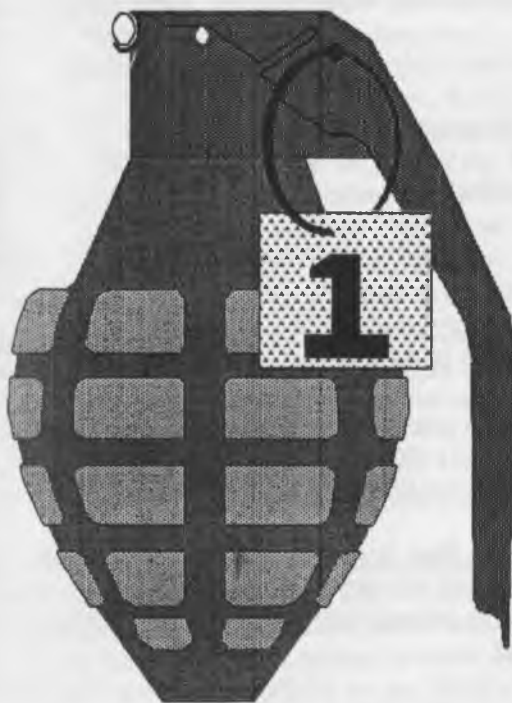


Found on a Disk in a Collectio

The Village Green

COMPLAINT DEPARTMENT

TAKE A NUMBER.....



PLEASE.....

✓ A.C.U.G. OFFICERS ✓

- ☐ *Chancellor*: <Sensei> David O.E. Mohr (Go-Dan)
- ☐ *Treasurer*: Gary Lee Dupuy (Minister of the Coins) <#5>
- ☐ *Amiga Librarian*: Mark E. Reed (Go-Kyu) <#4>
- ☐ *Commodore Librarian*: Imperial Warlord (How did we get so many disks?) <#2>
- ☐ *Minister of Propaganda*: Lord Ronin from Q-Link (Fearless and may be mindless editor)
- ☐ *Deputies*: #30 (More to PET Translate) Vixen <#3> (Fem, can't read LR handwriting)
- ☐ *Amiga Emulator Representative*: Scott Farly <#16> (The what goes to Where?)
- ☐ *SysOp*: Lord Ronin from Q-Link <#1> (No life beyond the BBS)
- ☐ *Web Master*: Lord Alberonn (Gotta fix it someday)

A.C.U.G. Policy

Founded in 1978ce as a PET group. Over the years we have grown through the *Commodore* and the *Amiga* PC lines. Now in our 23rd year. We are still promoting these PC lines. Giving support to new users and learning from old users. Now accepting *emulator* users as well to help them learn true computing.

There is a BBS that is open to the public and extras for **ACUG** members. Vacuum Tube BBS: (503) 325-2905 300-14.4Kbps. CG in 40/80c Ascii in 40/80c Ansi in 80c. On-Line Games, files and message base. Part of the *new* Omni Echonetwork. Running the Omni BBS system.

Month is released our Newsletter The Village Green and a montly club disk in 1541 format is for sale to members. The Penny Farthing currently sells for 75 cents a disk. Newsletter is part of the membership cost. For more information. Feel Free to write to the group at 623 29th Street Astoria Oregon 97103 USA Or e-mail on the BBS or to lordronin@videocam.net.au.

⊙Next Meeting⊙

17/January/2002ce.

7:00p.m. at the Kibbutz. Got Coffee. Demos, Visitors and Smoker Welcome. Cramped for the moment. Hope next month to be in new location.



⊗ Notes from the Meeting of 20/Dec/01ce ⊗

☛ Open: 7:05 p.m.

☛ Newsletter: Approved

☛ *Chancellor:* Not a lot for Sensei to discuss at the meeting. Past few weeks of holidays for the different faiths. Slowed things for all around here. he did mention that Lord Ronin needs to make the editorial on what happened at the convention and the Commodore. As it didn't make it to the last issue as expected. #16 is working on some writings for the Newsletter that should appear in the January issue. *<Editor Note: Space in the Amiga Section with the new announcement pushed #16s article to next issue>*

Newsletter exchanges were weak this last time. M.A.C.U.G. arrived. But they apparently didn't receive our Village Green by the time their Newsletter was put together. The did mention one of the pervious parts of the Wasteland Walkthrough. Which Sensei suggeste be increased in page count for the Village Green. *[Editor Note: #30 agreed and redit several installments. First one is in this issue]* Much was said about the Colour Cover for the December issue of The Village Green. Lord Ronin explained how, what and why he did it for the issue.

