

Lord Ronin working on yhe BBS
Photo by Mad Max

The Village Green



Lord Ronin kicking back. Photo by Mad Max of M2K

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary Dupuy

Commodore Librarian: Imperial Warlord

Amiga Librarian: Mark Reed

Editor/SysOp: Lord Ronin from Q-Link

Deputies: *Librarians* #30 and *Vixen Emulators* Scott Farley

A.C.U.G. Policies & Goals

Simply stated to support, preserve and spread the information and fun of our chosen PC platform. To this end we have an ever growing library of disks, hardware, magazines and books. We also hold monthly business meetings along with regular practice, get together meetings during the month. As well as through our BBS.

Next Meeting

20/June/2003ce at 7:00pm in Mohr Realities games. Visitors, Demos and Smokers Welcome.

Contact Information

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General Village Green Information

Most information is from the minds and opinions of the membership. Some articles an information is taken from exchanges or from Inet lists. Credit to the source is given. The Village Green is created on a Commodore 128D using a broken 1351 mouse <hope Maurice fixes the Smart Mouse soon> Running Geos/Wheels 128 and Post Print. A SCPU with 65,216 blocks. Printed out on the Optra-40. Using stock fonts from Dale Sidebottom's Laser Lovers Disk. Images are collected from sites or from salvaged disks in our collection.

Permission is granted to use anything found for the continued information and support of the Commodore and Amiga PC platform. Be nice if you gave credit or blame to the source <G> Any questions, comments or complaints. Feel free to contact us at the above sources.

☆Notes from Meeting of 15/May/2003ce☆

Open: 7:00pm

Newsletter: Approved

Chancellor: Starting off was the regular announcement about the party for next month being the 25th anniversary of the A.C.U.G. Followed by the notice about the yearly elections. As it stands, Chancellor is still elected for life. Treasurer is Gary Dupuy <BBS ID #5> Commodore Librarian Imperial Warlord <BBS ID #2> Amiga Librarian Lord Alberonn <BBS ID #4> Editor Lord Ronin from Q-Link <BBS ID #1>. Looks like Same Same for next year.

Plans for the party include Lord Alberonn using his new Video Camera to tape it for our records. Special disk for the party meeting is still a great secret. Imperial Warlord along with Lord Ronin and #30 are discussing what would be a good disk. Nothing special of this level has been done in several years. Some suggestions were the long awaited doc disk, recipe disk, DM Assistant Vol 1 & 2, with dox, Gateway to the Savage Frontier and others on the line of R.P.G. interest. The subject of colour for the future issues of the Village Green after the party. Having pictures of the party in colour, was brought up. All depends on Lord Ronin's budget. At this time he reported that he has no sources for a re-fill of the colour ink on the printer. When that changes he can see about doing colour. At this point in time he just can't afford the cost of new colour carts.

Going over the May issue of The Village Green. Though the feline subject matter was not C= or Amiga related. Unless you count the fact that they play on and with the Computers. Not in the normal user manner of course <G>. The photos came out well with the work in the grey scale on the Amiga. Lord Ronin reminded all that they were taken with an old mid 80's cheapo camera. He is still impressed at the ability to take the IBuM formatted disk of the pictures and put them into the C=, then onto the pages of the newsletter. He mentioned that there is more for him to learn how to do with the placement of pictures in the newsletter. There should be more in the future like these from the old camera.

Looking over the exchanges, just the M.A.C.U.G. Ready and The Infinite Loop. Looks like spring/summer is in the air for our friends at the M.A.C.U.G. This issue of the Infinite Loop was a mind blower. Heavy paper for the cover. Map of the New Albany area where the Expo will be held. Coloured title boxes, coloured photos of the C-1, as well as of VideoCam Services and 8 Bit Designs. Be nice if we could do the same. All we are missing is the laser printer and some of the tools from another platform. Which we understand can be done on the Amiga. In shot this is moving into a magazine from a newsletter. Great Work from Earl & Jack. We can say this as we have in our collection, the semi regular little letters that they sent out in the past. Quantum level difference. Some day we will reach that level <fingers crossed>.

Treasurer: \$6

Commodore Librarian: By request this month's disk is 4 sides. Bard's Tale I along with the walk through, manual and editor that we have collected from assorted sources. That last bit will be found on side #4. As for next month, that is open at the moment. Requests and ideas are being "entertained" for June and for July.

Work done this last month has been helping sort files for the BBS and our records. Slowly, ever so

slowly, opening up partitions on the Hard Drive for the disks that we have to be saved.

