The Village Green

ECS

Band of Humanity

Church of the Chosen

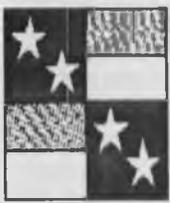Brotherhood

High Terran Commonwealth

Bell Miners Association

CO-PROSPERITY LEAGUE

American Alliance

SSFC

ICO

Haran Mining

Our Station League

Pan Solar Enterprise League

Allanson Robotics

SOLAR FEDERATION OF LABOUR • SFL •

Some of the symbols of the Organizations and companies in the Role Playing Game "High Colonies" These are done with the Handy Scanner. Made into a photo album. On the BBS and on the June Penny Farthing.

Cabriral Outdoratics

The Voice of the q.C.U.C.   July 2004 cc Issue   C=1

Officers of the A.C.U.G.
(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Gary L.Dupree <BBS #5>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor□SysOp: Lord Ronin from Q-Link <BBS #1>

Deputies:
#30 [Librarian, file testing] #3 [Secretary, general girl Friday] #23 [BBS games, general] #16 [Emulation]

The A.C.U.G.
Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, software and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files o our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is $18 USD per year. This gives a membership card, certificate of membership {C=, Amiga or both} The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS {Second largest amount of time} No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C= & Amiga items, purchased in the shop. The "Penny Farthing" is a C= monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request {WB differences} at $1.00 each.

Next Meeting & Contact Info

Meeting will be on 17/June/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

Snail Mail: A.C.U.G. #447 623 29th St. Astoria Oregon 97103
Voice: 503-325-1896
BBS: 503-325-2905
Inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de
alberonn@qwest.net

Notes from
17 June 2004ce Meeting

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Frelling Hot!! 84 with high humidity. Sit and sweat! Summer must be here, so lets enjoy the next three days before the rain returns. Groans and comments about Sensei's sanity slipping even further, were given. As the members were all uncomfortable in the heat.

Elections were, for the record, announced as being held next meeting. Then into the ideas for the party and the possible guests that may appear. #16 missed last years 25th. As he had been sent to Iraq. Didn't get to see the Brain mold jello we had last year. Nor the "creepy hands" mold. Lord Ronin agreed to try to make them again this year. #16 said he would bring some soft drinks and something else. Rest of the party things were pigeon holed till discussion period.

A trip was made to the storage shed. Thanks to #4 and #16. Boxes of magazines, binders of catalogued magazines and exchanged newsletters arrived. Bags of dox (made #3 happy). Plus the small table top photocopier. Lord Ronin hopes that he can fix some of the problems. Or it is going to be a target for the muzzle loaders in the group. He did add that the quality of the copies would not equal what we get at the stationary store for the newsletter. Intention is to use it in the shop for simple copies of magazine articles, dox and character record sheets.

At the time of the meeting, we had only received the disks from 5C's. Thanks go to Al Jackson for the extra disk he included. Hope to use that on some of the 41s. {**Editor Note:** Ready from M.A.C.U.G. arrived in the post on Friday after the meeting. Yes Marty we would like those boxes of disks. Thanks you for keeping an eye out for us.

Going over our own newsletter. A few things of interest. The hex map for Traveller on the first page. Looks more accurate when narrowed to fit the front page. Then it does on a full page print out. Lord Ronin said that he grabbed the wrong work copy. Couldn't find the newest save. Promised that he will put out the final version. He was convinced that a fully rolled up one would look better and be more understandable. #3 suggested that another form. One that lists the worlds in a subsector be added, so readers can understand a bit more on what it all means. Lord Ronin agreed, as he wants the Geos users to make other Traveller forms. More will be in discussion.

Nothing to really update or discuss in the newsletter. That is till page #11. Being and admitted experiment in the printing. Map level #3 for the Geos AD&D adventure being sent to Load Star. The GeoPaint page scaled well for the issue in the booklet format. Lord Ronin's only complaint is that the game group hadn't made it to that level, as he had expected, when he put the newsletter together. Something about them still being on the second level and paranoid about everything. {**Editor Note:** after the meeting, the game group just at the end of the game session made it to the start of level #3} Looks as if fanzine adventures

and other support work can be done in house and presented for sale.