Plans for the new location of the shop/ACUG GHQ again were discussed. Funds being part of the problem for this time of year. Work is scheduled to happen in January and opening expected in February. *(Editor Note: A section of the shop walls were vandalized and that will make matters worse for the moment)* Things generally slow at this time of year.

☞ *Treasurer:* Still \$6 as Lord Ronin is leaving the seed money alone.

☛ *Commodore Librarian:* Last month for the **Phantasie** series. This being #3 and the end of the Trilogy. Next month we expect to bring forth the Metal Warrior 2 & 3 on a double sided disk. These being just recently fixed for NTSC users. Note that the blank disk collection is very low and new ones will need to be found. #16 brought over some he found. These ned to be teste for compatibility for our DS DD softsectored systems.

☛ *Amiga Librarian:* Lord Alberonn has been working with Linux on the Amiga. He quote many things for us on the Amiga field. Bad news is that at the time of writing this missive. His quoted notes are lost. Good news is that he has in the Tally Ho! section some important Amiga news from Amiga.

☛ *Editor SysOp*: Most of this time was spent on making the edition for the Commodore MailLink. That will be posted in January. Not enough articles arrived to fill up the magazine. I had to write a lot myself. Then add to all of that again. Also don't have a March Editor for that edition. So I will be doing two in a row at least.

Our last issue was a big experiment. I'm glad that it came out as it did, not too bad. I won't mention the problems that I know are in it. <BG> The cover was printed through the Optra. By that I mean every page. The one of Judge Death, Officers section. Mailing page and the inside colour pics. Made 20 copies. Was afraid about ink supply. Did I set it up right? Took some time to make it to the printer. Made an error on the second run. Didn't have the paper in correctly for the turn over. Fixed that and then ran 20 copies. So every one that receives a copy of our Village Green has one with the colour cover. This can happen from time to time in the future. Not as hard as I expected it would be, just a bit ticky with my skill level.

I made a sample copy of the new **A.C.U.G.** application form. This is also in a booklet format. Two pages of information on the group and our resources. Then a page for the Commodore user, including Emulators. One page for the Amiga user and Emulators. Giving a four page booklet. In this way we can have the application form. The member can have the hand out of the groups background and stand.

BBS: #30 has been picking up some files for testing. He has a good supply of games to test. But a new wrinkle has crept into the formulae. A few bad files on the DL areas have been found. These in the Tomes & Scrolls area. We wanted to re-work them any way. #30 will be checking out areas 1.91 The Manuals and area 1.90 the Walkthroughs. More on that later in the Ramblings.

Just before the meeting. We gained contact with Mad Max. He has new ideas and sent a couple tests to us. These need to be fixed. So he is working on that from his end. If all goes well it could be some superior tools for me to use on the BBS. Maybe a new game. At least now the Echo Net is working again.

→ *Deputies*: As state in the SysOp part. #30 has started the work again on the Text files. DL-ing many for testing. Priority is given now to finding the problems on the BBS files before we add new ones. Part of the problem is the tools I used originally for translation and the method I did for the job. We have smoother tools now and superior compression units for single drive users. As relates to the text files. All will be .SDA and in PET.

Vixen is attempting to find papers. This is now dropping to finding disks with text information for many projects. Not an easy task. Since everything was literally piled in the computer room when the shop closed. No classification at all.

▼ *SIGS*: Season of the year slows all down. Plus it is frelling cold. <BG>

PRG: Real slow at this time. A little has been done in looking at programmes and understanding something that we see. Ideas forming at least.

RPG: Move from our original purpose of testing the games for the review. Now merging more into the PRG group. As we want to improve and create the On-Line Games for the BBS.

GEOS: Work with the REU. Now that #30s kitty returned it to him <VBG> moe work on the scattered collection of Geos disks. Sorting files from the mass of disks. Work on some PC sheets for RPG and PBEM work. Translation work from Ascii to GeoWrite to Pet.

❖ *Demo's/Discussion/Close*: Used disks and some of what to look for in finding them. Reading the information for Soft Sectorred, Double Density disks. Lack of a ring hub is a sign the disk is most likely not soft sectorred. Closed at 8:23p.m.

The Wasteland walk through: part 5

Converted and edited by #30

* Room 18 - use "roomkey #18" to enter! Laurie will ask for the message you gave Ellen or her response to you! Justin case you forgot ("urabutln", "uraqt2"), you can get a "servo motor" in the "Housekeeping" area, take it into room 18 to "redeem" yourself/prove "trustworthy". Laurie says "You're all okay, take the items on the table ("loot") to help you free the town. Hostages are on Third floor, back stairway in file room goes direct, the door is not well protected, and the Court House password is "muerte"!

