

**July 1978ce**

**PET**

**Vic-20**

**C□64**

**C□128**

**C-16**

**Plus□4**

**Amiga**

**The Village Green**

*25 years & Going*

**July 2003ce**

## Officers of the A.C.U.G.

**Chancellor:** (Sensei) David O.E. Mohr

**Treasurer:** Village #5 [Gary Dupuy]

**Commodore Librarian:** Village #2 [Imperial Warlord]

**Amiga Librarian:** Village #4 [Mark Reed]

**Editor/SysOp:** Village #1 [Lord Ronin from Q-Link]

**Deputies:** Village #30 <C- & Amiga files/hardcopy>

Village #3 <BBS files> Village #23 <BBS Games>

Village #16 <Emulation>

### Policy and Goals

Support for the users of the Commodore and the Amiga P.C. Systems. Promote the systems for the enjoyment and benefits of the users. In order to do this, we hold meetings at the shop where the C- & Amiga is sold. Operate a BBS with files and talk areas for the system. Plus have a mail list on the Inet. Members have access to C- & Amiga systems at the shop during business hours. The software, hardware and hard copy libraries.

### Next Meeting, Membership, Contact Info:

17/July/2003ce 7:00pm at Mohr Realities Games. Visitors, Demos and Smokers Welcome  
Membership is \$18 per year. Allowing members access to the Computer systems at the shop. The software library on disk and from the BBS. Hard copy library of books, magazines, manuals and dox. Use of hardware library. Extra time and no credit need on the BBS. Monthly newsletter "The Village Green". Disks for the C- are 75cents each month's issue of the "Penny Farthing".

CONTACT INFO: Snail Mail - A.C.U.G. 623 29th Street Astoria Ore. 97103

Voice [machine] 503-325-1896

BBS: 503-325-2905

E-Mail: lordronin@videocam.net.au alberonn@harborside.com

Mail List: acug0446@yahoogroups.com

**Editor Note:** Because of weather conditions and Lord Ronin's inability that day to walk. The actual meeting was postponed. As members were not able to attend. The following is from the A.C.U.G. area on "The Village" BBS. Where over a period of time the events were covered.

\*\*\*\*\*

**Chancellor Report:** Reminder of the Elections for the meeting in July. The party for the 25th anniversary. Lord Ronin has started collecting the items to make the Kitty Box cake and decided to make the brain and hands Jello molds for the party as well as the Challah bread. Not certain if 2 loaves should be made this year.

**Treasurer:** Holding at \$6

**Commodore Librarian:** Disk for June is a double sided game disk. Called Sinbad and the Throne of the Falcon. The first one we have seen for the Commie from CinemaWare. We know that company from many games on the Amiga. Sadly there are no dox at this time for the game. The game will be demoed at the shop after meeting night. Nice gfx, and music. Not just a text game. There is arcade style combat and the Strategy/Tactics of the ship movement. As well as a classic Sinbad movie theme story. Guess that is why it is called an "interactive movie".

**Amiga Librarian:** Many thanks for the hours of work on the article/review of the Dungeon Master game for the Tally Ho!. Announced that #30 is doing a review of Eye of the Beholder #1 and making the maps for the game. These should be in the newsletter and on the BBS for Amiga users. Nothing new yet on the release of OS 4.0

**Editor SysOp:** Ah, the fun of being disabled. Here is what happened in regards to the meeting night. Weather turned bad, many members walk to the meeting and decided to hold off attending. I had pushed myself too much too soon. My legs decided to limit their activity. Or in the short term. I was stupid and had to pay for it by not being able to walk for a few days. We discussed many meeting components at the shop on meeting day, decided after the opening time to wait a bit and then postpone the meeting. Holding it on the BBS. As Vixen reminded me that the BBS has long been an official information source for the group. In fact our L.D. members contact the BBS for information. This is not to be a regular event, though it does give us a back up programme.

