Found on a Salvaged disk Preserved on the BBS
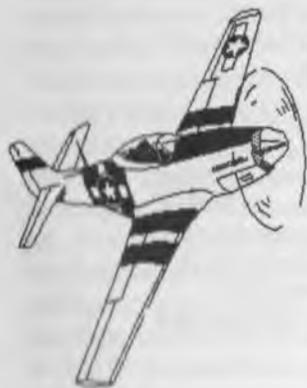

Curtiss
P-40

Copyright 1986 - THOSE DESIGNERS

Nakajima "VAL" Dive Bomber

Japan - WW II

Copyright 1988 Those Designers

North American
P-51 D

COPYRIGHT 1988 - THOSE DESIGNERS

LOCKHEED
P-38
Lightning
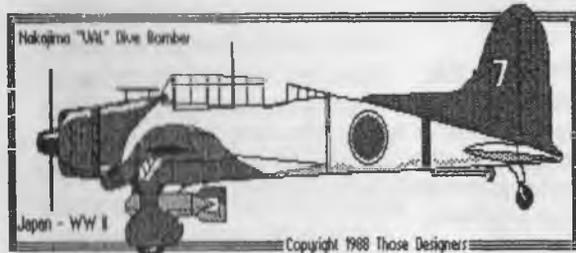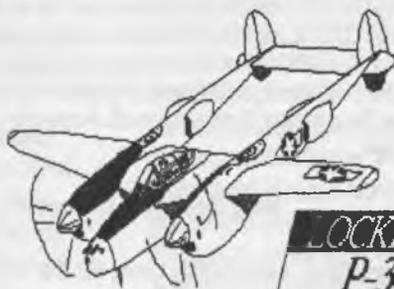
AMERICAN World War II

Copyright 1988   Those Designers

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

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley <BBS #16>

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(BBSgames,general)#16(Emulation) #21 (NTSC fixes and Hacks)

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, sorfware 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 20/Jan/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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alberonn@qwest.net

Notes from Meeting on 16☐Dec☐04ce

☐Open: 7:00pm

☐Newsletter: Approved

☐Chanceller Report: All members still down with the bug. Over a month and not yet over the freller. Slowly recovering from this humanoid virus {G}

Sensei had three things to vote upon at the start of the meeting. First was dropping the Commodore Huston Users Group from our Exchanges. We haven't recevied any thing from them since the start of this year. Vote was taken and the result was that we drop them effective the January issue. Stated that would save Lord Ronin about $10 per year. Next was a change to the sending to Robert Bernardo and the Fresno group. Nothing has come to us from the Fresno group in a year. Voted to just send to Robert, as the honourary member of the A.C.U.G. his personal copy. Last on the vote part was the office of Treasurer. #5 moves from the Kibbutz in January to live with his girl. He won't be able to continue with the record keeping for the group. Not that much has been going on in that department. Since #30 has been handling the coins for the group. He was appointed, with a majority vote, against his wishes, to the post. Under the understanding that the office will be offered to #16, when he returns from his trip. As #16 has the skills for the office. Noted that Sensei can not hold that office. As it would counter some things in our atempt to gain the non profit - tax exempt status. As requested the one vote against having this position

Announced and shown that #8 had brought by for the group the 64DTV. This is to be demoed at the demo section of the meeting. #8 did not make it to the meeting this night to do his own demo of the 64DTV.

