Gotta Graphic for this Issue.

This is the logo from 1st edition ShadowRun R.P.G.

Handy Scanned from an old FASA ad slick copy sheet. Scary thing is that is was done in just one scan. Converten next to GeoPaint. Then the new tool Rotate was used to put it horizontal for this page experiment.

This the source for several of our jargon terms. Such as Decker for guy that is on the BBS. Jack in for logging onto the BBS. Jack out for the reverse. Nodes for the main file areas. Data Stores for sub file areas, and more.

There was a Color64 BBS game by Surf Cruiser. Converted to Omni128BBS. That was Called ShadowRunner. Like to find the Color64 copy and convert it to Centipede.

Never Deal with a Dragon

Officers of the A.C.U.G.

Those that didn't run fast enough

Chancellor: (Sensei) David O.E. Mohr
Treasurer: Scott Farley (#16)
Commodore Librarian: Imperial Warlord (#2)
Editor/SysOp: Lord Ronin from Q-Link (#1)

S.I.G. reps: *Amiga* Scott Farley (#16), *Emulators* Scott Farley (#16), *GEOS* Lord Ronin,
Basic Programming Lord Ronin.

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen (#3) Imperial Warlord (#2)
WareCat (#23) *Cracking PAL->NTSC* Mad Max (#21)

A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is #18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit cost on the BBS (curently being rebuilt) Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS (both options are being recreated at this moment) We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting
Snail Mail: ACUG #447 623 29th St. Astoria Ore 97103
Voice/Machine: 503-325-2616
BBS (being recreated) 503-325-2905
inet: lordronin@videocam.net.au

Next Meeting is 7:00pm 15/NOV/06ce at Mohr Realities Games. Demos, visitors and Smokers welcome. Because of OryCon, meeting is moved to the wednesday prior to regular date. This time only.

Open: See Chancellors Report

Newsletter: See Editor Report

Chancellor Report: There was not an official opened meeting on the 19th of October. On the night of the 18/19 Oct-06ce.The rains fell and the sewer was clogged. Causing a flooding of the carpark, laundry and the shop. A500 was fine, save for being displeased with the water, and more displeased with the plumbers and their motor driven snakes. Not to mention the concrete breaking tools. Hated the little shop Vac that #30 used for the water in the shop. Closed for Thursday the 19th and most of the 20th. A simple meeting was held later on the 19th before and after the nightly game. Information presented here in departments is from those and other converstations with the local members.

That all being said. We do want to welcome Gene Woods from Tacoma as our newest member. He popped by the shop and after talking with LR joined our little cult of c= users. Welcome to the Anything Commodore Users Group, Gene. Sorry that your first month has these problems with a late newsletter.

Treasurer Report: Been suggested to change the offices title to "Minister of the Exchequer". When the spelling is confirmed and a vote is taken. Nothing new to report on funds. Hanging out at $23 in rolls of 1 cent bits. #16 has been maintining the reciepts for the newsletter publication. Stamps and the cost of the printers came out of LR's pocket. #6 did agree to look more into the nonprofit status books for us.

Commodore Librarian: No disk prepared for this month. Because of the printer difficulty. (See Editors part) What has been created, but not presented yet. Ultma 4 Gold on a 1541 double sided disk. Attempt to install the dox on side one and a print out of the jpg map of Britannia. Disk is postponned till the printer situation is rectified.

Editor/SysOp: OK you want to know why the September meeting report and my drivel is late. The Optra-40 died on me. Based on information gained in the weekly IRC. This may be the stepper motor. I bought a parts machine. Didn't work and the work to change the motor out to my original was more than I felt capable of doing, with the frustration and pressure. Thankfully Sunfish offered me his Optra, along with some extra ink carts and GeoCable. As of the meeting night this hadn't been tested. As it arrived on the 19th, and there was all of that shop flooding problems. Since you are reading this one after the previous one. Yeah we are going to publish both issues. Just one is going to be exceptionally lat. Of course that is relevant to the priworking. Going the 3,000 miles from the east coast to the west coast, may have damaged it. Won't know till I give it a test and that may be on Saturday with #16.

Since this printer situation happened. Well, it is hard to create the sleeves and lables without the use of a printer. Making the disk sleeve and lable creation on hold. Wanted to make the print out of the jpg map for Britania (sp?), and include it in the disk sleeve. If it is in colour then I'd print it out that way in Post Print. #16 volunteered to try to do it with his heretic system. Have to put the file on a disk for him. Using GeoDos as the tool for crossplatform, a task that I haven't done before. Well since I haven't had a need to take from standard Geos/CBM things to non CBM things. Have done the reverse with GeoDos.

