The Village Green

<u>These are Clip Art from asssorted game books. All done with the Handy Scanner. The tool to convert them to Geos is from Handy Scanner.</u>

Ha Ha, You Commodore Users Missed all my Vital Spots.

(Lord Ronin's Idea of the Intel of a WinBlown User)

The Voice of the A.C.U.G.   Nov 2003 issue   C= 1

Notes from meeting of 16/Oct/03ce

Open: 7:00pm

Newsletter: Approved

Chancellor: Went over the last issue of the Village Green. Discussed the use of Times Roman in bold for the base font. Appears that it and or Lord Ronins spacing attempts. Created no half or missing letters at the right side of the page this issue.

The issue was behind schedule for this month. Lord Ronin explained about the difficulties with the fan repair. Major part was moving all the items from the desk and then trying to figure out where the notes etc. had been placed. As well as a simple lack of time. All in all, not bad for an issue that was written, laid out and printed in one day.

Went over the exchanges. The M.A.C.U.G. issue hadn't arrived by meeting time. Usually it is the day before on the same day.

Syntax from the Hustons Users Group. Mainly things on the Amiga for our #4 to explain later on, hopefully in the Tally Hol section. Couple of C= related articles. One on special Op Codes. Something we are not yet ready to explore. But glad to have the intel in our Library. The other is an older article from Dick Estel. Previously from the Fresno U.G. newsletter. Dick talks about the tools/utilites that he has used. Some we know others we haven't heard of, but might have in our collection. Of primary interest was Dick's information on some Geos tools.

[Ed Note: The 5C's newsletter is a disk based format. Nicely done, though usually shown at the S.I.G.s and not recorded at the business meeting. I am trying to revert this trend. The disks were shown at the Demo section of this last meeting. However I shall insert a short review of them in here, out of order but in the correct place.]

5C's sent the two months of disks. There is on one an open message from Dale Sidebottom. This was on the COPS list originally. <Commodore Only Post Script cops@videocam.net.au> The short of it, Dale tells about GoDot and the C= Post Print. Building a fire under many users of Post Print <Lord Ronin included>. New features for GoDot have been released. LR mentioned that not only has Dale given him some private help on starting, sites to visit. But Arndt the creator of GoDot has been back to work on upgrading the prg. In fact a new version will be on a future club disk.

One programme that caught our eyes was a Saloon Shootout. Moving tankards of beer to shoot <Ed Note: Oy the waste of beer! (G) > Playing cards on top of the player piano that change also as targets. Limited ammo, and it took a few tries to learn about the controls. This one will be on the BBS in the future. As well as a game disk for the club.

At this point Lord Ronin made a suggestion for the newsletter. That we ask the exchanges who list BBS's to include in their Long Distance listings our BBS. Motion was approved and it is to appear in the Meeting part, with the BBS information.

Running Centipede 128 Files, Games, PBEMs, Part of the Centipede ComLink Network. Run on a real C=128D Support BBS for the local users group and all others interested in the C= and Amiga. 40/80c Commodore Graphics 40/80c Ascii Ansi, RipTerm, SupeRes A constant work in progress over 2,500 files. Geos specific file area with many from Q-Link

We hope that is enough information to be placed in the exchanges listings.

Treasurer: $6 as LR pays for it all.

Commodore Librarian: By member request and with permission from Joerg/Nafcon of P.o.L. This month contains the first two issues of Scene World disk mag. An interesting change of pace for us. Imperial Warlord was reminded that he never completed the entire 29 issue run of Driven disk mag. He said that he would look through the back copies to see where it stopped. If the group wishes, he can put out the rest of the issues. Group stated that they want the rest of the issues. Perhaps more than one per disk.

Amiga Librarian: Lord Alberonn is happy that his system is back up again. Working on catching up on his e-mail and related Amiga duties. Waiting for the expected release of OS 4.0 in December. Promised to explain more about hooking up the Amiga to the DSL broad band thing. Since most of the members didn't understand a word that he said. Lord Alberonn added that he was very pleased with the continuing work that Lord Ronin, the non Amiga user and #30, a beginning Amiga user, have put into keeping the Tally Ho! and Amiga part alive in the group.

