Grand Opening

of the Village BBS

Open 24/7

Commodore Support

Amiga Support
Role Playing Games
Support
Files/E-Mail/Games
Message Bases/PBEMs
Ring us at
503-325-2905

The Village Green

BCNU

July 2002ce Issue

A.C.U.G. OFFICERS
We didn't run fast enough

Chancellor: Sensei David Otto Edward Mohr

Treasurer: Gary L. Dupuy *<BBS ID #5>*

Commodore Librarian: Imperial Warlord *<BBS ID #2>*

Amiga Librarian: Mark E. Reed *<BBS ID #4>*

Editor/Sysop: Lord Ronin from Q-Link *<BBS ID #1>*

Appointed Officers: *Those that got conned on second draft.*

General Assit. Magazine inventory, Disk testing (+): #30 on *BBS*

Girl Friday: Vixen *<BBS ID #3>*

Amiga & Commodore Emulator Representative: Scott Farly *<BBS ID #16>*

Error Trapper on what L.R. does: Sharon Walker [WareCat] *<BBS ID #23>*

A.C.U.G. POLICY

Real simple, we don't support the copying and or distribution of supported material. Everything else is fair game. Their loss and we shouldn't be left out because of their lack of interest. We support the activities of those that work in hardware and software to expand and continue on the vector of the Commodore.

We print our own works and the works that we find about. Whenever possible we receive permission to reprint. All we ask if you find anything of interest to reprint. just let the others know where it was originally found. Pretty much Fair Game on what we do and all of our work should be considered P.D. anything else would be listed as such.

Next Meeting

18/Ju:y/2002ce at 7:00 p.m. This will be at the Shop/ACUG GHQ. Elections and what ever we can put together for the 24th anniversary celebration.

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Open: 7:00pm

Newsletter: Approved

Chancellor: Sensei reminded us of the Elections and the 24th anniversary for the July meeting. He then went over the **Village Green**. where he pointed out the glaring fact that it is listed as the "Voice of the A.V.U.G." Lord Ronin explained that at the last moment the Printer was working and he didn't have the time to do a good proof reading. Promises to do better in the next issue. We had received a letter from the W.C.C.C. group. Not yet are they doing their old newsletter platform. However some interesting insights were presented on the developements and some personal standings on certain tools and utilities.

A letter arrived from **Commodore Scene**. Not not asking Lord Ronin where the rest of the articles are for the Role Playing Games. But a brief on the next issue and an Expo in the U.K Where one of the guests is Robert Bernardo of the Fresno Users Group.

No **M.A.C.U.G.** newsletter arrived by meeting. The disks from Marty did arrive and where looked over. Very good disks and we hope that if he can find more of them, we will willing buy more of them. Jean Nance of the **Meeting C= Users Through The Mail** sent a collection of disks that were sorted and many went to members. The rest were kept in our Library. Magazines were also shipped. They were sent at a different rate and did not arrive by meeting time. *<Editor Note: They arrived later and what is duplicated in our Library was left open for the members.>*

Current status of the shop/GHQ is looking good. After many days of hand sanding the door of about 7 layers of paint. Lord Ronin was loaned a belt sander. Lord Alberonn did in one day over a week of work. The door is planned to be finished and stained. All internal painting is done and the wood work trim inside is done. Well at least for this level.

Treasurer: $6 as Lord Ronin covers the bills.

Commodore Librarian: This months disk is/was mainly GEOS. Thanks to members of the lists. Geos disk files Mover3-A and Mover3-B all in cvt and zip form were on this disk. The ShareWare tool from Bo Zimmerman of GEOBEAP V2a and the Dox. A file from a web site of the November 1989ce issue of Compute Gazette on an arcade game maker. This being the top five winners. Games played well in testing but would not load from the menu.

Imperial Warlord showed the group the amount of FD disks that were saved from the MudPit BBS. Along with the box of FD, 81, 71, & 41 disks that were collected a few years back from the Twisted Sky BBS. Explaining the long amount of time to test all the files. We do have a big collection that is still unsorted. Discussion later was on the use of a Zip drive and or FD disks to make a library for the users in addition to the BBS files.

Amiga Librarian: Lord Alberonn reported that there was nothing at meeting time to report.

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Editor/SysOp: All right then. I am expecting a gift of two drives from a **MTTM** member. Whom I am sending some print outs and disks for his collection. One is a 1581. This will be used to help out the

FD problem with the BBS and GEOS. I'll have more on that in my Rambllings. The "micq" bit for icq is on Videocam. Gaelyne has given me some information to start it up. At this time and by that I mean writing time not meeting time. I haven't tested it out. Perhaps at the meeting? There is a website that sells reconditioned Hard Drives. Prices and the warranty are good. At this point in time they did not have useful drives for my needs with the BBS. That being the SCSI 50 pin. Though the price on a HD for my A1200 is fantastic. My hope is to review them after a buy.