Anyway all of that is too explain the reasons for the stresed out hippy freak and why things are so frelling late in the month, or perhaps next month November that is to specify. Before we can post the newsletters. But to save you eye strain and mind rot from my writings. There will be a space between the postings. (BG)

Deputies: /30 has continued with the work in slowly reorganising the shop and the kibbutz for the ACUG and the disk library. Most of the personal disks and books have been removed from the shop and taken to the kibbutz to be sorted and placed on shelves. OK we have to find and make more shelves (G) Objective is to place two factory computer desks into the shop. One is for the 64c, that will be LR's mothers desk. The other one will be from /30 and shall go in the area of one of the 6'x3' tables. This will be used for the A1200. /3 is hunting for papers, and now that there is a more open area to the shelves in the shop. She has access to the unsorted, hap hazaardly tossed onto the shelf, fall down and tossed up again, collection of papers. We shall not repeat her words on this topic (VBG) /16 is setting up to work on the reinstallment of files in the A1200. /3 (destined) is scoring up some drives for the BBS HD and one or more for the dead A1200. While LR has agreed to put in a new 3.1 rom chip and the WB3.9. The later he will gain from /16. Certain people on the IRC have stated ways and sousome of the telecommunication files that where lost on the A1200. In time the A1200 will be resurrected, and not used as target practice for LR's black powder weapons. The thought is that many of his fave games are laying about on original 3 1/2" disks and some are on CDs. Such as the Go game. /16 has agreed to use one of his A2000s in the shop if the A1200 idea fails.

S.I.G.s: Not a lot has happened in hands on with Geos. Save for the regular reinstallation of the Wheels and Wave files in the SCPU Ram. Since there have been many lock ups with attempts. Using some rather suspect 1581 disks. Things are being slowly put on 1571 disks. Being used as backups for for reinstallment. Geos group is also going through LR's pile of 1581 disks on the coffee table at the Kibbuts. Hunting for anything that has Geos files on them. After that they are going to sort out the thousands of 1541 & 1571 disks. At least that is the plan.

Programming has finally gotten to a lesson plan and though it isn't a part of the lesson plan. As well as being a bit past the level of the group at the moment. Thanks go to a man on the IRC by the handle of aNOMOLY, who dug up a prg and sent it to LR. If we can install it correctly. This prg may fix our problem with loadong certain pre-written prgs from our simple Basic screens.

Save for some file testing and a set of disks sent off to help a member in the Cincinnati group and of course some writing. This last month has been slow for things. Local members being bummed out by the printer problem. LR mentioned more than once how our lives have changed and are controlled by these little bits of electronic equipment.

Demos/Discussion/Close: Previously to some of the local members, the intro to Ultima 4 Gold was displayed. Along with a read of the scroller. Some of the 5C's articles where shown prior to the meeting. When some members discovered that a few articles on the September and October disk where written by LR. Who's comment was that he needs to keep them to under 60 blocks for the 5C's disk. Comments about him writing that little became the joke for a few days.

Talked more on the plans for the group, after the areas are arranged, the BBS set up and files installed and other BBS work to be done at that time. Problem with the UL to vcsweb of LR. Considered to be perhaps a difference in toolbox and Wave editions. Use of the slide show for future projects in illustration of stories, hardware projects and other educational ideas. Closed around 2am on the morning of 20/Oct/06ce.

This time I really must Ramble around on topics. As you can see from the reports from the officers. Been a chaotic month in October. I write this on the 24th of the month. Not going to ask what else can go off kilter this month. Mind is full of things to report, just where to start? Well first off, I can now send that letter to Robert. Pay him for the VideoByte thinggy and the disks. One of those disks will contain a very needed file. My old GeoDictionary and that includes my personal Dictionary. When that arrives, I'll finally be able to spell check these writings. That does catch some of the typos. {G}

Want to again welcome Gene Woods from the Seattle/Tacoma Metroplex, into our little group of fanatical C= users. Met him IRL a few times in the past years. As he would pop by the shop. Scary, he made it twice this year to the GHQ of the A.C.U.G. Surviving bouts with the insane LR. {BG}

Time to talk about the Printer and the last newsletter in depth. There were problems that perhaps other more experienced users can help us to correct. OK we know why the buger is a month late. My Lexmark Optra-40 went out on me after around 7 years. Apparently from things said in the IRC, it is the stepper motor. I bought a cheap one on ebay. Stated from the company that it was untested. I thought that I could just swap the parts. Well, lets leave that project for a day when I am sober <that happens when?> and it is warmer, other things are completed and I am not near a loaded gun. Yeah it is that level of difficulty in swapping the parts. According to our network friend, who does this sort of thing for a living.

Sunfish offered me his Optra-40. During the discussion via e-mail, he added his GeoCable 2. I'll have a bit of a review on that in a little bit. Along came his own printer extension cable. Old time readers will remember that I gained a homebrew version from Mihai in Romania. Which failed to work with the printer extension cable that I bought. Either the cable was not wired correctly or there was a problem with the homebrew GeoCable.

Several boxes of unused ink carts came as well. One of them is photo ink. I have never heard of that and at the moment do not know how to use it, of if I have an immdeiate use for the cart. But it is a great thing to have for future experiments. I went into debt on this one. But it is only $20 for the overdraft. We have a newsletter and that means we still have a users group. now this is the interesting part, I send the funds including what I paid for a FedEx delivery on the parts printer. Sunfish sent the printer to me from the east coast to the west coast, through the psot office and at priority. Took just a couple days to reach me. He paid about $10 more for that shipping than I paid for the parts printer that took 10 days to reach me from the east coast. That tidbit of information I am keeping in mind for any shipping that I will do in the shop. Sunfish also donated that extra for the club. As he doesn't have one anymore in his area.