☐ **Amiga Librarian:** "Really great work on the article for the last issue." Lord Alberonn has been working heavily on the Amiga 2000 Hard Drive system. Several R.P.Gs, games, writing and art tools have been installed. Other items that Lord Ronin didn't catch to write down for the notes. In short the 2000 is getting loaded by meeting time. Our #30 is currently making payments for the system. Give him a working Amiga to play with, and perhaps be able to look at some of his other files. Though we will be helping him to upgrade the Work Bench from 1.3. On the dark side, there has been no new word by meeting time on OS 4.0.

☐ **Editor/SysOp:** Been working on files, lots of files. Scratcher sent up some that we haven't made into the format for the BBS. That is being done and should be by next meeting. Major job at this time is no longer going over the new files from Mad Max and the M2K BBS. That we have to put back a bit on the priority level. Found out that our entire Driven Magazine collection was felled. Did that when we thought to compress them on a .D64. Didn't realize that they were tightly packed in the first place. I am collecting all 29 issues, the Scope and WaveForm memorials, along with the 2nd 4K demo reviews. These should be tested and up by the next meeting.

On the topic of disk Mags. I was asked to write a bit about the A.C.U.G. the Local C= Scene and the BBS for Scene World. There are a few ready. Have to learn how to use the approved VooDoo Noter prg. Should be a disk full of articles for them to use if any fit what they want. <G>

We spoke in the past about fixing the files on the BBS. We collected the entire amount from Twisted Sky BBS. Some have been downloaded in the past month and found, well wanting. May be bad or... In any case. We have wanted to test the existing files again. With some hard drive problems in the past. That job needs to be looked into and we are now doing such. First is take all the 4 pack files and LZH files and ARC files. Look at them with more experienced eyes. Then decide if they are in the right areas/data stores. Next they are compressed again. Well many of them are first made into .D64 files. As that image copy system has worked fairly well for us. Next they are GeoZipped. Tested again to see if anything went wrong with the .D64 creation or in the Zipping. Bad disk media on the 81s has been the big problem. All files that pass to that stage are copied to the Hard Drive. The old file is removed, but we keep the original Up Loader comments. Then the new file is released. At the meeting I had mislaid the current list. Reason for that is that the paper notes were by the computer BBS. As I look at them, not going to tell the list.

Just say that we have almost completed all the areas in the Tomes & Scrolls. Making the files into Down Load and as many as possible into OnLine reading. Great for the non C= users to buffer capture the text. This covers the BBS information, Jokes - which we finally found the lost disk and have them now in both read and DL. All the technical files. PBEM files, Amiga text files, and there is more work to be done in the RPG info area. The original files from my lectures are no longer in good shape.

At the same time we have been working on the RPG area of games. Just one set of files is the entire Gateway to the Savage Frontier game for the DragonLance people. More is being done and has been done. I'll update at the next meeting. Eventually all of the files that can be compressed, say in SDA. Shall be done so, we want to have the Decker be able to easily find and DL the files of choice. That is why the LBR, LNX, LZH and the 4 pack files are being tested and when possible replaced. There are some that we can't do that to, some sort of programming reason that we don't understand. Others in 6 pack have to stay that way, such as zipcode v2. Same reason. Call it house cleaning as we tidy up the file area.

Thanks to Dynamite of Twilight Zone/Az. We have some new files. He sent me some game packs that were different than the distribution ones. New games for the BBS are Warrior World, User Battles, Pro

Wrestling, Boxing, about 4 lotto games, one is at log on. A couple of sports games that we don't have the understanding to operate. However that will be done in a month by #26. Our resident sports fan. We are hoping to compare some of the existing failed games with the duplicates from these packets. Perhaps they will work. Dynamite also sent along an art prg to make screens for the BBS. That is a powerful freller that will take me a bit of time to learn how to use and then incorporate into the MCI commands for the BBS. Vixen can then make much more interesting screens for us.

Our friend in Romania, Mihai, has put up a file of ML tutor things. Now I can't give the site addy as it closed down and the entire thing is being moved at this time. Also the size of the unzipped file exceeds the 16MB partition space. So until it is made into more C= friendly parts. I can't use it. However before it was removed to be placed at another location. Mihai reported on the Homestead list that over 4GB of data had been transmitted in over 1,000 downloads. Interesting for a system that some people say is dead. <SEG>

U.P.C.H.U.G. has yet to reply to us or the Huston Group as of meeting date. We did send a letter, e-mail and a copy of The Village Green. Nothing back as of yet. OTOH there are some concerned members of U.P.C.H.U.G on homestead list that are communicating with me and promise to see what is happening.

Disk problems have been a bit problem for Lord Alberonn, #30 and myself. The 3 1/2" disks for our systems are frelling out on us. No local source for them. Though I am expecting some of them, some Amiga items and a collection of 5 1/4" disks from a member of the MTTM group. That may help with the file work for us, and some transfer work from the 4000 to the 2000 for Lord Alberonn.