Going over the Newsletter. First was the infinite Loop. Earl has a colour picture of the 64DTV on the cover. Inside looks like captured information and colour copy sheet images from the QVC website. Pictures and Robert Bernado's first day at the SWARP expo this last fall. A several page piece on PostScript {that is the way the company spells it, according to the article} Good beginners article from perhaps a website. Not written for any specific platform. READY from M.A.C.U.G. has an interesting bit from Marty. Who mentions more on the fact that he hasn't heard officially about the end of the Commodore Digest. Lord Ronin spoke up at that time to state he talked with Bruce Thomas on the irc chat on the 11th. Bruce said that there are two issues left. He is working on the one of them at the moment. Was looking for articles. But Lord Ronin was not able to offer anything at the time. Word is that Dale is just burned out on doing the newsletter part. Added that he understood how Dale would feel. As he does the Village Green, the Commodore MailLink and pieces for both Load Star and Scene World. Spending most of his day writing in Geos, EdStar II and VooDoo Noter for the different publications. Good thing that business is bad at the shop, and his girl friend hasn't arrived as of yet. So he has the time to do the writing {bit of chuckles from the group} Marty mentions an admiration for our groups enthusiasm. Even though we are more game related than the M.A.C.U.G. Then he mentions that the other group that sent that

month. Kansas City "Ryte Bytes" also seems to be into the games. He not only suggests that we contact them for exchange. But also pulished their addy and ours. Lord Ronin said that he would send a letter to them seeing if the idea is acceptable and wanted to state in the record a Thank You to Marty for the suggestion and information.

Added to the record for the meeting. That Lord Ronin took a couple of bad falls and is now walking with the cane constantly. Nor can he walk far at the moment. Noted for the record as it slowed him, but hasn't stopped him in doing his tasks for the group. Just a bit more behind than usual.

□**Treasurer Report:** Holding at $23 more coins to wrap for #30. L.R. covering bills.

□**Commodore Librarian Report:** Penny Farthing this month was done by the deputy librarian #30, and fixer #21. Requested for a period of time. Bards Tale #2 - Destiny Knights. Used the MHI crew hack. #21 checked the copies of their files. That were preserved on the BBS. But not released as of yet. 5 files in LZH. He went over the disks. Was able to do more work on them for improvement. Removed the 5th disk side. As that was a doc file. Redid the dox and put them on the first disk. Making the set only 4 disk sides. #30 tested the final rebuilt copy. Then created the copies, the sleeves and lables for this months disk. Lord Ronin will put up the zipped .D64 files on the BBS in a few weeks. #21 made them into that format for the board. But first they are only for the A.C.U.G. members! Requested for Bards Tale #3 in the near

future. That is a possibility (SEG)

□**Amiga Librarian:** Though still waiting for more information form #16 on how to score up the Amiga One updates. So it can be presented for #16 on the disk(s). #16 is on a vacation in Florida at this time. #4 stated how happy he was to see new Amiga things being released. As he pointed out in the last issue of the Tally Hol. #4 also commented on the new release of the retro replay cart. Being a Red one this release. Last one was blue and the original was Black. Our #21 has one of the original black ones. That was demoed at a s.i.g. meeting a few months back. Outside of that, #4 has been spending computer time with his new girl friend and playing with the 64DTV.

□**Editor□SysOp:** Slow, been real slow with the flu bug and this leg. In fact the only thing that moves fast is what rolls out of my nose (S). We have a new member on the BBS, #13 Ator. Who hails from Salt Lake City. He has called every day since finding the BBS. Up loaded a couple tools for us, that we didn't have before. Then down loaded a large collection of Geos files. He used to be on Q-Link and created SID music. Now he is building up his C= collection from ground 0. Glad that he found us as we have files and information to put him on his course.

Shall send off a letter to the Kansas group about exchanging. Or perhaps sent a trial exchange issue of this January issue to them. Be nice to commo with another group, and one that is into games. Speaking of writing, another thing that I have been slow upon this time around. Copied the interviews to the 1541 disk for Scene World. Have to finish the write up for #16 in the "man in the street" theme of interviews. Several articles, one fiction piece, and a few reviews are on the

disk. In fact it is now on the second side. Meaning that there will be a double .D64 set sent to Scene World. The new font on the VooDoo noter is a little tricky at the start to work with, but after a bit it becomes easier than the previous edition. The scripted style font looks better as well. This is the new version released on issue #13. Which I must ad has been installed on the BBS.