* Note, if you use "picklock" on the door or break-in, Laurie is "hostile" and as she dies, she says she "could have helped you"! ("loot" would be pistol, cash, and servo motor.) You've still got a chance to find the "passwords" to the Court House if you use the "secret" entrance. Now the other rooms, in order, from the south-east corner.

Room 10 - use "picklock" to open the door, this is your room - sorry, nothing here!

Room 11 - use "picklock" to open the door, than kill the outlaws & dogs, see figure in corner by bed (a bum), ask about "Court House" or "Secret", get info about "secret entrance" and bum "passes-out".

Room 12 - use "picklock" to open the door, see the figure by the bed (people just watching the writer) and a figure by table (the writer). Walk on the figure by table and the others "come alive". Then you can kill them for loot.

Room 14 - use "picklock" to open the door, than kill the "madman" by the bed/table. Find more loot under chair in the corner.

Room 15 - use "picklock" to open the door, than kill "Squint", the outlaws, & dogs. Use "perception" and you will reveal more loot on table in corner. <Note: use "perception on the tabel or you won't find the loot.>

Housekeeping - use "picklock" to open the door, than use "perception" on shelves for "chemicals", use "picklock" on the cabinet for the "servo motor" (which you now have no use for!), kill the "housekeepers", ignore the 2 characters (bums) in the passageway beside you.

Room 16 - use "picklock" to open the door, sorry, nothing here!

Room 17 - use "picklock" to open the door, find loot under the bed (should be about \$100)

Room 19 - use "picklock" to open the door, sorry, nothing here!

Room 20 - use "picklock" to open the door, than kill the outlaws & dogs, find the "booby-trap" on the bed, use "bomb disarm" skill to disarm the booby-trap for more loot.

<Note: the loot is the boobytrap you disarmed. :->

Lobby - If you want a "key" to your room, go to clerk/desk and ask for a "room". Get a "passkey", but it's useless - why bother? ("passkey" opens doors, but using "picklock" will help "develop" your "skills!") "climb" over the wooden railing ("clerk" warns "dogs will get you"), kill dogs, kill the "clerk" for loot. The "dying clerk" (if you take the ammo clip) warns the "booby-trap will get you". Regardless, approach the file cabinet and notice the "booby-trap", use "bomb disarm" skill to disarm the "booby-trap", then use "picklock" to open the file cabinet for more loot! If you had a "sledge hammer" you could "smash" a hole through the "railing" and walk through the opening or "smash the whole "railing" if you're really feeling destructive! That's it for the Stagecoach

Court House

Exit the Stage Coach Inn through the main entrance by the lobby. Go south, then east on Gray Bear Road, then north to the corner of Hell's Highway & Quail Trail. There's the Court House!

Floor 1 - use the "password" Laurie gave you (muerte) when the guards stop you at the entrance! Once inside, go west to the Atrium, open the panel in the northern glass wall of the Atrium. (you can "climb" the vines here and "break glass walls" with a crowbar, but don't bother.)

Go through and find "secret tunnel" to the Stage Coach Inn, go through "tunnel" and one of the figures (bums) runs away. (now only one snake squeezin is needed!) Okay, back through

Amiga Executive Report - Late December 2001ce Happy Holidays!

I know that it has been months since you have read something official from the Amiga team. This is not because of lack of activity; in fact, far from it. Whether it is raising money in the US, joint development with partners in the Far East, or developing Amiga2D in Sweden and New Zealand, Amiga is truly a global, 24 hours a day company.

First, we would like to say thanks to every one of you for your continued support. It has been a challenging year and Amiga continues to fight battles in this depressed technology market. However, even in these tough times, the true spirit of Amiga and the community has come shining through. We are very happy with our partners and are looking forward to a great future together in the year ahead.

There has been confusion regarding the future of Amiga. Some members of the community are spreading rumors and even going to the extent of hacking web sites, to post false information. Remember, if you do not read it on the official Amiga website [<http://www.amiga.com>] or on the developer website [<http://www.amigadev.net>], consider it rumor and regard it with appropriate suspicion. If you have any concerns, contact the team or me directly. Let us address any issues that you might have. We will answer. It might not be what you want to hear, but we will address your concerns.