Treasurer: Holding at $23

C☐ Librarian: Thanks to Lord Ronin for taking the extra time to experiment on the label and sleeves for this month. By some trick of using photo scrap. He was able to take the GeoPaint sleeve template, then put it into GeoPublish. Allowing the use of our "official" Village font. Did the same for the Labels. By request of our newly converted C= member. Who also is now learning about Geos. This months disk is another collection of Geos files. First one on side one is the Hi Colonies photoalbum. This one was supposed to be on last months disk. A collection of the symbols from the High Colonies R.P.G. Adding some input things this time. Joystick2, Koalapad 2, Koala1, Computer Eyes, Convert 22 and 31, Handy Import. Also for #16 we added Wrong is Write v7. Clip art is Cats, British Planes, International symbols, Run art pages 1-5. Filling off the disk is a collection of fonts for Perfect Print. That L.R. found on a web site years ago. We don't know if Perfect Print has been released from commercial ware at this time.

Next month is still open. Been suggested that for the party there be a larger collection of disks. Including at least one for the 128 users as well as another Geos disk. Plus what ever special disk for the C=64 main stream. Ideas can be sent to me <ID #2> or left at the shop.

Amiga Librarian: #4 didn't have much to report as his keyboard is getting worse. He was able to liberate from his old damaged 4000 some sort of cable for the drive(s). that he will try to install in his 4000 power tower. Hoping that fixes the drive access problem. If not then a good chance the mother board is frelled. :-(#16 though had some things to report for the Amiga. The pre-release of OS 4.0 is due out by the end of June. That is in the U.S.A. Europe and Canada already have this one. The full release is due out in a couple of months. #16 is on the Software Hut list for the pre-release. #16 also found a site for #4 to pick up a refurbished keyboard. He also asked for some help in his new project of building a classic 4000 desk top. #4 may have some things to help him.

Editor☐SysOp: Been busy with the projects this month. Most of this I lightly discussed in my Ramblings in June issue of the Village Green. Must give you more detail at this time. There was two pages of Rambling cut for space in the last issue. ;-?

The game guild had been enjoying the AD&D adventure. Though they are going through it more slowly than I would like. Guess I am throwing more random monsters against then then normal. Must do this as I don't give Experience Points {XP} for items found or for treasure. D.M.G. does give XP value for these things. I just feel that it would make characters go up too fast and the items should be their own reward. XP only for monsters overcome in my game. O.K. I admit that there is a XP value for the entire adventure and extra points for good role playing the characters. Some of us need from 30,000 to over 100,000 XP to gain the next level for the character. {Right #3 and #4?}

Four of the 5 interior dungeon levels have been completely fleshed out. Only one left remains to be finished and that is the last level. Where it is hoped that the team will be able to put it all together for the mystery.

Just before meeting, while waiting for #16 to arrive for his C= and Geos lessons. I had this urge to finish the articles for Load Star. Finished one that I had started, then worked on two of the requested fiction pieces. Ran out of space on one save disk. So I had to start another. This one just for the fiction pieces. One is based from the Tunnels & Trolls game on the BBS. Another is from the High Colonies game, the longest running PBEM on the BBS. Started on a Dungeons & dragons one, and outlined a Top Secret one. May do a Traveller one. most will be installments in the theme. Rev Dave, I think that I am going to flood you with things (VBG)