Editor/SysOp: Inflating my ego for a moment. Two of my articles where published in Scene World #8. One was published in the recent edition of The Infinite Loop magazine. O.K. enough of the ego boosting. My top hat doesn't fit anymore. ;-?

Not a lot to bring forth from the Inet lists. Mostly since the publication of the last issue. Sorry it was just a few days before the meeting. Most topics were covered in the newsletter.

SWRAP happend and a group/place called slash dot, did a piece on the show. Now I haven't heard of them before and never seen their site or where they may be printing the information. This comes from some of the people that read the information. One in particular, the SysOp of the Negative Feedback BBS. He discovered that there was over 300 calls for his telnet C=64 BBS. That he had taken down and was displaying at the convention. Some readers of the article wondered if the tone was correct. Can't comment on that myself. Some wondered if it was negative publicity. Something about using the old C= PCs. At the least some large group did pay attention to the convention and reported on it to the world.

As I mentioned in the last issue. The BBS had that problem on the var main file. That being the one that tells the system what the areas are on the board and quite a few other important features. I used a year old back up to replace the lost file.

Problem is that the areas of that time do not reflect the areas of today. By that I mean that the

message bases, though almost the same, in the main titles. The 25 sub areas are not the same. Good news is that the actual messages are not yet lost. We were able to see the highest individual sub area in each of the message bases. Slowly we are going over these messages. Learning the topics and then restablishing them into the message bases. We did get just before the meeting the list information from Dynamite·on the Network areas. Now we can reinstall the names for the topics.

Files, the main nodes are fine. Just lost some of the more recent data stores. Reinstalled the misc mags data store. Created the Scene World one. More look see on where the others go in the nodes. They still exist, just not installed.

OnLine games are being tested. The Empire and clones section appear to be untouched. Shall know more later as we go over every one to see if they fire up. As of this writing. No problems reported with the e-mail.

Just before the meeting. I saw an announcement about a new updated GeoZip. IIRC it is v0.9. Shall grab this one from the web site for my work and place it on the BBS.

Deputies: #30 helping on the last part of the Dungeon Master game review. Working with the Amiga 2000HD on reports for the Tally Hol. Vixen sorting the back issue library.Preparing for the large .D64 and Zipping. Then UL to the BBS A.C.U.G. back issue vault. #16 is in Iraq still. Going to have a load of work when he returns. Give his new AmigaOne a work out <BG>. #23 is testing games on the BBS.

S.I.G.S.: Programming; Continueing on the Golden Flutes and Great Escapes book. Work on adjusting the things in the first type in game, MARS. Learning by modding. Perhaps eventually the end result will be an OnLine game for the BBS.

GEOS; testing out the ability to print files made in post script on #4's Amiga. The last issue of the Tally Hol was sent in post script to Lord Ronn. Who then ran it through the Geos/Wheels/Post Print 3 system. Results are the last issue. This may continue for a bit longer. As the printer <non post script> that #4 is using. Decided to not function.

Another test made on that subject was the character record sheet for the game "2300 AD". That #4 had made with fonts and the 2300 logo. One was post script the second was encapsulated post script. Both files arrived on the BBS fine. Then unzipped in GeoZip. Entered into the Post Print 3 environment. Post Script and the encapsulated post script files printed out correctly. Including the logo and the font used by #4. Only difference was that the encapsulated one was a tad bit smaller in all directions.

More experiments on imported post script texts and images are to be done, including some pdf to post script files. As a way of collecting needed information.

Discussion/Demos/Close: All sort ofrolled into one section. Discussion was on the meanings of the DSL and Braod Band, with what it can do for the C= users and the BBS. Not enough information or education on the topic at this time.

The new GoDot upgrades and how we can use them. Some files to use at a S.I.G. meeting to play with GoDot. This can be done in the near future.

5C's had the Covox demo disk on the reverse side of an issue. This was demoed and members want

to find Covox now for the group.