Amiga is here to win! We will win big by attacking segments of the market, where there is a clear opportunity for us to have a significant impact and achieve defensible business. The opportunity for Amiga is stronger than ever. With our two-pronged strategy, of AmigaDE as the universal content system and the AmigaOS as our desktop, workstation and server, we can offer a complete solution for the home, the office, the school or wherever digital computing needs exist.

The Amiga team and I are in this for the long haul, as we know that Amiga can succeed. All of our marketing contacts, our business contacts and, our developer contacts are telling us that this is the time for Amiga. We have seen potential partners, content producers and even companies, in our own business park, disappear. However, Amiga is still in business. As the US economy begins to recover, we are leaner and stronger than we have ever been.

One of the strengths of Amiga is that the Amiga team really extends far out into the world through the users, developers, and dealers. Success for Amiga is success for all of you as well. For too long, the Amiga community has not had anything to be proud of. However, with the launch of our first AmigaDE based products, it is time for the whole Amiga team to work together again. At the end of this update, I am going to ask for some help from everyone because only by working together can Amiga move forwards.

For those of you hungry for specific news, here are some updates:

Amiga Digital Environment:

The Amiga DE Player 1.0 for both Windows and Linux is now ready and shipping! We have a new website for AmigaDE [<http://de.amiga.com>], which will in the not-so-far future become a user focal point for everything AmigaDE and we encourage you to visit, participate, and spread the word.

The AmigaDE Player is the first step towards our vision of the Digital Habitat, being the launch product for the AmigaDE (Digital Environment), a set of technologies that brings users and their content together regardless of the digital device they choose to use. The AmigaDE has been targeted directly at the user who wants to be able to experience content on any of their digital devices, without having to worry about which of those devices work with that content. Whether the content is an application, a game, music, video, email, or whatever, with the AmigaDE Player the answer is that they all do.

In the coming weeks, many more applications will be released. Third party developers are currently working on products that will scale up to and expect desktop capabilities. Bittersweet, Edivision, e.p.i.c. interactive entertainment, Kaliko, Matay, Pagan Games, Ruksun Software, Technomages, Titan Computer, VecTrace, Zeoneo, some companies yet to be announced as well as many individuals, are all working hard to take advantage of the DE opportunity.

We are looking forward to seeing more people join the ranks of the more than 3000 developers already developing for Amiga. Amiga and our partners will be issuing press releases over the next few weeks as the momentum builds. We will be introducing these new and existing companies. For more information, see the developer website.

What does this really mean? Many of you ask the really important question "When can I buy one of these new AmigaDE enabled devices?" I can tell you that Sharp will soon be shipping their device. Tao Group and Sharp have selected Amiga to provide all developer support for intent on the Sharp SL5000D. For more information on how Sharp, Tao and Amiga are working together see the intent-sharp website [<http://intent-sharp.amigadev.net>].

Eric Schwartz's Sabrina Online - Episodes 210-Xmas '01

Sabrina Online by Eric W. Schwartz ©2001

"A little give and take"



Sabrina Online by Eric W. Schwartz ©2001

"No tickling required"



Sabrina Online by Eric W. Schwartz ©2001

"Sometimes a Rollspike is just a J-5"



Sabrina Online by Eric W. Schwartz ©2001

"Beware your boss this holiday season"



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

I have also just signed a contract with one of the largest Set Top Box companies in the world. Unfortunately, I will not be able to give out the name until the second week of January, but you will be pleased.

AmigaDE is now running on numerous other devices. Many of these vendors are working with us on making these products a reality, in the first quarter of 2002. [Ed Note: The site had links to MPEG movies of the AmigaDE running on these systems/devices: Sharp Collie, Gateway, iPAQ, Linux, Myfriend, Psion, Vadem, and last, but very least-Windows.]

AmigaDE SDK 1.1

With the AmigaDE moving forward and the AmigaDE Players released, we can now concentrate on moving all of the developed technology into the new SDK. Many of these technologies are already in beta and are being tested by members of the Amiga Developer Network.

For instance, our new Ami2D services have been available to a select few for two months now. In fact, Pulsar Interactive's new AmigaDE game, Gobbler, was written using this technology. Ami2D is a very exciting development, and I believe that it will give DE developers a definite advantage over what other products can offer.

Even more exciting, working closely in conjunction with our partners at Hyperion, Ami3D is advancing towards the release stage. I have seen screen shots of the new Ami3D in action, and have stared at screens throwing solids around and bouncing off walls. This is great news because with the portability of DE application and the new 2D and 3D services, AmigaDE developers will be able to demonstrate their creativity.

There is great excitement here concerning some of our new scaling technologies that are going to provide Amiga applications with even more flexibility and more capabilities than ever before.