Work has started on the 60dpi Geos adventure for Load Star. At this point in time the master file has been put to disk. In the GeoZip form. All sections were opened and then a review of the entire set was written. From instructions to the last file for the example. Total of 11 files for this packet. Basic work for the maps has been down. now time to work them out and make the story. At the same time, I was reminded that I had said in another article. That I would explain how to use the Geos maps etc. to make an adventure. {Thanks a lot Vixen <g>} This article has been started in EdStar II. I must also work on the CML. Which will be released before this issue of The Village Green reaches the readers.

E-Mail from the Inet and the board work has fallen behind. #21 has a stack of disks for me to test and put up on the BBS. Slow task at the moment. Trying to catch up on all the promises. Yet moving slow with the flu bug. Have a 81 disk still of files tested by #30. That need to be put on the BBS. Stack of disks was moved and now the order is gone. Don't know what is what in that stack. Resorting is the task of the next few weeks. Good news though is that most of the group will be gone for the holidays. This will cancel a couple of game days. giving me some extra time to

catch up on work. Like those .D81 disks for Bruce Thomas. As I found his addy again. Oh yeah the file was sent to Fungus about my Red Cat story. Base64 encoded, .D81 of 45 GeoZipped EdStar II installments. If he is interested the 2 sides of a 1541 can be sent of the High Colonies based story.

□**Deputies:** #30 making the disk for this month and testing files. #3 down with the bug and sorting as usuall. Complained about the kitties knocking things down and using the box she stored papers, as a kitty scratching post. #23 not fully back active. #21 fixing some games that are shown at the meeting.

□**S.I.G.s:** Geos; Lord Ronin working with the maps and articles for the adventure and review of geo dungeon. #16 learning about different basic tools for Geos use. Trying to understand how to use the RamLink in Geos. #30 working in GeoPaint for the lables and sleeves for this months disk. As well as working upon the world map form for the GeoPaint version of the Traveller <R.P.G.> form.

Programming: #30 and #16 working out of the book "Commodore 64 Computer Programs for Beginners" by Howard Adler. Finding the typos and bugs in the simple programmes and fixing them. While #21 is fixing programmes for the BBS and lending some aide on the aspects of programming.

□**Discussion** □**Demos** □**Close:** Most discussion at the start covered the 64DTV. Which was demoed at this time. #4 showed several of the games. Such as Uridium and the two Impossible Mission games, out of the 30 listed in the menu. He then showed how to wiggle the joystick at the credit screen. So that the stock blue screen loads a directory. Listing that shows the 6 bonus games. Next he

showed how to load the "Basic Prompt" file. Then give the onscreen keyboard. Showing that it does both letters and graphic symbols. Wrote a little prg on the spot. That ran at the demo. Mentioned that the load is all on drive 1. Example LOAD"$",1,1 to load the directory. Showed off the two pictures. These appear to be B&W ifL One called 1337 on the secret directory is of Jim Butterfield and a man we do not know. The other called dtvteam, has Jeri and two men that are unknow to us. There is also a docviewer. Which lists a long list of information for those that want to hack the 64DTV. In fact besides being 8bit <256 colours> the ending sentence is about having fun hacking the 64DTV and signed by Jeri. These are the easter eggs we found so far.