Al Jackson of the 5C's group sent me a collection of in depth information and chips for the MSD dual drive system. Including the Fast Copy roms. Been working on the shop too much to have time or energy to pull out and set up the system. I do want to publically thank him for the items. He also gave me a collection of information in E+Mail regarding the system they use to write the disk magazines for their group. Something that #30 and I will try in the near future. A little confusing for us at the moment. We need some more hands on work.

BBS work has been going on and as this is the intro issue of the BBS. I intend to cover all of that in my Ramblings section. Though many Demos and discussions on the BBS were done at the meeting. I'll just say that there are a mess of games installed and most of them are open to all platforms.

Deputies: #30 has been working on translating PlayStation walkthroughs and Game Shark codes into pet files for our BBS. The web site has not informed us that we can't translate. We also leave all credits into the file. Permission was asked and not reply has been forthcoming. He is also doing work on other Walkthroughs and manuals/dox for our own C= system. Vixen has demanded that Lord Ronin print out as much material as possible in booklet form or full sheets on all things possible with the PostPrint utility. making it easier for her to read and sort the papers. This work has started and made a great improvement. Emulator Representative was not able to attend at meeting night.

Demos/Discussions/Close: An unzipped form of the Arcade games from this months disk was shown. Lord Ronin was defeated as usual. <G> The BBS was demoed in the following online games. Bomb Squad, Checkers - a game that players take log on turns against each other, Movie Mogul, Archery, Bulls Eye, Gypsy Fortune Teller, Road Race and murder Motel. Though the Empire and related games were discussed. most attendees are players of those games. Lord Ronin showed the 5 different versions of the Bingo Game. This had the benefit of causing a tie. The first time that had happen. The game is played again. Game costs 10 credits. Win 50 credits. Regular, X, Cross, Picture Frame and Blackout are options. This does have online dox.

The old Vacuum Tube signatures where shown as they had been ported over to the new BBS. <Editor note: There seems to be a problem on this point with invisible codes> Some of the commands in message and E-Mail writing where shown. The idea of more demos of the BBS at each meeting was brought up to teach the members and was approved.

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Discussion was on too many subjects at once to be covered. Closed at 8:31p.m.

The Wasteland walk through: part 11

The Mark II. was a bit tougher than the Mark I's! Step out of town and "rest-up" before we do any further exploring! Re-enter Las Vegas again in the south-east! Start exploring the buildings with doors along the street from east to west! 1st. building west of library - "...not fit for rats" Just explore for fun and experience. Messages indicate the presence of various insects and rodents. Graffiti on walls is meaningless. If you walk north and south enough in the hallway just east of the entrance - "desert fuzzies" will "hurt you for 1 point of damage".

* Warning - some of the "abandoned" buildings contain spiders, snakes, and other "critters" that can "poison" you! Learn to recognize them from their inside appearance and don't wander about in them. (You can "rest" inside the door, but don't go wandering about!)

* 2nd. building west of library - "...a small beat-up building" you're lucky, already a building that's a bit different! "Blockhouse" and "Freddy's Men" are mentioned in first room. As you enter the next room to the north, there is a "figure" there! Stop and "pool your cash" on the first Ranger! Approach the "old beggar" and a message appears to "select a choice":

> A) chat.
> B) give money.
> C) attack.
> D) ignore.

* Select chat - beggar says he'll give you info you need, for money.

* Select give money - "screen" let's you ask questions for answers! (Note: if you "attack" or "ignore", the old beggar turns "hostile" and your source of info is gone!) You can start by asking him anything! (the time, weather, your name etc.) His responses are your info & "clues":

* Ask about: Fat Freddy - location, at Vegas & Center. Never say "No" to him. "Bird" is the (pass)word. Faran Brygo - defense against the Robots. "Covenant" sent out for help. "Max"- his "main man"- missing. Brygo may "bump you off if...", Max, Sonic Key, something "hidden" on the golf course. Went to see "Charmaine" for help against Robots! Robots come from an "underground" base to the west, and are getting worse! Okay, we know more than we did before - that's all I could find!

While we're here, check out the rest of the building,there's a single "slicerdicer" waiting to ambush us using the room east of the "old beggar". A note on the wall (south-east corner), "When you're cool, the sun always shines." (Any significance??) That's enough "building" exploration - at least by "chance" if you weren't watching the "street signs" before, no problem, but now watch for "Vegas" or "Center" (probably the center of town). Exit the building and check the "street sign" to your east, that's not it, go west checking the signs at the intersections! Finally, in the south-west corner - "Las Vegas Blvd." Go north on "Vegas". At the next intersection, "Flamingo Road", - "Vegas" begins going deeper into town.