Al from 5C's had send Computer Eyes disks. These were shown at the meeting. Making Lord Ronin want the system even more than before. Hoping that 5C's will decide to part with one of them in their collection. The clarity of the image titled "Nan" was fantastic.

Lord Alberonn decided that he wanted to test out the IDE64. The one that months ago had been gifted to Lord Ronin by Mad Max. As LR hadn't found the information to make it work. Time factors and too many projects.

First problem was that the Power Supply that Mad Max sent failed to operate longer than 10 seconds. Lord Alberonn brough out the one from his Amiga 4000 power tower. Which had lost the fan. This worked and didn't over heat.

Still nothing seemed to work. A few trips up to his Amiga and the websites. He was able to show that it is set for Dev #12. Set the Real Time Clock and work with the screen colours. More than that may happen at the next meeting. A new piece of information that he presented was that it had something that would allow the use of Geos. Lord Ronin is now much more interested. A hope that it can be set up and the 64 partition for Geos/Wheels can be transfered from the CMD HD to the IDE64. Another future project.

Several recently tested games from M2K BBS were shown. Suggestions for a games disk where made, while the tools "d64it" and "puzip.c64" were shown making files for the BBS. All done in 64 mode on the 128.

Discussion on the amount of games and the fact that some didn't copy well from M2K to The Village partitions. Still allowing for hundreds of files to be placed on the BBS. Lord Ronin said that he would continue to work on just one partition. Till it is emptied. So far there is still over 14 mega bytes in the partition. Said that it covers e- about j in the alphabetical listings of Mad Max.

Closed at 8:53pm

Shadowland
C= Demo Party In Portland

{This is an edited e-mail to me and Lord Alberonn from 17/Oct/03ce from Robert Bernardo}

Ever since September 12, we've been in talks with Anthony, co-owner of Ground Kontrol in Portland, about having the first ever Commodore party in the Pacific Northwest. And so far, it looks like a "go". So far, the date for the party has been firmed up to be Tuesday, December 30 from 2 p.m. to 9 p.m. at Ground Kontrol, 610 SW 12th Avenue, in Portland. Ground Kontrol is a retro arcade establishment with all the good games from the past, like PacMan, Tempest, etc.. http://www.groundkontrol.com Anthony has agreed for us to set up some Commodore computers there and to invite Commodore bands to play music, namely, Seth Sternberger and 8Bit Weapon. Other music groups might be invited. So far, in attendance will be myself, Dave Moorman of Loadstar, Jeri Ellsworth of CommodoreOne fame, and possibly, Dale Luck, Amiga programmer most famous for the Boing Demo. Of course, the public – those who walk in through the door – will be welcome to use our Commodores as they go in to play with the arcade machines. The party will be a relaxed affair – just playing C= games, eating pizza, drinking soda, and lots of talk. It would be great if your club could make it to the party. We'd like to have good

C= participation. What do you say?
(We said YES!!!!)

Several things afoot from Computer Workshops
(e-mail from Cameron Kaiser)

I'm finalizing HyperLink 2.5e – other than write the new code for the 128, it should be ready for last-minute beta testing. You can now boot and configure HyperLink from the 128 (much faster), screen display is nearly three times as fast (no more drumming your fingers waiting for repaints), a couple of SCPU-related bug fixes, a more stable LinkScript interpreter, and a new registration system.

Also, HLPP 1.1.12 will be released for 2.5a and 2.5e users, which has a new image-handling routine to improve HTML->LinkScript translation, additional bug fixes, and better internationalization support.

The 606 library which debuted in the KIMplement KIM-1 emulator for the 64 will be spun off into a freeware hobbyist kernel called Norway, with new speed improvements and memory management. Finally, true protected/virtual memory for the C64! (The new 606 will also appear in the next KIMplement.) Norway will emulate the Kernal allowing many Commodore programs to run in a multitasking environment without modification, but will support its own APIs as well.