Besides the game disk for this month. The 64 demos were of two recently fixed games by #21. "Bolo" a two player game now NTSC fixed. Sort of a tank like thing where you shoot/grab towers on your screen. Return to base and repeat the mission. There are 4 levels and each level has a minimum of 26 towers. Time run as well. Screen has player one at the top and player two at the bottom. Time, score and a placement field map. That changes the square as you move through the play screens. Trained 3x2, three trainers for each player. The second one that is now NTSC fixed and trained like Bolo is "Incredible Shrinking Sphere". This one is a 4 trained. If you think Marble Madness was horrid to your senses and addictive. this is just pure chaos! Ball moves around the play field, called a plate. First 7 levels are around 4 plates and level 8 is 3 plates. Ball rolls, shoots, gets atacked by monsters, gets bigger and heavier so it can't pass through doors,

which seem to slowly shrink. Also can fall through weak floor. Meaning you start at level 1 plate 1. NTSC fixed and 8 original bugs removed. Also fixed the Q key so that the game will reset to the level last played. Not the entire game. Both games were tested on different drive numbers. Then tested on the MSD dual drive. Loads and saves from different drives and devices. Closed around 8:20.

Lord Ronin Rambles

Ah the things that have happened this last month. Besides still or is that again being sick with the bouts of every single and multiple bug that has come along this year. Other things have happened with the group. I have done more writings for both SceneWorld and Load Star. Been very lack on the Inet E-mail. Untill recently I have only done nothing on file UL to the BBS. That has changed and now there are a good quantity of Data Management files {right there were only two before} on the BBS. More on on the way as well as other files for other Data Stores. Thanks to our #30 for testing them. On that note it is to be mentioned that Ator {Village #13} Has agreed to be kind enough to help in the file testing. A new area has been made for the raw files. There they will be DLed and tested. Our job locally is to decided where the files go with the UL comments, from #13.
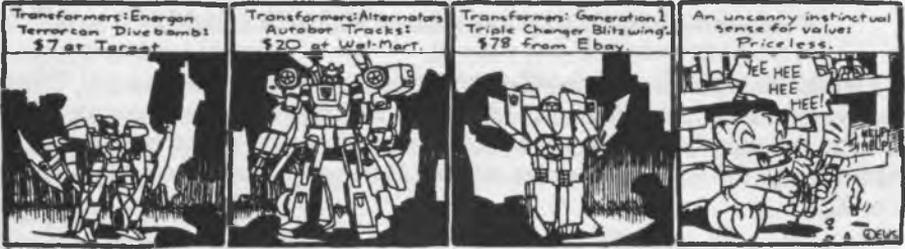
Bypassing a mess of minor things. Big event was on the 15th in the irc. There I tested with a mess of help from Jim Brain a mega mess of Linux stuff, in regards to Wave. We worked out some problems and Lord Alberonn helped with other components. Overall the concept is to make our BBS, both telnettable and direct dial.

AmigaOS 4.0 Replacement CDs
Posted on Amiga.org by amigamad on 2005/1/11 23:25:22

As a service to loyal customers without broadband internet, Hyperion
Entertainment in collaboration with Soft3 is now offering all registered Amiga OS
4.0 users the opportunity to order a professionally duplicated CD to replace the
original Amiga OS 4.0 Developer Pre-release CD that came with their AmigaOne
SE or XE.

This new CD not only contains the first Amiga OS 4.0 update and updated SDK,
which are available for download from the Soft3 site, but also a substantially
reworked and updated "contribution section."

For more info and to get the CD go here
http://www.soft3.net/pages/software_aos4_e.php

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IBM Pledges 500 U.S. Patents To Open Source In Support Of Innovation And Open Standards
IBM Receives Most U.S. Patents For Twelfth Year In A Row

ARMONK, N.Y., January 11, 2005 - IBM today pledged open access to key
innovations covered by 500 IBM software patents to individuals and groups
working on open source software. IBM believes this is the largest pledge ever of
patents of any kind and represents a major shift in the way IBM manages and
deploys its intellectual property (IP) portfolio.

The pledge is applicable to any individual, community, or company working on or
using software that meets the Open Source Initiative (OSI) definition of open
source software now or in the future.

IBM intends for this pledge to form the basis of an industry-wide "patent
commons" in which patents are used to establish a platform for further
innovations in areas of broad interest to information technology developers and
users.