Deputies: No word from #16 in several weeks. Save that he is interested in picking up an AmigaOne and paying off his truck. When he returns from Iraq. He'll also have a collection of IBuM files to look over for the BBS as well. <G> #30 has been working on a multipart review of Eye of the Beholder I. Later he may do Eye of the Beholder II. This is an Amiga Game in the 1st Ed AD&D Line. He is also making for the Amiga Data Stores a collection of the maps of the first game. As well as assisting Lord Ronin work through the Dungeon Master game. Vixen has been requesting dox and manuals printed out from the games. She will re-work them for the Tomes & Scrolls area in PET. Through the editor in the BBS. Said she is tired of trying to read the scrawl of Lord Ronin. <BG>

Deputies reported that many hours have been spent on the above projects. Including file testing and game testing on our BBS. Been a busy month.

Discussion, Demos, Close: Major topic was the upcoming party and what we wanted to do for any advertng. Can't afford a big turn out of guests. Yet need something if any show up. Some demo for both platforms need to be assembled. As well as games and anything else that would be of interest. A list is to be presented to the shop during the month.

Demo's on the Amiga were Eye of the Beholder I, Editing things with Project D. On the Commodore the first demo was from Compute 1989 file we found. Tank Ambush, this one may be part of the demo for the party. Under 14 blocks IIRC. Yet it has colour, sound and is a tough game to control. Other prg shown, Spike's Peak, A jumping game and Lord Alberonn, who is horrid at jumping games, made it farther than anyone else. Scarab a maze game, Slapshot an ice hockey game that has speech, Mystic Spirit Advisor, interesting expansion on Lisa an Scape Ghost. A text adventure with graphics. Where you have to solve a murder, yours. Closed at 9:15pm

Fire full auto with Ion Beamer, Laser Rifles/Carbine at the larger group, full auto with the cannons at the smaller group! When Robots killed, reload empty weapons and switch weapons to Proton Axes or Chainsaws! The "worst" is over for now!

* Go get your reward! Two Power Armor for your Clones with the Pseudo-chitin Armor. If they've been "wounded", heal them. Have someone else "pick-up" the Armor and "trade" it to them. Then just "equip" them with the Power Armor! Power Packs to replace the ammo you just used! Take all the rockets you can carry! Now just get out! Back to the desert for rest! Go to a "store", any weapons store! Sell all of the rockets and the Pseudo-chitin Armor!

* Soon we will be dropping the "clone" we made of Angela Deth, so, check your 2 other clones! Is there enough room for them to "take" all of her equipment as we "trade" it to them? If not, sell her Crowbar, and anything we can pick-up again later in the game. Trade any "Power Packs" to the Rangers and "clones"!

* Be sure she keeps her Power Armor, Canteen, Laser Carbine, Chainsaw & 3 Power Packs!

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Okay, we're ready to finish most of level 2 and get moving toward the entrance to Level 3! Back to Base Cochise - level 2: remember the way in? Just through the "main gate", up the escalator (stairs) etc. and back to Level 2. and across the bridge! If you want to destroy this place "piece-by-piece" to satisfy your aggression, start with the "Security Monitors"/Cameras mounted in the walls - use Crowbars to smash them!

The "large room" just east of the bridge is a Robot Assembly Station. One of these machines is controlled by a small "crt" with a "message flashing" on it's screen! Just leave it alone for now!



Use "picklock" on the "cages" over the other "control panels". "Smash the control panels" with Crowbars, to destroy the "nearly complete Robots"! Continue "smashing" the "Security Monitors"/Cameras in the walls! Stop and pick-up any "loot/Rockets" that might have been left behind before! Continuing down the corridor (going south) there's just a couple of those "brutal" robots ahead Chainsaws will kill them easily!

Continue "smashing" the "Cameras" and open the remaining doors with the "picklock" skill. Sorry, nothing very exciting in here. Just turn around and head back out, across the bridge. How's your "Con"/health? If you're "running low", go back to the training areas for rest! Otherwise, just finish the four training areas that lead to the next level!

Room 1 - one "clone" walks across the pipes, to "platform" at other end. Activate the "control panel" to open door, and return.

Room 2 - easy, just move slowly, perception will "reveal" the locations of the "land mines", just walk around them. Activate the "control panel" to open next door, and return.

Room 3 - surprise! not so easy - "clone" with best/highest "Con"/health walks over the "lightning/electric", wind/fans, and "freezing/cold" areas! Activate the "control panel" to open the next

Dungeon Master

Delving into Dungeon Master - Part 2 <Lord Ronin From Q-Link>

In the last part I left off with the need to start over from a save spot. A save spot that was a level above and a few hours behind in play from where the team died. Good reason to save regularly in a game. Not that I remember to do that while playing. <G>

Picking up where we or I should say I left off in the game and you in the reading of this review. Where I at least didn't have to recreate the team. Just finish off again the first level and go down to the second level.