Finally, there is a super-secret game project afoot. It's not Nether, which is also still in development, but some of the Nether G2 code will appear in it. All I can say is it's an animated graphic adventure ... more later :-) It will feature dynamic animations and cutscenes, a full soundtrack, and an RPG-style battle mode.

Subject: C64 Motion Video
Newsgroups: comp.sys.cbm

On Wed, 15 Oct 2003, Arndt Dettke wrote:

> What is that? C=64 based motion video? From within the machine? I'd
> really, really like to know more about that!

Yes, on Saturday afternoon at the SWRAP Expo in Chicago, Greg Nacu gave his demonstration of the latest for WiNGs, the multi-tasking OS for the Commodore with the SuperCPU. He talked about the latest improvements for the WiNGs e-mail client, but then he saved the best for last. He wowed the crowd with Video Viewer/Player for WiNGs. First he loaded up Stick Fighter 3 into a window on the desktop. The black-and-white animation ran for quite a while, moving very smoothly and playing music in the background. I'll have to review my videotape of the his demonstration, but I believe he said that it was running at 15 frames per second.

He closed that window and opened up another window in which he ran a movie preview trailer of X-Men 2, in black-and-white, at 10 frames per second, and with sound from the trailer (though unsynched).

A few minutes later, after that movie preview was finished, he presented the showstopper. He again ran Stick Fighter 3 in a window; as it was playing, he smoothly shrank the window and moved it to the

Dungeon Master

Delving into Dungeon Master - Part 6
By Lord Ronin from Q-Link

Welcome to level #10, and the 6th part of this review. In the review you get this greeting. In the game I got at the bottom of the stairs 4 skeletons and two things in yellow called "Wizard Eye". Kinda looks like a yellow beholder.

Think they use a fireball type attack. I used fireball against them. Worked though I am using 4th and one 5th level fireball spell. Keeping my more priest girl for the magic torch spell and lower wizard spell things. May take a couple to eliminate the buggers.

Now then if you use the hint book. you can avoid a large collection of teleporters. But these are like escalators, or fast moving floors. Real pain as you can see in the next section.

O.K. now there is some food on the way to the next encounter. First after moving about you will see a couple of locked doors with a msg on the wall. Basically saying choose one. Well you probably don't have the right key at the moment. Have no fear the first one, a "key of b" is between the two doors on the floor. Mind now it is white and hard to see. FWIW in my run through I took the left door.

Now on one of the turns at the

LEVEL 10 - ZOOOOM
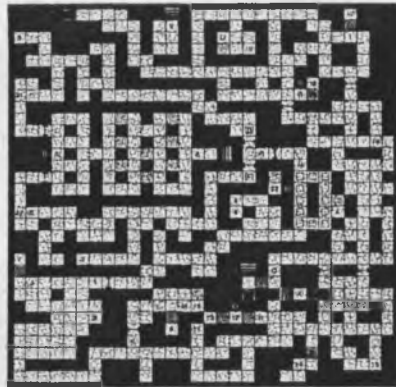
OVERVIEW: Dungeon Level 10 is an interesting level with many puzzles and plenty of decisions. It's also one of the tougher levels. Other than deciding whether to fight a Wizard's Eye or a Giant Scorpion when you choose to take either the left or right door near the beginning of the level, your path is pretty well set. (If you choose the right door and the Wizard's Eye, you will find 2 food items; the left door and the Scorpion rewards you with 3 food items.) You'll use a lot of Mana for combat on this level as Wizard's Eyes, Skeletons, Gigglers and Giant Scorpions are constantly thwarting

31

http://www.sabrina-online.com

back of the dead end. You will find some food. Best grab it now.

Moving down the hallway. There is a door that you need a key to open. You should have that one by now. Well behind a grate is one of those frelling gigglers. Good news is that the key opens the door and not the grate. You'll meet him and his friends later. Bad news, here is a set of pressure plates in a line. Call it a slippery floor. Since it will move you along quickly. The sound is the same as a teleporter. If you want the food items in this area. Make a right hand turn at the first plate. Then side step onto the plate. Please be careful. You see right next to the food items is a teleporter that sends you right back to the bottom of the stairs to level 9. One of the times that happened to me. My old friends the skeletons and wizard eye things were in the area. Anyway make an error in the jump <I did a few times> and you have to backtrack.

