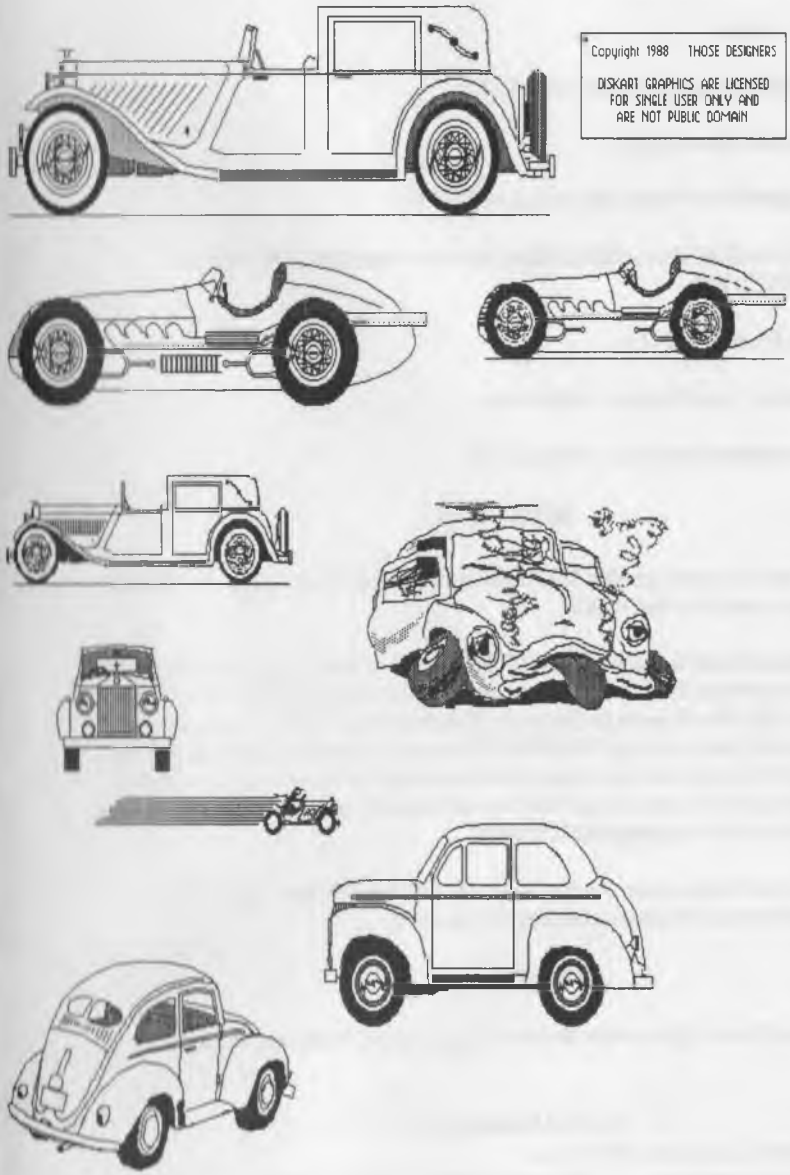
Clip Art found on a salvaged dis

# The Village Green




September 2002ce issue

### *A.C.U.G. Officers*

**Chancellor:** [Sensei] David O.E. Mohr

**Treasurer:** Gary L. Dupuy

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

**Amiga Librarian:** Mark Edward Reed

**Minister of Propaganda:** Lord Ronin from Q-Link <BBS ID #1>

**Deputy Librarians:** David M. Moon <BBS ID #30> Leiko Wu <Vixen BBS ID #3> Sharon Walker <WareCat BBS ID #23>

**BBS SysOp:** Lord Ronin from Q-Link

**Amiga Inet Resource:** Lord Alberonn I <BBS ID #4>

**Emulator Representative: Scott F**arley <BBS ID #16>

## ACUG Policy

Well there are some that say we are after "*World Domination with the C= and Amiga Pc's* " But we will neither confrim nor deny that idea. <VBG>

O.K. seriously here is the official policy of the A.C.U.G. in regards to piracy. If the item is supported and not released as a shareware/freeware/PD. We won't pass it along to others and won't accept the files in our library or BBS. We will report the findings to all sources we can to stop the continued spreading of the material. Now for the big HOWEVER!! If the smegheads have dropped support of the files and or material. We feel that their discrminatroy attitude should not limit our resources. In shor, it they stopped dealing in the C= and or Amiga. They force us to copy the material and spread it to those that want it. We don't consider that piracy but SURVIVAL!

As for anything in the **Village Green** that may be desired to reprint. Feel Free, this is a P.D. publication to spread the word of the alternative forms of Computing.

## Next Meeting

Thursday 20/Sept/02ce at 7pm in Mohr Realities Games. Demos,Visitors and Smokers Welcome

## Contact Information

A.C.U.G. 623 29th St. Astoria Ore. 97103 USA
Voice: 503-325-1896 <machine> BBS: 503-325-2905 <talkative SysOps>
Inet: lordronin@videocam.net.au Inet Mail List: acug0447@yahoogroups.com

**Notes from the Meeting of 15/Aug/02ce**

**Open:** 7:00pm

**Newsletter:** Approved

**Chancellor Report:** As the meeting for the second time was now held in the new shop/ACUG GHQ. The first thing done was to demonstrate the shop and the set up at that time. A vast improvement over the previous meeting arrangement. Still a lack of chairs, and paint was smelled even over Lord Ronin's pipe <BG> The Commodore sales rack was shown with the small collection of software. There is more at the storage shed that needs to be brought into the shop. A few C=64s are up for sale and some of the 1541 collection. No monitors yet. Though some of the cables and power supplies are up. Much more at the shed to be brought into the shop over time. A1200 is partially set up for future use. Lord Ronin is still puzzeling how the wires are connected to the monitor. Lord Alberonn will be assisting on that job shortly. No C= Pc connected at this time. The area for that is still the work section for shop building.