Also today, the United States Patent and Trademark Office (USPTO) has released
its annual list of the top patentees. With 3,248, IBM earned more U.S. patents than
any other company for the twelfth consecutive year. IBM had 1,314 more patents
than any other company. This is the fourth consecutive year IBM has received
more than 3,000 U.S. patents and remains the only company to receive more than
2,000 patents in one year.

Eric Schwartz's Sabrina Online - Episodes 328-330

http://www.sabrina-online.com

While IP ownership is an essential driver of innovation, technological advances are often dependent on shared knowledge, standards, and collaborative innovation. IBM's IP framework enables both while protecting truly new, novel and useful inventions. Open standards can accelerate the interoperability and expansion of the global infrastructure.

"True innovation leadership is about more than just the numbers of patents granted. It's about innovating to benefit customers, partners and society," said Dr. John E. Kelly, IBM senior vice president, Technology and Intellectual Property.

"Continuing IBM's legacy of leadership in the strategic use of intellectual property, our pledge today is the beginning of a new era in how IBM will manage intellectual property to benefit our partners and clients. Unlike the preceding Industrial Economy, the Innovation Economy requires that intellectual property be deployed for more than just providing the owner with freedom of action and income generation."

Fostering Innovation, Interoperability and Open Standards
Open source software, based on collaborative innovation among developers around the world, is gaining significant marketplace momentum. IBM believes the patents it is opening up to open source developers will help foster continued innovation. They also can contribute to open standards and broader interoperability between applications by providing open source developers with a solid base of innovation they can use and share.

At LinuxWorld in August, IBM pledged not to assert any of its patents against the Linux kernel. Today's pledge covers thousands of open source projects and programs.

"This is not a one-time event," said Dr. Kelly. "While IBM will continue to demonstrate leadership in patent output, through measures such as today's pledge, we will increasingly use patents to encourage and protect global innovation and interoperability through open standards and we urge others to do so as well. We will work with the USPTO and other commentators and policy makers to ensure that the U.S. patent system continues to evolve to address the challenges of the Innovation Economy"

Pledged Patents
Today's pledge supports IBM's desire to advance open standards and information technology interoperability. IBM has been making selected patents available on a royalty-free basis for use in open standards covering software protocols, file formats, and interfaces.

The patents included in this pledge relate to many aspects of software innovation. Several of the patents cover dynamic linking processes for operating systems. Another patent is valuable to file-export protocols. In total, the pledged patents cover a wide breadth, including patents on important interoperability features of operating systems and databases, as well as internet, user interface, and language processing technologies.

The pledged patents and further related information will be posted on IBM's website at http://www.ibm.com/ibm/licensing/patents/pledgedpatents.pdf.

Innovation that Matters to the World
IBM invests approximately five billion dollars annually in research and development and has made many discoveries and inventions that have improved quality of life.

IBM's focus on innovation goes beyond standard technology. For example, in 2004 IBM received dozens of patents related to accessibility for people with disabilities, including: advances in speech recognition, wireless Braille devices, web site accessibility and a portable colorimeter for the colorblind.

The 2004 patent results were reported today by the United States Patent and Trademark Office. An agency of the U.S. Department of Commerce, the USPTO issues patents, administers the patent and trademark laws of the U.S., and advises the administration on intellectual property policy.

Results and ranking also were reported today by IFI CLAIMS Patent Services, which compiles the CLAIMS© patent database and annually reports the number of U.S. patents issued to companies. According to IFI CLAIMS, IBM inventors were listed on 29 additional patents awarded to other primary assignees for a total of 3,277 patents.

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Remote Desktop GUI for OS4 released!
Posted on Amiga.org by HammerD on 2005/1/14 22:21:49

I am happy to (again) announce an update to the Remote Desktop client for OS4! As a bonus for OS4 users, we are proud to offer a full GUI for the client! Thanks to Simon Archer, Toaks, and restore2003 for all of their hard work and dedication to make this happen!