Big thing is the Dungeon Creator project. We started on this several years ago. Old time members will remember that I was given permission by Fender to use the re-issued edition of Load Star and the Dungeon Creator, for a club disk. We did spend a long time in trying to figure out how it worked. Even using the dox from the re-issue and the dox from the original issue. Took a lot of experimentation to make it work. Sadly things happened and the project was shelved. Though we did make an annotated set of dox and sent those to Fender. Well now it is time to pull it down from the shelf and continue. Vixen is looking though the bags for the print outs of the dox and boxes for the old disks with partial dungeons. If lucky she will find and be able to translate the original 15 part adventure script I had made for the project. Current idea is that I will re-script out the story and the levels. Create the monsters, treasure etc for each level. Make a rough, O.K. it will be nicely done in GeoPaint with notes, map of the other levels. Then present this work in hardcopy and disks to the team that is going to work on the campaign. Be some work on my part. Hope that the finished project will be a good time for the players. Both here and in L.S. In order to do this at the shop. Another C=64c is going to be set up. if possible we will have three systems ready for the work.

The Telnet experiment I reported in last Village Green failed for me. Yet worked for others. I haven't read the reply that Jim Brain sent me, sitting in the e-mail that hasn't at this time been opened. Hope to be able to update things in the Rambling's section later. Though on the topic of Telnet, and the BBS. #16 did state that he is considering not picking up just the one for the group. But also one for himself, in order to connect his new and soon to be tricked out 128D system to the Inet. I told him about VCS for his best bet for his system.

Deputies: #30 has been working on a new BBS PBEM based on the All Flesh Must Be Eaten Zombie game. He is also waiting to do some more disk/file testing. This he can do at home. While he now needs to sort out the mags in the library to begin work again on the indexing of all the articles. #3 has moved to trying to sort the dox that recently arrived from the shed. Some are originals and others are photocopies. #23 continues to work on the different games

on the board. Making her notes for the info files. #16 has started more lessons in the emulator. Finding problems with the differences in the keyboard from normal C= to the heretic one. When he is in emulation mode.

Demos: Fast run over the Penny Farthing disk for this month. Then a run over Load Star #230. T'was agreed that Lord Ronin will be insufferable for the next few days. After the glowing introduction by Rev Dave to his article in this issue. (BG) #16 was very interested in the HD DOS- report from Maurice. Hopes that the one he just ordered will be coming in with that new chip. 4 giga byte partitions is almost the full size of the current BBS HD. Spot on the WCOPY- was of more interest to #16 than to the rest of the group. As he is the one that is/will be doing the cross platform drenn.

Discussion: The fact that even in the concrete bunker of the shop, buried under the building. Still is was frelling hot and muggy. Remarks about ram only being two days earlier. Because of the weather conditions. Discussion was short. #16 reported that he has fixed the error in his order. As Lord Ronin reminded him that he needed the Jiffy Dos chip for an enhancer 2000 and not for a 1541. #16 also increased his order to include a fully populated SCPU, CMD HD (not sure of the size, may be just the box) and a FD-2000. He may increase the order again to include Geopublish. This was all done in a direct phone call to Maurice about three days before the meeting. Hopefully this order will be ready in the next few months as Maurice catches up on things.

Lord Ronin and #16 talked about the Wheels set up, use of the items he has ordered and that he should for his desires look into the post print aspect of the Geos world. The installation and testing of the Jiffy Dos chips will be done at the shop for #16. Same for the SCPU and the HD. All will be arranged for him before he takes his new tricked up system home. {**Editor Note:** I'll miss the 128D and the great working keyboard}

Plans for the application form and the shop catalogue were discussed. Offers of help to Lord Ronin were given and accepted. Plans for more Geos photo albums created by #30 from Newsroom, print master and print shop, with help from Lord Ronin were added to the discussion. Something about more plans and projects than time. {LOL} More shots of the "Dungeon People" as the mini-figs for the game are called. To be made into GeoPaint and used for the Newsletter as well as for the BBS files. As 99.99% of Lord Ronins collection are out of production.

Closed: 8:27pm for cold drinks and sitting in front of the fan.