Lord Ronin had started rewiring a chandelier style lamp for a dark area in the shop. One that was cast off and he saved for a future repair job. The future has arrived. This amber and brass looking unit is the main side lamp for the Commodore rack. He said that the idea is to give the C= items a classic retro feel from the light source. All posted signs for the walls about the shop and sale items. Where done on the C= through the Post Print 3 system. The "A" frame sing is finished with the lettering <Prisoner Font> Sealed with the acrylic spray and has the section saved for sale information filled with the comic book sale. New brass hinges installed. Just ready to be put on the street.

Problem with opening the shop is the hardware store does not yet have the white rock supply. Can't open without the rocks for the dug out walkway. When they arrive and are placed. The shop will be open to the public.

Going over the exchanges and updates to our newsletter was next. As for **The Village Green**. There wasn't much to update. Compliments on the clip art cover. Lord Ronin explained that it came from a big disk buy of unlabled disks. That one of Brit Cit warplanes, is also on the BBS for DL. Suggested that more of the CLip Art be displayed in future issues. As it shows the power of the system in the late 80s. We grew from that to today. Having the "C=" as the start of the page numbering was talked about. Not everyone is sold on the idea at this time. Lord Ronin also pointed out that the modded version of "Kitty Box Cake" is on the BBS in the Tomes & Scrolls online Read General area. In reagrds to something written about the "micq". Lord Ronin said that he hasn't had the time to experiment with that at this time. Too much work on shop and the BBS. He mentioned that one day he did a fast logon to the Inet and in his shell prompt there was something new the word "DING". Which he suspects is micq as he has never seen it before. Also noted that #30 was given credit for his work in translating the Wasteland walkthrough for the newsletter. Since he must convert and then edit with formatting each installment.

**Commodore Scene #37** Had arrived just before the meeting. There wasn't the time to give it a good read over before the meeting. So a fast look over and discussion was done at the

meeting. Of note was Allan's time at an amiga show. Where he saw the AmigaDE running on the Amiga a windrone and a palmtop. All running the same prg. He stated that the requirements are less than what we have with a C=63 and the SCPU. There is some "DATA" on updates to GoDot and to the JPEG Viewer on the websites. A page on the Ethernet Cart for the C=64. Sadly no one in the group is savy enough to have understood what that meant nor what it will do for the C=. However the impression was that it is a jump forward in tech for our platform.

M.A.C.U.G. **READY** mentions another M.A.C.U.G newsletter. But this one is from the Muskogee Area Commodore Users Group in Michigan. Along with a report on the two issues of LUCKY that arrived.

**Treasurer:** Holding at $6. Since Lord Ronin is financing the group right now.

**Commodore Librarian:** This month the disk is Wizardry II "Knight of Diamonds" as the trilogy was requested for the groups Penny Farthing. A two sided game. That for some reason also boots from side #2. A play disk must be made in order to actually play the game. No Dox at this time. We talked about making a set of dox for it and the prior one. Because of the amount of work that is needed. The idea is to make the dox for all three, as separate files. Then not only present them to the Group on a disk, along with other dox files. But to also put them on the BBS and since they are not on Project64, to send them there as well.

Besides dox, there are also for this game at least a form for the grid. Where you make you map during play. A Geos version of this is scheduled to be made by the Geos S.I.G. In the copy that we have there is also some print outs on thermal paper. These are, we think, from Q-Link in the map section and are the maps for several of the levels. They need to be preserved and will be done in Geos for certain. Stock PET for the BBS use is also planned for the grid and the found maps. Sorry no editors at this time have been found.

**Editor/SysOp:** Currently I am in periodic communication with David Caruso II. The author of the game and game creator called "*Dungeon Creator* " Thanks to Robert Bernardo of the Fresno Users Group. Who mentioned the release in our mail list. I was able to contact David. He is interested in seeing the games that we have made. So when they are finished. I will be sending .D64 copies of the games. FWIW the source codes for the game is also releases as PD. I hope to grab them and then when we learn more, we can use them, for what I am not certain. But you know how I love to save C= things.

Our BBS is slowly growing as we continue to work in the file areas, and msg bases. Most of the work isn't seen at this time. Much of it won't be understood by the decker. But he will appreciate the results of a smoother and more effcient board. New information files for each Data Store are being made. Explaining the style or call that theme of the files in the area. Sorting of the VTBBS files is still underway. We also are restructuring some of the Nodes and Data Stores. As we learn and understand more. Well we have to take a few steps back and patch up our gloss overs. <G>

My 1531 mouse is about had it. The wire is bad and requires me to hold it in position with one hand and move/click with the other. A problem with the cable being on the wrong side for left handed use. But I promised I wouldn't go on that soapbox. A couple people on the Inet have said

they have mice for sale. Maurice is able to fix my old Smart Mouse. Which I hope to send to him after the first of September.

**Deputies:** #30 is working on the Translations of the Wasteland Walkthrough. As he may be leaving the area. He wishes to have this work done before that time. Vixen has a pile of papers that need to be translated from the scrawl of Lord Ronin. The "WORD" given is that all writings need to be in Geos and printed out from now on. <G> During a move of boxes from the storage shed to the shop. More scattered notes and papers were found. These have yet to be gone over. Lord Ronin is due out at the shed to sort out the remaing items for shop and the A.C.U.G. Magazine and newsletter exchange library. Which hasn't been brought in as of yet. There are still many mags that have to be indexed for the group. Looks like Vixen will have to take over that job if #30 does move out of the area.