Now after you get the food. Back on this floor trap. You are going in a squared circle. Look around by turning. There is a jump off point and not the one from whence your started. Jump off there and you can eventually find a new helmet.

Then I should mention that you will find some more playmates along the way. One area that you can use is after a certain grate/door. There I found more skeletons, wizard eyes and the frelling gigglers. Entering the area is another maze. remember your way back to that door. As you will need to retreat to reset your fireball spell. That is what seems to work the best for my team.

Oh yeah, keep in mind that there is no water on this level. Be ready to retreat to level 9 for water. You can find some food and armour on this level. Clue though keep the magnifying glass when you locate it in the maze. You'll need it later.

Be ready for a lot of spell use. In fact my team gained levels in both wizard and priest. One gained a fighter level. There is another monster on this level that is a real pain. The big nasty yellow scorpions. They can take five 6th level fireballs to take down. Not only do they nail you for damage. The also poison you as well. Have your priest base characters ready with the healing potion and anti poison potion. Fight with the fireballs and run to a new location. Or in short terms "hit & git". Put up the fireball spell and be ready to fight again. The scorpions will follow you.

In the east section there is a great area for monsters. Not for the party though, unless you want to gain some levels. Here you will find scorpions popping up and following you worse then a cat near a fish market. Also groups of skeletons and some of those frelling giggelers.

Look for a load of buttons on this level that may not do something in the area that you are currently standing.

Several keys need to be collected. Many come from defeated monsters. In the manual it says that one of them is dropped by the beholder. I don't remember

a beholder. Then again there was a large collection of monsters at one time that were in attack mode. So there could have been one that was taken out by me and I missed it.

Also I have not been doing a lot of hand to hand fighting in this level. Mostly spell slinging. Does more damage. This may be that I made poor choices in the armour that you can pick up along the way, or in the weapons.

Personal viewpoint about this level. You really need the adventurers book/hint book. This is a real trip trying to work through it with a naviguessor.

I mean that it took about 8 hours for me to make it through this level. That is restarting when team members died. But remember that I have our #30 reading the map and the insert information for me as I progress.

Without the book, there is no way that I could continue in the adventure. Gets worse on the next level.

For now just consider that there is some good items to collect. Plus food a few fire bombs and a mess of monsters. Once you find the skeleton key and make it to the correct area. You use the key there to open the central stairwell. I found though that on some levels it is a bit of a dead end. On the other levels you can snake your way around to the sections you want. Remember too that you have one more Ra Key to find. That is on level 12.

No I am not going into the "delectable fun" of level 11 in this part. In fact I am making this one a bit small in order to allow Lord Alberonn some map placement areas. Next bit is on level 11. Oy is that a fun one. Let me close here that you should have you healing spells, including the poison castable at 6th power rank. Same for your fireball spell. You may be more heavily armour clad than my group. Better armed as well. Since there isn't anything to tell you the benefits of the item. And no I haven't used that rope I found before, but it is to be used to climb down something.

Right then, going to make you wait group. Better armed as well. Since there isn't anything to tell you the benefits of the item. And no I haven't used that rope.

LEVEL 11 - THE CLOCKWISE ROOM
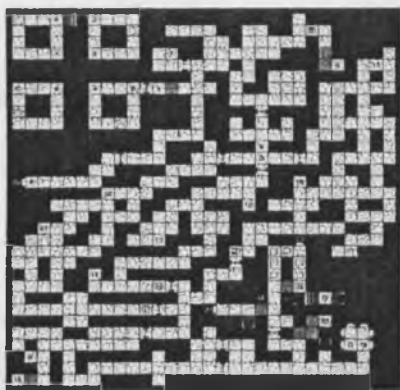
OVERVIEW: Dungeon Level 11 presents you with some difficult puzzles as well as some difficult decisions. The four matching areas at the beginning of the level can really take some time without using your Adventurer's Handbook. The level is fairly monster-free except for the three corridors you have to decide among early in the level and a few irritating Giant Wasps near the beginning. You'll find some good armour and a couple of great swords here in the Diamond Edge and Fury. (Don't get too excited with weapons that throw fireballs and use them all up. They have limited charges.)