As most newsletters arrived after the meeting. I will cover them in the Ramblings section. Except for the "READY" from the M.A.C.U.G. That arrived on meeting day. Marty reviews several newsletters that arrived to them. This Commodore Digest is sounding interesting. I may eventually subscribe for just myself. Marty mentions about Allan Barstow and work being done on a C- VGA system. Allan sends me and many others the updates on this project as it develops. Last one I received looks good for a system in a short time. Marty mentions the Huston newsletter "SYNTAX" we exchange with them as

well. I'm in commo with Paul, their editor/secretary about the UPCHUG situation. Must note here that although confirmation reached me after the meeting. They list the ICE HOUSE BBS from Gaelyn's list. This one has been shut down for about a year. :-)

Marty sends Congratulations on our upcoming 25th anniversary. You are right Marty. none of my marriages lasted that long <G> He also has some more disks for us. I'll be glad to send him the funds for the boxes. Though I seem to have lost the list of the other software that Marty has for offer. This time warp called the desk, creates a black hole which sucks things up and sometimes spits them back out again. Never when needed of course. <LOL>

OK there is more that I have to state about what we are doing, but that will be in the Ramblings section. There has been a slight lull at the early part of this month. Though I must publicly thank Lord Alberonn who gifted me the 4 Harry Potter Books and a new kitten for my 53rd birthday.

**Deputies:** #30 is working daily on making the maps for Eye of the Beholder. A long process as there are several levels. This is interspaced with the play testing of the game. #16 is out of contact for over a month now. We don't know if he has been sent to Iraq at this time. He will have a collection of files to test for us when he returns. <EG> #3 has been working on printing out all the doc files that she can find. This is an on going project. Some are small enough to put on the BBS. Such as the forth coming one for Nightmare on Elm Street.

**Discussion:** We have talked about doing the hand scanner projects from the Monster Manuals. How to use them in the demo making task. The things for the party. Upgrading the C- to use on the Inet with the Ethernet connection. Upgrading the A2000HD that #30 is buying. The need to test some of the games and utils that have come in for the Amiga P.C. More games to become P.B.E.M. on the BBS.

The Wasteland walk through: part #24  
Translated by #30

Ask: mission and Base Cochise.

\* The "trap" here is asking: break (which appears in the Finster response and final display).

\* When you do, another "chute" opens (through the computer) and you're back on Level 2 at the end of the long, winding corridor to the east. Only now the "drawbridge" is already extended and many of the "robots" have been destroyed. If you fall into this trap too early, you'll have to battle your way to the "drawbridge", use Laser fire on the robots at the "drawbridge control panel", and finally use "Rad Suits" to cross the radiation hazard and reach the "control panel"! Very dangerous if you encounter robots while using Rad Suits instead of Power Armor

\* Now, another surprise awaits at the top of the "escalator"! First, two more "robots" (one east, one west) for more "loot" (a few Power Packs and Rockets). Definitely kill these two before you finish level 3! You don't want any unnecessary delays as you make your final "escape"! Second, the two "hollow panels" at the ends of the east-west corridor are now blocked by three robots at each. You can kill these "robots" and use tnt to open one of the "weapons pod covers". If you use the "new entrance" through the computer screen" control panel" you'll be farther from the "drawbridge" when you reenter the base!



Before our "final assault" to destroy Base Cochise while in the "desert", trade all of "Angela Deth's clones" Equipment to another clone or Ranger! While everyone else is getting back to "full health", just wander around and let the "heat" kill "Angela Deth's clone"! Press "D" (disband), Select the "Clone", and answer "yes" to "bury the Clone"! Now there's "room" for the "last recruit". Return to Base Cochise - just stand outside the location, in the "desert", and hold the "Esc" key until "game clock" shows "16:00" hours!



Enter through the main gate, up the "escalator", if you've "opened"the "entrance" to the north, kill the additional "robots" and get the "loot", otherwise use the "tunnel" (east or west) previously opened.

\* Go to the "small crt" in the large room (Robot Assembly Station) just east of the "drawbridge". Type run, then select "C) admin"! (Note: Selecting "A) hunter or B) killer" just gets you another "hostile robot" to kill, nothing else!)