**S.I.G.s:** *Geos* : Decided that work on the forms for not only the Wizardry games. But also the plans for the Might & Magic grids are needed for the collection. This was then agreed upon to be the next project. Along with that a form for Reel to Reel tapes. As Lord Ronin has a few hundred of them. A parte on form is needed to improve the lisitngs of information on the box. Another project for the group. Tests on printing envelopes in the Post Print on the Optra have had partial success. More work is needed to be done. Did learn that the cheap long envelopes will run through the printer. But not the expensive ones. But font size and placement of the text on the screen are still a test at this time.

*Programming:* Wants to learn how to send the print command. As they think with the knowledge that they have with a look command and a variable. They can make the Basic prg that will allow the small grid maps to be printed in PET for the Might & Magic game as well as the one for the Wizardry game.

*GoDot:* New interest has flowered with the idea of converting the images from the scanner to other forms besides GeoPaint. When a new piece of information on JPG was discovered that sparked more interest and now that there is some more information coming out on what the things and tools do in the programme. More interest is being shown.

*RPG:* Needs to again return to the testing of the games and components for games for the Commodore Scene column. As well as completing the on hold games in Dungeon Creator. Been slow in everything with the time spent on the BBS restart and the shop.

**Discussion:** A prg that will allow more than the 7 fonts in Geos. LR said that he wanted to score that on up again. How to use the BBS for better A.C.U.G. work. Making the shop/A.C.U.G. money - script called CatMarks. By using JPG images and printing them out on the Optra. The use of GeoDos now that it comes with English dox, found on Commodore Scene disk for issue #37.

**Amiga Librarian:** Hunted on the Inet for information right up to the meeting and found nothing new to present. Said to see "Newsletter for information". Seems that they publish the stuff after our meetings.

**Close:** 8:30 for S.I.G.s and the game for the night.

**The Wasteland walk through:** part 13

*Translated and edited by #30*

Paradise Road - we saw this street in the south, - it must run straight through the center of town. Old Freeway - a short road. running diagonally south-west out of town. As we approach the north-west corner, some Warroid Mark III's attack us, inflicting considerable damage! We head north out of town to escape from them! Just before the attack, the last building to the west caught our eye. It has doors on both the north & south sides! After "resting", we reenter the center of northern Vegas. We want to avoid those Mark III's for now! We head west to check out that building with 2 doors.

Just a "Doctor's Office" (the L.V. Hospital) from the north side. Out of curiousity we check the south side. As we approach, - Mark I's, Mark II's & a Mark III. We kill them with our Axes! The Mark II's area bit tougher than the I's, but the Mark III's are really brutal. Killing the Mark I's and Mark II's first, exposes us to "less damage" while fighting the Mark III! We try the door on the south side of the building - just the "hospital" again. Out of Las Vegas to the North to "rest" after our battle with those Warroid Mark s' robots! Returning to the "hospital" area, we want to check-out the other buildings along Charleston Blvd.

Just "old, abandoned buildings". There's another group of those Mark III's to the south on Paradise Road, retreat north and avoid them for now. (size of the group may be from 1 to 5 Warroid Mark III's.) The Jail: the last building we find here, in the north-east corner is the Las Vegas "Jail"! There's another "hostage" figure here, locked in a jail cell. Approach the cell door and use the "control panel" to open the cell door. It's "Covenant", he has been captured by Fat Freddy's men, and he's "chained to the wall" inside! Use "picklock" on the chains to "free" him!

This "Covenant" must be good, he's one of the main men of Faran Brygo! It's time to dismiss "Mort"! Trade all of Mort's "stuff" to Ace! (check Mort - verify any cash & all supplies are gone!) Disband/dismiss "Mort"! (thanks Mort, it's been fun!) Recruit/hire "Covenant"! (there, that's better, a "medic" too!) Trade the "extra" supplies (Mort's stuff) from "Ace" to "Covenant"! Equip Covenant with the Armor and Ax! Head for the Desert to "rest" Covenant backto "full" health. Return to the "Jail" to check-it-out! To the East - 2 rooms with beds, to the north-west - a "locked Steel cell door" and loot! Use a "tnt" to blast open the steel door! Whoops!!! We've set off an "alarm" that alerts the guards!! (Good!) switch all weapons to "smg's"! Step back out of the "cell" area! There are the "guards" - 10 of them - fire "full automatic" - just to kill them all quickly - Rangers fire at groups 1 and 2, that should kill them all! More "extra" loot - pistols, ammo, grenades, jewelry, cash!

(Leave it all!) Check the loot in the "cell" - note the "plates" around it !Just more pistols, ammo, grenades, jewelry, and cash - leave it! Check the other rooms - find loot under the bed! A book! Take it! There's an important message!" Dave Dawkins", one of Freddy's guards found an empty book and began keepinga "diary" of his "secrets". The diary says that Freddy is #2 and wants to be #1 - he is offering a big reward for anyone who kills Brygo, #1, but Brygo stays hidden most of time. Dave has joined the Servants of the Mushroom Cloud "temple", their secret password is simple - just "NRC"! Dave talks about the "death machines" (robots) being hard to kill and that Freddy is also looking for this "Max" for help!