Follow "Vegas", but keep to its west side, in case we have to "run out of town", the border will be a

few steps closer! At the next intersection, "Desert Inn Road", - "Vegas" begins going due north again. But wait - what's that west of this building? - a little red flag! - move closer - a pond and more flags! -

Could it be? Explore! "Many errant golf balls have been hit into the pond." Was there any doubt? First, check out all the near-by buildings! Just "poke your head" through the door and see if they're worth any further effort!

Spade's Casino: "Thugs" greet us at the door! (People with money are always welcome.) This place is "friendlier" than it appears - just Casino Workers, Card Sharks, Women, Men, Rich Dandies, Ladies, and Drunks around the Bar and Casino areas. Also, "Gus the happy Barkeep who wouldn't hurt a fly".

* Very important, note: if you ever want to gamble at the two gaming tables, "three spots" here - never take "last item" from any loot! (The "tables" close when any "loot bag" is gone!)

* Really, don't waste your time and money gambling here - the"slot machines" can't be beat, and the most you can win at the "tables" is $15 at High/Low and $20 at 3 Card Monty!

* Go to the "vacant spot" at the corner of the bar!

* A "pit boss" takes you to a small room where you meet Crumb, the manager. "Crumb" tells you to see his boss, Faran Brygo, the password is "Kestrel" and "tell him I sent you." -- Then you're escorted back to the Casino! (Note, there's now a "new" figure (a Card Shark) a the previously "vacant" spot we found at the bar!) Okay, that's more of the information we need, but we still don't know where to find Faran Brygo!

There's no need to kill the workers and patrons, but there's still plenty here! Use "picklock" on the door east of the bar, kill the guard at the next door, switch weapons to smg's, enter the room, Fire full-auto to kill the guards & leader. Take the Kevlar suit for Snake Vargas, trade his Rad suit to Hell Razor, trade his Kevlar vest to Mort! Equip all with their new armor! Ranger with the AK97 A/R trades it to Ace and takes the NATO A/R!

Leave all the other lot behind for now! Go upstairs, (Rangers avoid a squeaky board here), use "picklock" on both doors to the north. Enter the first door - change weapons to pistols - continue into room, kill "Kutie"! (She's too "hard" to kill with an axe/knife at your present "skill" levels!) Leave the loot. - Change weapons to axes (you can use smg's & A/R's if you're cowardly!) - Go back to that "squeakyboard" by stairs! (- Trust me! -) Use any "dumb skill" on the "squeaky board" (ie: gamble or metallurgy)!

The door "opens" and 11 guards appear! Attack the First group of 5 until they have been killed, then attack the second group of 5 until killed, last the Guard Leader! (Extra loot & experience) (you'll suffer a lot of damage, but it's worth it! Use your "medic" skills to heal the wounded! Rest! You've earned it! (When at full health) use "picklock" on all other doors to the rooms on this floor! Enter the office area and kill "Big Al", find more loot on his desk! Go back to "Little Al's"/"Kutie's" bedroom.

* Use "picklock" on the door to the closet!

* Keep trying! ... Keep trying!... Try again! But, after 5 minutes, use "tnt" on the door!

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Issue #35
June
2002ce

The Tally Ho!

The ACUG
Amiga Section
& Comics!

A Message to the Community

Bill McEwen - June 23, 2002

A message to the Amiga Community, Present Past and Future:

I would first like to thank all of you who expressed your concern and shared your support for Gary Peake and his family when you learned of his heart attack. I can now share with you that Gary is looking forward to returning to work in the next couple of weeks. He, of course, was trying to send e-mail from the hospital (at one point, he thought that the beeping of a heart monitor was the logon sounds of a modem), but fortunately with his hands and legs restrained, as well as some very effective tranquilizers, they were able to keep him from the computer. Having said that, I wanted to personally thank each of you on behalf of Gary and his family for your kind words and support.

This is an amazing time for Amiga, and the Community. You have all been patient, more than understanding, and have dealt with more misinformation, disinformation and rumors than any one group of people should, ever. Yet, and happily, we are moving forward and gaining momentum. Admittedly, we have not been very public about many of our plans and activities, to date, but they are many and we are pleased to be bringing this news to you, The Community, as well.

One request: If you find this information as positive as we do, share it with someone. Call or e-mail your friends, Amigans who are interested but might not be following the news as closely as you and let them know that change is in the wind: that new, interesting, and most importantly: **REAL** opportunities will soon be here for all of us in the Amiga Community.