\* Step back and there's your final "recruit" (Vax) to the south! Hire the "recruit", he's the best there is, and he's got extra Armor, Laser Rifle, and plenty of Power Packs!



"Vax":

Strength 30 I.Q. 30 Luck 40 Speed 20 Agility 24 Dexterity 25 Charisma 20

SKP (skill points) 0 (skills:) Energy Weapon 5 Toaster Repair 10 Electronics 5 Clone Tech 3 Doctor 4 Cyborg Tech 3



Continue over the "drawbridge", past the four "training facilities" rooms, to the final area with four large rooms. The final four rooms are the: Reactor Core (\* radiation here) Robot Maintenance O.S.H.A. Security electronics There are no keys for these doors! Use plastic explosives to open the doors! Start with the room to the north-east. Robot Maintenance - find a control panel (delicate equipment) in the north-west corner. Use a crowbar to smash it and

"stop the assembly line". Beware of the "Assembly Line", it'll "hammer out your dents" and maybe "kill you in the process", if you have anything less than the Power Armor! Go to room to the south. Security Electronics - 3 control panels here.

Just south-west of the door, "eleven light plates on the panel..." just keep using your electronics skill to turn the lights off! (all this really does is raise your skill level to a "5".) Then, the control panel at south wall, just walk by or rest there (Cylinder Closing System is not working yet!) and maybe raise your perception skill and/or cryptology skill one level. Finally, just south-east of door there's a "Security Check Interval" control panel. Use elcetronics on the panel to reduce the intervaltwo or three times!

\* This delay mechanism will give you some "extra" time to escape! Go to room to the west.

O.S.H.A. Room - just a few robots along the way (maybe raise Brawling skill one level) but finally, one brutal robot in the south-west corner. Just go toward the room to the north!

\* Check the "game clock" (time) and your supplies! You've got the plasma coupler and two plastic explosives, also the radiation is "visible" and time isn't later than 3:00 A.M. (03:00)! Reactor Core Room - Oopen the door, carefully walk around the radiation to the room/wall to the east! Use plastic explosives to open (shatter) the wall there. Use the plasma coupler to "fix" the control panel (fail-safe mechanism), then "all stations are powered" (the small room in each large room is open). Carefully walk around the radiation to the small room in the north-west corner. Use the Blackstone Key on the "cylinder" there.

Can you believe it? 2 years of walk through!? Wow were did the time go? It's been fun and frustrating as well at times. Next month though, it's the end of the road, and the adventure. :-(

Just remember though, you can start a new game or start over again. <VBESG>

## Shadowland

-----Original Message-----

From: RW Bivins [mailto:rw(at)oldergames.com]

Sent: Thursday, June 26, 2003 11:05 AM

Subject: New C64 Game To Debut At CGE 2003!R.W. BIVINS' - WEIRD WORLD IS GOING TO CGE2K3! OlderGames is pleased to announce the forth coming release of "WEIRD WORLD" an Infocom-Like Text Adventure game for the COMMODORE64/128! This game follows the tradition of games like Zork, and features some fun and interesting puzzles to solve, along with completely off-the-wall humor like it's name would suggest! FOR ONLY \$10!We are bringing 50 numbered copies featuring "CGE 2K3" on the title screen to this year's Classic Gaming Expo in Las Vegas. R.W. Bivins will be available to autograph your copies for free.

WE WILL EVEN BE AUCTIONING OFF THE EXACT C64 SYSTEM USED IN THE PRODUCTION OF WEIRD WORLD AT THE CGE SATURDAY AUCTION!