GEOCABLE II

Heither Thiether and yon, I have mentioned about the GeoCable 2. So now for the record I present the review of my limited experience with this interesting tool. That is if A500 will remove herself from the table by the 128D KB {G}

This is a little board, there are three ports on it. I had to ask Sunfish where I was to plug in the printer cable. Ah for the record, that is done on the side port. One port plugs into the user port on the C=. That is the one on the left rear as you are facing the KB. Well the other end of that is a pass through port for something else to be used. Sunfish told me about using a digikey to play music IIRC. A slider switch is on the board and I was hoping that towards the computer would be for the cable and away from the computer towards the pass through part was for the pass through. By the C= headded goddess, I actually was right for one of the rare times. Wait, time to back up for the full story. #16 and I did a simple test. Just a few

lines in BSW 128, using the different styles as part of the test. Printer barely printed out that test page. We used the serial cable for the first attempts. Then nothing more would print. Replaced the old ink carts with the new ones from my original printer. Printed fine and all looked well. Then the next test was the same file and this time we connected the GeoCable. Turning off the Computer is a bummer. Since we are still operating out of ram. Yeah that means reinstall Wheels and recreate the Wave subpartition and then install the files. But rather be safe than fry anything when attempting to plug in the board.

At this point, with all the negative drenn that has happend to us/me this year. I wasn't really expecting the GeoCable to work. Ouch! I watched it send the prologue and the 8kb file to the printer, faster than it did just the prologue on the serial cable. Was scared that things were wrong. That is untill the printer printed out the few test lines. That night I brought up the 1541 disk with the lables and the sleeve for the October Penny Farthing Disk. Didn't get to print them untill the next day. Zip went the data to the printer. Flash go the green light and then out came the sleeves and then next where the lables. After all the Tsuris <yiddish term> that has gone on, this was a wonderful thing to see. (A500 thinks my hand is dirty and is licking it, hard to type when she does that)

Between the shop and the kibbutz. Been working on the newsletter, that is the next section. Bring it up now as the next thing to print out was a test of the Sabrina Online Strip, rotated to the right hand side of the page. Looked good to me and in the shop I created the text for that page. Should do the same this issue. I may be under the spell of the GeoCable 2, but I could swear that the print out is cleaner than with the serial cable.

Next part is the newsletter for last month and how it worked with the printer. Right now I want to relate the drawback of changing to the GeoCable. Our beloved Commander of the printing is not a patient man. When I started to print last months newsletter <in reality it was last night from this date> Zip went over 350-KB into the printer. Then the printer sat there and blinked the green light at me. I am used to that for maybe a few seconds, and then it starts to print. That isn't the case this time around. In fact I remember that it printed while the Computer was still sending the information on some projects. Just as I was about to turn things off and try again. Here comes the paper and it starts to print. So if you convert from serial cable to a GeoCable. Be patient it takes time for it to process the information. Before it starts the printing.

LAST ISSUE

Rant, rave scream yell and toss things about! Since it was done last night things are pretty much still fresh in the mind. Well I had started on the newsletter right after the September meeting. Usually that is the friday right after the thursday meeting. Like to have it out in the first week, or second. Naturally the printer problems frelled that and gave all of us stress in differing degrees. I felt it the most. So has my bank account.

The idea was to create 8 pages of text from meeting notes and this ramblings part. Then create the front page in GeoPub, put in the page #2 Officer thing, followed by meeting notes and then ramblings. Last two pages would have been the Sabrina Strip with adverts and then the address side of the wrapper. Inside would have been in the center the 8 pages of text in the Geos/mapping series. Wanted to do an experiment with the start page number, so it would all be layed out in sequence. Well laid out in GeoPub at the shop both the 12 pages and the inner 8 pages. Put them on a disk and took them upstairs for Post Print. Placed the pages into PP, for the GeoMapping thing. Printed that out first. Anyone know why page #1 was reprinted as page #2? I don't, but that is what happened. PP layout looks correct as does the GeoPub layout. Perhaps it is because it was saved to a disk? I'm using a back up copy of GeoPub? Didn't have GeoPub in the ram with the other parts of the newsletter? I don't know!

I discovered that 7.85 pages in GeoWrite, became 10 and then 9 pages in GeoPub. Not sure why the

change from 10-9. Actually it was 75% of page #9 that was filled. Cut text and reduced the point size from 14 to 11 in the Times Roman base font. Reminds me that it has been suggested to lower the font to 12 point since we are doing full page, instead of columns. Thankfuly I had just loaded the copy of the main text files into ram when I did the editing for GeoPub. Then saved the GeoPub document and the altered files of the text, onto another disk. Next test/experiment was to lay out the text pages, Sabrina page and place the first page of the GeoPub document and the last page. Giving the cover and the address pages. Nope that was a really bad idea. Freak out and depression time for me. Since the PP file of that choked on the printer and or the computer. Meaning that the entire amount of the file was not sent and there was lock ups. While the printer flashed the green lights to me.