We all see and hear hype everyday. We know it well, sometimes quite instinctively. What you are to read is not hype. These are true and sustainable facts. Reality. The real skinny. We could not sustain and maintain the hard work and dedication of the members of the Amiga Family, those people whom are working so hard to bring you real products, if there were not real opportunities for us to make a real difference and a real change for the better.

Did you notice the incessant use of the word "Real"? Good. Because what this Update is telling you is real.

Quite frankly, I enjoy the almost daily updates showing where you can find Amigas today at work and play. I find it so exciting, and yes, rewarding, to learn how some are using Amithlon to bring Amigas back into usage, in places where they have not been in some time. I see new sales, a new sense of opportunity and a new spirit emerging. A spirit that challenges conventional thought and challenges us at Amiga everyday. We are here because of you. Your desire for new Amiga products, your desire that this platform, this valid, vital and pioneering computing concept should not be swept aside has fueled our desire to succeed and grow. We have survived when so many others have failed, because of you, The Amiga Community and the way you have challenged us to "deliver the goods". Because of that challenge, we owe these exciting opportunities, this "Delivering The Future" to you.

Now, let's roll up our sleeves and get started. We have a lot of news to share with you:

Amiga Party Pack purchasers? This is for you!

Each of you received your Party Pack and in the very near future you will be able to use the discounts that are associated with your Party Pack purchase. Each of you will receive an e-mail explaining your options, and the process is simple:

1. You may purchase the products directly from Amiga at the discounted price and the products will be shipped to your door.

or

2. Once you have purchased either the AmigaOne with OS 4.0, or if you purchase just OS 4.0, send us a copy of the receipt along with the front page of your SDK manual and Amiga will send you back a check for **$100.00**!

or

3. Let us know the retailer that you will be using and we will get them the $100.00 so you do not need to worry about it.

Not a bad deal at all. Each of you have had the chance to work with AmigaDE and many of you have become developers of Amiga Anywhere content, because of the party pack. Now soon you will be able to get $100.00 back when you purchase a new AmigaOne system.

AmigaOne and Amiga OS 4.0 ? Update

We were more than impressed with the response to the AmigaOS 4.0 screen shots and the live demonstration of the AmigaOne boards. We sometimes have trouble understanding how so many people, people interested in the Amiga platform and the progress we are making in bringing it back to market can stay hidden for so long. However, the facts are that we must make certain production decisions based on projected product sales volumes, and how quickly we can receive a return on investment. That's Business 101. So, one of the challenges for us is we decide on a number of units to build and then we see, from web hits and direct inquiries, that there are 5 times as many people who are interested in the AmigaOne than we knew were out there. You can file that under "Beyond Our Expectations".

AmigaOS 4.0 is going to include many of the features that were originally planned for later versions of the desktop AmigaOS. With the need to rewrite certain portions of the code, the Hyperion team has decided to go ahead and fold in a great many more of the features that they were planned for OS 4.1 and OS 4.2 into OS 4.0. Ben Hermans and the team have been doing a great job of keeping us up to date with screen shots, updated product

Eric Schwartz's Sabrina Online - Episodes 229-232

features and current development roadmaps. I know that we will have more updates, regarding real development and feature details from Ben and Hyperion very soon, and trust me when I say that we are chomping at the bit to share these details with The Community. Right now, according to our last conference call with the AmigaOS 4.0 team, at Hyperion, we can see the exceptional progress and the feature set that is being included with this release is fantastic. This has been driven by you the Amiga community, and I know that you will all be very happy.

AmigaOne boards are in the hands of the AmigaOne developers and the integration work is moving ahead quickly, but with the full realization that rushing the release to the public will afford no one any real benefits. Alan and his team at Eyetech has done a great job of "keeping their eyes on the prize". We are really pleased that the hardware is out there, and that the Amiga community is going to have the first new hardware designed for them, with their own operating system, in a long, long time.

These are real Amiga products from Amiga and their associated partner companies. Yes, it has taken longer than any of us had predicted. We too have shared your anticipation and yes, impatience, but some things can only be done one way: The Right Way. Having said that, we know that with the results that we are seeing, I believe that you will share this with your friends and other members of the Amiga family with us.

The Amiga Community will soon have a brand new platform. You will soon begin working with the most sophisticated Amiga Operating System yet developed. There is great care and attention being paid to Getting It Right, with the features and benefits that you have told us that you, The Community, want in a new Amiga. However there is a considerable challenge that goes along with all of these activities and we are going to need your help in helping us make a determination regarding certain business decisions that will be made quite clear further on in this update.

Amiga Anywhere/AmigaDE ? Why are there two?