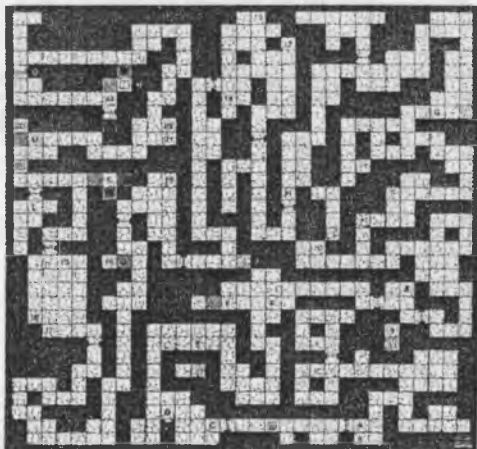
Regards, RW Bivins | Creative Director <http://www.OlderGames.com/>



## Delving into Dungeon Master - Part 3 <Lord Ronin from Q-Link>

Been a few days since I wrote about the game. A few shop problems crept in, well there was a busted hose in the adjacent laundry that flooded the shop. In addition to extra work days for me. That did allow me to do more on the game.

### LEVEL 4 - MEET YOUR DOOM



**OVERVIEW:** *Dungeon Level 4 is a drop-off in many ways from Level 3. There isn't a lot of treasure here, although a couple of items are useful. Most of the puzzles and problems you encounter are pretty straightforward. What this level is extremely good for is practicing both your fighting and magical abilities. Overcoming the Magenta Worms will push your skills to new heights. Use all your champions to cast magic torch spells and to create health and anti-poison potions. You'll need plenty of both. Don't run past the Worms. If you do, you'll regret it later. For they can follow your scent.*

Several more things have made sense. Others have been left in confusion. First off, doors really are your friend. Rock Piles will be crushed under them, these are the doors that you can open and close with the switch. Mummies are a little smarter and either retreat or come forward. Which brings up the point. DON'T RETREAT from the door. If you do then the monsters just come after you and will chase you a long ways.

Practice: This is stated through the dox and the adventures booklet. I'll add it here as well. When you have the time, practice. You will find the time as it isn't always a flow of monsters. You can also hear them coming.

What I have done is have the Ninja girl throw the shaken. Others swing bladed weapons, or throw daggers. BTW: finally found on level 4 the bow for those arrows I found on the other three levels. Also found a sling that I dropped as I was over weight. The characters stand one square back from a wall and go for it!. Levels come after an amount of practice. In

# Eric Schwartz's Sabrina Online - Episodes 269-271

**Sabrina** Online by *Eric W. Schwartz* ©2003

"The unstoppable force"



**Sabrina** Online by *Eric W. Schwartz* ©2003

"Time to meet the family"



**Sabrina** Online by *Eric W. Schwartz* ©2003

"He could just play with the packaging instead"



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

## Amiga Editor Rambles on...

Well, another month has gone by and we're up to the ACUG elections. I really wish someone would try taking the job of editor for the Amiga section away from me but it looks like I'll still have the job. LOL

The wait is still on for AmigaOS 4.0. A demo of it is currently touring some of the shows in Europe and it's supposed to be out any time now. I hope that this time they're right.

Next month expect four *Sabrina Online* strips. It looks like Eric has more time again to entertain us.



this manner I have had characters go up a level in combat.

Spells are the same. PRACTICE! My team is by far not the best as I am not certain of what I am doing most of the time. What I have done is use a lot of little "Magic Torch" spells and gain levels. Then increased the power of that spell. Gained more levels as Wizard. Which helped me to use fireball spells that have gotten to 3rd stage in power right now. For the priests I have been making healing potions and anti poison potions. Most of the priest spells seem to be potions. This has gained me some levels.

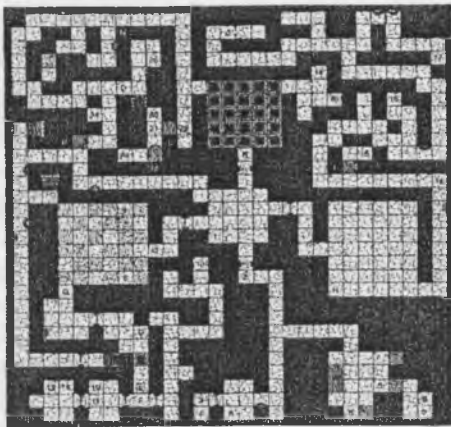
Levels are sort of like AD&D. There is a number level and a Heroic Name. Goes like this.