Labyrinth Walk Through
Translated by Vixen (BBS #3)
THE SECRET CORRIDOR

If you think the walls of this corridor look like upside-down piano keys, it's because they are! Hit Wall in various places to tell one section from another (i.e. one section sounds clear notes, another sounds tinny). Enter the opening that's directly behind you when you first appear here. Then walk to the right. When you reach a section where it appears that a black key is missing, stop and

Interview with KMOS CEO Garry Hare (25 Mar 04)

Amigaworld.net has obtained a lengthy interview with KMOS CEO Garry Hare.
By way of introducing him to the wider Amiga community and to clear up some persistant long
term queries. Garry has kindly offered to answer these questions and more below.

Part 4.
Garry Hare: The Future

Question 4.1: Will we see OS 4.0 on the Pegasos computer?

Garry: In business you never say never. To my knowledge, Hyperion, Eyetech, Amiga and, certainly KMOS, have never received a proposal from Pegasos regarding the OS.

In general, I look at potential business prospects from several angles. First, what are the financial consequences of a given deal? I tend to focus on the worst case rather than upside projections, which tend to be a little rosy. If you achieve nothing more than worst case, what are the costs and benefits? Then, how would a new business relationship affect current partners and customers? There are some deals you simply can't do. There are, of course, limits to this. Let's say for example Intel (no, we don't have a deal with Intel) wants to buy 10 million units of something that competes with a current partner selling 10,000 units. Generally something can be worked out. Finally, is there a business history with a potential partner? What is their reputation in the market? Are they managed by people that you would like doing business with? Given just this criteria, I can't envision anything that Genesi and KMOS have to talk about. Sometimes life is just too short.

Question 4.2: What about those coupons and T-shirts?

Garry: I've been expecting this question. KMOS has no legal obligation to honour past promotional activities. But, I think we have an ethical one. I'm trying to work out the discount coupon situation and I believe I will. KMOS will certainly keep you posted. Given OS 4.0 isn't on the market yet, I have a little time, and if I paid $100 for something I'd certainly like to see the benefit. I have yet to see the accounting from Amiga. I don't know how many $50 and $100 discount coupons are out there. When I get this information, I will proceed. I hate it when anyone, including me, says, "trust me". It generally means they're trying to pick your pocket. So, I'm not asking any of you to trust me - let's just see if I can get this done. I'm aware of the problem and I'm trying to fix it.

Here's an answer without a question. KMOS will not be selling discount coupons!

The T-shirt situation is a little different. I don't know the details, but I'd like to stay out of the apparel business. It seems to me this should be Amiga's problem. I don't even know what the T-shirts were supposed to be. However, I'm willing to make a little side deal. If anyone would like to trade a T-shirt coupon for a "semi-collectable fake business card" (suitable for framing), we've got a deal. I only have 16 but as they are "fake" in the first place, I can probably print more. I think, although I may be wrong, this was through CAM. I'll speak to Ray. I'm serious about this. I've decided to carry real business cards. At least for now.

Question 4.3: Given your history in the broadband media industry, the need for flexible and reliable set-top boxes, console devices etc., combined with the nature of Amiga OS do you see a symbiosis between these devices and a desktop computer system? Is there a mutual benefit for catering for both, at least in the abstract speculative sense?

Garry: I've worked with telecommunications companies, in Europe, the U.S. and increasingly Asia, for the last seven years. As wired and wireless bandwidth increases, which it certainly is, the operators simply can't meet their objectives with current OS suppliers. I'm reasonably aware of the problem.

One of the features that attracted us to the Amiga OS in the first place is that, by definition, it is

cross-platform. Improvement in any one market should improve the others, including the desktop. If the same application played across all platforms and devices, so much the better.

Question 4.4: Again given your personal history, you seem to be in a very good position to "drum up business", your diverse background in the high flying circles mainstream technical development must be seen as an asset. Modesty aside, how do you asses yourself in regard to our favourite Operating System?

Garry: Increasingly, I've come to know what I don't know. I try to surround myself with people that know far more than I do on a variety of business issues. That certainly includes technical issues, marketing, developer support and lately, legal. The first line in every job description is all employees are to try and keep me from looking stupid. Despite their best efforts I still manage to screw things up occasionally. A trait in my favour is, I read everything.