Dave writes that his friends at the "temple" say that "Max" has been captured by some "siborgs" (Cyborgs), but he's afraid to tell Freddy this. Dave plans to write more later, but the diary ends here. The writing is just a few weeks old. Apparently, Dave didn't return to finish it. There, more important information: there's the Temple of the Servants of the Mushroom Cloud. (any connection to the Needles "Church"?) The secret password is "NRC" people at the temple might know where Max is. There's some

Issue #37
September
2002ce

# The Tally Ho!

The ACUG
Amiga Section
& Comics!

**Exec Report from Amiga Inc.**
*September 5, 2002 - From the desk of Bill McEwen*

Greetings to one and all:

I would first like to thank all of those that I had the chance to meet in Sacramento. While a short trip it was indeed great fun and real delight meeting with all of you and hearing not only the encouraging words, but also sharing in your concerns, desires, and dreams. We are looking forward to deliver on what we discussed with you.

When we purchased Amiga from Gateway there were many out there who said that we would fail. There were many out there who have worked against our efforts, and others that have misrepresented fact and manipulated privileged information in order to further their obviously self serving goals. There have been those who have wronged us, and caused us damage.

But, guess what? We are still here! We are still delivering! We are going to stay here! Amiga is about people, technology, excellence, we are a most tenacious people, and we have the community to prove it. Has it always gone according to plan? no. Have we made some adjustments to the plan? yes. Are we delivering on the plan? yes. Will we allow others to dictate our future? Absolutely not. Period..

Because of you, the Amiga dream lives, because of you, Amiga's are still being used throughout the world performing amazing tasks and activities, and because of you, we are still here and moving forward.

Amiga is a giant resting for the day of the fight, and gaining strength quietly, for, as we embark on this mission together, nothing will tear us apart.

Thank you once again for supporting us, and showing to the world that what was begun in 1985 was truly only the beginning.

*Bill McEwen, and the Amiga Team*

**Amiga Club Members:**

I would also like to take a minute and say a special howdy to all of the club members. It is really encouraging to see all of the activity and input from you with regards to the shirt design and name for the club. The "I am Amiga" name did not go over as well as I had thought, but in the next couple of weeks (after we get the ok from those who already have the name that was selected) we will all have the name and shirt design with which an be happy and proud to wear. Each member will receive their first newsletter in the next two weeks, and there will be all sorts of great announcements and information e, so look forward to it in your inbox.

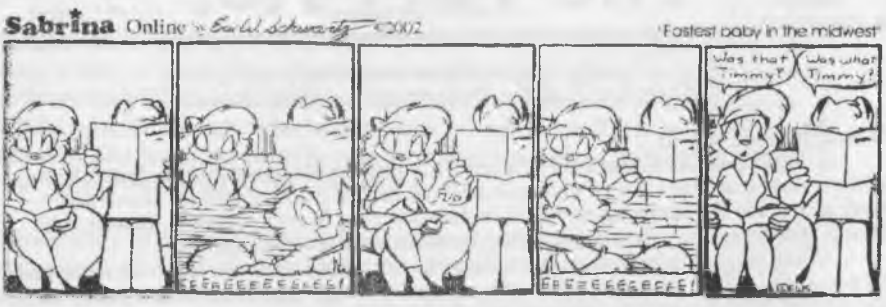
As a reminder we will be having a new drawing for an Amiga Enabled Cell Phone in September, and we would encourage those of you who have not joined yet, to get in here and do so. We have many plans and activities coming up for the club, and once again for only $ 50.00 you will receive the newsletter, Shirt and other special promotions. The lifetime membership offer has ended, but we would encourage you to be a part of something really exciting as the members will continue to receive special discounts and exclusive programs directed at the membership. We will honor the "$50.00 off" certificate for the next members who join through the end of September, at which point we will hold the draw for the new cell phone.

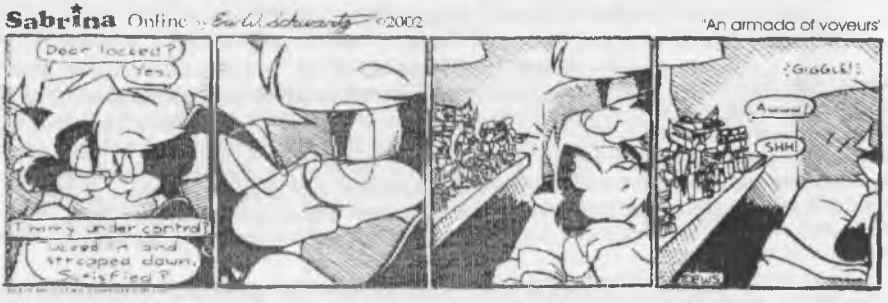
**September 1st, 2002:**

As mentioned in Sacramento at AmiWest, we had offered amnesty to those people/companies/entities who have knowingly stolen our IP and used it for their own gains, or who have shipped product knowing that they are illegal had until the end of August in order for them to comply and to get legal.

Now, I am not going to mention names nor am I going to get into a public discourse on what is happening.. But legal action has begun. In the next two weeks papers will be served. We will target one violator at a time with the hope that we will send a very clear

# Eric Schwartz's Sabrina Online - Episodes 236-238






http://www.sabrina-online.com

*In Remberance*
*of those who lost thier*
*lives on*
*September 11th, 2001ce.*
*As well as for those who*
*did thier best to save lives*
*during the tragic events.*

signal that this is very serious, will not be permitted and will be stopped.

This is a private action between Amiga Inc, and those who wish to continue in this practice. While we announced publicly our intentions, the actions will be private. I am sure that everyone can understand this and I hope will support this.