- 1: Neophyte
- 2: Novice
- 3: Apprentice
- 4: Journeyman
- 5: Craftsman
- 6: Artisan
- 7: Adept
- 8: Expert
- 9: LO Master
- 10: UM Master
- 11: ON Master
- 12: EE Master
- 13: PAL Master
- 14: MON Master
- 15: Arch Master

From 9 up the title refers to a power level of the spell casting. As far as I can tell from what I have read. There are also AFAIK 14 levels for certain and a rumored 15th level in the dungeon. If the levels of Dungeon and the Levels of spells have any meaning. I am not sure of what it may be at this time.

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## LEVEL 5 - TREASURE STORES



*OVERVIEW: Dungeon Level 5 is another level that is divided into sections. Once again, if you keep doors closed behind you, you will not release monsters which could later sneak up behind you, or even worse, approach from behind while you are already engaged in combat. There are doors leading North, East, South and West. The door leading South is probably the easiest. The only monster you'll encounter there is a Swamp Slime and there are several treasure items, including plenty of armour. The door to the West is the room filled with teleportation fields. You'll meet a Swamp Slime and a Couatl. The door to the East holds the one item that will help you in your battles with the dreaded Couatls. The Staff of Claws will*

My party has assaulted level 5 of the Dungeon now. I have nothing higher than a couple Craftsman in the skills. My Ninja girl is at least a Novice in everything.

Chests I may have mentioned before, now I find how good they are. Remember I stated in an earlier bit, that my first team from years ago died a lot? Well they are on a lower level IIRC and what killed them was lack of food. By using this hint theme booklet I have learned that the chest can be opened and how. Didn't know that before. In these chests, I have taken out things found, and placed food. In fact level 4 is a food haven. You may have to return there for the screamer collection that keeps coming back.

However I did say that there are some things that confuse me. These are not only the puzzles that you find. Like he correct way to open up doors with coins, keys and buttons. That is fairly well explained in the booklet. Nope the problem is what do these things I find mean?

Unlike AD&D or Talislanta or Tunnels & Trolls. The weapons found do not give a damage. You don't know if the Sword you just found is better than that Falchon you have been carrying around. Different helmets are titled. But only the weight is known if you investigate.

What does the magic box do? Investigation shows nothing. Holding it and going to combat tells me a spell like title. I understand that they are needed in the last battle. That is to add if I read things correctly.

Found some pretty necklaces for my girls. Wonder what they do? The compass does help me orientate in the rooms. But what are the two rabbits feet for? How are they used if at all?

Story line outside of the one in the book. Appears to be your the player learning the spells, weapons and your way around as you explore this complex. Which I might add for the tech fans. This game is just one disk for the Amiga.

A tip that I experimented with from the booklet. Not keeping my team full on water and food. Only giving some when they are low. This keeps them going and rations out the supplies. Some levels I have entered do not have water. Though you can find on one of those levels a full water skin. The fountains though are not on every level. Speaking of waterskins. There are only three gulps from one of them. Remember that you have four party members. Good news is that by 5th level of the Dungeon. You will have a water skin for each member. If you collect everything in the secret areas on each level.

Freak out: This will happen to you and there is no way to avoid it. Freak Out is when you are trying to look at the spell list for those fireballs. While chopping at the monster or throwing something at it, and looking at your stats to see if you are hit, how bad and if you are poisoned. This task as combat is in real time. Just plain takes time to get used to and I have not reached that ability as of yet. So I do a lot of...

RETREAT: Yes this is a very good tactic. I'll mention it more than once in this series. Since it has saved my team on several occasions. Like when I was given the wrong spell to use for the non material creature. Not the fault of the navigator. Only that the battle was so fast and retreat so important. That he read the wrong spell in the dox for the creature. Too many too close together to do it on the fly.