There needs to be some clarification of these two products: Amiga Anywhere is a subset of the complete AmigaDE. In speaking with customers and potential partners we learned that they were looking for the content, and not the complete DE for their environments. The idea was to have as minimal a build as possible for these devices. So Amiga created the Amiga Anywhere Content Engine. This is a series of lightweight products that offer the binary portable attributes of the complete DE, while delivering the features and products in a much smaller form factor. Development is continuing at a rapid pace with these products and we currently offer an Amiga Anywhere Content Engine for PocketPC, and Pocket PC Phone edition devices, and shortly for Smartphone, Embedded Linux, and Symbian devices. This will allow AACE content to run on all of these various products and devices opening up even wider audience to which we can introduce Amiga.

Development is moving ahead quite well on both the complete DE and AACE, and you will see some new partner announcements in the very near future. These are customers who are going to deploy AACE and the associated content in a variety of interesting products.

There is presently one other question about the current Amiga Entertainment Pack for Pocket PC devices, and why there is limited content for it. This is because we were creating a game console type of experience with this first release, and that it was designed to be closed. The idea was to pop the card into the device and begin playing a game, without taking the resources from the relatively limited memory in the device.

There will be an exciting promotion/contest that we will be announcing later in the week with regards to AACE and the Entertainment Packs. We assure you, this will be a great deal of fun, and we look forward to introducing Amiga to several new customers who are currently using PocketPC and PocketPC Phone Edition devices.

Amithlon Update ? Yes there is an update! (Cue Trumpets!)

We are very pleased to announce that we have entered into contracts, and **yes they are signed**, with Bernd Meyer, regarding Amithlon. In fact we have been testing a new version in-house for several weeks now, and this is a great product. As you may remember I was the first person to show Amithlon to the public, at the AmiWest 2001 Show, and the reaction was simply amazing from the people there. Since then, we are seeing deployment of Amithlon in many new places where Amigas once roamed and seeing new life for Amiga, with Amithlon. Please know that we have been working with Bernd for several months so far, and we see Amithlon as a great product with a long, robust future for both Amiga and Bernd. You can see the press release here.
[http://os.amiga.com/corporate/062302-amithlon.shtml]

The Challenge and the Opportunity!

Now before the naysayers out there begin complaining about this and start making rude noises, I want to explain the very real situation before us: Let it be known now that Amiga does not make money on the following. In fact we will lose money, just as we did on the party packs. However it allowed us to show to our board and our investors that we should pursue building a new Amiga computer. Now we are at that same crossroads again, but in a way that is more complex.

How many AmigaOne's do we build and order?

We need to properly plan, budget, and order for the production of the AmigaOne. To do that, we need to get a good idea of how many units we need to order, build and prepare to support etc. You get the idea.

There are those who tell us to plan for 2,500 to 3,500 units. However over 50,000 people downloaded the OS 4.0 screenshots. These were not 50,000 hits, these were 50,000 different people. Then you have others who tell me that we are looking at 10,000 units to prepare for. This is great because there are certain economies of scale, economies that benefit **everyone**, that come into play at 10,000 units. You have all seen how chip prices work: once you are able to order 10,000 of the chip prices you are able to receive better pricing, and then, prices start coming down. Everybody benefits.

Then we find that there are currently over 30,000 subscribers to Amiga related magazines. Add to this the fact that we know that there are thousands out there who are quietly watching and waiting to learn more about the release of the AmigaOne before they respond. Then this last week we learned that there was a very large electronics chain in Europe who is interested in carrying the line again if there is enough interest for these new

products.

So as you can see, this is a real issue before us:

We do not want to come up short on supply for you, the customers, and yet it is growing quite difficult to judge how many AmigaOnes we should build. You can tell, as we do, that there is a big gap between the numbers and we want to make sure that we have the products ready when you want them, in sufficient numbers, as you should not have to wait. We also do not want to go into a situation of oversupply, either. We thought about putting up a survey, but then we know that there are some who will try and maliciously effect the results and that could, and most likely would, cause us a whole new subset of problems relating to the release of the AmigaOne/AmigaOS 4.0.

Therefore, we have decided to have some fun with this survey and we sincerely think that we have developed a way for everyone to participate and will give us some real numbers and an ability to better budget and track the real intentions of the community.

So with no small amount of fanfare, here is what we are going to do:

The AmigaOne/AmigaOS 4.0 "Free Stuff" Early Promotion (catchy isn't it):

Here is how it works:

Customers who are interested in purchasing an AmigaOne/AmigaOS 4.0 pre-loaded will be able to purchase a $50.00 off coupon for $50.00! This way we have a very strong idea regarding how many boards we need to produce.

Not enough you say! Okay, how about this: For every $50.00 discount coupon you will receive a free shirt announcing to everyone that you are part of the future. So for $50.00 you get a $50.00 off coupon and a free shirt.