Question 4.5: Would you like to say something about the future of computing in general and allow our readers to imagine the place the Amiga OS might inhabit? Or indeed any other ideas which may bare ever so tenuously to the future of our OS?

Garry: I'm afraid none of this is breakthrough thinking. The world's going mobile, from wireless laptops to PDAs, to SmartPhones and numerous stops in between. I don't think we're very far away from each home having the equivalent of a "content server", sending digital signals, probably wireless, to the TV, the stereo, the PC and many other devices. What is interesting is the implications for media. Except for one small example, I won't go into that here. A while back I was in China talking with one of the ministers concerned with economic development. He told me, outside the two major urban centres, the fastest road for increased income was becoming fluent in English. There is a tremendous demand for people in transportation, communication, hospitality and many other industries who are be bi-lingual. As computers are very expensive, he wondered if mobile phones could be used for English language learning (a company I'm very loosely associated with is now working on this application)

. He specifically used the example of training air traffic controllers in English, which I found a little scary - I took the train. I have no idea what the future of media will look like but I am sure I'll be surprised by it all.

Question 4.6: How long have you been using Amiga Computers and do you plan to participate in the Amiga Community?

Garry: This is where I'm supposed to say, I've been using Amiga Computers since I was a child and love them more than my German Shepherd. But AmigaWorld keeps insisting that I be accurate and not evasive. How's this? I've never owned an Amiga Computer and, as far as I can remember, never touched an Amiga keyboard. A number of people I've worked with over the years certainly have. I believe Charlie Kelner programmed part of "Fractalis" on an Amiga and we used a bank of Classics to program the interleave logic in producing "Escape From CyberCity".

Over the past decade or so I've turned into a "suit", actually a faded Levi, sort of guy. My work life revolves around contracts, spreadsheets and research reports. I need a pretty full suite of business applications. I'm writing this on a fairly high end Toshiba laptop with a great screen. I also have a Powerbook G4. Mostly, I take it to meetings to look cool.

Everyone at KMOS wants an AmigaOne running 4.0. I'm trying for a "partners" discount through Alan. Negotiations continue.

Through my recent addition to public boards I've noticed that a few people demand that I explain myself. Others expect me to engage the rumour, speculation and childish behaviour in some of the discussions. I've never published to a public board and I don't have any plans to start now. Several people who work with me certainly read and post often. As long as they respect confidential information, I have absolutely no problem with that. Its a free country - at least mine was until a few years ago.

But, aside from the prospects for the future of the OS, we were attracted to Amiga for a few other reasons. The name is not as valuable as it used to be but it is a known brand and, unless I mess it up, could come back. We know there is a worldwide user base, perhaps 10,000 or so strong. And maybe 1,000 very supportive and vocal enthusiasts. We'd like to set up an early adopter program, initially between 100 and 500 users. Nokia does much the same thing with the entire population of Finland, with great success. As we bring new products to market these early adopters can purchase them at a reduced price in exchange for feedback on everything from ease of use to the quality of applications. We will have a restricted access site to make participation very easy. This should gives us a lot of flexibility. If we launched a product, say in Italy, we could draw upon our Italian early adopters, etc. We are already designing this program but there are two little problems. We don't have the web
site up and we don't have a new product quite yet. We will. There could be t-shirts involved. Wait... I didn't say that.

More important, I've never felt developer support programs do a very good job of supporting developers. I'd like to change that. I am contracting with the best information management firm I know to help set a structure for information and retrieval over a restricted access site. Once we have a handle on what can be done, I'll invite more than a few developers to tell us what they would like to see. I have a few ideas but they will have many more. We have access to all the web design talent that anyone could ever ask for. I will ask our partners if they would like to be involved but, either way, it will be done. In fact, one of our customers requires it. And I certainly

agree. I know many of you reading this might consider buying a computer due to the operating system installed. Most people don't know or care. They care about applications and nothing more.