I retreated heavily injured and almost out of magic. Clear out of that entire area. Bad news is that it took the monster some time. And doors don't impeded his progress. Yet he followed me about 1/4 of the entire level. Good news is that I had enough time to gain enough magic to cast one of the correct spells. Which took the creature right out. Gained a Priest Level making several bottles of healing potion. <BG>

Food is something that you need and I have spoken on before. I mentioned the cheese, corn, apples and bread that I have found. These are not plentiful. Certain monsters can be eaten. Screamers I have mentioned leave some food behind as a screamer slice. Magenta Worms also leave behind something similar. Grab everything that is left behind. If it isn't needed later, you can dump it. Keep stocked on food and water. I have found that at certain levels in the character hunger, they lose stamina and that puts them in overburdened mode. Meaning they move slower in retreat and in combat.

Overburdened is something that I was going to wait upon. As I wanted more experience. Got that no problem. Just haven't a clue as to how I should deal with it at this point. Take the above about feeding. Is there a relationship about level of food bar to ability to move and carry? The dox state that the two numbers, sadly not written in standard measurement. Mean on the left side of the LOAD line is what the character is carrying. The right side divided by a slash is the max load. Yet there is nothing to indicate a level of light moderate heavy or fully burdened. Just the two set of numbers and a colour to show if overburdened.

This has caused me to dump a lot of things and still be what I think is overburdened by the colour information. Yet the number of carried is about half the max. What my tactic is now is to keep nothing but some magical items that I haven't a clue what they are for, a couple of wands, food, water, a few torches, and that is about it for the carry stuff.

# ACUG

Date: 23 Jun 2003 17:44:18 -0500 From: Bill Griffin <wd8izh@beanstalk.net>

Subject: Commodore Cable Special ran across two cases of Commodore video cables. One of 40 column cables and one of 80 column cables. the monitor end of these matches with the Commodore 1802, 1902, 2002, and 1084S (amongst others).

My problem? #THE BOXES ARE TOO HEAVY FOR ME TO LIFT!# I need to move these boxes before they draw too much moisture (through the concrete floor and fall apart). So I decided to have a Monitor Cable Blowout. I placed several "Buy it now" auctions on eBay. For \$5.95 each plus shipping (\$6.00), anyone can have a new 40 (or 80) column cable for their Commodore monitor. For those who don't like eBay, I am taking orders via the phone (574-315-2794) or email (sales@centsible.com). Since these are not on the website, I obviously cannot take orders directly through the website, but I can add them onto any orders placed there. Just email me with the add-on. Finally, anyone wishing to get 2 (or more) cables, I will offer a break on the shipping (I can ship 2 cables for the same price and additional cables at \$1.00 more each).

PLEASE HELP ME MOVE THESE CABLES. Please rebroadcast this to all the Commodore and Amiga users you know.-- Bill Griffin The new owner of Centsible Software.<http://www.centsible.com>

## Lord Ronin's Ramblings

First off, you may notice that the main body font and some of the header fonts are a bit different. That is assuming that I can print this out correctly as I did with another issue using an imported font. Main body for most of this issue is VillagePlain, some of the headers. The ones that look a bit "slashed" are "LowWeRegular". The first one is from the 60's cult show "The Prisoner". The second one is the font used for the title of "Gamma World" 1st edition.

Finally after a few wrong turns with a corrupted file. We now have the proper font for the theme of the BBS. So how does it look Fender and #16? <BG> IIRC it is a modded form of a font called "Albertus". Read that in a fan source long ago. Long story behind this font and the use of it in the newsletter. Won't bore you with the long story. Short one goes like this, Lord Ableronn was given the true type Mac font. He couldn't open it exactly to some degree. Though the words "Tally Ho!" in the Amiga section came from that packet. We sent it to Gaelyne as she thought she could convert it to a ps file. Found out that the file was corrupted. Recently Lord Alberonn was able to collect this file and the other one from IIRC a list member on the page stream Amiga list. I don't have the full story on that part.

Lord Alberonn was able to make the files into a ps1. I asked if he could make them into a ps2 file. He can, did and was amazed at how small the files became. So I asked on the cops list and discovered that there is more commands integral in ps2. Making the files smaller.