**AmigaOne Update:**

Well, the amazing team of Eyetech and Hyperion are doing a great job. Many of you already have in your possession the AmigaOne boards, and many more of you have seen the hardware in action. This is indeed another major leap forward as we near the release of the new hardware and OS 4.0. Eyetech and Alan Redhouse have been doing a great job of keeping everyone informed of the progress, and we look forward to the products release.

**AmigaOS 4.0:**

Hyperion and the team are making amazing strides here. The screen shots that we all see and the updates from Ben and the people working on it shows great progress. I know that they are working hard with regard to the integration into the AmigaOne, and I for one am looking forward to seeing it all working together, and from what I hear we are not too far off from making that happen. With this stated we have received some more shots of the interface from the OS 4.0 team. You can see the new AmiDock screenshots here. *[http://os.amiga.com/os4/OS4AmiDock.php]*

**PDA/Cell Phone Update:**

As mentioned in Sacramento the Amiga Anywhere Content Engine and associated content will be shipping on the new Sendo™ SmartPhone™ when it ships. Now, to answer the many e-mails that I have received about the Sendo phone. I do not know when the device will ship commercially; it is out of our hands with regard to when they will have the phone available. I will tell you that before the end of the year we will be making at least two more Cell Phone announcements and at least two more PDA announcements.

We are really starting to move on getting these business deals done and there will be many more opportunities for our developers to create new products for these cutting edge devices.

**A Possible New Product Offering - Let me know your thoughts:**

In recent dealings with one of our hardware OEM's they offered an opportunity. This opportunity is for excellent laptop hardware at excellent prices. They would be dual boot systems with Linux/UAE, and Bernie Meyers product (formally known as Amithlon) pre-loaded on the device. Here is a sample of some of the pricing that you could expect, all prices quoted are in US$:

Intel® 1.2GHz Celeron™ Processor
256MB RAM
15.0" TFT Active Matrix
20GB Hard Drive
DVD Drive
Linux/UAE Ami*
$999

Intel® 1.6GHz Pentium® 4 Processor
256MB RAM
15.0" XGA TFT Active Matrix
20GB Hard Drive
DVD/CDRW Combo Drive
Linux/UAE Ami*
$1579

Intel® 1.6GHz Pentium® 4 Processor
256MB RAM
SXGA TFT Active Matrix
30GB Hard Drive
DVD/CDRW Combo Drive

Linux/UAE Ami*
$1679

These examples are notebook computers. There are other options available, but I am trying to find out how many of you would be interested in purchasing these through your local Amiga dealer. Let us know by sending an e-mail to interested@amiga.com. There are also desktops and other configurations but I think that a notebook Amiga would be compelling. Let us know.

**The Product Formally Know as Amithlo*:**

As mentioned before Bernie Meyers has a wonderful product, and we expected it to be out by now. However there have been a couple of delays, none of these are engineering driven, that has delayed the release. I can tell you that the new product will be out very soon, and will offer some new requested features, and from what I understand is really going to knock your socks off. We will have an update concerning the timing of this release and the new name very shortly. So contrary to what you may have heard, it will be available soon.

**Developers:**

This message is an update for you. You have created some of the greatest content that the world has ever known. Your skill sets and your tenacity have overwhelmed many, and everyday you become more and more important to the future.

If you have been sitting on the sidelines I encourage you to jump in. We are getting requests from many of our OEM partners with regard to content that they are looking for on their devices.

While it has been a slow start (as is always the case in developing a market), this next quarter is going to see major movement, and distribution. We have many programs ready to take place for the Holiday season and we want you to be a part of it. So I encourage you to jump in make contact with us. Join us in creating the future.

In closing I wish to thank each and every member of the Amiga family for their support and good wishes in this amazing journey that we have embarked upon together. We are closer today than we were yesterday to the dreams and goals of Amiga. Tomorrow we will be closer again, and soon we can all share in the rewards.

Sincerely,
Bill McEwen and the rest of the Amiga Team
©2002 Amiga Inc.

**The Amiga Editor Rambles on and on...**

Alas, the wait for the new AmigaOS 4.0 is still going on. So far we get nice reports that say all is moving along. However, it would be nice to see the product actully come out. We have heard before a lot of promises of products to be delivered in the past, so we are naturally wary of new promises. Admittly Amiga Inc. has done well to get the AmigaDE out so they have money coming in, but we still want our new OS dammit! OK, I'll try to be patient, but this has gone over your earlier timelines so the longer things take, the more nervous the rest of us Amigians will get.

I recently picked up Nintendo's current portible gaming system, the Game Boy Advance (GBA). I was suprised to see in my Electronics Boutique catalogue two Cinemaware games, Wings and Defender of the Crown. At Fred Meyer's, where I picked up my GBA, I saw the Three Stooges. All three games were originally on the Amiga and it is nice to see the classic games preserved for the newer generation of videogamers. I'll have to pick of one or more of these games and compare them to the original Amiga version. For those interested, all of Cinemaware's Amiga library of games are available for a free download at thier site at http://www.cinemaware.com. The files are zipped and in ADF format so you'll want to get a utility to convert them back to floppy disk if you're using an Amiga to play them with. Utilities are available on the Aminet and I believe that I did put one on the BBS in the Amiga Utilities section. (IIRC) Anyhow you'll have to sign up for a free account to get access to the files, but that should not be too much trouble. I was able to sign on using my copy of iBrowse. I plan on grabbing them soon.

"Cyborgs" around - they must be very bad! Freddy has been fighting the robots in the streets - and Dave was afraid to tell him that the Cyborgs have Max! We've had the password for Brygo's place, but still don't know where to find him !