It becomes simple. If the developers are successful, KMOS will be successful. If they can't survive, we won't either. One developer asked if he will have direct access to me. Of course, although anyone relying on me for technical information has completely lost their mind. Professionals will be involved. I will, however, be pretty active and open on market information and product strategy. All confidential, of course.

Since the emergency launch of Information@KMOS.com , we've received thousands of hits. Many seem to be from the same handful of people. They contain threats, name calling and such nonsense. I don't see any of them, they're simply deleted. We do track them as I don't want any of these people involved in the future of this Company. Except regarding children, I don't suffer childish behavior particularly well.

If the above is your idea of "community", I will be very involved. If its something else - count me out.

Question 4.7: Is there anything else you would like to add?

Garry: Amiga went through two pretty thorough rounds of due diligence. Aside from the items you'd expect to find in any under capitalized company, we found that more than just Genesi concluded that Amiga couldn't defend itself and proceeded to help themselves to IP, trademarks and even distributed a commercial product without an agreement. Many of you have seen my "Declarations" and know what I'm talking about. Unfortunately before I can turn my full attention to building this Company I have to clean up these items. I prefer the company of developers to lawyers but legal issues have become part of my job.

My job description was simple, "Build this company", with two bullet points. Later they added, oh yeah, protect the intellectual property. If I would have known then what I know now, I would have insisted on a renegotiation and a new GT3 (that's a car not a PC) delivered to my door.

In one instance, due diligence issues regarding Amiga and KMOS overlap. I believe all employees should be paid for the work they do. Amiga has two well publicized labour judgements against them and I hope they are cleared soon. But a labour judgement, paid or not, does not pierce confidentiality and NDA. It appears that one former Amiga employee transferred intellectual property (now KMOS' intellectual property) to a third party for financial gain. That is a criminal act and should be treated as such. He went on to brag about it on public boards. That's not a criminal act, just not very smart. Other than that, with the possible exception of this guy in Australia, I'm not very interested in the actions of individuals.

I do think it is particularly reprehensible when an employer directs their employees to misuse others property. The employee is in a bind. Usually they need the income and can't simply walk out - although a couple did. Enough said. If you'd like to reach me on any of these matters, just drop a line to my attention at Information@KMOS.com. It will be confidential and it will get to me.

Question 4.8: Finally, Garry, why did you select AW for this interview?

Garry: You asked. I do thank Amigaworld.net for this opportunity to answer a couple questions and I apologize for the length. It seemed necessary. I don't want anyone to conclude this is the start of an "ask Garry" column. It isn't. We will release information on matters that materially affect KMOS; certainly product releases, perhaps strategic partners and others matters that seem relevant. I'll be happy to answer questions, here on AmigaWorld if David would like, when any of these events occur. Anyone asking questions regarding business cards will be condemned to a Pegasos... ...running Windows.

- DaveyD

Insert Plank into the wall. Viola! A door appears. But it's locked! Lucky thing you pulled that key from the deaf knocker's door! Use it now; you've just about reached your goal...

There's a bit of a snag here if you're wearing the Goblin Helmet at this point – Jareth will refuse to let you enter the doorway until you get rid of it. The only place you're allowed to Drop the Helmet is at the Bog of Eternal Stench, which is a bit of a backtrack from here. :(

THE UPSIDE-DOWN ROOM

Behold, the Goblin King! Jareth is none too pleased that you've made it this far, and he tells you your remaining hours to complete the game have become minutes. This means you'll have no more than 12 minutes to chase Jareth and Throw a Crystal Ball at him (and hit him). The Crystal Balls hover and float around in the air for a bit before coming back to you like boomerangs, so even if you only have one Crystal, that's all you will need. The Escher-like dimensions of the room make chasing Jareth difficult, but keep Throwing Crystal Balls at him every time you see him, and eventually one will hit him.

You can also Throw other things at Jareth if you feel so inclined (I like hitting him with a Peach! ˆ ⌣ ˆ), but only a Crystal Ball will lead you to...