Still not enough? Okay how about this: When we reach **2,500** orders we will have a random drawing for **4 free AmigaOne/AmigaOS 4.0 systems.**

I think that there is more of you out there than that so if we reach **5,000** orders we will give away **10 AmigaOne/AmigaOS 4.0 systems.** That's riiiiight. 10 people who order their discount coupon and get the shirt will get an entire Amiga One/AmigaOS 4.0 system for... Free. That's Free. As in Free. No Cost. A former price, dead on the bottom of its cage. Or something like that.

There are some optimists in the office that believe that there are 10,000 people who are looking to own the first new Amiga system in more years than we can count, so if we have **10,000** orders we will give away **20 AmigaOne/AmigaOS 4.0 systems and 5 Amiga-enabled cell phones!**

One last level: If we reach **25,000** orders Amiga will give away **50 Amiga systems, 15 Amiga Cell Phones, and a trip for 2 to either Hawaii or Florida.**

OK one more - hit **50,000** orders Amiga will give away **100 systems, 100 Amiga Enabled Cell Phones 3 trips for 2 to either Hawaii or Florida.**

Over **50,000** and I will come up with something even better, because at this level we can show the world what you have been telling us for some time, that Amiga is a sleeping giant ready to awaken and take it rightful place - being in the lead.

The Cell phones, and the Amiga systems will be shipped as soon as they are available.

If you do not win in the drawing, you simply take your coupon and wear your shirt into your local Amiga reseller, and you will receive $50.00 off when you purchase your new system. (Amiga resellers: we will be sending you the details on how all of this fun and free stuff is going to work).

Now since we need to be placing the orders in the not-too-distant future, this promotion will run from today until July 7th, with the winners being announced at AmiWest in Sacramento.

Click here [http://www.amiga-anywhere.com/shop.php?cat_id=22&prod_id=41] to get in on the AmigaOne/AmigaOS 4.0 "Free Stuff" Early Promotion.

So while I know that there are some people who will make rude noises and fabricate all kinds of specious claims and others will try and use this as a method to attempt driving the community apart even more, I hope that the rest of you, the **majority** of you, can see where, with this news and this promotion, we can go together. Developers are going to be watching also to see if this is a system that they wish to continue developing for, and others who have left are going to be watching to see if they want to return to development on the Amiga platform. So the stakes are real. But we can face them together and succeed.

AmigaOne and OS 4.0 are the beginning to a new future, and it is real.

To all of you who are thinking of attending AmiWest 2002, in Sacramento CA, please come and join in with all of us who will be attending, as I will be there and it is going to be great fun learning who in the audience may be a winner. It is also one of my real rewards of my job to meet you, the members of The Amiga Community. You also never know what I am going to announce and we could have some real surprises.

Or I just may hang around for the food. :-D

It is time to start having some fun!

Amiga. Isn't it great?

The Amiga Editor's comments...

Well, the thought of the new Amiga stuff coming out sounds good and if I had $50 to spare, I'd try for an Amiga. At least I get a tee shirt and my $50 back whenever OS 4.0 is out. But until I can afford the hardware to eiter suop up the A4000 or get an AmigaOne, I'll have to wait until I hear from the users how good the new system is. (Hummm, maybe I'll win the lotto? LOL)

Until then I'll have to wait impatiently as the folks at Amiga Inc. , ect. get out the new OS. At least the boards are out to a happy few. Now it is the question of when will OS 4.0 will finally see daylight. If you plan on getting the AmigaOne perhaps it would not be a bad idea to give this deal a try and let the people at Amiga Inc. how much we want to see the new OS.

* (it really can be done, but it takes about 15 to 30 minutes. When you succeed you'll get a higher skill level and about three promotions!

* The "electronics" skill works too, and will open the closet door with a few tries!) Stand on trap door, "boarded over shaft goes down into the darkness". Step back, Use a rope on the trap door! You've got "a rope tied overhead goes down in to the hole... stretches out of sight." Climb down the rope into cellar (or whatever).

===

See the note on wall to the west, "Tin-Man was here". If I remember right, the "Tin-Man" wanted a "heart", anyway we want "experience"!

* If you liked the "skylight" trick in Quartz for the "perception" skill, and the "sand dunes" trick in Needles for the "climb" skill, you're in for a great surprise! Look closely at everything here - it looks like a total waste of time!

Rubble blocks an exit in north-east corner, perhaps we can dig our way out. The Rope we used to climb down here. A small room with an aluminum and steel door. (Nothing in the room!)

* Pile of loose rocks and rubble blocks your path in north-west corner. Rubble, junk and trash is scattered about the floor. Your way is blocked by old rockfall as hard as cement in the south-east corner. The loose rocks are just like the "shifting sand" and the "skylight"!

