

## Meeting Notes of 16/Aug/01ce

**Open:** 8:00pm (see C= Librarian for notes on late start)

**Newsletter:** Approved

**Chancellor's Report:** "If any thing else can go wrong tonight. Please don't let me know." Was how the meeting started. Since the problem is better fit for discussion in the Commodore Librarian section. What was said at the start of the meeting will go there this issue.

Sensei reported that there was good conversation with the land lady on the new area. A decision is due soon. Our fingers are crossed, he went over the few newsletters. That had arrived by meeting time. Each one was discussed as to the style and content. In ways of improving our own informational source. This included the two disks from 5C's. Some one mentioned the idea for going disk based. This is not practical for all members. Not all Amiga users would have a 64 emulator for the newsletter on disk. Agreed at that time to stay as a paper publication. Since this will give the best overall to our members in mutual availability and cost.

Because of the lateness of the start of the meeting. The Chancellor was brief, with his report.

**Treasurer:** \$6 and holding (BG)

**Commodore Librarian:** Imperial Warlord and Lord Ronin were not happy. The idea was to present a multi

disk set for the price of one club disk. Since a collection of disks came our way for free. Long hours were spent at the Kibbutz. Trying to work out the game Tangled Tales. Unzipping it was a horror. Then trying to work with a fi pack zip was worse. Eventually because it is over 35 tracks. The game was scrapped and deleted from the Hard Drive. Sorry mad Max. We don't have the tools or the knowledge to make it work for the group. Race was on to find the right files for the disk. First problem. Two of Lord Ronin's 1571 drives died. Not even a clean and simple alignment job worked. Currently they are using the 1571 of Lord Alberonn to make disks. At the end two games were selected. Harmony. One that has great colour usage and it is tough to figure out. The other, Mask, based on some 80's cartoon series AFAIK. Labels and disk sleeves had to be created as well. Time became shorter and panic set in to the guys. Fortunately the members present were understanding. #30 helped in the cutting of the labels and gluing them on the disks. As well as cutting the sleeves and putting them together. Not a great day for the C= Librarian, or Lord Ronin.

**Editor:** Yeah it was a horror trying to make the disk at at beyond the last minute. But as I write this a little over a week before the



September meeting. The disk for this month is made. There were many things in my notes and I don't rightly remember who's section they go into. So here they are in short. If you ever find a disk that is marked Single Density. Do not put it in your drive for a format. This one will wreck your drives. That is what happened to my pair of 157ls.

We are trying now to put the newsletter out around the first week of the month. This was discussed and seems to be the best idea for the moment. There are some questions on the timeliness of this option. <Didn't work this month> GeoBeap V2 is released as Share Ware. Registration fee is \$25. <Note: This is no DL-able from the BBS. Please remember that if you use it you should send in the registration to Bo.> If Lord Alberonn opens up a part time BBS. Should the current one be just for C= files and his be for Amiga? Still talking on that part. I placed my name on a couple of lists for books that are being reprinted for the C=. One called Home Computer Wars, sounds interesting.

**Amiga Librarian:** Lord ALberonn reports that there are fights on the AmigaOne mail list about the OSX86. Some sort of emulator that runs Amiga OS 3.9. A new report is to be found on the Amiga Web site that explains this item in depth.

**Deputy Librarians:** Vixen is playing in the game of trying to figure out the notes that Lord Ronin scrawled and put them in some sort of order. #30 has been doing work on manuals. <see below>

**Demo:** A print out from Perfect Print was shown and amazement at the clarity. Short demo on using C4 search

engine on the Commodore through Lynx.

**S.I.C.S:** Basic group has finished book one of the programming lesson and started on book two. Just entered READ/DATA section. RPG group has not done much. Illness has been a factor. Geos group has worked with testing files for the board.