THE FINAL CONFRONTATION

You've actually won the game at this point – it's just that Jareth stubbornly refuses to admit it. Save the game and

have some fun going through all the responses you can make to Jareth – something different happens with each response. But you can't lose now, (unless you stupidly walk off the edge of the floor, like I did once. Good thing I had saved the game!) so say whatever you feel like. I recommend saying "Throw some power over me!" or "Do you have power over me?"

OUBLIETTES, AND HOW TO GET OUT OF THEM

Chances are you'll fall into one of these dungeon cells at least once, possibly many times during the game. Depending on where you were just before you fell into one, and the color of your shirt, there are many different ways of escaping these things:

1. Adumbrate Elephant. Call Elephant. Enter the hole made by the Elephant. (May not always work.)

2. Call Nerd. When he/she starts babbling at you, move to the back of the cell and keep moving back and forth until the Nerd "drives you up the wall," enabling you to climb out! (May not always work.)

3. Walk around inside the cell. If you're lucky, a trapdoor will open up and drop you somewhere else. If you see a colored square in the cell with you, it's a sure thing that a trapdoor will open if you walk on it until it changes color (similar to the ones in The Persecution of Ludo.) You may also just start climbing out of the cell on your own accord!

4. Do you see a small slot on the wall of the cell? If so, try Inserting Ticket (if you didn't give it to Hoggle) or Insert Quarter.

Wow, a door! You know what to do now . .

5. There's already a door on the wall of the cell! But for some reason, no matter how close you get to this "door," you get the message "You're not close enough" when you try to Open it. Well then, try standing where you DON'T see a door, and Open Door! Things are never as they seem...

6. Say the word the Beggar gave you at the beginning of the game (jaggies, plastics, avacado, whatever it was). Jareth will set you free at the cost of losing an hour of time to complete the game (you start the game with 13 hours, remember?). This always works.

7. Eat a Peach. You will pass out, and "an hour later" you will float out of the oubliette to freedom. Always works, but cuts down on remaining time.

E-mail: Umbreon2@hotmail.com This is my first FAQ, so please be kind. ˆ_ˆ

{The following is from our BBS files. Originally created by Sky Knight of Twisted Sky BBS. Modded by Lord Ronin from Q-Link}

The Unofficial Smiley Dictionary

B-)	User wears horn-rimmed glasses
8:-)	User is a little girl
:-)-8	User is a Big girl!
:-()	User has a mustache
:-{}	User wears lipstick
(:-)	User wears a toupee
}:-(	Toupee in an updraft
:-[	User is a Vampire
:-E	Bucktoothed vampire
:-F	Bucktoothed vampire with one tooth missing
:-7	User juust made a wry statement
:-*	User just ate something sour
:-)ˉ	User drools
:-ˉ)	User has a cold
:ʹ-(	User is crying
:ʹ-)	User is so happy, s/he is crying
:-@	User is screaming
:-#	User wears braces
:ˆ)	User has a broken nose
:v)	User has a broken nose, but it's the other way
:_)	User's nose is sliding off his face
:<)	User is from an Ivy League School

:-&	User is tongue tied.
=:-)	User is a hosehead
-:-)	User is a punk rocker
-:-(	(real punk rockers don't smile)
=:-)	User has two noses
~:-)	User is the Pope or holds some other religious office
':-)	User shaved one of his eyebrows off this morning
,:-)	Same thing... other side
I-I	User is asleep
I-O	User is yawning/snoring
:-Q	User is a smoker
:-?	User smokes a pipe
O-)	Megaton Man On Patroll (or else, user is a scuba diver)
O :-)	User is an angel (at heart, at least)
:-P	Nyahhhh!
:-S	User just made an incoherent statement
:-D	User is laughing (at you!)
:-X	User's lips are sealed
:-C	User is really bummed

<I-)	User is Chinese
<I-(	User is Chinese and doesn't like these kind of jokes
:-/	User is skeptical

More next Issue
Apologies for some being Duplicates

Lord Ronins Ramblings

Though it won't be noticed <I hope> This one has to be written in parts. Loads of things to work upon before the meeting. Meaning that instead of doing these pages in one sitting, as usuall. Must drop in from time to time and update the information. Hope this won't make it too disjointed.