A task that wasn't too hard. Considering I had just completed it an hour earlier. <S> looking at the 2nd level map and trying to follow it isn't easy for me. Print on the map is too small add to that the twisty turns I mentioned in the previous article. This book I refer too is "Dungeon Master Adventurer's Handbook" Published by FTL Games.

By the use of the above book. One should be able to gain more enjoyment from playing the game. Truth is that I wouldn't try to play the game with out the book. Yes it has all the level maps. Complete with locations of the items to be found. Information on how to solve the puzzles. Helpful tips on the list of monsters and what levels they are on in the dungeon. What is the real important thing in the book for me, is the spell list.

(Continued on page A3)

Eric Schwartz's Sabrina Online - Episodes 266-268

Sabrina Online by *Eric W. Schwartz* ©2003

"This isn't over"



Sabrina Online by *Eric W. Schwartz* ©2003

"Back to our regularly scheduled story"



Sabrina Online by *Eric W. Schwartz* ©2003

"Phone-tag solitaire"



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

Amiga Editor Rambles on...

Well here's part two of a large multi-part series that Lord Ronin's been working on. I've played, but not finished *Dungeon Master*. So far he has written a good review/stumble-through of the game.

A beta of AmigaOS4 was seen running at one of the German Amiga shows. I hope that means that the AmigaOne will be complete with it's new operating system soon.

(Continued from Page A1)

Spells in the game are cast from Mana. One of the character stats is a Mana bar. Casting a spell is done in a separate box on the screen. In the box/bar are three little boxes and the name of the character that is selected. The little boxes by the name you will note are in the same line up as they are in the character selection line at the top of the screen. Clicking on one of these little boxes will give you that character respective to the line up.

MAGICK SPELLS

DRYEST SPELLS

III	STRENGTH POTION
III E	SHIELD SPELL
III G	WIELD POTION
III G X	WISDOM POTION
III G I	VITALITY POTION
III S	HEALTH POTION
X G	CURE POISON
G G X	DEXTERITY POTION
G G X	STRENGTH WITHAL
G G	RESERVED
G E G	DEFENSE
G X	DEFENSE SPELL
G G *	MANE POTION

WIZARD SPELLS

III G	MANE POTIONS
X	PROTECTION
G *	TRIPLE LIFE
G G	WISDOM
G I *	ACHTUNGHEIT
E *	FAST
G	WIND LOCK
G E	FRIGID
G X	PROBATION
G G	DEFENSE SPELL
G I *	CREATING



All spells require a power level as then that symbol. Any power symbol can be used, but more powerful spells require greater skill to be cast successfully.

Wordy and bulky that above may be, and is, Needed though to explain the set up for the characters to cast spells. As I didn't understand and was unable to figure out how to move from one character to another. Till I read the booklet.

Moving along to the more difficult part. The funky symbols at next line down in this box. These are sort of a "rune" style. There are 6 of them. These are the power level for the spell. After you select the power level. Those boxes change to another set. There you select the spell to cast. Some are just one symbol. Others though can be three more characters. As you can tell this is complicated enough with the game book. Where you are to

experiment in spell creation. The handbook helps by showing the spell settings. Some of the spells will not only be attack and defense. Creating potions for poison antidote and healing potions.

How nice it is that a skeleton appears on the Dungeon floor that is your now dead character. <S> Up to this point I have talked a bit on different components of the game. Going into more of what you see and do in the game now.

You can guess that in the spaces between writing I am playing the game. Better stated playing at the game. This one isn't something that you will complete in one setting. Even with the walkthrough booklet and several pots of strong coffee.

You are dead. What happens then? Depends on you, as there are four characters in the group. If one of them buys the farm. That isn't too bad. You can collect all the items that he had and his bones. Eventually got to one of the resurrection alters. There is one on the first level. I can't find one yet on the second level. Thing to consider is that you have to carry all the stuff that the dead guy had. In addition to him and what you already have in your possession.

This is assuming that you defeat the monsters. You may have to go for just the body, armour, weapons and some food/water. In order to return to the death site and collect the rest of the items. Gets worse if two or more are dead. Losing all four ends the game. I don't know if it resets everything and deletes the save disk file. I did the three fingered salute and tried again.

Some of the things/items that you can collect are general. A sword for your front line two. Torches to save on spell mana from the light spell. More on spells and tactics for them later on in this bit. Water skin to be filled at the fountains. Some of the monsters, like on level two the screamers. These can be used as food. Cheese, Apples, corn and bread can also be found dropped around the Dungeon.

There are also some specific items that are needed. Something to toss through a force field to allow you to pass. You do get it back. I used a rock that was found. A copper coin to open a door and of course the different keys.