**Discussion & Close:** Too many points of discussion for the different departments to have had a full listing. Games, Amiga work, Geos and Wheels with a 1750 REU and more were discussed. BBS problems, printer problems more than I could Note! Closed at 9:51pm

### **The Wasteland walk through:** PDPB 1

The complete Wasteland (July '92) game walk-through with tips, solutions, secrets, story line, the detailed instructions for the most difficult areas, and extra info about the game! (not the short-cut game!) by Wild Bill - (4/28/95)

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The game begins at Ranger Center in the south-east corner of the Nevada desert. Your four Desert Rangers are "wimps" lacking the equipment and weapons necessary to survive in the game. Don't dispare, they have most of the "special" skills and will acquire the experience, additional skills, and equipment necessary as the game progresses! During the game, there are references to particular paragraphs in the "Wasteland" files.

This is essential information about your present situation, instructions about what to do next, and some of the passwords you'll need. Also, "bad" information is there for the "casual" reader who is just looking

for the answers! Other information and instructions are displayed on the game screen so pay attention to this.

If you've played before, watch for the "very subtle" clues that seem to be "meaningless" - ie. along the Highpool cliff walls, "A Redtailed Hawk passes high over you." (redhawk!) and the "farmers tools" (axes and shovels).

Have fun! Following this walk-through, you don't need the "Wasteland" files for reference. This narrative provides a summary of the important information that the "Wasteland" files contain. On occasion, we'll "make some mistakes" and play the role of "bad guys" to explore more of the game's features and get "extra" loot! Any such deviations are clearly explained in full.

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Game survival tips :  
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First - If any of your rangers are "poisoned" or killed, stop immediately, don't go anywhere! Just exit the game, but don't save it! Then re-start the game at the point where you entered the current location or last "saved" the game! If everyone gets "killed" the game "ends automatically". When you restart, you're back where you entered the location or last "saved" the game!

Second - always "save" the game immediately after you exit any store! A "bug" in the game (maybe intentional) puts you back inside the store if you exit the game without saving after leaving it. When you re-start the game you'll be "back inside the store" only to have it "die/close permanently" when you leave! Only three stores sell weapons and ammo, you don't want to lose one of them accidentally! (This has happened to

me before in Highpool, Quartz, and Needles.)

Third - each member of your group must have a canteen to safely go through the desert! The "hot" areas of the desert offer a safe place to "rest" (the "left arrow" key) when the condition (CON) of any two rangers is running "low". Armor offers some protection from enemy "hits", so pick up any needed armor and equip your troops with it! (use "better" armor, as acquired, for "better" rangers!) Use the "medic" skills that two of your rangers possess to heal any "serious/critical" wounds.

With "experience", skills will reach higher levels and the medics will be able to heal more severe wounds! Acquire "medic" skills for your first ranger, and later "doctor" skills for your third ranger. A "doctor's office" (examination and cure) may "save" you if you get "poisoned" by any of the game's hazards and are unable to re-start the game prior to the "poisoning"! Note that some "poisons" continue working over time - the "trip" to a distant "doctor" could be fatal without some "healing" along the way!

Fourth - The "game clock", displayed in the upper right of the screen, is important! It's a "24 hour clock". During "night" hours any "radiation" is visible! During "day light" hours you'll just receive messages that the "ground is glowing here"! The "Geiger counter" works! See the "squares and bars" along the side of the screen, below "Wasteland". Also, you'll hear a "clicking sound" through your T.V. or monitor speaker as you get near any "radiation"! Use your skills (sometimes tools are required) to overcome "obstacles" and find "hidden" loot and game clues. Skill levels increase with "experience", after your "promotions".

Next month we continue with part 2 of the wasteland walk through. Up to, and possibly on to Highpool. The entire game will be covered as thoroughly as possible, but some may have been missed by the individual who wrote down the information. But we'll give you what he have any way. <UBESG>

## ***Lord Ranin's Ramblings***

Welcome to the first part of a long and multipart piece by #30. There is a little story to this file. First off the Disks for this game are on the BBS. Both in the RPG area for C= users and in the Emulator area all for immediate Down Load. We also have the manual for the game on line. That is in the Tomes & Scrolls area. This walkthrough is not yet on the BBS. The raw ascii document is 900 pages. Now then I gained the Wasteland Game from an Inet site for the BBS. Another one yielded up the manual. One of the list members for the Wasteland mail list, created this document. He gave it to me with permission to put it on the BBS and pass it around to the members. #30 has a copy and slowly has been adjusting it page by page. Eventually the full bit will be on the BBS in normal PETascii. We decided to start presenting pieces of the walkthrough/hints here in the Village Green. This is a new feature that we hope to continue for many issues to come. Thanks go to #30 for his long work on the files.