68K users: There is no need for you to download any update - the update is for OS4 users only! Time for you to upgrade ! :)

You may download the the full archive for OS4 including the Remote Desktop binary (OS4 native), GUI, and documentation from the Remote Desktop Support Site for AmigaOS here: http://www.ody.ca/~develand/rdesktop/rdesktop.htm

Screenshots of the GUI are here:

http://www.ody.ca/~develand/rdesktop/gui-1.png

http://www.ody.ca/~develand/rdesktop/gui-2.png

http://www.ody.ca/~develand/rdesktop/gui-3.png

http://www.ody.ca/~develand/rdesktop/gui-4.png

http://www.ody.ca/~develand/rdesktop/gui-5.png

In that end result. A linux box will be here in a few weeks. One of the people we know, a network guy. Is fired up on the idea. He will assist the installation at no charge. We are also talking about running a MUD. Self as the DM and creator of the game world. All on a C= command center. Numbers at least show it is possible.

There are some more trivial things to mention. But first some out of group news.

Shadowland
ReRun CD

It is with great pleasure to announce that VideoCam Services is now accepting pre-orders for the ReRun Compendium CD. This is a fully licensed product due to an agreement between Click Here Software and VideoCam Services / VCSWEB.

This CD includes all of the ReRUN Monthly Magazine disks, almost all of the Special issue disks ever released, and the greatest compilation packs of Applications, Games, and GEOS software ever sold on ReRUN Disks.

The ReRUN disks are stored as D64 and D81 "Disk Images" on the CD. Simply click on the disk you want using your web-browser, and copy it to your hard drive. Or, you can even use the disk images on your CD directly with your favourite Commodore emulator. Disk Images also allow you to easily copy the disks to real Commodore floppy disks with any of the many free and popular tools available for download.

This CD also contains a *complete index* of every article, program, and

review ever published in RUN Magazine. The index is formatted in HTML so that you can view the index on just about any computer using your web-browser.

The Index is formatted to provide an Annual (Yearly) index for every year of RUN Magazine. From their premiere issue in January 1984 to their final December 1992 issue, you'll find a listing of all of your favorite articles, programs, and reviews. This index will make it fast and easy to find the article you are looking for.

In addition, there is also an Index arranged by topic and category. So, click on games (or reviews, applications, etc.) and see every article in that category listed in alphabetical order. The category listing will also list the year, month, page number, and everything you need to find your favourite article.

Michael Hunter had the idea of creating this CD and has seen it through to its completion. He's spent nearly a year working on its organisation and this shows in the final product. It's very well organised!

To kick off the release of this CD in a really BIG WAY, Michael Hunter also has an eBay auction at the moment that includes the very first release of the ReRun Compendium CD. It is to be included with the complete collection of EVERY issue of ReRun and Commodore Magazines. The auction link is: http://cgi.ebay.com/ws/eBayISAPLdll?ViewIt em&rd=1&item=5145377295

{Editor Note: The auction is completed as of this time}
The ReRun Compendium CD will start shipping on December 13, 2004 and will sell for $14.95 USD plus shipping. We are accepting pre-orders for the CD in the

Commodore Central Market. The listing is located at:
http://cbm.videocam.net.au/centralmarket/index.php?what=moreinfo&sku=109
Merry Christmas from Rod & Gaelyne at VideoCam Services / VCSWEB!

64DTV

Since a number of people looked at me funny at World of Commodore when I mentioned 194000 units had been sold, I called QVC today and had them check inventories:

E22494 (the single unit): ¯6000 units left

E25376 (the double unit): ¯8000 units left.

You have to multiply the second number (2 DTVs in each "unit"), so there are 24000 units left to sell. By definition, that means
226000 units have been sold.

A far cry from 14-20 million units, but it's only been 2 weeks

Jim Brain

{Editor Note} This was sent out around the 10th of december.