While the next attempt at an adventure is loading. Yeah I died again. I place these words to the screen. Here is what I failed to do to pass the Mummies. Didn't have my spells prepared or my weapons ready.

Weapons first, as #30 noticed something as I was testing the other day. If the weapons for missile combat are in the four slot section of the character form on the status screen. Such as the shaken or the daggers. Done that way, you can have the four in the slot and the one in hand for a total of five things to throw. As they automatically are put in the action hand.

Guess who didn't have that set up right before fighting the mummies? Now then to spells. Practice like mad when you are in a safe area. Build up the Wizard spells of magic torch, light and fireball. These you will need to see and to fight the monsters. Notes though that the party members on your left. Hit only the monsters on the left. Same for the ones on the right. Want to guess who had fight spells up for practice and forgot to make the fireball, even knowing that the mummies were in the next room.

Tactics for battles is to prepare. Sounds simple but it isn't. Unless you have gone through the area before and died. You don't know what room or corridor, where you will find the monsters. They also move around a it, in fact they will chase you away. This can be used to retreat and rebuild a little with weapon changing and maybe set up a spell. Before they catch you. Also if you can close a door/gate. They can't open it.

Now then there are things like chests. These contain things in them that are helpful. They also can hold many items. Yet only take one slot in your pack. One I found had some flasks. These I used to create the healing potion. Took some time. The result was worth it as now I have 6 flasks of healing potion and two characters with a priest level. In fact by doing different things. Syn Hoi has a level in fighter, priest, wizard and ninja. Point of this is that practice, though time consuming in the game give you the edge in the combats and you will need it as you make it down to IIRC level 14 for the final battle.

The logo for ACUG features a stylized, dark, winged or flame-like symbol on the left, followed by the letters 'ACUG' in a bold, serif font.

door, and return. Note - the "electric" area may be the worst. "rest" a little, before returning! Definitely rest to full health before the last room!

Room 4 - another surprise! Four groups of robots (3 robots per group) in the walls! Move along either the north or south wall (you can reach the control panel by only killing 2 of the 4 groups). Rest in one of the other "training rooms" as necessary. Kill the last 2 groups of robots in room 4 if you want to. Go through the "open doorway" to the south, "enter new a location"

Base Cochise - level 3: you'll arrive in a small room with a locked door to the north. This room offers another place to rest as necessary! First, switch weapons to Beamer, Cannons, Laser Rifles, and Laser Carbines! Use "Secpass B" to unlock the door. There's four robots ahead, one in each corner of the room!

Two robots appear as you go through the door, open fire - "full-auto" with all weapons! Fire at both robots in the first round (one cannon at each robot)!

You may kill both and suffer little damage. Switch weapons to Chainsaws and Proton Axes! Go to the west wall and then move south, within 40 feet of the next robot, move closer and kill it. Repeat by going back north, then east to east wall, then go south again to kill the last of the four robots. Go back into that small room, in the middle, where we arrived. Rest to regain full health!

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* This phase is completely optional, and not really very dangerous now. North of the top of the "escalator" is a "control panel" for the "computer screen" there. When you approach the "panel", it displays: "You may communicate with me if you wish, but understand, my mission will not fail."

Ask: chat, mission, Finster, Base Cochise. After you ask about "Base Cochise", the display changes to: "You know you cannot stop me. There is no way to break me. My mission will be completed."

2 more parts and the adventure ends. But in the meantime we have more work ahead of us. <VBESG>

♫ Lord Ronin's Ramblings ♫

Before doing a collection of things about us, the BBS and things found on the Inet. The following three pieces of e-mail was sent to Homestead and other lists. As they are public in nature, I didn't remove the addies. Short story is that I received the first one. Forwarded it to Lord Alberonn, who sent a msg to Another Opinionated Loser. They sent a reply that I haven't seen. Lord Alberonn sent it to Gaelyne and they did work at vcs as you can see from the e-mail. My personal feelings is that anyone on aol should find something that is more friendly to the computer users of the world, and not something that has a running history of trying to be the Inet in totality. The following was converted from ascii to GeoWrite 2.1 with Wrong is Write 8.1. I ha to make paragraphs and insert at places some spaces.