OK space is short and some fast updates for you. **SHOP:** The green light has been given. Already we have collected the 2x4 studs. We are to put up the frame and they will do the wiring. Soon a new shop and A.C.U.G.

center. **DISK:** Master copy is made. This month it is GoDot. A full version with savers and loaders. Side two is a collection of different images for you to experiment in your work. **BBS:** Many things happening that are not seen. A new areas <19.2> was created to store all the GoDot files. Since Arndt around the 6th of September made it PD. I am collecting all the GoDot files from his sites. Next I need to study the Go64 mags for more instructions. Tunnels & Trolls PBEM game will be starting shortly. Testing on Centipede has slowed to a halt. Hope to return to it soon, but nothing clear cut at this moment.

In August my son Rama <#12 on the BBS> stopped by for a week visit. After several years of no contact. He brought me his Commodore collection. Then he learned about the value of the items from me and from sales on the Inet. He promised to keep a look out for more items. Don't know what he thinks now. No further contact with him to date. He did learn, to his surprise, that there are people that absolutely loath the herectic platform. A real shocker to him.

In a recent phone conversation <yeah I know me on voice phone?!?!> with Mad Max. we talked about many things. One that stuck in my mind is the fact that he mentioned our newsletter talks about what we have done and unusual in comparison to the others he reads. What we are planning on doing in the future. Seemed strange to me. As I see us learning and growing. Plotting for the next step in our evolution in this most holy of computers. Now if I could figure out how to install the Wave Beta 2.9 upgrade. More to learn and more to do.

Many delays on this issue. Printer problems being one of them. Certain things did not happen on time to use the Optra for

# The Tally Ho!

The ACUG  
Amiga Section  
& Comics!

Issue 25-Sept.2001ce

## New online shop at Amiga's Website

Amiga recently opened it's AmigaDE shop at de.amiga.com in order to sell it's AmigaDE player for Linux and Windows. These products allow you to run AmigaDE applications on these platforms.

The Linux and Windows versions are being preordered at \$14.95 each. Once released, the price will go up to \$19.95 each. This is a download purchase only at this time. Those who preorder will get an email telling them when it is released and how to download it. Release date for this is expected to be sometime this month.

This is the beginning of the invasion of new Amiga apps. on these platforms, (not counting UAE.) So let us hope that this helps get Amiga's foot in the door and let the other platform users know that we are far from dead.

Some companies has announced puzzle-type games, probably due to the fact that the AmigaDE system will be used a lot on PDA's and other very small digital appliances. Hopefully it won't be too long before we see more ambitious projects, but it is a starting place. If you happen to own a computer that uses these OS', then show your support and preorder the AmigaDE player.

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**Support your local newsletter!**  
I am again asking for more help in filling these pages from our

members and other readers. I added this pretty much to throw in more Amiga-based content, and to run the comic section. I have never admitted that I was any sort of talented writer/editor. It can be hard coming up with the informative content that my readers demand. However, the Sabrina-Online strip is going over big with our readers.

I am asking that the articles be sent as plain ASCII files.

Submissions can be on 880k AmigaDOS, MS-DOS 720k, or CBM 1581 formatted floppy disks. Submissions can be emailed to me at alberonn@harborside.com, make the subject "Tally Ho! Submissions". I can handle several graphic formats as long as they are not TOO big. I have somewhat modest RAM in my A4000.

As long as the content is Amiga-related or of interest to Amiga users, that's OK with me. I am the final voice in what goes into this section.

I thank those who have submitted articles in the past and look eagerly to future submissions from them again.

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**Haage & Partner Press release**  
*AmigaOS XL for x86*

## The most powerful Amiga of all times

Glashuetten, 10th September 2001:  
HAAGE&PARTNER Computer GmbH and Amiga Inc. are proud to present AmigaOS XL for x86.