IDE64

Greetings everyone;

Modernity Grp. is proud to make available the new IDE64 v3.4+ Browse to WiNGs.webhop.org to read more about it under the News for 2005 section.

In short, the IDE64 v3.4+ builds on the IDE64 v3.4 by doubling the size of PEROM chip, and providing a toggle switch to support any two versions of the IDEDOS at the same time. If you have a SuperCPU, but you want to use the IDE64 on a stock system too, you are no longer locked into one mode or the other. The IDE64 v3.4+ comes configured with the latest, WiNGs compatible, SuperCPU IDEDOS available, as well as the new v.9x IDEDOS which is still under development. The utilities disk also includes the new and greatly improved v1.2 perom programmer utility.

The World of Commodore Distribution of WiNGs is expected to be available for download from WiNGs.webhop.org later this week.

Screenshots and details of "SpiffyPaint" are available now under the Applications section. SpiffyPaint is not included in the WiNGs distribution, because it is still in too early a stage of development. It is also a larger application which will likely be distributed separately from the main WiNGs system.

Greg Nacu

Tulip Sells Commodore
December 27, 2004
{Sent to acug0447@yahoogroups.com mail list by Robert Bernardo}

Amersfoort, the Netherlands - Computer manufacturer, Tulip, has sold its subsidiary company, Commodore, for 24 million Euros to the American Yeahronimo Media Ventures, Tulip announced Monday.

Both companies have signed a declaration of intention for the transfer of the famous computer brand. Yeahronimo is an American

venture company with a sales office in the Netherlands. After the sale is expedited, Tulip's goal is to increase its main residual activities.

The turnover of 24 million is partly related to future turnover of Commodore. Tulip must have the complete amount by the end of October, 2010 at the latest. As sales have continued, Tulip still earned 4 million Euros this year.

Music products

Earlier this year Commodore started a new life at Tulip in the music world. The venture began with a range of products for the music market. The company simultaneously launched a new sales website on Internet where besides portable music players – music, games, and merchandising were also obtained. It was hoped that the venture would revive the good, old days of Commodore.

In the 1980's Commodore reached its peak with the C64. This "home computer" is still considered the most ever sold, with approximately 30 million computers produced.

Maurice and the Pigs

I know I've upset a lot of people over the past few years, but I plan to fix that problem and make things right for everyone. I plan to start over and make 2005 a very good year for myself and anyone else I can help.

2004 was not a very good year for me. Perhaps the worst part of the year occured on December 9. My wife and I had an awful experience we'll never forget.

I was in my shop finishing up working on a customer's car and was ready to take it out for a road test. I walked over to the overhead door and opened it and was immediately greeted by two police officers pointing their guns at me and yelling at me to get my hands up! I was stunned. My first reaction was that they were chasing someone and maybe someone was around the corner of my building that they were after. But no, they were after me. They must have yelled 'get your hands up' at least 3 or 4 times before it finally sank in. Ok, so up went my hands. They handcuffed me and then 5 or 6 more officers came running around the corner of the building. They must have had my shop surrounded.

I had no idea what was going on. They proceeded to serve me with a search warrant to search my building. I was being accused of robbing the local bank. This had to be some sort of a joke. But no, they were dead serious. Bank robbery... I couldn't believe it.

With all the police cars out in front of my building now, anyone driving by must have thought I had just been murdered or something.

They wanted to search my shop for the clothes that the robber wore, the note he presented to the teller, and the marked bills that were given to him.

This was a very stupid escapade. They thought my shop was also my residence. That's how poorly their initial investigation went. So, they also got a search warrant for my house. I've discovered just how stupid police can be, yet they have so much power to destroy people's lives. I've been in my

current building for over 11 years, in my house for over 10 years, and have never had a burglary or any vandalism yet. The town my shop is in is quite safe and has a lot of decent people living in it. I trust the community, but no longer can I trust the local police.