From gaelyne@videocam.net.au Thu Jun 5 11:18:46 2003 Date: 04 Jun 2003 14:50:10 +0930 From: Gaelyne Gasson <gaelyne@videocam.net.au> To: Homestead <homestead@videocam.net.au>, cops@videocam.net.au, mailink@videocam.net.au Subject: [COPS]

Problem: Members with AOL Email addresses

G'day Folks, AOL has a lot of users who are probably wondering what on earth happened to their mail.... not just mail from our mailing lists, but mail from lots of other places (the whole of Australia, for instance). If you know someone on these lists who have an AOL address, if you could contact them and let them know they will need an alternative Email address to receive the list mail, that would be nice. What's happened? AOL has decided

that our IP address is a "dynamic IPaddress" given by our ISP and have blocked all mail from us. This is totally false. We have several permanent IP addresses and don't use adynamic link. But we can't even contact AOL to tell them this is false because their web site doesn't have a provision for sending them mail and of course, our mail is blocked so we can't go that route. Effectively, AOL has blocked most of Australia (and probably an awful lot of the USA too) from sending mail to their users because someone over there made assumptions that weren't correct. Eventually this is going to hit the news, I'm sure. Meanwhile though, a dozen or so members of our various mailing lists were unsubscribed by the software today because mail to those addresses is bouncing. Until or unless AOL fixes the problem there's nothing we can do about it. Sorry to be the bearer of bad news.Cheers (but none for AOL),Gaelyne

From gaelyne@videocam.net.au Mon Jun 16 11:25:11 2003Date: 06 Jun 2003 22:11:16 +0930From: Gaelyne Gasson <gaelyne@videocam.net.au>To: Homestead <homestead@videocam.net.au>
Subject: [Homestead] AOL problem resolved (for us, for now)

Thanks to all who offered assistance with the problem we were having.We've resolved the problem by adjusting routing here. It doesn't solve the problem for lots of other people sending mail to AOL folks (and cs.com, netscape.com and a few others), but that's not our problem to fix.I've resubscribed all the folks who had been unsubscribed and things should be back to normal again.Cheers,Gaelyne-

From rod@videocam.net.au Mon Jun 16 11:26:32 2003Date: Fri, 6 Jun 2003 22:53:32 +0930From: Rod <rod@videocam.net.au>To: Homestead <homestead@videocam.net.au>
Subject: Re: [Homestead] AOL problem resolved (for us, for now)

Thanks to all who offered assistance with the problem we were having.> We've resolved the problem by adjusting routing here.Gaelyne makes this sound so simple doesn't she :-)

Truth is, there is/was a LOT more to it than this - to overcome the problem I needed to use a lot of 'firewall' type tricks, including MASQRADING,source and destination port routing, combined with Source address network translations (SNAT).None of this was without its own problems, including an entire day of data coming in and going out of incorrect interfaces with incorrect IP addresses for those particular interfaces, and this alone 'cost' us about 100megabytes of chargeable data (About \$25 value).These changes also mean that we are now being charged for mail data that used to go out via a 'prepaid - use it or lose it' type link.I THINK I/we now have everything re-stabilised while still keeping total running costs minimised, but I won't know for sure for a few days until our uplink providers reflect the current data usage.I realise that a lot of this will mean nothing to most of you, but I figured I'd fill you in on some of the details because Gaelyne made the fix sound a heck of a lot easier than it really was - and all because AOL decided that they no longer wish to accept mail that is routed via a dynmacally assigned IP link on our router.The REAL pisser is that AOL has NEVER recieved spam from any of our servers,yet daily, we are recieving and/or blocking at least 50 spams a day that ORIGINATE from AOL (that we also have to pay for).I still think blocking all mail to and from AOL is the 'right' thing to do,but by doing this we will be inconveniencing too many of our own telent members, web clients, and maillist subscribers - not to mention that both Gaelyne and myself have family members that think that AOL is a 'good' ISP,and this is our only means of keeping in touch'with them.Anyway, that's my gripe for the day, you may now resume normal conversations:-)Cheers Rod

Ronin's Rumbles: You just knew I couldn't let this end with out a final parting shot at aol. Personally I don't like the attitude of aol towards the rest of the computer world. If it wasn't for one of our LD members having to use aol. I'd say block aol and let them fix their own problems at their expense.

Now onto the local stuff and other things. SPAM: As I was doing this writing today, the local station ran the BBS world news. One of the subjects was "SPAM". Very bleak statements, I caught some of it on the lawsuits that several U.K. groups have created, some of them against U.S. companies. Heard about the porn going to kids. Heard about how much it is costing big companies to filter spam. Not only in software but actual humans sorting the mail. The report stated that one expert considered spam to be a parasite that is

going to destroy the host. Hmm and end to the Inet? Well the BBS is still around and no spam!

BTW: I finally have confirmation as to the reason for the title "SPAM". Yes it really does come from the Monty Python sketch. As in that sketch, just like the e-mail, everything comes with SPAM, whether you want it or not. "The Spam Eggs Sausage and Spam. That's not got much Spam in it." <Terry Jones in the sketch>

This event of spam is a problem mainly for the windrones. Or so we thought. But no that isn't the case. As **Robert Bernardo** of the Fresno Group found out. He wrote a message on the lists explaining that a msg with his name, but not his true ISP was floating around. That included a micro\$haft attachment. Robert goes online mainly with his C= as I understand, and would not be passing along things for the other system.