I know many of you have read about the progress of SHEEP, our next generation programming language. Yes, it is a scripting language but it is also far more than that, and can be used to do anything, from writing small scripts and macros all the way up to creating full fledged applications. It will be a great addition not just to the DE, but also to application development in general and we are very proud of it.

Add to this a new look interface, intelligent icons, new development environments, an amazing descriptive interface service called Prism and a boatload of other stuff, and the new SDK will provide developers with a real taste of the future.

While contract negotiations are always under Non Disclosure Agreements, I can say that with the OEM's that we are working with, and the soon to be released devices that will utilize DE technology and content, then it could well be a merry AmigaDE Christmas.

Amiga Desktop Progress and a new Surprise AmigaOS

The AmigaOS is a crucial part of our future. I have emphasized this sentence because I want the Amiga community to repeatedly read it and burn it into their hearts and minds. We will passionately and vigorously develop AmigaOS into a world-beating product. Moreover, we passionately and vigorously will defend it against anyone who would try to damage, demean, or seek to take illegal advantage of AmigaOS for their own ends.

I want to apologize for announcing in St Louis that new AmigaOS products would be available on November 1. I did this with the best intentions but many factors have contributed to this slipping, some bad, such as the financial squeeze, compounded by the September 11 atrocity, some unexpected, such as the announcement of the G5, and some good, such as the advances in the next generation development that have made us rethink our transition.

The transition between the AmigaOne and the succeeding generation of the platform requires careful management. We have studied transitions on other platforms to ensure that we try to do what others did right and not do what others did wrong. The transition requires in depth knowledge of AmigaOS3.x software and the classic Amiga hardware and we are relying heavily on our partners, as you will see below.

Another team is developing the next generation Amiga entirely and its design and information is being kept a secret. This is to keep down the rumors and keep the teams focused on getting AmigaOS 4.0, AmigaOne, and AmigaDE to either their first ship or next release.

Hyperion, Eyetech and the other teams in this partnership are very busy and there is a great deal for all of us to do. Believe me there is no better-dedicated team in the world on getting it all done. With this said and in order to alleviate the long periods of silence that may result because of this, the executive updates will start to appear once a month, so that we can share what we can with you.

However, in order to let you know that this is not just noise, Amiga has engaged a partner company from the outside that brings us incredible depth, and has a long history of creating the best of the best in designs. The company is Design Genetix, and the team has already proved to us to be a great fit for our next generation designs in hardware, and will assist us with third party manufacturing.

Design Genetix has garnered over 400 product awards, while launching hundreds of portable, desktop and server products. They have experience in growing product lines from \$2.4 billion to over

\$17 billion over five years.

AmigaOne

Eyetech and their team are making excellent progress with the AmigaOne board. We have seen the work that is being accomplished on the case design for an AmigaOne and an A1200. This project is entering its final stages, and we are delighted to be a participant. Yes it has been a long wait for the next generation of Amiga capable hardware but be in no doubt that the AmigaOne is very real, will be a product that you can buy, and on which Amiga will grow into something of which we can all be proud. For AmigaOne information, see Eyetech's website [<http://www.eyetech.co.uk/news.php>].

AmigaOS 4.0

AmigaOS4.0 will see the software environment moved onto the AmigaOne where it will be enhanced to take full advantage of the new hardware capabilities. AmigaOS4.0 will offer exceptional performance increases, due to removing a large number of the physical dependencies on the A1200/A4000, increased stability, due to a 'from scratch' hardware design and great new features that will allow developers to leap forwards in terms of offered applications.

To allow Amiga Inc to concentrate on the next generation AmigaDE, and because of the tight integration of AmigaOS 4.0 with the Eyetech AmigaOne product, we have outsourced the project management of AmigaOS4.0 to Hyperion Entertainment, one of the most respected software development companies in the Amiga community. For OS 4.0 information, see Hyperion's website [<http://www.hyperion-entertainment.com/amiga/index.html>].

They will work closely with Eyetech, Haage and Partner and all our AmigaOS partners in the project, ensuring that the AmigaOne and AmigaOS4.0 combination reaches the market in a timely manner and as a quality product. For Haage-Partner information, see the Haage & Partner website [<http://www.haage-partner.com/support-e.htm>].

Conclusion

Newcomers to the software industry are often unaware of the impact that Amiga had on the computing industry. But with the launch of the DE Player, and seeing all the new content, as well as the AmigaOne and OS4.0, this is starting to change. We are working hard to accelerate this process and each of you can play your part in ensuring that your computer and your community are successful.