* Return to the "desert", trade the canteen from one of the "recruits" (either Christina or Ace) to one of the Rangers. Again, wander around the "hot" areas to "wound" the "recruit". Use your Rangers' "medic/doctor" skills to heal the "recruit". Keep repeating until your "medics" reach level "8" or "9" and your "doctor" skill reaches level "4" or "5"! Just be carefull not to kill your "recruit"! You may raise "Covenant's" "medic" skill level to a "5" or "6", also. We're feeling brave (maybe just crazy), we decide to take a wack at the 3 Mark III's in the north-west corner. We exit Vegas and come back in at the north-west corner.

We manage to kill one of the Mark III's before we have to "rest-up"! We return and finish off the remaining two. We try again on the Mark III's we saw on Paradise Road. The secret of success is to get in close and kill one (two if we're lucky) retreat and rest-up, then come back and finish the job. The first approach is the worst, that's when the most adversaries are firing at us. Focusing our attack on one at a time helps assure at least one rather quick kill. This is better than trying to inflict damage on all of them at once! (Note - if there are 4 or 5 Mark III's here, it's better to fire "full auto" with assault rifles first to weaken them and maybe kill 1 or 2 of them !) It's also great to have so many skilled "medics" and a "Doctor". They're realy earning their keep around here! Feeling more confident now, we're sure we can handle everything, even that Scorpitron!

We begin exploring the streets and stumble upon 10 Cyborg Commandos behind the "Jail". Coming down along the buildings to the west, we were practically on top of them when they appeared.

* Fortunately our A/R's and smg's were ready and full-auto fire killed them quickly! This was great, we picked up a Kevlar Suit for a Ranger and traded a Rad suit to Covenant to improve his armor. We also acquired 2 assault rifles for our "recruits! These "commandos" had a "Sonic key" (which we left behind for now) thankfully. (We won't have to go back to Quartz for the Sonic Key we left there.) The "beggar" said that Max had 2 "Sonic Keys" and was going to hide one of them on the old golf course. Well, we've searched the golf course and didn't find it. Also, that Max was going to see Charmaine. Did he leave a "key" with her?

We've found that by approaching the Scorpitron from the north or south we can get within 40' before drawing its fire. The shorter distance exposes us to fewer "hits" during our approach. It's not easy, we attacked with axes about 5 times, and then with knives. As our skill levels increased, we were able to inflict more damage. We had to "retreat" several times, to "heal" the wounded and "rest in the desert" when fighting this monster. It's no easy battle, taking a total of about eight encounters to finally kill the Scorpitron, the whole experience raised our "brawling" and "knife fighting" skills to 5's and many 6's. It's really just a matter of "chipping" away at it until it finally falls!

* (Note: near the Scorpitron there's a good supply of rockets, in Faran Brygo's "hideout", and one "super weapon" in another of the "buildings". - this is explained later!) We've explored the town and found a second "hospital" (Doctor's Office) on Flamingo Road (far west of the Raceway), but there's no "store" here for "supplies". Going north on Maryland Pkwy. we pass between the Raceway (only a couple of humanoids/"junk" loot) and Airport (nothing there). Just west of the Raceway (near the intersection of Paradise & Desert Inn Roads) we "cornered" some Slicerdicers and found a supply of rockets & explosives

when we killed them.

* Continuing north on Maryland, there's a short" unnamed" street, leading to a building with a "mushroom cloud" shaped object atop it. As we approach a "humanoid"/Rad Angel appears, it runs as we approach, so switching to smg's, we approach again and quickly dispatch in with a couple of "bursts". We approach and sure enough, here's the Temple of the Servants of the Mushroom Cloud! But first - we want to find Brygo's place, he may have more info! North again on Maryland, and soon we are attacked by a couple of Gundroids - switching to smg's, we finish them off with "full-auto" fire. There's loot too, an assault rifle, ammo, and another "Sonic Key".

* These Sonic keys are driving me crazy! How did a "Sonic Key" find it's way to the Court House in Quartz? Did Ace have one when he was captured? Why? (Ace was leaving Vegas to "recruit some good fighters to help defeat the "robots" there.) But, Ace was in Ugly's Hide-Out !Not to worry, that's two Sonic keys we've found here. Here's the intersection of Maryland Pkwy. and Sahara Ave. We're heading west on Sahara thinking how much safer this is since the Scorpitronis no longer a problem.

Faran Brygo's Hide-Out - As we enter a small beat up building, a voice asks for the "password"! We remember that "Crumb" told us to see Brygo,use the password "Kestrel" and tell him that "I sent you." (a "wrong" password will get you "poisoned" as you enter!) We say "Kestrel" and are admitted. Three long corridors lead toward two guards and an office door. Other rooms to the east and west appear to be unaccessable. The guards ask if we want to see Mr. Brygo. We answer "yes", and say that "Crumb" sent us. The guards say that Mr. Brygo is expecting us. As we enter, the door closes behind us.

We "tell Faran Brygo what he can do for us" and he gets angry, warns we'll never get out alive, then disappears into a "secret passage" behind his desk. (Remember, old beggar warned us Faran might "bump us off if we weren't on his payroll." But, we're independants! Kill the two guards and follow him through the "secret passage" behind his desk. Check out the Computer Screen and the note beside it about your "game progress" in the first room! In the room to the north, just kill everyone you see, pull the "lever" on a smashed control panel. As you "pull the lever", the second passageway (to the north-east) opens and the lever breaks.

Check all the rooms (empty) and go to the north end of the corridor. The first passage-way opens when you walk into it. Kill the two guards who were standing outside of Brygo's office. notice that the south end of the corridors (we entered) are now permanently blocked, there's no way back in when we leave - continue east, then south toward the front - (don't use the "slide" exit to the north!)