As you can guess from the brevity of the meeting notes. Last month was short and simple. Just too frelling hot to be in the mood to do anything. As #2 pointed out. The disk lables and sleeve has the VillagePlain font. This is not possible in GeoPaint. But using the photo scrap programme. I was able to convert the template into a large photo scrap. Then put it into GeoPub. Where I can use the font and have it print out correctly. Crude first attempt on the sleeve. Need to polish that up some more. Labels were worse to create. Learning the point size and spacing. As our font is imported to the printer. Have to do the text for each label on the screen. One by one and then try to have it fit with the move tool. More experience will help. Sheet with the labels is loaded to the printer and then run off. FWIW the font has to be loaded first and it is 125K. Sleeves are different. If I am making, say 10 for the disks. Each one has

to be loaded and printed independently. Can't set a number of copies this way. meaning that time permits. I can do the sleeves with the correct font for the disk. If not then we go back to the older form.

This part is off topic. I just have to get it off my mind. Yesterday (17/July/04ce) during the day. A friend of mine, who happens to be the son of my LandLady. Was gunned down by the Astoria police. Too early to tell exactly what happened. Base information is that he was having another psychotic event. Cops arrived, he had a baseball bat. His mother was also there and begged the cops not to hurt him. the told her that they would use the bean bag rounds. He was shot in one shoulder, switched the bat to the other hand, broke the wrist of one cop. They opened fire with their pistols and the shotgun, the one that was "supposed" to have the bean bag rounds. Shot him in the chest with real shot. This man has a history of mental illness and my question is why didn't non lethal means be used? What will the cops here do to me? Being a Nam vet <yeah with mental problems> oriental weapons expert and martial artist? Worse what will they do to any of my students? Call in a 57 Mega ton Nuke? Sorry for going off topic. This news just hit me as I was doing this Rambling.

Many days have passed since the above was written. All I have been able to do till recently is just run the guild games and bury myself in the fiction story. Everything else was put on hold. Now I have to work at warp speed to put all of this out on time and set up the disks as well as the Party.

My writing attempt has been very theraputic. OK it has been a mess of fun as well. At this moment it is 32 installments. Close to ending the story. This is done in EdStar II ewch installment runs around 97-101 blocks. May be to "adult" for standard Load Star. Perhaps as an extra disk for over 18. As Allan did with Commodore Scene. Hard for me to give it a rating. Not "X" that I am certain. Around 4 others are outlined and started. Lost a disk of programmes and articles. Thankfully we have restored the programmes from the print outs. I have to rewrite the articles from the notes. So Rev Dave, there is a dry spell right now, but a flood of zipped .D64 files are on your way. Then to the work on the Dungeon Creator. Vixen along with #30 have been helping look through all the disk boxes and stacks. Pulling out a collection of all the disks we had started upon.

Making this shorter as energy isn't with me. There are three disks this month. #30 made the Battletech one, including the photocopies and desiged labels and sleeves. Load Star Quarterly #3 for the 128, primarily for the game Epic. Fender gave permission years back to use this one for 128 members. Now that we have more than just myself. I'm bringing this one out. Also a disk of Geos files. We hope to use the Computer eyes for the meeting. Enjoy and I'll do better next issue. Been out of it this month, for I hope are understandable reasons.

Rest in Peace Doug

Triton
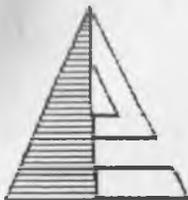

Van Owen's Rangers

Commacata

Orchid Gunners

Piombata

Jermyn

Major Mercenary Groups in High Colonie

USTEA

ATSSW

Mesimal Group

LEC

Iro Corporation

Kyakov

More of the Corps from High Colonie

PORTLAND OR

USA
37

The Voice of the q.C.U.C.   July 2004ee Issue

C=12