On the demonstration

computer system most popular Amiga-68k applications perform 10-20 times as fast as on a traditional 68060 system. This enormous speed increase is achieved by using a modified and highly accelerated 68k emulator.

The presentation machine is a standard PC with 1.2 GHz Athlon CPU and components that are typically fitted to a mid-range specification PC.

At last you can have super fast versions of PageStream, ImageFX, ArtEffect, Cinema 4D, Real3D and other Amiga applications. Even 68k games benefit from the unbelievable performance of the emulator.

For the first time it is now possible to install the AmigaOS XL for x86 onto a laptop. This provides the first Amiga laptop that many users have been waiting for 16 years to see.

There is no limit to the possibility of further acceleration of the Amiga. Nearly every month the manufacturers of CPUs and main boards release new gigahertz creations. Now the Amiga can benefit from this race too!

AmigaOS XL for x86 includes two emulator systems: Amithlon and AmigaXL for QNX..

## AMithlon - The fastest Amiga ever

Insert the CD-ROM, switch on your PC and boot into the fastest Amiga ever. There is no complicated and boring installation. The development team of Harald Frank



(VMC) and Bernd Meyer even implemented native support for nVidia and Matrox graphics cards providing maximum graphics performance. Opening windows on the Workbench is so fast that you can barely watch it anymore.

With AMithlon you can even use your old Amiga hard-disk in your PC. Simply connect it to your PC, start AMithlon and that's it.

### AmigaXL for QNX - The most functional Amiga ever

The host operating system for AmigaXL is QNX 6.1. It is included in the package. QNX has many similarities with the AmigaOS. It has a micro kernel and the drivers are separate processes. Like devices and handlers in AmigaOS these can be dynamically started and stopped. This makes the system extremely light weight and resource efficient.

Features that QNX provides can directly be used within the emulated Amiga. This includes network functionality and multimedia features. QNX applications like the web browser Opera® can be started directly from the AmigaOS screen. One can say both operating systems work together seamlessly.

#### System requirements:

Athlon-, Duron, Pentium-, Celeron-CPU with 500 MHz or more. AmigaOS XL supports usual graphic, sound and network cards. A complete list is available on our homepage [amigaxl.haage-partner.de](http://amigaxl.haage-partner.de) or [www.amithlon.com](http://www.amithlon.com).

#### Contents and Pricing:

AmigaOS XL is delivered

## Eric Schwartz's Sabrina Online Marathon -- Episodes 181 - 190

Sabrina Online by Eric W. Schwartz ©2001



Sabrina Online by Eric W. Schwartz ©2001



Sabrina Online by Eric W. Schwartz ©2001



Sabrina Online by Eric W. Schwartz ©2001



Sabrina Online by Eric W. Schwartz ©2001



**Sabrina Online** by *Eric W. Schwartz* ©2001



"When was Zig Zag a scout?"

**Sabrina Online** by *Eric W. Schwartz* ©2001



"Where's Steve Irwin when you need him?"

**Sabrina Online** by *Eric W. Schwartz* ©2001



"Survival talk"

**Sabrina Online** by *Eric W. Schwartz* ©2001



"Twice the standard plot devices for your money"

**Sabrina Online** by *Eric W. Schwartz* ©2001



"The character shuffle"

complete with Kickstart 3.1 license, AmigaOS 3.9 license, QNX 6.1 and the emulator packages on three CD-ROMs. Recommended retail price is 299,- DM.

**Availability:**

The delivery will start about 41st week. Pre-orders are already taken.

**Distribution:**

Amiga dealers. You can also order from our online shop [www.amiga-shop.de](http://www.amiga-shop.de)  
 UK: Virtual Programming Ltd., Eyetech, Blittersoft, Analogic, Power Computing  
 Italy: Virtual Works  
 USA: Amiga Inc., Software Hut

**Opinions**

The first version already was attributed only the best quality and highest performance by the users.