* Remember the door to Brygo's Jacuzzi Room as you pass by it! - Continue south, kill the guards at door, use "picklock" on the door (it will explode, but I've not gotten through using Bomb Disarm), kill the guards and finally Brygo - take his Onyx ring! Go back to the Jacuzzi Room - use "picklock" on the door. (It really can be done, but it takes many tries!! (I was in a hurry, I used Plastic Explosivesince all my "tnt" was gone!) Use your "crytology" skill on the south wall to find and open passageway to Brygo's Vault! Take all the cash, NATO assault rifles, ammo, and rockets! (There's no coming back!) (the Hide-Out is done!)

Really the only "mistake" you can make here is to select - "Ask what you can do for him" when you first meet Brygo! If you do, the message you get continues the "good Rangers" storyline that we're supposed to be playing: Brygo is organizing defenses against "robots". Find "Max" (Brygo's best man) who is missing. Max came from the east of the Wasteland about a year ago, he had much scientific knowledge, but never said very much. Death Machines (robots) have invaded Las Vegas, it was Max's idea to use the"landmines"

to destroy them.

As newer and stronger Death Machines began appearing from the west of the Wasteland, Max became frantic and seemed to "talk crazy" about how all life was in peril. Brygo sent "Ace" out to get help. Then, one night "Max" disappeared! See Charmaine in the Mushroom Church - ("church"? - the Las Vegas location is a "Temple"? anyway -). Tell her that Brygo sent you, she may be able to help you! Brygo tells you of two power elements in Vegas - Fat Freddy's group (criminal) and the Servants of Mushroom Cloud (religious fanatics who want to "convert" everyone). Says that there may be other groups.

When you go to the Temple, see Charmaine at the alter, she warns you - "Stop there! Do not come any closer!" and asks - "Do you seek the great glow?" answer yes, she asks "Who sent you?" answer Faran Brygo! The "message" you get continues the story line - Faran must have sent you to find Max. Max was headed for Sewers. You need a Sonic Key to get to the Sewers, Max buried a Sonic Key in Golf Course! Don't confuse the Sonic Key with the '4 Keys of the Citadel'! Bring Charmaine the Bloodstaff from the Mushroom Church in Needles and she'll show you the way (open doors in walls)! Tell the Bishop - "Dipstick"!!!

Either way, you've got to open the "high security doors" and the "Lab Door" in the "sewers"! Warning - danger here! If you approach Charmaine or use a "fake" Bloodstaff, everyone turns hostile - it's a heck of a fight, especially all the Temple Guardians. Even worse - after killing the Rad Angels, there's just piles of glowing dust on the floor! (Radiation hazards you can't see during "daylight hours"!)

* If you're going to kill everyone here, do it the "easy" way, (like the outlaws' hideout in Quartz.)! First, kill all of the "worshipers" and "guardians", - then kill the "Rad Angels" (just remember where the "Radioactive dust" is!) Finally, kill "Charmaine". The only "extra" loot is a Laser pistol and 2 power packs. From this you've determined that you must find Max for the answers you need! Good Rangers wouldn't be breaking into Brygo's vault to "rob" him of his cash and weapons! Exit the Hide-Out where you killed Brygo!

* Small beat up building (just south-east of Brygo's Hide-Out): you're in the right place if you're attacked by a swarm of insects as you enter. Just a few "bad guys" and robots here. Some basic supplies - rifles, ammo, canteen, crowbar, etc.

* But also 1 great weapon - a "Proton axe"! Take this for your "best" Ranger! (Trust me, this is one super weapon!) If you were using this, that Scorpitron would have dropped in about two attacks (not 8), but you wouldn't have level 6 Brawling skills! This was a great way to develop a "feeling" for those "hit & run" attacks we'll be using again in the game. Learn to fight as long as you can, and still be able to "break-off" the fight and escape to regain health. Breaking-off too soon just means less damage inflicted in the attack, and more attacks needed to complete the kill!

Next month the adventure continues. More fun and tons of things left to do. <VBESG>

## Lord Ronin's Ramblings

I was asked recently as to what is this bit about? Where I "Ramble" on about things in the group or that effect the group members and the C= community. Around the same time I was reading in one of the newsletters in our exchanges, about the editors felings on the exchanges he sees. Where many of them are rehashes of things from the Inet and from other newsletters.

He also made a statement about some newsletters are into one theme. I am not quoting here, please understand. So then with these two points of intel sent to me. My thoughts ran to what we are saying. Where I was reminded that I had received one bit of information a while bacl. That one was on the fact that the reader saw in just our newsletter, plans for the future. Rather than what has been, what we are going to try to do. O.K. then, we are? doing? want to do? As to what are we? Well a small and very loud and most assuredly opinionated group of militant Commodore and Amiga Users. Those who will rather fight than switch. And if you remember that sales pitch line, you are close to my age. But we are also late comers to the C= world. And we are out of the loop so to speak. Learning for us is restricted in what we gain and how we process the information. I have had my machine almost 10 years and it is still all new and facinating for me. Others are just plain blown away at what we can do when they measure it against the heretic machines. Why? Simple! we show that the heretic machines are NOT as great and powerfull as they are made out to be.

But most of the members here are also into Role Playing Games. Some of us longer than we have had the Commodore/Amiga. Meaning that now our interests are into the R.P.G. and how to use the computers to enhance that aspect of our lives.