Ah but it gets worse than that, on the A.C.U.G. list. One of the members, who is also a member of the MTIM group. He too has had this happen. Though I don't know if he is aware of it at this time. Both Lord Alberonn and myself wrote to him about it. Fact that the addy uses his other name and not the one he generally uses on the list. Tells us the bot found it someplace else. I thought that someone was sending some sort of *uuencoded* file. As what I saw looked that way and said base 64. Something that I am not familiar with by name. However now that Lord Alberonn has his new lbrowse thing, he is back online regularly. The same msg showed up as a virus to his server thing. I am not exactly sure on how that worked. Simply put keep an eye out for your handle being used by others in spam/virus attacks. There may be some legal things you can do about it, if interested check your state laws.

C-1 is still going on as far as I can tell. But to be honest, I only read what Robert Bernardo re-posts on the Homestead list. The folks on the C-1 list are way to techy for me to understand, and don't seem to have time on the list to explain to the user what they are talking about and how it will work. That said, a forward of the list from Robert had Jeri stating that she has a web cam up now. Have not seen if it is on the test C-1.

LoadStar Site: Has been done for a little bit. Domain name and things of that nature as Rev. Moorman takes over the site from Softdisk. L.S. issues are coming out on time, just the site being change over, should be back up by the time you read this information.

On one of the lists it was announced about the upcoming Ethernet board for the C=64. Lord Alberonn has checked into this for me with Jens and in short this is how it works. The Ethernet Board plugs into the Retro Replay cart. At the location that the Silver Surfer cart plugs in, there are plans for cases in a few months. Now this will allow you to connect to the Inet in some form. Adam Dunkel <sp?> the author of Contiki is testing it out on his C=64 with Contiki. Lord Alberonn did some questioning, and the bottom line is this, if I spend about \$100 for the Retro Replay and the Ethernet Board. The others in the Kibbutz go in for the cable modem and router. Then I can go onto the Inet with broadband on the cable. As long as I have the above cart and board, as well as Contiki. Sounds good and my share of the cost would be less than what I pay for Inet connection. Now if it would let me keep my vcs account and the like. Well that is more for me to figure out and to save up in the future.

BBS: Maybe I should write a primer on running a BBS. Step one is remember that you will spend a lot of time working on the BBS. More if you like to programme. I'm not at that spot yet. However about 100 files have been put up on the board. Scattered through the areas. Driven Mags are now reinstalled. All the files in the Tomes & Scrolls area have been looked at, and most of them are in SDA with a few in ARC. The reason for this is that they were either too big to make into an SDA. Or the opposite, way to small to add another 3-8 blocks for the SDA part. The only area that isn't mirrored in the online read area is the collection of C= Hacking mags. The Joke files are not up in the DL area as well as the online read area.

There are more to translate and install that we collected. Just finding the disks that I used to DL them from the Inet.

Scratcher & Ultimate Hacker of the Onslaught and Xenon groups have been sending files to the Board. Recently we have gained Magic Candle a four sided disk game. Castlevania on two disk sides. Sinbad and the throne of the falcon on two disk sides. Plus a copy that failed in the usual spot of Ultima 6. These files are sent to us in 4 pack or in .D64. Neither of the two deckers have the GeoZip to compress the files. What we do is copy the file to an 81 disk. Open it up on the shop C= set up. Take a look at it, decide where it will go on the BBS. Then .D64 it with the Load Star tool. Test to see if that hurt anything. Take the 81 disk of the .D64 file to the BBS set up where we copy it to the SCPU ram in Geos. Use GeoZip to make the file into a Zip. Copy that file to the correct node and data store. But also to the 81 disk. That is then taken to the shop and opened up for play testing. Just to make certain that the file is intact. After it passes that part. We release the file to the public. Adding our notes in the UL comment section and the short description that shows up by the file name. Takes time, but we do feel better about the files on the board that way.

The big project that I mentioned at the meeting is going over **ALL the frelling FILES** that are on the BBS. Scratcher had tried to DL a few and they are bad. Recently I tested them and found out that it wasn't a file transfer line noise problem. The files are bad. I hope to find replacements for them on the old Vacuum Tube back up disks. Why this happened I am not certain. The drive failures in the past, copy work that I did incorrectly or ??? Bottom line is that I know some of these files did work. Since they appeared on club disks in the past.

On that note, we have started re-creating the **WARRIOR/CRUSHER** in the A.C.U.G. node. We had one on the old BBS. But found that the ARC-230 we used then, well it didn't work right or we didn't understand it back then in 95ce. Now we are going to use the .D64 and GeoZip method to do about 7 years of the 1541 monthly disks. Some were made for the 128 and some are also Geos specials. Nothing under three years old though will be on the board in the vault. This area will be opened after we have a few years installed. Though there are some missing issues at points. Yeah some that are missing are from my time as librarian.