Rest of the 6 pack to stop me from complete freak out. We tried a new tack. Slap a cover page in GeoWrite, make a footer, toos in page #2 of the officer stuff, add all the other pages. Make a blank page 19 and 20. Toss that into PP and lay it all out. Placing on page #19 the Sabrina strip/advert GeoPaint page. Send that to the printer and pray to the ☐= headded goddess that it will work. <'cause at midnight the liquor store is closed> Well she must have heard out prayers as it did print out and you got your copy for last month a little while ago. Had to do some font reduction and fleshing out, all in a state of despair. which explains the lack of quality of the layout of last issue. A month late and problems too many to relate.

October Penny Farthing Disk

Robert Bernardo sent me the url for a release that came out earlier this year. A release of Ultima 4, called "Ultima4Gold". We decided with the RPG interest in the group, that this would be a good release. Not only because it is an RPG that several members already have in factory. But it is a new release for the ☐=. Well it is an interesting release. First off it is one giant zip file. I didn't understand why. Till I opened it up in ram, I also did that on my home directory at vcsweb.com.

For those that are doing this with GeoZip. There are several files, and it starts out with at least one of these in GeoZip. Files that do not show a name in the DB in GeoZip. I suspect but can't prove that these are the directories that appeared when I opened the file at vcsweb. And no I can't figure out how to delete the directories there. What you end up with in the base line will be two .D64 sides for a double sided 1541 disk. This is what we created for October. BUT! there is also a 1571 copy, and a 1581 copy. The last copy I suspect to be the one for the HD and FD drives. I won't review much of this game. Since I haven't had the time to fully play it, at this writing. There is an intro screen from the cracker that explains several things, and this game is trained. I do like the save almost anywhere part. According to the directory there is a load of free space on side one. That is where we put the read me file. Found in the big zip thinggy. This was converted from ascii <why ascii and not pet?> to GeoWrite with wrong is write 8.1. Then #30 used wrong is write again to convert it to standard PET. As it needed a large amount of editing. This he did for us in ZED, making it 40c. Two other files that we looked at on the disk. Documentation, which is a real pisser. First it is in html. Making me look at it with Wave and read local file. Next it just states that it is work in progress and gives a url. That's it for that file.

Second file is a jpg of the Ultima 4 map of britania. I'll learn how to spell that some day. Now for those that have not seen one of these maps. I have a few but not all of them in the series. Roughly speaking they are 18" x 18". not a full poster size, and that is a good thing, for cost of the game. you see they are on linen/cloth and not paper. I demonstrated this with a heretic box copy of the Ultima 6 game <missing the game disks> The map was still neatly and starch like folded in the box. I had hoped that there would be something that could be used from the jpg file.

Surprise of surprise, I did a test copy of the jpg in PP. Was scared at the size that showed on the screen.

Roughly a thumbnail was the size displayed in the box. Raised that to a full page and sent it to be printed. Thinking that something was strange. File is several hundred KB in length as shown on the loading. Thought things were even worse as it took a long time to print. Ah, that is the impatient man again. What came out is a wonderfull full page multicoloured exact replica of the map that is in the actual U-4 game box. Looking at it, I was stunned by the colours that printed out from the C=. Visually the texture looks like the cloth map. Excellent work and ƒ30 commented heavily on the printout. So what we have done is place the read me file on side one of the disk. Then folded up the colour print out of the map and slipped that into the disk sleeve with the disk. Our October Penny Farthing disk. Late by a couple weeks. Sad to state, yet I think the game and the printout are almost worth the wait. There you have the tale of the newsletter and the disk. This issue will be done in a similar way with some new tests/experiments. Hope it all works out correctly. And yes this issue of The Village Green is done in 12 point for the experiment.

R.P.G. Adventure Creation with GEOS

Well ƒ3 isn't here to remind me to put my monicker under the above, {G}. Since this has formed into a series. As well as the inside filler part to make 20 pages. Don't ask about the problems in GeoPub that we have had, old timer reader had to deal with them. Let the newbies have some respite from my ridiculious rantings.

Actually I had just finished the late article for the October issue. All that printer problem stuff that I plan to relate in depth in the Meeting Notes and Ramblings. Hence no more of it in here. What happened was that I had to read all that I had written to regain the trhead of the thought. Or what may pass as a thought in this sick old mind. Gang you really gotta start sending customers to the shop. As I write these things during dead days in the shop {BG}. Anyway there is a lot that I hinted at and a lot that I left out from the map making part. This issue I wanted to go directly into the writing of the adventure. I'll get to that in a litle bit.

One thing that I found while doing some shop cleaning, was the July 2005c.e. Issue of the Village Green. Caught my eye as on the cover was a picture <jpg> of the Dicey Bag. A kitty that I had for 16 years and had to have put down that month. So I gave it a look over, and found in the cast away filler part. The original article on map making in Geos. Along with the "tourist points of interest" map that I had made for the All Flesh Must Be Eaten game. Printed that as a fast example. Looking at it over a year later and the part of the series that I started. Made me see many things that have been glossed over or just plain missed. So onto the concepts.