*"We installed ImageFX on AmigaXL during a private meeting in St.Louis and the speed was amazing. It was like having ImageFX completely native on a fast PowerPC machine!!"*

Kermit Woodall, Nova Design  
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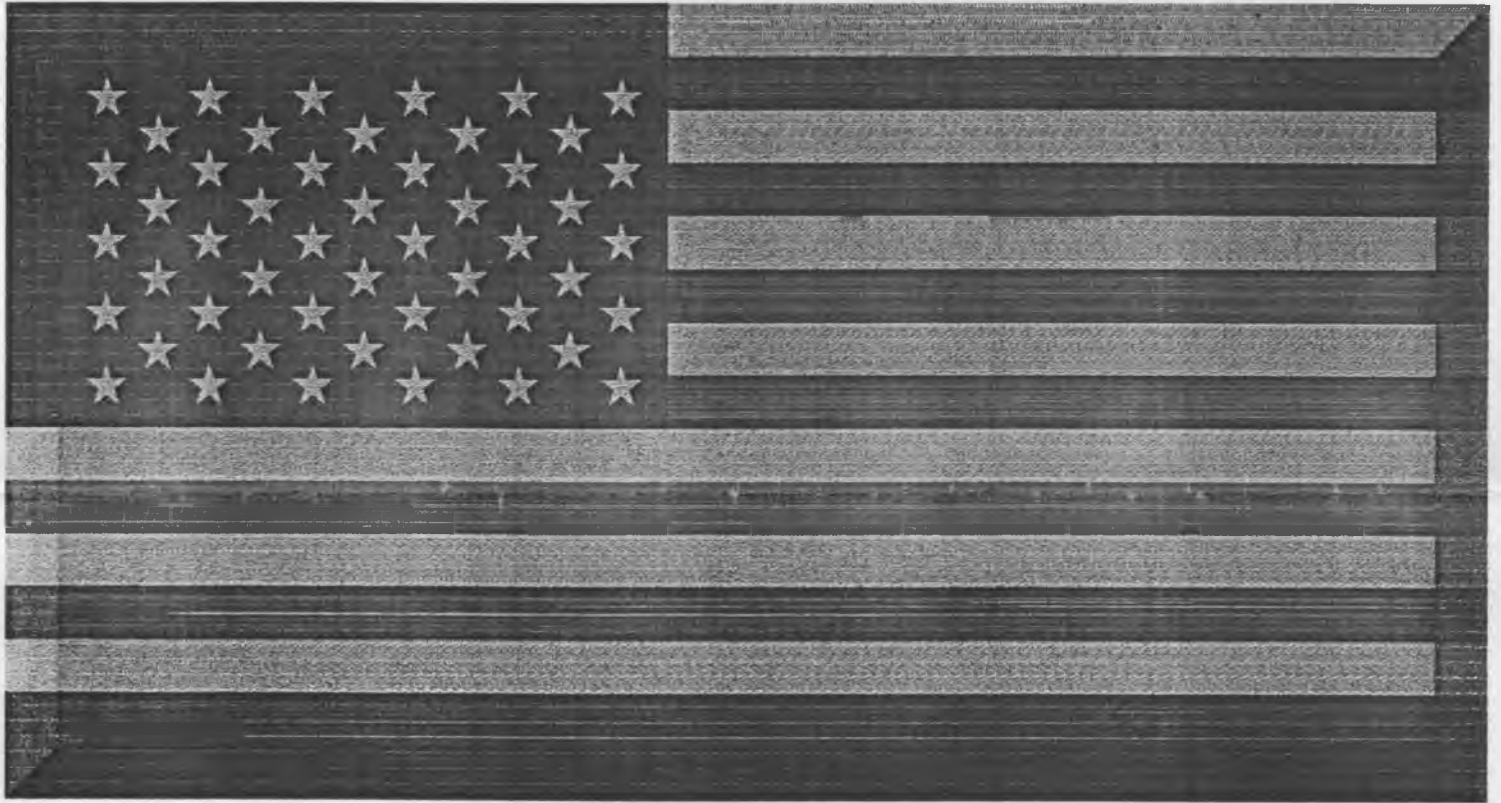
**Amiga Editor's ramblings**

The Amiga community is still arguing on weather or not the AMIthon is such a good idea. We shall see if it helps or hurts us in the long run.