I say this to you because I need your help. I need all of you to remember those who used to come to the meetings. I need you to remember those in your office, or neighborhood who run Windows or Linux. I need you to look in your local papers and see who writes the business sections, and who writes the technology sections, and I need you to tell them about AmigaDE.

I need you to tell them about a technology that allows the same content to run without change on various devices. I need you to tell them about how they can use Linux or Windows, and run Amiga content on either machine. I need you to remind them that most of the current content is for PDA's and to ask them to compare what they have seen on PDA's and other handheld gaming systems to what the Amiga community has been building. In addition, I need you to support the developers who are creating content for Amiga in every way possible.

I know there are thousands in the Amiga community who want to help. I get email messages daily asking how you all can help. Well the AmigaDE Player is a big step for us, and for the many developers who have created content for it. Thousands more are working on new content! For those who have the DE Player buy a game, and then give us feedback. This is the first step in our journey forward, and our first step together towards that future.

There are many amazing things happening at Amiga, and over the next six months, all our hard work will slowly start to emerge into the world. I want you to know so much, but for many reasons, I simply cannot tell you the bulk of what is going on. Just be assured that my team and I are putting our lives and our souls into Amiga and that your patience and loyalty will be rewarded.

For now, I need your help in spreading the good news about the AmigaDE Player. Its simplicity makes it ideal for senior citizens, parents, and children, people who have a computer, enjoy games but who are terrified of the technology. Its portability makes it perfect for developers who want to reach as many markets or as wide an audience as possible.

Go to Amiga's website, purchase some of the games, and then tell everyone you know how Amiga is binary portable; scalable, and able to provide the same content on numerous different devices and products, there is no one else that can show a product like this anywhere. Be Proud and show it off.

I promise you that it will not be another 6 months before you hear from me again, but it was only because there are only 24 hours in a day and we have been putting in 36 hours a day making it all happen.

Merry Christmas, God Bless, and bring on 2002!
Bill McEwen and the rest of the Amiga Team

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Last words and apologies...

Due to the size of this executive report, an article from one of our members got bumped to next month. (You know who you are, you have more time to work on it.) I also apologize for the tiny font.

"tunnel" into the Court House. Continue west, and kill the outlaws in the west end, use "picklock" on the door to north, kill the dogs. At this point either follow Laurie's instructions - use "safe crack" on the "vault door" and go upstairs to the "third floor" to "rescue the Mayor".

However, you may enter the "wrong" cell first and "miss a chance" for loot (\$1,000) when a "prisoner" runs off! Instead of going through the "vault" to the south stairs, go up the stairs to the north - to the second floor! (reason: on floor 3 there are four jail cells - the "Mayor", a "hostile", an "empty" cell, and a "prisoner" who will "run off" when you walk on the bed. "prisoner" from the empty cell is being "tortured" on floor 2. IF you rescue him before entering the cell with bed, the other prisoner will recognize him and leave a reward ("loot" - \$1,000.) for his rescue before he runs off!)

Floor 2 - go south, (don't continue up the stairs!), if more guards ask for the "password", tell them "muerte", other wise just kill them when they appear. Go east, past the "thugs" standing in the hall, to the second door to the north.

* Walk through the door and "overpower" the "sleeping guard"! If you succeed, you're ok! - but, if the guard wakes up and more guards appear, "quit" the game, but don't "save" it! (the "hostage" is "dead", try again! Early in the game one of your rangers must have the "silent move" skill to be successful. If your rangers were much more experienced, they could succeed without any "silent move" skill!) Go through next door, kill the guards, the "tortured hostage needs a drink fast!" - "Use" a "canteen" to revive/save him! (These are the "triplets" who have the "combination" to Ugly's vault - per the info "Scott" gave you.)

* (Remember Donald Duck's 3 "nephews" - Hewey, Dewey, & Louie.)

* You can "recruit" the hostage now or later, just be sure he's with you when you enter the "cells" on the third floor! When you recruit (hire) - "Dan Citrine", he says that he and his father hid their "cash" under the "outlaws noses"! "Trade" all of Jackie's "stuff" to Dan Citrine! Equip Dan Citrine with the leather jacket & knife! Have Snake Vargas - pick up, and equip him with the bullet-proof shirt! "trade" the leather jacket to Jackie! Have Jackie "equip" the leather jacket! Have any ranger pick up the loot (jewelry) here and see the info (combination to the hide-out "safe").