33

left side of the screen (the video continued to display and run as the window was modified and moved). He again ran the X-Men 2 trailer in a different window, also shrinking the window and moving it to the right side (the video continuing uninterrupted as the window was modified and moved).

There it was... 2 different videos playing at the same time, sound coming from X-Men, no apparent slow-down in the frame rate, no glitches, windows able to be moved and resized smoothly! And then he clicked over to check his e-mail and then clicked back to check on the progression of the two videos! True multi-tasking! This was a real crowd-pleaser with plenty of applause coming from all the attendees!

Greg mentioned that he'll put these videos and more at his website. Another attendee shouted that he'll have to worry about the Motion Picture Association (MPAA) coming him after for copyright infringement. Everybody laughed... yeah, the movie police coming after our Commodores.

I was really impressed. I want the Star Trek movie trailers in WiNGs video format now!

For more on the specifics of the format, go to Greg Nacu's notes at
http://www.king.igs.net/ ¯billnacu/wings/developers.html

  Robert Bernardo Fresno Commodore User Group http://videocam.net.au/fcug

Lord Ronin in P.o.L. & SceneWorld

Hello David!

> JD> Yes, why not? :)
> JD> Thank you very much!!!!
>
> Ok then, The Village BBS is the official Scene World BBS in the western hemisphere. Actually it sort of fits the premis of the BBS. As the T.V. show <I know that it was released in syndication in Deutsch Though Andrew may know more about the show than I, as it is English. Anyway the theme of revolt against an oppressive faceless society fits the C= world. Just a trivia note. Anything on the subject that I need to know or do?

> JD> Sure! We are always searching for NTSC to interview!
> OK Fire away mitt the frage. I'll be in character for the replies. <G>

Yes, great! :) Surely something around at December!

> Do you want to do it as either an interview or an article or both? The CML and the MTTM is — well almost fully global with membership in the USA, South America, Severeral European Countries, The UK and even Romamia. <sp?>

Yes, both interview and article for SWO#10 (February 2004, deadline January,8th, 2004). Is this fine for you?

> JD> Well, you can also apply as an editor to join "P.O.L." we warmly welcome new POL members!

Well, be welcome in "People of Liberty" group and "Scene World" Magazine Editing Staff! :) So, this

will be new for you:
-You may participate at the hidden POL section of http://dos.cbmhardware.de
Username: {deleted}
Password: {also deleted}

If you have the chance to check it with a compatible browser, be welcome! :) You have to be logged in to see the hidden "POL forum devision".

- A free lordronin@pol-c64.de and lordronin@sceneworld64.de forwardingaddress!
- Being added at the "Commodore 64 Scene Database" as a "Scene World" andP.o.L. member
- Of course mentioned on the C64 news sites and all recently upcomming C64scene diskmags

So once again: Be welcome in "People of Liberty" and "Scene World". Now, ifthis is sent off, I will send an email with that news along and udpdate thedatabase and soon the homepage!

All the best and thanks again for your interest in joining!

Metal Warrior #1

Area : comp.sys.cbm

> By the way: Anyone who has a complete Solution of Metal Warrior 1?

After downloading MW 4 and being totally impressed with it, I downloaded the other games in the series. I did finish MW 1.

They key is to spend a lot of time and stock up on your weapons. I planted myself in front of the gun store and just killed everyone as they came by and picked up whatever they dropped. I eventually stocked up on everything until I reach the limit of 99 units. It took quite a long time. I used the standard gun that your character starts off with since it has unlimited ammo. If you don't stock up completely, you just won't make it.