As it stands, the expected release date for AmigaOS 4.0 is on November 1st. According to a source from Eyetech, their AmigaOne motherboards are supposed to be in production before then, so hopefully we'll be seeing the dawning of a new Amiga...

*We mourn with the rest of the world.  
Those of us here at the Amiga-Commodore User's Group #0447 offer our  
condolences and prayers to the victims of the recent Terrorist attacks.  
We pray that justice is served and that those responsible pay for their crimes  
against innocent civilians.*

*We ask that you show your support by whatever means you have.  
This can be to donate blood to even a simple display of the flag.  
Let them know that we will not be beaten.*



*Amiga makes statement about events in New York, U.S.A.*

*(Sep. 11, 2001)*

*"Today is indeed a difficult day for America and for the world.  
We at Amiga lift up in prayer the families of those who were killed and injured in the  
attacks today.*

*It is truly a sad day for all of us, and our thoughts and prayers go out to our nation's  
leaders, as they must now deal with this situation.*

*God Bless us, and may we be ever mindful of our blessings."*

*Bill McErwen*

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this issue. May be one one on the Cannon, before we can use the Optra. Then again that time period may extend for months. Sorry for not having this issue as promised in Post Script. Matters are out of my hands at this time. Then I really didn't feel much like working on anything after 11 September. Watched T.V. and monitored my many mail lists as news and rumours were presented for several days.

**SHADOWLAND:** Not a lot to report this time around. CommodoreOne area is discussing the File System and perhaps a 4 byte system for the directory(?) Jeri had to withdraw from the Vintage Computer Festival #5. Which later was posted by Robert Bernardo to be postponed. No new date has been set as yet. Chiefly because of the problems in transportation and public feelings of shock and grief at 11 Sept events. On that note. There was through the Inet a request for a 7pm eastern or local time. Candle Light Vigil on Friday 14 September 2001. Members of the A.C.U.G. were out on 29th and Marine with candles at that time. The Red Cross could use good work gloves, leather preferably. They will use thousands of pairs of them in the rubble removal. Not a C= issue I know but one of current importance. Word is to wait 56 days between giving blood. Best at this time to call ahead for a time. Many suggest waiting till the air traffic is working again, before donating.

Now onto what we are doing here at the A.C.U.G. Besides keeping in contact and spreading the faith of the C=/Amiga PCs. So many things that I can't remember what IS being done. I'm on the computer daily. Working on the BBS and the Inet. But here are some

last minute things to refine, add, and update.

Since GoDot is PD. I have gone to a German site. OK both sites are in Germany so to speak. This one is all written in German. There I have grabbed the GoDot complete and a short version. That one being full two sides with small dox file. Also 6 .D64's for GoDot. This now with what was grabbed in the last few days, makes the total of GoDot files to be put on or currently on the BBS to 47. There are some more for me to grab. I can't test all the files. As I don't have the art files for some systems and art programmes. They are going up un compressed. Except for the .D64 files. I will gain in my Data Steal, the E.P.S. Encapsulated Post Script art files. Along with other art files that are listed in separate directories. After the main upgrades and additives are collected.

My Zip Drive project for the group is now on hold. Buying the wood and nails for the shop. Plus budgeting for the other material, licenses, account and moving costs. These eat up the money problem. So looks like it will be next year before I can do the Zip Drive. Mad Max is experimenting with something called a Jazz Drive on the C=. So I'll end it here and see you in the matrix and at the meeting.

**UP**September 14, 1901:  
Forgot to mention that we also have on the BBS. A character editor file for Wastland. By Eagle Soft.

Next Meeting 21/Sept/Olce  
At the Kibbutz 7:pm  
Demos and Smokers welcome  
Got Coffee

Chancellor: Sensei David Mohr  
Treasurer: Gary Dupuy  
C= Librarian: Imperial Warlord  
Aniga Librarian: Mark Reed  
Editor: Lord Ronin from Q-Link  
Deputies: #30 & Vixen

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