up first. As I don't know yet. What I have done is place a Vote Booth question on just that subject. Listed some that were of interest in the last poll. This time I have a spot to indicate that the voter is sending something that is not listed as a request to Vixen. By a process of elimination we will be able to see what the deckers are interested in for the first test and UL runs.

Also to add to this part. Scratcher did send us several Demos of BBS ads that are now in the Advert demo area of the board. Perhaps in the future we will be able to add more demos to our BBS. A bit weak in some of the fields we created.

Adverts: This I hope will be discussed more at the next meeting. Last one, we threw around some ideas and it was decided to give a month for a think on what we could do to let others know about the group and the use of the C= and Amlga.

The use of the local public radio is free to announce our group meeting. We may do more than just list the meeting date in the future. Say some of the events we want to hold and a growth off of some of the S.I.G. meetings held at the shop.

Flyers on boards at the stores in the general area is another idea. One thing that slows us is that many places are open to only Non Profit groups. If the A.C.U.G. was one, as was rumoured. I could find nothing on it in the little paper work I inherited. Nor a fast check at the county office showed anything of that nature. The paper work is available and the information is in a big book at the library. We looked it over once and were not able to go to far with the idea. Other things crept in and stopped the concept. The idea is to go for a status of Educational Resource. When I have more documentation on this fact. I will report on the work in future issues. In general we are in the ball park for this type of status.

Newspaper was another source of getting our group known. There is the daily paper. Also something called the Nickel Ads. The question is cost factor and can we scrape the bread together to do this every so often. This needs to be investigated more for the cost of the local paper. I have the general amount for the Nickel Ads.

Commodore BBS's: Found the simple term prg hidden in Centipede. Thought that I should give a call to some of the boards whose SysOps ring up The Village.

DS9 Run by Darkvulcan in Alabama. My first call of course has limited access. I was in 80c mode on my side. The board is set for 40c. This gave me the left hand side of my screen on the 1084S monitor the screens. Leaving the right side blank. This is the first C= 40c BBS I have ever called.

Menus were interesting in the colour use. I think that part of that is in the editor of the Ivory system. I did have some difficulties navigating. Not used to the system and some of the colours that came up where hard for me to see. Mainly the dark grey colours. But that is my monitor and not the fault of the system that Darkvulcan is using. There are several msg areas for Sci Fi talk including an area for Red Dwarf. But I was not able to access them on my first log in for the board. Should know more about it on a future call.

Dream Factory: Run by Chameleon in California. I don't remember precisely the system that is used. Another C= board and well it was around 2am in the morning when I called. This one is bigger than DS9 and it should be. A larger storage space and it has been in operation longer. As before this was my first log on and access is limited. I wasn't able to go to the msg bases or file areas. Board looks well set up for the user. Just learning to navigate with the new style from what I am familiar with is always the hard part of going to a BBS. Will be returning there for more information and a data steal.

The Bass Planet: That is Bass as in the musical clef not as in the fish. I had to ask <BG> Run by Scratcher on the East Coast in New Jersey. As always my first connection is of limited access. I can tell you that my account there is #170.

I saw many members of Onslaught listed in the users. As well as Chameleon and Darkvulcan. Looked like some Chromance members as well are on that board. As I understand it is a good place for the demo scene. I had originally heard about it from Board Rider on our old board.

Great use of C= colour and so many things to look at that I wished my access was higher at the time. This is another one that I will be going to in the future again. Checking the msg areas, any online games and of course file data steal for us. <VBG>

There are more C= boards out there and I hope to be gaining the C= BBS list from Snakeman in the near future again. Then I can make a round of testing and inserting them into our BBS lister. Point I should add is that the above boards are listed by the SysOps on our BBS. So feel free to log in check out the BBS lister and give these great boards a ring up. Or as we say here "jack in". Just note that as here when you first entered our matrix. Your access and time will be limited. The next calls should give you more time and area access. But give the SysOp a day or so to set you up.

Commodore One: Right then, the word that I have from the CommodoreOne@yahoo.com mail list from Jens is that the C-1 is being put together and will be sold in a few months through EyeTech in the U.K. Right off the bat I admit to not understanding a lot of what was said and so the above is quite possibly in error. But the overall point of it is that work continued along and product is to be released soon. Talk also on a laptop version in 2004 if possible. More as we hang in there and wait to see what happens. As I have heard EyeTech is also the one that will be selling the Amiga One system.

Trade Deal: Recently I traded in the shop for some CBM items. A C=64c the one with the gfx information on the top of the keys. A 1571 no Jiffy Dos, a power supply for the 64c that matches the colour. Several cables including a two wire monitor cable. The 64c manual and a Fast Load cart with dox. These are going up for sale to the group and then the public. The 64c and the 71 have been tested by myself and #30. They work fine.

Another item that came in the trade deal was a collection of CD/TV disks. The keyboard, remote control unit, mouse and the CD/TV. This is not going up for sale and I will talk about it in the Tally Ho! section for the Amiga.

Two slim line external Amiga 3 1/2" disk drives also came into the shop with this trade deal. These haven't been tested nor the mouse for an Amiga. All of this came from the last President of the A.C.U.G. before Sensei became the Chancellor. Oh what did I trade for all of this? The man just wanted one out of print Hobbit 1,000 piece jigsaw puzzle. I offered more. But that is all he wanted. Retail price of the puzzle was \$9.99.

CML: Finished the January issue for the M.T.T.M. group as editor and managing editor. No pretty pictures as done last time. well short of ink and shorter of funds. But some good text material on Zip Drive and some tips for printers. After it is published I can use some of the material in here for us.

Jazz Drive: Yes there is a 2GB Jazz drive for the C=. I got to play with it a bit when Mad Max was here last month. Looks and works like a Zip drive. he had 2GB and 1GB ... well what ever the remmovable thing is called.

PRG SIG: Thanks to Mad Max's inspiration. #30 has again done work with the sprites. Making an interesting opening screen for a Basic D&D character maker tool. This will be an ongoing project to make the finished product.

GEOS SIG: We have that CD from Bruce Thomas that contains tonnes of Geos material. I still haven't had the ability or time to work on the CD ROM to find out why it isn't being seen by the SCSI controller any more. We did look at this CD on the Amiga system. There we saw that there are many text files of information. The new version of GeoBeap by Bo Zimmerman other tools that escape me at this moment. But there are over 60 Geos Games and I know that I don't have that many. We are working now on a listing to send to Bruce of what we have on the HD for the BBS. This may make it to an updated disk of files for other GEOS users. A long task but we intend to send the files in batches. Fonts, printer drivers and the GeoPaint files that we have up already. Perhaps some of the few input devices that we have found and put up on the BBS.

RPG SIG: Now that many things are out of the way. Our group will return and start over again on the multi level Dungeon Creator game we were making. A copy of this was also requested by the author of the game. As it is being done on C= PCs and not the emulator parts. I did grab a while back the creator prg from his web site. Just that we - ah well got side tracked with a mess of other things that cropped up during the last few weeks.

Update: BBS will have to be off before you read these words. The Click of Death has gotten worse in the last few days. This will take about a day of the board being off line to copy some important account and news files to a FD disk. Then MCopy the entire BBS partiton to the new Hard Drive. Assuming we can keep the power socket working right in the drives. This will take just under a day to do and adjust the copied files for the BBS. Then we will be up and running with eventually access to more files. Though the UL comments from the M*K use the brit cit pound symbol for the UL indicator. That buggers up ou Centipede. So we will have to edit the names of those files before using them in Centipede. Told that there are some games there that we can convert from Color64 and VT-128 to Centipede games.

The Adverts:

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