Later, you have to go to the gang's base, which is outside the city. I ended up using just about every single around of ammo just to win. I also used up much of the first aid / health. Also, don't get into fire fights when inside the base. Just keep moving ahead. The best way to go is right and up. There are some points where you do get the option of moving left up a ladder or something but just ignore it unless it is your only choice—sometimes it is. Eventually, you'll make it up to "the end." I won't spoil it for you.

If you really want to see the end, I have a VICE snapshot just as you start the end-sequence battle. Let me know if you want it.

I hope this helps. Mike
{Editor Notes: Great Game and all four have been on club disks. Soon to have them all again on the BBS}

This is a list of all known OPEN Commodore Bulletin Board Systems operated on GENUINE

Commodore 64 or 128 computers, sorted by country and telephone number. The list is published at least once per month with no set schedule. The latest copy is always available at
http://jbrain.com/pub/cbm/faq/cbm-bbs-list.txt and
http://ftp.videocam.net.au/cbm/info-txt/cbm-bbs-list.txt, (normally within minutes of arriving at the servers). (Editor Note: This is just a partial list for space reasons this issue.)

Telephone Number 208-587-7636
Location .... Mountain Home, Idaho
BBS Name .... Millinium 2000
BBS Software/Networks .... Omni 128/Omni EchoNet
BBS Platform/Hardware C128
System Operator Name .... Allan Pinkerton (mad_max1@netzero.net)
System Operator Handle .... Mad Max
Maximum Modem Speed ...... 14.4K BPS
WWW Presence .... None
Open Status Verified .... 01 Feb 2003 - System Operator
Comments .... Over 2.1 Gigs of Compressed files for the C-64/128. Online games, msg base and the Omni Echo Network.

Telephone Number 209-754-1363
Location .... San Andreas, California
BBS Name .... Silicon Realms
BBS Software/Networks .... Image/CommNet, XNet
BBS Platform/Hardware .... C64, CHD
System Operator Name .... Larry Anderson (larry@portcommodore.com)
System Operator Handle .... Joe Commodore
Maximum Modem Speed ...... 2400 BPS
WWW Presence ....
http://www.portcommodore.com/commodore/bbs/slrinfo.html
Open Status Verified .... 01 Feb 2003 - SnakeMan
Comments .... None

Telephone Number 256-760-0349
Location .... Florence, AL
BBS Name .... Deep Space Nine {Ed Note: Now called Ren. City}
BBS Software/Networks .... Ivory:{Ed Note: Changed to STR}
BBS Platform/Hardware C64
System Operator Name .... Grady Glover (darkvulcan@yahoo.com)
System Operator Handle .... Dark Vulcan
Maximum Modem Speed ...... 2400 baud
WWW Presence .... None
Open Status Verified .... 01 Feb 2003 - SnakeMan
Comments .... Sci-Fi based BBS with C64 game and utility downloads available.

Telephone Number 303-985-3980
Location .... Lakewood, Colorado
BBS Name .... Land of OzBBS Software/Networks .... C-Net 128/CommNet
BBS Platform/Hardware .... C128, LtK
System Operator Name .... Don Koblischke (dkoblis@worldnet.att.net)

The Voice of the A.C.U.G.   Nov 2003 issue   C= 9

System Operator Handle _ Gandalf the Gray
Maximum Modem Speed ___ 2400 BPS
WWW Presence _____ None
Open Status Verified ___ 01 Feb 2003 - SnakeMan
Comments _____ None

Telephone Number _____ 480-827-2706
Location _____ Tempe, Arizona
BBS Name _____ Twilight Zone
BBS Software/Networks __ V128/ComLink, Net64
BBS Platform/Hardware __ C128/SwiftLink, 16MB RL, 1GB CHD
System Operator Name __ Tim Allen (azloner@earthlmk.net)
System Operator Handle _ Dynamite
Maximum Modem Speed ___ 28.8K BPS (Hayes Optima 28.8)
WWW Presence _____ http://home.earthlink.net/~azloner/
Open Status Verified __ 01 Feb 2003 - SnakeMan
Comments _____ Color 64 V7 Distribution BBS.