LINES: When to leave them and when to keep them. By this I <A500 wants her petting, and is on the KB again. Hmm she writes better than I!> mean the grid and hex lines. Sure there is a grid line option in GeoPaint. I have turned it on a couple of times to experiment with the tool. Yes it does destroy anything under it in your work. I don't know if those grid lines print out or not. But what I am talking about are the lines from your map page. When to leave them in and when to take them off the page. If space permits, I might have an example created. But not really certan of that fact. Watned to use an AD&D one with annodations this issue. That too may fail, as I haven't found the 1581 disk with the files <S>.

That now explained. Most gamer readers will wonder at the reason for removing the lines. A new concept to many. Perhaps there are hundreds of reasons. Can't tell you all of that, just the few that I have found for myself. What you thought I knew everything? {BG} Well the map of the town that I published in the july 2005ce issue, doesn't have the lines. This was a hand out and to be considered by the players a

tourist map. What they were handed when they entered the town. OK that is the story. Truth is, I knew that I hadn't put everything that the town would need on the map. During the game there where "things" that where needed for buildings. I penciled them in on my map. Gave the coordinates to the players. Then later moved some things around on the map, added the new places and printed out copies for the players. Making the interior maps at the same time. This game requires at this spot, that the players have copies of the building layouts. Cheat here is that the players are well versed in my game world and I don't need to fully furnish the rooms.

There aren't any grid lines on this tourist map. I didn't want to be restricted by having to tell the players the scale and then try to fit everything into that scale. Sure I do that on the map handouts. Stating in the legend box exactly what the size of each square is for that map. In this aspect, not having the squares allows the DM to increase his play area without being restricted to a specific size of play area.

In the game Traveller, there are many things that can be mapped. Perhaps in the future I can do some of those and explain them. For the moment, there are subsectors to map, worlds to map and sections of the world to map. Along with the actual game play structures and outdoors. BUT! There are also the star and space ships. OK, Star ship is one that goes between solar systems and a space ship stays in one stellar system. Lets not go more complicated than that at this time. <Will you stop licking my wrist A500!!>

In this game there are books with the forms for almost everything. Our 730 had made quite a few of them, many were lost on the HD. All in GeoPaint for the BBS. There are two of interest to this monograph. The two sized grid ones for starship design. One is for large ships and the other is for smaller vessels. Don't ask for more clarification. I'll be talking just about that for more installments. (G) Well there are also some suppliment books that have the stock/commonly found ships. These have the game stats but they also have the deck plans. I'll add here as well that there were other companies that made ship deck plans in poster size for this game. The grid lines are only within the confines of the deck plan. This is done for the game on the large maps from other companies. So when I made a star ship from one of the books. That was being sent to Dale Sidebottom for his editorship of the Commodore MaiLink. I created the ship in the same format. Erasing the lines from around the deck plan. Looked quite well, even with my attempt to duplicate an existing deck plan from a book. I was able then to place the game stats for the ship in the open areas. Without the grid lines being detractive. Point is here, if it looks good and shows off the aspects of your map. Then spend the time to delete the grid lines in GeoPaint. OK a trick that I learned for removing large areas. Go to the filled box icon in the tools. Select it, and then go to the patterns and select white, or what ever you are using for a background colour. Then make the box in the large areas and click. That will erase the lines for you. Beats going into pixel edit and doing it one pixel at a time. Belive me on that one. I did it a lot in the past.

COLOUR: Right we all ready discussed the sights and sounds colour part in map making. Do a bit more in the writing part. Here I mean the actual use of the colour found in the 40c version of GeoPaint. How and when and the why to use colour.

Cheap cop out goes like this, use it when you want it on your print out. Sleasy isn't it? But in a way it is true. There are many games out there and making maps is a specific task for each game. Colour in a map and Traveller come to my mind. Though there are very little that I have seen that was really coloured, as is described in the game sources. Most of the time it was black, red and maybe a blue. Yet there are many colours to use in making a SubSector map. Fast explanation here, there are 80 hexes on this map. Each hex is one parsec, IIRC that is 3.28 light years. The DM rolls for every hex for planets and a gas giant. There is more in the basic game, and don't start me on the enhanced. Where you find out if the system is mono, bi or tri stellar, and do the roll up for every planet, each of the moons and the rings of the gas giants. Albedo effect, green house, axial tilt, steller luminosity and spectral size. Well it really aides is the suspension of the players disbelief. When things are all laid out. A lot of dice rolls and calculations.

Well lets get back to the simple creation and the use of colour. In Traveller there is one planet/world that is the subsector capitol. This can be coloured as red. Worlds can be icy or water. Yuppers just a circle and blue. Travel Zones are Open, Amber and Red. Kinda like traffic lights. Amber and Red, or orange and Red colours are put around the areas that are restircted or forbidden. Green is used for the X-Boat <mail service> routes. Complicated maps, that I have seen in the past, also indicate the major trade routes between the worlds. Note here, there was a large poster sized map, that I saw in a game store 25 years ago. Hexes where white as wex numbers. Black background and all the information was coloured. Be nice to make one like that for your game. {BG} I have never contemplated it at all!