Before I go any farther along, I want to thank Vincent Dymek, a member of the MTTM group. Who offered to me some Amiga and 1581 disks. Along with a couple hundred 1541 disks. They arrived fine and were a life saver in the 81 disks to be able to copy files to them for BBS testing.

Post Script: This happened to me just the other night. So it isn't in any time based sequence. As the readers know I am, as well as the majority of the A.C.U.G. membership, a Role Playing Gamer. Have been since 1978ce. One of the games I have enjoyed for 20 years is **Gamma World** first and second editions. There were only 4 adventures <pre scripted stories to play> for the two editions in total. I have been missing one of them for 20 years. Lord Alberonn many months ago, found it and something we needed for a Space Game <2300 A.D.> on eBay. I paid for them and when they arrived. The counters for the boxed game were not included. No prob, we knew that part. But the first wrap around sheet of 4 pages was missing from the adventure. Being fair to the seller, he didn't know that and offered to refund the money. I decided that we would wait and see what could be gained from the Gamma World mail list.

Sadly Lord Alberonn was distressed at the discrimination of sites to only accept windblown systems. He lost interest in the lists and the Inet. Recently he upgraded with the new Amiga thing I browse I think it is called. This resparked interest and he continued on the lists. Well the end result it that he received a pdf file of the four pages that a list member did with a scanner. Pages are B&W so no worry about colour. Lord Alberonn then tried out some tools. Not certain of the names and such. He was able to convert the pdf to post script 1. A very large file. I told him that I can do PS 1. But would be better perhaps if it could be made into PS 2 format. He found out that he can do that trick. Also made the files much smaller. He then up

loaded them to the BBS in the secret SysOp area. I brought them over <deleted 27 mega pulses of content> frelling mouse problems into Geos. There I unzipped the post script files. Sent them to the printer and wow man they actually printed and are now installed in the game book. Look better than the old pages.

The end result of this is that we can now print out these files. #4 can convert them to the right post script for me. Now I can print out <after I can get colour refills and black refills> the Talisanta full colour map for us. I mean just think about it, a colourfull game map in the shop. Printed through a Commodore. That is a nice point to show the customers. <SEG> I'll also be able now to print out those adventures from T\$R that I don't have, many are free DL. Some cost, and less than the original price. I can have #4 grab them, so I don't keep my vcs account over the limit. Hey some of those pdf files are larger than the 2megs I have at vcs. Sure this will be a help to the game group, and through that to the shop. But there must be C= related items that have been saved in this form that I can find. Also Pizza Man will be getting a computer and phone line. He will, or said so, logging onto the BBS, plus the Inet. One of the things he is getting is the scanner. This will make files that I can print out for our group. Just more things on the C= to play with in the future.

CD Burning: On our mail list, there has been conversation about burning a CD with the Amiga. I can't report a lot on that as we aren't yet able to do that task and it is in Amiga speak <G> However, part of the discussion is taking the files from the BBS and cutting them to the CD. In order for us to have a more permanent back up of the files for the board and our library. Now there is a chance, slim though it may be, that we can collect an old SCSI burner that is currently on an A3000. If we can scrape up the funds in time. I understand that it is real slow to burn. That doesn't bother me in the least. As the end result is what I want to have. Still though need to find out why the CD Rom system isn't working. Anyway if this happens then it is possible to burn the files from the BBS to CD for our protection. Read them back again with the CD Rom Commander. Fingers crossed on this situation.

Telnetting: Recently we had a visitor again. Mizar was passing through town and stopped by for a few days. His 1200 got a new Hard Drive. Worked for a moment and the H.D. turned defective. He will be having that replaced. He turned us onto telnetting to a BBS. New thing for me. I did give it a try and it really wasn't as complicated as I thought. So any one at "bbs.farpointbbs.com" can find me in the Userper and planets game. Ones that I haven't played in many years. Since the local boards that ran that game platform have closed. Now to remember how I played them so long ago. Farpoint also has FIDO and use/groups. But those listed didn't cover the CBM crowd. I asked if they could be added. Need to log on again to see if that has happened.

OK running out of space and want to install the photos. If it works out right. You shall see some shots of Lord Ronin in the Computer room <mess>. One of me working on the BBS. Note the mess of C= disks, books and papers. Also the Judge Anderson model on top of the monitor. The other one is me sitting in same chair facing the camera. Note the pipe smoke cloud. If it shows up in the grey scale photo copy. Then I hope to reprint the one from the April issue. That of Lord Ronin in the shop. This time Lord Alberonn did more lightening of the picture. All of these shots came from Mad Max's visited to us earlier this year. So unless I find more space to fill. See you in the Matrix or at the meeting.

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