Anyway, I have been experimenting with these two fonts. As I have the tool that makes

them into the pfa from the pfb style files. Thanks go to Geoff Sullivan on the cops list for connecting me to the site and his continuing help on the tests that I am doing with the fonts. Well the bad news at this point. I can't seem to use them in GeoPub for the title page. Help I am getting on the list from Geoff. Just at this point in time, I can't make the printer see the font that I have sent as a substitute. Perhaps with new information this won't be the case by print out time <fingers crossed>.

In my hands right now is a 34 page print out of the new manual for GoDot. I was sent to a site. <http://c128.port5.com/cops> This is the COPS Printer Support website. There I found many files and this one was a post script file that I had to try out. Very nice print out. Hope that I can find the pet file and put that on the BBS for us. Plus collect the new GoDot updated files. We will be using this copy for our GoDot S.I.G. in the near future. The manual is going on the BBS in post script format as it looks like a new thing for us to try out, having ps files for DL.

Commodore Scene arrived and I have just now given it a look over. One thing that stands out is the ad on the back page for a device that will make your pocket PC into a real Pocket C-64 PC. Costs only 4 pounds and 36 p. Not a C- thing that I will collect. As I have no need for any other platform than C-. Now for those that have this pocket thing, looks interesting from the information about using .D64, .T64, .prg, .Jnx and bas files. There is an interview with Godon Houghton of ZZAP! 64 editorial fame. He can be eached at his web site. <http://www.the-burrow.freemove.co.uk>.

Fimbo's Quest is given a "mini-view" by Shaun Bebbington & Allan Barstow. Ah but this is not just any little review of an old C- game. This is one of the new reworks for the IDE64. Which is also included on this issues cover disk. Shaun talks about the game and how it works with the IDE64, but in PAL. Allan tested it on the NTSC SX-64. Came out fine, as Allan mentions several times about the speed of the loading, "I thought the cartridge version was fast". Allan tested the game while also running a music CD through the IDE64. Makes me want to learn how to make mine work.

Contiki is also in the CS #40. Not just some screen shots and basic information. But a few different copies of the programme <colour set up to choose> on the 1581 cover disk. A review of 3D pool made into a SuperCPU version by the author Shaun Bebbington. That one is to be on a future cover disk. Well then as you can see Allan has put out another good issue. This one is another of the ones sent for the binder. I don't have any trouble at all with this concept.

## Commodore People

FONTS: I had much more to review at this point. When things happened to make me decide at the last moment to alter all that I was going to do for the issue. The title of this area is the reason and this section of FONTS is the first part.

Geoff Sullivan <sp?> also known as "Sunfish" has been a great help to me in the font work as I stated in the start of this issue. He has looked things up for me in areas I didn't know existed for the use of the C- and post script. He is the one that sent me the information on how to use and where to find the tool that converts the the pfb files to pfa to be used in our system.

Well, I wanted to use the Village Font in the newsletter. As the body and the cover. In the past I have used, OK once, the replacement font for an issue. But it was just a few headers in the issue. This time I was more expressive. DIDN'T FRELLING WORK!!

After wasting ink and paper in amounts I don't want to mention. I sent a msg to the COPS list at vcs. Bingo Geoff was the first one to respond. I replied with the complete list of my operation steps. All was correct. He then looked up more information for me. Had an idea about a line that needs to be sent to the printer. Well I am not able to do all of that as some of the fonts are too large for GeoWrite. Crashed the system with all those "page to large, insert page break" messages. He asked me for the fonts. Tried them and had the same problems. In fact his first test came out in a large Courier font.

I just received a msg and an attached file. He tried out the insertion of that little code line. Lo and behold, the C- headed goddess smiled. His test worked, and he sent the files back to me fixed. I made one fast test and it worked for me. Now my hope is that this will be a good issue, even with the mouse and time problem. Oh yeah the line is "serverdict begin 0 exitserver" this is installed before the line "iO dict begin..." Does something with the Control D part of clearing out the memory or some such thing that I don't really know about yet.