I'll admit my shop is quite disorganized, but to have a half-dozen police officers who don't care about anything go completely through it, it became an even bigger mess. Stuff got rearranged and shuffled around. They went through stuff in my desks. I've found 5.25 inch disks misplaced and stuff laying on top of them. They have no clue as to what a 5.25 disk is, obviously.

They went through customers cars, shuffling stuff around in their trunks and gloveboxes. I had to explain to my customers what happened. Nobody can believe how stupid the local police can be.

They dumped trash cans on the floor. They opened up boxes and emptied them. I'll be straightening out their mess for quite some time to come.

It just isn't right.

This all started when a bank customer walked into the bank and noticed the pictures of the robber hanging on the wall. He thought the pictures looked like me. This person didn't even know my name, but mentioned to the teller that the pictures looked like me. The teller notified the detectives and they took it from there. This bank is about 300 yards from my shop next door to the local McDonald's. The robbery happened just

before noon. Any day of the week, there could be several people eating in McDonald's who would know me. The detectives are stupid enough to think I would come running out of the bank when there's so many people in this small town who would recognize me. They must think I'm stupid, but obviously the police are the stupid ones here.

They figured out that it wasn't me after all, naturally, but what my wife and I had to go through was absolutely unbelievable. It will affect us for many years to come. No longer will I have any respect for the local police in this town.

I've never had a loaded gun pointed at me, let alone two of them. Imagine what could have happened if I had been holding a wrench in my hand. They could have easily mistaken it for a gun. They could have easily shot me.

I'm not looking for any sympathy from anyone. All I ask is that I be given a chance to make it up to those who I have upset. This experience has made me sit back and think about what I've worked for over the years and what I have and how much I should appreciate what I can still do, and how many friends I've made over the years.

I'm going to finish up the outstanding JiffyDOS and software orders sitting here first since they are the easiest to do. Then I'm going to get cracking on filling all the old orders that have been waiting for way too long. There's some hardware here waiting to be repaired also. I'll work on those items one at a time in between other jobs and get each one working and shipped back to their owners.

If anyone has been paying attention the past several days, you've noticed some changes to

my web site. That alone is a big indication that I'm ready to get to work in a big way.

I'll try not to be as quiet as I have been for the past year or so.

Thanks for listening, everyone, and Happy New Year.

-Maurice

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Ramblings Return

There we have some of the things that have happened in the the C= Shadowland matrix. Using terms from the Shadowrun PRG. Back to our local area, and the things happening here and there, shall we say. (G)

Special meeting of the officers. (Sitting in the shop discussing things) Informed #16 about the Treasurer change, letting him know that the job was his now. After a bit of a shocked expression. #16 accepted the position, as the one with the best skills training and interest.

Members have kicked in some bread to cover the cost of two shipments. First is from Jean Nance, who sadly is no longer able to use her C= items. They are being sent to us and are expected this month. Tom Adams has a collection that he too is shipping to us. Busts the members cash level for a few months. However it will save C= items. Prospect of another shipment of software in late February

from an ex-teacher. A gentleman that #16 had met through his military travels.

We also welcome to The Village BBS. A new #25. Daverobins from Ohio, had jacked in a few times. Here's hoping he will find many interesting things on and with the BBS. Welcome to The Village #25.

More things going on, but that will be at the meeting. Sorry that this came out so late this month. Not up to speed, can't seem to shake the sinus thing going around. Hey with the size of my blower, this is a danger (VBG). One bit of news to report. Now that To'Barr is gone from the Kibbutz and the A.C.U.G. Besides I get to play more Classical music. #4 (Lord Alberonn) now has his own private room. OK not really that private. Two of the cats, love to run up and down the stairs in his room. He is moving his things up there, including the A4000 Power Tower. The changes and the moving have had Chaos reign at the Kibbutz for most of December and January. Another reason that this is later than normal this month. :-(

See you at the meeting or In the matrix