Telephone Number _____ 503-325-2905
Location _____ Astoria, Oregon
BBS Name _____ THE VILLAGE
BBS Software/Networks __ Centipede
BBS Platform/Hardware __ C128D,CMD 1GB, SCPU, FD-2000, Zoom 28.8
System Operator Name __ Sensei David O.E. Mohr
(lordronin@videocam.net.au)
System Operator Handle _ Lord Ronin from Q-Link (ID#1)
Amiga Sysop & Webmaster _ Mark Edward Reed (alberonn@harborside.com)
Amiga Sysop's Handle ___ Lord Alberonn I (ID #4)
Maximum Modem Speed ___ 28.8K BPS
Open Status Verified ___ 01 Feb 2003 - SnakeMan
Comments _____ Official BBS for the Amiga CommodoreUser's Group #0447. Open to the
public 24 hours/ 7 days. Play-By-E-Mail Games are welcome and currently running. Over 2,000 files and
over 68   Online Games. Message base, E-Mail, Over 200 GeoFiles. Militant and Fanatical C: BBS.
Accepting all Platforms. Very good C: to Ansi translation. C: & Amiga help for Emulator users and
files. This is also thearea for the "Meeting Commodore 64/128 users Through The Mail" west coast
hardware and software depository.

Telephone Number _____ 609-587-4495
Location _____ Mercerville, New Jersey
BBS Name _____ Bass Planet
BBS Software/Networks __ C*Base 64
BBS Platform/Hardware __ C64
System Operator Name ___ Unknown
System Operator Handle _ Unknown
Maximum Modem Speed ___ 2400 BPS
WWW Presence _____ None
Open Status Verified ___ 01 Feb 2003 - SnakeMan
Comments _____ None

Telephone Number ——— 619-593-9521
Location ———— Lakeside, California
BBS Name ———— Dream Factory
BBS Software/Networks —— ST/R V3.9
BBS Platform/Hardware —— C64, 1581, 1571, and LtK
System Operator Name —— Gordon R Wright, Jr.
System Operator Handle —— Chameleon
Maximum Modem Speed ——— 300/1200/2400 - 24/7
WWW Presence ———— None
Open Status Verified —— 01 Feb 2003 - SnakeMan
Comments ———— {Editor Note: Chameleon has moved and the BBS is Temp down at this
time}

Telephone number ——— 662-737-4552 (Between 10pm and 7am CST)
Location ———— Bailey, MS USA
BBS Name ———— Warp Factor
BBS Software/Networks —— Color64 v8.0/Network64
BBS Platform/Hardware —— C64, 1541, 1581
System Operator Name —— Robert Todd (rtodd@threefoot.com)
System Operator Handle —— Warp Factor
Maximum Modem Speed ——— 28,800 baud
WWW Presence ———— http://www.threefoot.com/ rtodd/
Open Status Verified —— 10 Apr 2000 - System Operator
Comments ———— Turbo232 "unofficial" support site and support BBS for software written by
the sysop. Loads of messages!

Telephone Number ——— 731-286-1037,19
Location ———— Dyersburg, TN
BBS Name ———— Fantasia's Return
BBS Software/Networks —— DMBBS V4.8+/None
BBS Platform/Hardware —— C128, 1571, 1581
System Operator Name —— Ryan Wade
System Operator Handle —— Electroflash
Maximum Modem Speed ——— 2400 BPS
WWW Presence ———— None
Open Status Verified —— 01 Feb 2003 - SnakeMan
Comments ———— This BBS is the reopening of a BBS I ran in 1993. I plan to update
whatever needs it needs to bring it up to 2003. I am currently looking for either more 1581's or a CMD
HD. I am also planning on running a Centipede or CNet 128 BBS of the same name in the future when I
get more drive space. I will also make my Max modem speed 38,4K to 56K.

(Editor Note: Couldn't fit in the rest of the list. Nor the non USA ones. No officers list this issue nor
adverts for the Shop. Just too much in the C= world happening. Not that this is a bad thing at all)