**MOUSE:** Closer to home, in fact in the kibbutz. Lord Alberonn decided to ring up Maurice. In order to ask about the status of my Smart Mouse. Think he was tired of me screaming obscenities at the 1351 that I have borrowed from him. That just happens to require a lot of wire twisting that threatens to make it do anything. In fact it took 45 minutes today just to load the files to the RAM for this issue. No not a lot of files. Just that the mouse wouldn't move correctly and refused to click on the icon. Then while moving the icon it would just drop the file and the process would start again. Amongst a large amount of unprintable words.

Maurice had forgotten that he had the Smart Mouse for a year. He does so much that he makes even me feel that I am moving in reverse <G>. I do understand the too many projects problem. In short, he did say he would work on it soon and send it back. I'm just hoping that this one will hold out till then. All prayers to the great Silicon god and the C- goddess.

**QWKRR:** This is the Off Line Reader for the C-128. I've had it for a long time. Tried it once when I was on another server and had nothing but problems in understanding. Recently I found out that it wasn't just my lack of understanding. But the server as well was at fault.

Since I have a hard time on line doing my e-mail. Lag time is getting worse these days. I mean if you add up 6 second units of lag. Well you can see why it can take over 30 minutes to do one piece of mail, quotes and replies.

So I got brave enough to make a partition for QWKRR and load up the files. Including the Browser2 files. Tried to do something and naturally failed. Then I got a brain storm. I asked Rod at VCS for help.

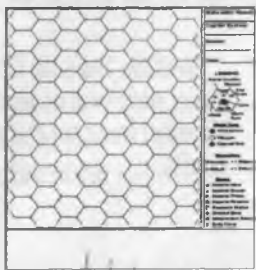
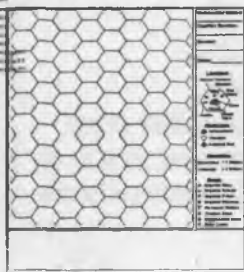
Rod is very good in dealing with the demented old hippy. Taking me step by step through the set up for using the system on VCS. There are some things that are different for the remote servers. Right now I am configured for VCS. After a few false starts I have been able to send mail from an old message. As I grabbed the entire 250+ bits of mail that had been sitting on the board for 10 months. Also I have been able to send through QWKRR new mail. This has made things much faster and easier for me. Should mean that I can be much more effective in the e-mail work.

I have a lot more to learn about this tool. So in the future expect a review of QWKRR 5.1 for the I28. BTW: there is a form for the C-64 as well.

Point of all of this is not the three things that I have dealt with in the past few weeks. But the fact that the Commodore community came forward to help. That to me is the greatest part of being in the Commodore world of computing. Dale Sidebottom was willing to work with this entire issue to see if he could make it work the way I wanted. This help and desire to help others with the C-. That is one of the things about the superiority of the C- over the other system. The love, help and understanding of the other members. Be they distant or local.

### Next Month's Issue

Depending on the finances part. I hope that we will be able to put in some photos of the party. Not expecting a large turn out, haven't heard the ads for it on the radio yet. As I gain feedback on the font and layout of this issue. I'll know much more on how things work. As we are using a little larger point size this time. Trying to see about the ease of reading. Till later on I'll see you at the meeting or in the Matrix.



## **New Shop Items**

3rd Ed AD&D Monster Manual 1

3rd Ed AD&D Monster Manual 2

Tome of Horrors for 3rd Ed AD&D

Twisted Lore for 3rd Ed AD&D

Necromantic Lore for 3rd Ed AD&D

MasterCraft Works for 3rd Ed AD&D

Talisanta 4th Ed.

Traveller Reprint Book 2 Suppliments  
1-13

Jumbo White dice set 7pc

Mini Dice 3 different colour sets 7pc

Transparent Green 7pc Dice set

Transparent Red 7pc Dice set

Ancient Red 7pc Dice set

Ancient Black 7pc Dice set

Oblivion Blue 7pc Dice set

Each in clear plastic hinged chest

Mercenaries Spies & Private Eyes

MSPE Special Bundle set

Leapord print Dice Bags

Fantasy 25mm girls, knight, barbarian,  
succubus

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