Walk into the "loose rocks" in the corner, (North of door, just keep holding the up arrow!) all of your "climb" skill levels quickly reach 4's! Don't release that "up arrow" yet! You're not going anywhere! I know! (Mort is "holding you back", he doesn't have the "climb" skill!) But the others are gaining a ton of experience trying! (You'll need the level 4 "climb" skills for "Darwin" and "Base Cochise" anyway!) "Radio Base" for your "promotions"! Important: now, move away from the corner, exuecute a battle round to seperate "Ace & Christina" from the "main" group! (many of their basic Attributes are already stronger/better than our Rangers' attributes.)

Next month Las Vegas continues as there is quite a bit to do here. So far we have done alot, but the half way point is still a ways off. <VBESG>

Lord Ronin's Ramblings

Hmm a lot of things happened at the meeting that deserve more input in this area. The meeting was fast paced and Vixen wasn't able to record everything for me.

O.K. there will be a SHADOWLAND part in this issue. That comes later in the booklet. Right now this is themed to be the official opening of our BBS.

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THE VILLAGE BBS

I have to say it "Welcome to the Village. Where you and your days are Numbered." Oh yeah in the FWIW area. #16 found at Costco the entire set of episodes including the Alternative Chimes of Big Ben at approx. $80 on DVD. Someday I'll get a DVD player but will score this ASAP. Hope Fender will be able to do the same. Right I'll admit that the DVD player will be a PlayStation2. Best overall value for a game machine, DVD player and Audio CD player.

Anyway the BBS is now open and this is what we have done, what we are planning to do and what we have to offer.

Nope I am not going to discuss games right now. First I am going to talk about some of the message writing commands. There is a bit more than what we had on Omni. I have spoken in the past in many areas about the Line and the Full Screen editing. The BBS is defaulted for all accounts to be in Line Edit mode. This is for the E-Mail and writing in the message bases. To start when you have a message in E-mail you can <H>old <K>ill <R>eply to the message. You can also use the "?" key to see more commands. If you hold the message. Then it will be there for you next time. If you kill it with out a reply. There is a chance that the author will know as there is also the option of having a receipt sent. These will tell the author if the msg has been read and help or read and deleted. Using the "?" key command gives you a list of things you can do, these are...

<T>op: Allows you to go to the top of a message. Only works if you have opened the mail.

<B>ackup one message: Self explanatory I'd guess

<F>orward: Yes you can forward a message to someone else on the BBS.

<D>ownload: You can DL the msg. We haven't tested this yet.

<S>tore: Allows to store it as a default. Limited testing at this writing time.

<A>ttached file DL: Yes there is a way to attach a file. We are testing how to do this job.

<Q>uit: This lets you out of the e-mail area

<V>alidate: Allows Validating of a new member. Limited to SysOp's and co-SysOp's.

Now when you are actually replying to a msg. There are things you can do in this section. By pressing the "?" key. You are given more commands. Some of them are...

/e: This takes you to another complete editing menu.

/q: Here you can quote the message to which you are replying. Gives line numbers.

/p: Previous Line editing

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/a: Inserts a graphic "autograph" of your handle

/b: Inserts a centered colour bar separator

/c: Centers the previous line. Set more for 40c, about 16 characters max.

There are a few more that you can find on the help menu. Now that /e one takes you to another editing menu. Some of those commands are....

N: New the entire msg you are writing.

A: Abort the msg

U: Upload to the msg a merged text file. This has worked in our local tests.

F: Ready for this one on a Commodore BBS? This is FIND and REPLACE.

There are of course more commands in the listing. There are some of these not available in the message bases and some new ones for moving about. The message base will be covered later.

Also there are some command not listed in the menus. These are "MCI" commands. In short this allows you to install a function into the actual message that will do something when read. We have tested - Time & Date, Last Caller, Time Left, Access Level, Handle, Upper/Lower case gfx, Reverse Video and a few more. Some of these will be in a help file later on the BBS.

FILES

Yeah you thought this page would have GAMES on it, well hang on that is coming. We have re-created about 90% of the Vacuum Tube BBS areas with files. There are some areas that are not yet stocked. Now what is different in this section is the descriptions. As well as the UL recognition. Personally I want to figure out how to give more recognition to the decker that ULs a file than what is listed. Looks rather lame to me. But here is the trip on that, the decker gets credits for the UL. He will also gain more credits when his file is DL-ed. O.K. then as to the descriptions. Here we have the regular routine of telling the deckers what this files is all about. There are around 2,000 up already for a general idea of how to do this part. But there is one other thing. A short 38 character description of the file. As the deckers will see the list of files in that general area. BTW that is up to 300 in one Data Store. This short view and yes that is what they call it, will allow a teaser of the information. Vixen, WareCat, Imperial Warlord and myself have been doing hundreds of files in transferring them from the Omni system to this Centipede system. We lost a few of the comments. Or they just didn't exist. Still the majority of the work is done and now it is trim and pretty time.