Use "picklock" on the other doors on the 2nd Floor, kill any guards/outlaws you encounter. See the desk in the large room to the east! A "piece of paper" on the desk shows the passwords for both the "Court House" & "Hide-out". Use "perception" on the "desk drawers" to find loot - take the "snake sqeezin" to "bribe" the "last bum" standing in the "secret tunnel" to the Stagecoach Inn!

* Go back to the "thugs standing in the hall" by the glass atrium (your "confidence or bureaucracy" skills can get you past them). Use any other skill or attribute on them. Then, you can give them the password (muerte). Any "wrong password" causes them to be "active". Kill

them and the "gunmen" that appear further to the east and west for more cash and ammo! Continue up the stairs to next floor - "save" the game, but don't exit the game.

Floor 3 - approach the guard by the door, along the glass Atrium wall. If the guard stays, kill him for loot, take the cash, but leave the sonic key behind! (he may just say that it's about time you returned the "prisoner" to his cell, open door for you and leave.)

* If the guard opens the door and leaves - exit the game without saving - try again! (this may raise a "confidence" or "bureaucracy" skill level, but you miss the "extra loot".) (You may have to approach with only one ranger to have the guard stay! Kill the guard for the "loot", then regroup your troops!) Use "picklock" on the door where you killed guard. Use "picklock" on the four jail-cell doors:

1) note graffiti (password) on wall: (Darwin = Proteus)

2) kill "wacko prisoner" who attacks you!

3) rescue (hire) Mayor Pedros - Jackie "trades" all her "stuff" (just a Leather Jacket) to Mayor Pedros! Equip Mayor Pedros with the Jacket!

4) (With "Dan Citrine") enter the cell, and walk on the bed, a prisoner see's Danny and says "Thanks for rescuing my, son. Here's your reward." before he runs away. (loot \$1,000.) "picklock" the doors on two rooms to the west, sorry there's nothing in those rooms!

Next month we conclude the courthouse and start on the hideout. <VBESG>

SHADOWLAND

Clips+Jos=Wings

From: "MihailJOS" <hannibal@videocam.net.au>

Hy Guys This was taken from www.c64.sk **CLIPS** and **JOS** join forces - **WINGS** is born!

Officially announced on the recently held **VISION** party: In an effort to develop an efficient and feature-rich operating system for the Commodore 64 with SuperCPU, Protovision strikes back with another major breakthrough: The two formerly competing products, **CLIPS** and **JOS**, now join forces! **PROTOVISION** brought together the main coders of both systems, Jolse Maginnis (**JOS**) and Chester Kollschen (**CLIPS**), who virtually shook hands on committing their power to one common project! This means more efficient development, a bigger platform for applications to base on and finally a much better final product for the C64 community. **JOS** already features: Unix/QNX like architecture, Microkernel, Message Passing, Multitasking, mountable devices, IDE64 support, digidriver and MOD player, modem driver, working TCP/IP stack, PPP dialer, IRC client and much more. **CLIPS** already features: Plug and Play hardware detection, CMD drives native support, extremely fast and powerful GUI, Multitasking and Multithreading, file browser (Pathfinder), Drag and Drop, Basic Shell, configurable desktop and much more.

Now imagine the **BEST OF BOTH WORLDS**: The new operating system: **=WINGS=** is born and will take you and your C64 to new heights. Visit these websites for more information: <http://jos.sweetcherrie.com> <http://www.clips64.de>
<http://www.protovision-online.de> <http://www.vision64.de.vu>

From: Todd Elliott To: Homestead@videocam.net.au
Subject: geoZIP v0.7 bug fix for Wheels 64

I confirmed that there was indeed a bug that prevented geoZIP v0.7 from running in Wheels 64 systems. I removed a piece of code to conserve codespace and the removal affected geoZIP's operations in Wheels 64. I have already uploaded the fixed version of geoZIP v0.7 to Pasi Ojala for his Gunzip-GEOS website. It should be posted at: <http://www.cs.tut.fi/~albert/Dev/gunzip-geos> Pasi will change the date on the site to reflect the new upload.

Wheels 64 users with SuperCPU's will want this version. Wheels 128 users with SuperCPU's can continue to use their geoZIP version, or download the latest version including the Wheels 64 bugfix. My apologies for rendering geoZIP inoperable in Wheels 64 mode.

From: Todd Elliott To: Homestead@videocam.net.au

I'm posting some fairly significant news affecting our Commodore 64 platform. Namely, Google, a search engine, has uncovered a treasure trove of Usenet articles dating back to 1981. This means that you can research nearly 2,500 articles in the net.micro.cbm newsgroup for any Commodore information and over 110,000 articles in the comp.sys.cbm newsgroup!