World maps in Traveller can be coloured as well. The map form is a collection of triangles. Seas, mountains, deserts and all of that sort of thing. May be filled in to represent the planatary environment. Simply for your colour work, select the colour for the brush and either use the round circle brush for planets. Or fill tool for larger areas. Overland maps for many games can be coloured. Say where the lake, river,stream are located, in blue and light blue. In fact one can give ocean depths for a sea adventure using the blues and cyan for the depths in the map area. Shadowrun has colour codes for the matrix maps. Makes it pretty to colour them on your print out, and then after the decker has finished the run. Show them the pretty layout. {EG}

I used to do the colour with water coloured pens and templates etc. Lot easier with GeoPaint to use colour. Of course this would mean that you are either showing parts of the map on the screen for the players. Or you have a colour printer. I have used only two colour printers. Star NX-1020 Rainbow and the Lexmark Optra-40.

OTHER ART PROGRAMMES: Did mention this topic last issue. Honestly I didn't use many of them in the past. Mainly because the area that is mappable was so small IMNSHO. First off there is a tool from Q-Link that will allow you to map a sort of blocky map. But it does have the possibility of colour. Or at least I understand it that way. The copy that I DLed was not 100%. Dox where only partial, later I understood that most of the explanation was in the uploaders comments. Another tool I scored from there is one that makes some sort of random dungeon on the page. Uses a few or the C= gfx symbols but mostly a lot of "I"'s for walls and the like. Part of a test copy I did months ago for Load Star is next to me as scratch paper. I'll do more on these in future issues as we find the files that are laying about. Sadly as you know the HD is not yet returned. The files where all on the HD.

Blazing Paddles can be used for some work. When I first used it, I didn't have converters for different art things. Maps where way to complicated to create, or so I thought at the time. Same goes for Doodle and Koala. My best map making work was done with stock Flexi Draw.

Now for a tie into the next part. NewsRoom was another tool that I used. Maps where not too great. However for props and other handouts. I was able to use it for many purposes. One of which was to take an existing image. AIR it was a lipstick graphic from one of the art galleries. Did just a little to that image for adjustment. Mainly HRC, and this was 12 years ago. I used some fill patterns. Then added text with arrows. End result was the description of a lipstick gun for one of the espionage games. Did a few of those and made printouts of the pages for the players.

WRITING THE ADVENTURE

Oh man time to dust off years of dust. At first I did it all in handwriting. Now understand that I am left handed, and in California back in the baby boomer days of the 50s. Over crowded classes and biased teachers. Learning how to correctly form letters while being left handed was not a something that was taught. Meaning that I can't read what I write. Printing the letters to make the words to make the game story was a bitch and a half. Ah someone out there is saying, "why not use a typewriter?" Social

stigmatism of my time frame. Geeks, Fags and girls are the only ones that took typing in school in my day. Real men didn't need to know how to type. OK a moment pause for the laughter to die down. Later on, I did use a typewriter. Still have some of them, in need of repair. Nice antiques these days.

How to write with a typewriter: Ah slow and hunt and peck. Oh wait that is how I started. I would use the red ink for monsters in the text. Showed up real nice on the page. Letting my eye catch them fast in the play of the game. In fact I have an adventure in parts laying about done that way. Gotta find it soon and redo it on the C=. See I was working at a Radio Station at the time. Took the teletype rolls when they were being tossed out. Cut them for typing paper. They are crumbling today.

Now to the C= and making an adventure. OK I have done the local game group. But I also became involved in a PBM, ah Play By Mail game of Rifts by Palladium. Through that game around 92ce I was invited to run my own PBM. This was High Colonies, and yes the above NewsRoom creation part was for this game. But I used Pocket Writer 64 and then the 128 version. Also I used Word Writer 3 and a little of Word Writer 4. Pocket Writer was better for my tasks. Then I scored up Geos and well things got better (G)

So then onto writing the adventure in GeoWrite. It isn't the primary perspective of this missive to teach you things about coming up with an adventure. OK that can be done at another time if there is a request. Here we are discussing making the adventure on the C= in GeoWrite. But there may be some bleed over on creation of the adventure from the idea point.

All that being said, you are now sitting in front of the screen. Geos loaded <me too at times> GeoWrite ready to go and you stare at the screen wondering what to do. First of all you have been making notes on the paper, while you were creating the map, weren't you? So lets look at those notes, hmm for me it is a bunch of alien language squiggles. Take a few moments to look at everything you wrote down. Stuff that is there for each of the levels of your adventure. Idea and concept notes that you marked down at the time. Because now it is the moment to put letters on the screen. So then the start of the adventure is....