GAMES

We have a lot of them to be truthful. The packets I DL-ed from the website have 105 games. As I write this before the first of July. We have tested and installed 69 games. That is alot more than we had at the Vacuum Tube. These are classified as...

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EMPIRE: These are Empire versions or Theme/Clones. Right now there are around 10 of them on the board. Three straight Empire games. Two that are a Sci-Fi based versions. One that is a Rock & Roll version. One that is Medieval Japan, and others that are different Fantasy themes. I have won several of them and am still working on the rest.

ADVENTURE: Only a few at this time. 2112 Trade Wars is one of the most complicated I have seen. One of the A.C.U.G. Inet list members likes this game and never knew it was on the C= BBS system. <Hi Mizar> 7th Seas is one of trade speculation and battles. So far I am the top player. Now there are others on the board. World of S&D, Big Trouble in Little China. These are games that you try to be the top rank. If you die in the game you start over. Must be very careful, I wasn't. Centaurai is a text based game. I did win one round. Here you take out the aliens on a ship and rescue the hostage, maybe set the detonator. Weapons recharge and healing center exist. Reminds me of a game I played early in my C= days. One that I never finished. [Project Fire Start] We are shortly adding from the MISC. area three games. These are the Murder games and that is in the section for them.

THINKING: There are almost 26 games in this area. So forgive me if I don't elaborate much. These games require a ton of strategy & tactics. A bit of luck and experience. We will leave them at that point.

GAMBLING: The idea here for this area is if you can lose credits, then it is gambling if you also can win credits. Some card games and I happen to play the Bingo game daily and a few times a week the Dominos game.

SPORTS: Right now there is a Golf Game and an American Football game. I don't know how to play either. #26 understands more and is/will be helping me with these and others.

SPECIAL: These are the games that either you play vs. the SysOp like Battle Ship2 or 20 Questions. Or regularly against another player turn by turn like checkers.

MISC.: Not yet classified and more of an open games test area. This is where the Murder theme games are located. I won't say how many the latest listing is key stroke "O". They start at "A". you do the math. The most popular games as to play are, Star Ship Murders, Murder Motel and Dungeon of Death. In these games you the player must go around collecting weapon parts to make the weapon. Up to two armour items. As you hunt out other deckers to kill them.

This area also has the games BBS WARS. That one is a clone [their words] of the Nuke War game. Personally I like this game and play it regularly. We also have in here the Nuke War game. I must say that I saw that this game is the improved version of what we had on Vacuum Tube. More things to do in each turn and more complications.

O.K. I must admit something. I feel cheated on Omni. Mad Max I know that you are reading this and I apologize if I offend you. But when I see the screen for Empire V3 on this system. And know that just 1/4 of it is used for the intro screen of the Omni version called Rebel Empire. i feel that something is wrong. There are so many similiarities that I am drawn to the conclusion that the Omni Games are watered down copies of theses games. Yes I know that they are converts from Color64 and from VT-128 systems. As we have a utility to convert mods to this system from that

system. If we keep this as our "official" BBS. We are still loyal to the holy C= system. Well more on this system as we go along.

Shadowland

Here are some things that I found on the Inet. I hope to later have permission to reprint the full articles, as I have asked for that ability.

If you go to http://wings.webhop.org you will find the new JOS/Wings site. There you will find the new release and many help, how to and support files. I haven't gained this information yet. But have been reading a large amount of information about and BY the new system.

Maurice has opened his online shop this is at http://cmdrkey.com hosted by VCS our thanks to Gaelyne and Rod for this help to the Commodore Community. I have looked at the site and want to order some items when I am financially able.

Word on the lists is that the GeoCanvas in 64 and 128 versions was made PD. You need an uninstalled copy t insert it in your system.

Rumour mill has it that there is under development a FTP thinggy for Wave.

Review

I have two this month that I found by accident. Wrong is Write V80. This one I tested in converting 105 PET files of the information on the Centipede game files. I was able to do this in 80c on the 128 GeoWrite. Nice not to have to switch to 40c to use Wrong is Write V7.

The other one was found the same way. "Screen2Paint" by Maurice Randall. i tried it as a lark. O.K I was sober for a change and was not thinking right. <G> Anyway this one will take a "snapshot" of the current screen and make it a GeoPaint file. I have only tried one at a time. Calls it something 80 on my system. What amazed me was when I did a 40c switch that the image was in colour!! Gives me some ideas to play in the future. See you at the meeting oan/or inour Matrix.

Shop Update News

The painting is done, wood work done. Doc done and the digging for the rocks and flag stone completed. Awaiting those and a truck.

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