Want to find news and information straight from Commodore Business Machines? Just check out the net.micro.cbm archives and you'll see postings and writings direct from Commodore engineers themselves. Pure historical information can be found in net.micro.cbm and comp.sys.cbm newsgroups and I'm grateful for Google in preserving such information. Let's hope that this treasure trove isn't lost again. For more information on newsgroups and comp.sys.cbm, check out: groups.google.com

From: Cameron Kaiser To: homestead@videocam.net.au
Subject: Secret Weapons of Commodore 10th edition

The 10th edition of the Secret Weapons of Commodore has been released, a collection of articles, photographs, specifications and lots of conjecture on unreleased, rare or unusual Commodore peripherals and computers. Here's what's newly discovered

* New entries: * The Multi-User Cash Terminal Register, with pictures! (thanks T.J.T. van Kooten) * Microchess for the Commodore 64 and KIM-1! By permission of Peter Jennings, the original programmer, the source code and hex dump of the original Microchess is available for download, along with a port to the C64/128 by yours truly authorised by Peter for those without a KIM-1.

See also the Chessmate entry! (thanks Peter Jennings, Paul Foerster)* New pictures: * The VIC-21, including badge and box (thanks Bo Zimmerman)* TV Game 200K (Bo encore)* Ultimax MiniBASIC portrait and screenshot (thanks RaYzor)* Updates: * History of the VIC-21 (Bo double encore)* Updates to the 900 entry, including new photos link, cleanup of the history of the Z8000/80000, and footnote about the ZEUS (thanks Claus Schoenleber,

Tony Duell, et al.)* Hardware information and complete history of the Chessmate thanks to its original creator (yes, Peter Jennings created the Chessmate too)* Analysis of the VIC-1001 ROMs vs. the VIC-20's (thanks Marko Makela, William Levak)* Where Agnus really came from (thanks Jim Williams)* What ICS means, Amiga graphics notes (thanks Ville Jouppi)* Where to find Magic Voice 6525 chips, and another MV cartridge(thanks Nicolas Welte, Nick Coplin) *various custodial updates The URL is, <http://www.retrobits.com/ckb/secret/>

★ Lord Ronin's Ramblings ★

A lot less Dave and Mohr information from others, in this issue. #30 increased the count on the pages for information on the Wasteland Walkthrough. I increased the Shadowland section. Using the same format I did for the Commodore MailLink. Though I doubt that this is going to make the spell checker. As it is exceptionally late this month. Too many projects for others pushed this off to the side and I honestly lost track of the time.

What has happened since last issue? Tonnes of things. Most are the small daily C= use sort of thing that you don't exactly remember. But know you did something with the C= that day. Mainly that is what I can say. Worked on the C.M.L. as I write this I have more to do for the disk version. Tried to sort out into piles the computer room. But the Terror Kat and the Undea one. They came up with their own mode of sorting. Someplace they hid the notes from last meeting.

Inet: Shadowland here is from the Inet and mail lists. Foun a way to bring the file directly to me. Then sort it out. Works like this. I select the msg from the lists. Sending them to a folder on videocam. Then a bit later I go over them again. Selecting ones that are still timely. A few become outdated before I need them. The selected ones are then exported to the home directory. From there I Y-Modem DL them to SCPU RAM. Next they go to the holding area for future use. This future use is started with Wrong is Write V7. I do have V8 on the Laser Lover's Disk from Dale Sidebottom. Just haven't brought it over to my tools yet. Anyway this tool converts the ASCII from the e-mail msg into GeoWrite. I use the GeoWrite 2.1 format for my work.

Now I just send the converted file into GeoWrite 128. Format for full justification. A new idea I am trying for the booklet size. Center any lines that I fell should be, like topic headers. Next the font is selected. I have the LW Fonts from the Geos Disks and they will work. I also use the ones that Dale has on the Laser Lover's Disk. Most are the same with a different name. I grabbed some LW fonts from funet.fi. BTW: for non Geos users. The LW stands for Laser Writer. I have yet to work on the cable for the CD unit to read the disk the I got from sunfish. I know that it is Ok as it was scanned on the fixed CD unit in the Amiga. On this disk are many tools and over 1000 fonts. IIRC.

At this point, all I need to do is insert the siles into the main newsletter. This is done using the highlight and copy command. Then I open the main file and paste in the page

or pages that I need. More next issue

Found in Disk Collection I bought

VAMPIRELLA



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