For me it is a bit of background story for the adventure. Not how the players end up at the starting point. That I can't choose and be fair to the players. As when I get the bug to write an adventure. Doesn't have to be for the game that is currently in play. If it is, then it doesn't have to plug in as the next part of the big overall campaign. Ah, right, term explanation time. Scenario, Adventure and Campaign, Game World. I'll define them biased to my game group of almost 30 years. Scenario = Maybe a one night game story. Adventure, now that is a collection of Scenarios tied together and can take nights to play. Campaign is a collection of Adventures that fall into some sort of order and can take months to play out. Game World, easiest to explain. This is the entire mythos of your game play. Examples of the words in our currently run game. All Flesh Must Be Eaten, a Zombie survival Horror game. And the Zombies are not surviving that well against the team. (G) At the moment of this writing the team is in a 9 story theme park hotel. Yeah they have some maps of the levels. Over 40 rooms per 8 floors of hotel rooms. One by one they must examine each room. Looking for survivors, the dead, the dead but don't know it yet and want to kill the team and things of use for their current and future survival. Each of the rooms could be called a Scenario as can be the entire floor. Depending on how fast they clean it out. The hotel itself is the Adventure. entire old west theme park is the current Campaign, and the world wide Zombie plague is the Game World.

Terms defined and it is time to start writing. My way is to sort of make every level of the adventure a separate chapter. To this day I have not found what is comfortable for the final printout compilation. I mean putting the maps at the end of each chapter or putting them all at the end of the adventure. Both ways I have seen in factory adventures for games. Another way that I have yet to try, and would require GeoPub, and Post Print, is to put a small map of the area on the same page as the text. These types are usually very detailed maps of a few rooms from the ol big map. Anyway, I make the intro of the story,

with some background history. Some of it is read to the players. Some of it is just for the DM to see for my own lack of memory problems. Sometimes I code it as "For the Players" or "The Tale" and for me it is "The Truth". That is where I put the real reasons for things in the adventure. Not a fresh idea. Scored the concept from several games including adventures written for 1st Ed Shadowrun and for Traveller. Rant time again. Some adventures <most of them> during the late 80s from TSR. Carried an enourmous amount of data. One series dealt 16 pages of three column background story that no player character ever needed to know or found out about. In one of them there was 2 1/2 pages in triple column of an NPC that the party never met. Point is that for your adventures, back ground story information is good. Keep it sensible.

How the party makes it to the starting point, I leave open ended. Letting them decide on the means of transportation. As well as the direction to the adventure location. Eventually they make it to the beginning of the written adventure. On the page I have the description of what they will see. Time to be specific with an example. 1st Ed AD&D again. The story that I wrote and has been suggest that I serialise in here for the players and the readers. Has the party meet first in a rugged backwater small town. Mayor is the Mayor because he is the only one that can read and write to some degree. There the party learns an 80+ year old curse tale. In short someone arrived to the area. Built a small community by a mountian. The teens of the town locked there, sort of a cult fear at this moment. As their younger siblings matured. They too started to leave the town and go to this community. Fear crept into the families and then a group of brigands terroised the town. Local folk belived that the community of that stranger had stolen their kids and was using the brigands for some vile purpose. Local Baron arrives on an unannounced inspection. Hears the tale and goes to defeat the brigands and the evil sorcerer that has taken the children. A large battle happened, and for a short time a few starnge monsters were in the area. But they died out. Things were normal again. Though the Baron died a few days later. Area is considered haunted and no one has gone there for the last 80+ years. That is till a week ago. When a group arrived to explore that area. Buying up most of the supplies in the town. They haven't been seen since and now terrible mosnters are attacking the farms around the town. Will the party end the terror, and seal up what ever evil has been released? Well that is what the players are told.

THE TRUTH: Actually a court jester through unknown means, discovered a very powerfull clerical artifact. Got to meet a god and gained great wisdom. He traveled the land, and through the artifact other lands. When he reached this area. He started a unıversity. Kids learned magic and other class skills. Along with their minds being opened by the ability to read. They wanted better for their siblings and convinced them to join this school. Brigands were actually sent by the Baron, who wanted a legitamate reason to attack the school. Wanting the treasures and to remove a possible threat to his power. Good explanation of the seige weapons found at the old site. Yeah he died at the hands of a revenant. A vengefull undead wanting to punish the cause of his death. Place isn't exactly haunted. But plentifull still existing magic and a horde of rare creatures. When the other team opened the buried doors to the inner mountain. They release many of the creatures. Some made it out the rest are inside.

Whew that was a lot. But that is how I wrote the first few pages. The route from the twon to the school was not mapped. There were clues in the text about boot prints and a wagon ruts in the soft earth. First map was the outside map of the ruins. Areas marked for me to use where some of the rotting seige items. Part of that was traps and part was for clues to the extent of the physical and magical forces used in this war. Well tended gardens and orchards inside and outside of the walls. That gave it away to my experienced players that the story told was full of holes. Yet they investigated the entire outside. My map had points of interest, but in this adventure, the players didn't have a map, and had to draw one in as they went along. To make it more unusual. While creating the maps and building the story notes. I decided that there was a sort of magical zoo in the mountain. Exotic creatures and more powerful magic the deeper they went. Many have been living in their own ecosystem for these years. Others are just released from stasis and wandering about, rather pissed for some of them. None of these creatures where found outside, living, dead or halfway between. Many of them came from books for the game, not written by TSR.

Anyway the writing part was the story as told to the characters. I left room for discussion and haggling on payment. Yeah they tossed in the good looking tavern wench as well {G}.