Therefore we are doing things with our group and computers for the sake of learning and applying that knowledge to our R.P.G. interests. This isn't unique, as my collection of files indicates many R.P.G. games and utilities to help with the Dice games. Which I write about for Commodore Scene. What do we want to do with our group and the computer? Learn and collect everything about it? When I see a new member's face. After they have sat at the keyboard and created a something. Even if it is a coloured loop of "HELLO" that scrolls along the screen. The feeling of their creative accomplishment is infectious. As they did it with their own hands and more important - their own minds. Rather than have the drenn canned and thrust upon them.

Well that should be the end of the rant for this issue. Now to what has happened since the meeting. Which is one of the parts of this monograph. I also hope to install some *Shadowland* news this issue as well. So short on paragraphs for space. All of the walking stones are now in place in front of the shop. Still now rocks for the area. These are needed as the walkway was already dug out and lined with broken bits of slate from the pool table at the tavern. Unsafe to let the public enter the area. Save for some regular arranging and clean up. The shop is ready. A few forms for the gamers and the Computer users are still needed. That lamp that was mentioned in the notes. Was completed and now has all three of the little lamps working. Makes a very nice amber glow on the Commodore sales area. Hope the stage effect is good.

The BBS has achieved a new decker from Florida. Dark Sentry Village ID #44. Who rings us up in 40c on a C=64. We don't yet know what term prg he is using. His call prompted us to notice we had forgotten some work. Going over the areas that needed some adjustment, more to be done on that as well, we uncovered the MCI command to install the return, and even to flip to the next page on the screen. Now we have been able to install some additive comments to the sign up messages. Install an adjusted <I>nformation file on both the Centipede BBS system and the Village BBS. Along of course with the thanks to Mad Max and the others that have helped over the last 6 years. New screens in 40/80 are being made or repaired. A new 40c log out screen was made. More R.P.G. areas for the message bases have been created. More specific Commodore discussion areas have been created. Almost 26 different games can be discussed in the R.P.G. area and now in the C= area specifically places set up for C= Publications, GoDot and the Handy Scanner. As those are being brought up in group for work.

One of the S.I.G.s brought up an interesting point. A member didn't know how to solder. This was just a simple wire fix. That ended in the fact that the membership doesn't know much about electronics. While I have a degree in the field. Though outdated by quite a few years. I did keep all my college books and collected a few afterwards. In short the group will also feature some sort of electronic course of study. Just to gain an understanding. Yes Soldering is a part of the course.

As you can see we are not stagnate and are wanting to move along. The want though is faster than our abilities. <BG> Still all in all this is a fun machine and there is nothing better than a C=!!!

## ShadowLand

Date: Sun, 25 Aug 2002 15:55:45 -0400 (EDT)From: Maurice Randall Subject: Re: [Homestead] Re: geoCanvas The reason it works for some and not others is due to the way geoCanvas accesses the REU and how a particular system is setup.The problem with geoCanvas is that it doesn't use the kernal to access the REU. It has it's own routines for detecting and accessing the REU.The reason it fails on some Wheels systems is because it will make use of the last 64K bank of the REU for itself.

This trashes the Wheels kernal.To make geoCanvas work on a Wheels system, you MUST not use the17xx REU for the Wheels kernal. Choose the SuperRAM or a RAMLinkDACC, but not if the DACC is residing within the 1750 that might be plugged into the rear port of the RAMLink. Now, Wheels will run with the SuperRAM or DACC and geoCanvas will use the 1750 as long as it can find it. So, if your 1750 is plugged into the rear RL port, flip your RL switch to 'DIRECT' and geoCanvas will see the 1750. If you use a DACC partition for Wheels and it was the first partition created, then you'll have to make another DACC that resides within the SIMM ram and use that for Wheels.Be aware that if your 1750 is plugged into the rear port, geoCanvas will trash its contents. If you've got a non-DACC partition created first instead of the recommended DACC, the partition will get trashed. It's usually best to fill the 1750 with a DACC partition if you plan to use any software that will use the 1750. geoCanvas needs to be fixed to not search for the 1750. Instead i tneeds to use a bank of ram that is allocated by Wheels and then it also needs to use the kernal access routines instead of its own.I'm guessing that geoCanvas has a big enough ram access routine that can be eliminated to make room for the code needed to use the kernal routines which really should be much smaller and will fit without any problem.That would also mean that geoCanvas would work no matter what type of ram device was being used. Currently it requires a 17xx type device

[*Lord Ronin Additive: This topic is on going at this time on the list. Expected soon is a patch for GeoCanvas64. AFAIK the 128 version works fine. Will be up on a website soon* ]

Date: Tue, 13 Aug 2002 19:17:26 -0700 (PDT)From: rbernardo To: homestead@videocam.net.au Subject: Re: [Homestead] PS/2/USB Mouse on c64.I spoke to Allan Bairstow, editor of Commodore Scene magazine, on the telephone today. He, too, has the Protovision mouseadaptor. However, he definitely states that optical mice do *not* work with the adaptor. The PS2 mouse/trackball have to have mechanical rollers within its mechanism.> With the PS/2 adapter on the USB mouse, all signals are converted to PS/2.Yes, he states you can use a USB adaptor in-line with theProtovision adaptor so that you can use a USB mouse/trackball. Some mechanical PS2 trackballs/mice work better than others with the Protovision adaptor.There will be a full report on the Protovision adaptor in the next Commodore Scene magazine, number 38, due this September.Truly,Robert Bernardo Fresno Commodore User Group.

[*Lord Ronin Additive: This is about a device that will allow a non C= mouse to be plugged into the C= through this device. That we hope will be imported to the USA soon.*]

A.C.U.G. #447
623 29th St.
Astoria Ore.
97103