What the truth was and the clues on the trip to the school. Next section was the outside of the mountain. Then the 4 levels below the mountain. Each of the chapters for the different map levels had the rooms in numerical order. Ah but I'll get back to the room writing in a moment. You see one of the problems that the new generation has in making adventures, is simply computer and video games! Right, this is a problem because the player is programmed into a linear set of movement in the game. Certain things have to be done before the door etc. can be opened and the character can pass. I started doing PRGs before the video games and didn't have a computer for 15 years after I started playing RPGs. All this means is that for my games. There are many ways the characters can go and many intersections for them to travel and choose a new direction. Meaning that they can go anywhere on the map. Missing a lot of things if they are not carefull. My players check everything on each level.

The room numbers are just for my convention, when they reach the area. First thing on the page for the level/chapter is the basic description. Height of the ceiling in the corridors and the height in the rooms. Unless stated otherwise. The standard type of doors that will be found. In the example adventure, there was one other item of interest for each level. The colour of the walls in the corridor. Actually a red herring but the players hadn't had that experience before and tried to figure out the meaning of the colours to the things that they found on the levels.

Now a room for an example. Here I did it the old style. In large print I wrote out the room number on the screen. Changed the font and point size. Precisely for the example, I used Dungeon II at 16 point. That was the room number, as that is what was used on the map. Text was Times Roman at 12 point. The next section was the description of the room. Size came first, as the mapper was marking this down on a blank printout of the same grid I used for the actual map. Side note, I did allow at times a fast look at my map when there where some errors in the players map. Since the door to this room was descibed as a stock door, and all of that data is at the beginning of the page for this chapter/level. The door didn't need to be described. Ah except for it being trapped. Exactly what the trap was and what it did to the players, annoyance (skunk oil) or actual damage. All of that is in the text on the printout. Based on what I created with the notes from the map generation process. Cleaned up and modified to fit. I'll add here that I will also do that sort of thing on the fly in an adventure during play. If it appears that the traps are unbalanced for the party members. My map has the codes on it, as detailed last issue. I use the same font in the GeoWrite text part, and in the same style. Ah, I dont use reverse on the maps for codes. This helps me to keep the flow going. Meaning that if there is a treasure in the room. Then that is listed on the page by the brit cit pound sterling symbol. By that will be the type of treasure found and the amounts. What it is in, any details about traps on the container of the treasure and... Nope not going to go any farther with the explanation. Word picture just isn't working out right. So then it is time for an example. Save for a few font differences, 'cause the font list is full right now in GeoWrite. This is about the same as I make for the adventures.

ROOM #49 : {Trap on the door. Fail to bypass/deactivate, gas cloud of sweet smelling oil base perfume sprays in a 30 cubic foot area[1] keep in mind for scent attracted creatures}

Past the door, you discover a room that is around 20' from your left to your right, and around 30' from the door to the back wall.[2] Your eyes are drawn in that direction towards the clean new looking wardrobe. That takes up a 10' wide section of the rear wall. Why this catches your eye over everything elese in this room is the simple fact that the rest of the room is in a state of decay. From the bed curtains, the bed, on the center of the left wall facing inwards to the center of the room. Through the different tpes of desks, tables, dressers etc around the walls of the room. The silver full length mirror, coated ins dust and grime. The rotted carpet on the floor and the dessicated body on the carpet reaching for the door in his last

moments[3]. Smells old and stale in this room, small dust clouds swirl up from the carpet.

Monster: Specs, AL = CE #App = 3, HD = 8-5, AC = -2, #Att = 3, Dam/Att = 1D8/1D8/1D12, Spec Att = breath weapon - poison vapours save at -4 to the die or take 4D10 damage, Special Defence = -2 magical or better to hit. Immune to mind control spells, sleep, charm, hold and poison. Appears as a translucent rotting corpse. Clerics turn as wights. Creatures are hiding on the other side of the bed, will attack once half the party enters the room. Ripping with two clawed hands and tearing with fanged teeth. Breath weapon is useable each round[4].

TRAP: Sping loaded poison needle in top desk drawer. Poison has weakend over the years. Causes violent vomiting. 1D8 in damage from poison, heal or remove poison spells neutralise. 1D4-1 for the needle. Strikes as 10th level fighter[5].

Treasure: Corpse of the previous adventurer has 5GP and a -1 ring of protection. GP is in his bag under the body. Ring is in a secret compartment in his belt. Collection of thieves tools, with a -2 bonus are in the remains of his pack. Hand holds a silver dagger[6].

Wardrobe is magical. Anything placed in it will be cleaned and restored to new state. Save magical items and weapons, along with armour. Clothes and jewelry only[7]. No traps on the wardrobe.

OK that is a fast off the top of my head, no thought given to it, sample room. Saves many a page of trying to describe things. Here I used the font "Matt", rather than the ones I normally use for an AD&D adventure. Also the superscript foot note things would not be on my pages. They are explained below. But in essence the above is aboutit would look like on the page. Remember that it can be months from writing that room to playing it out.

1 : 30 cubic foot gas cloud will fill just the front square at the door.

2 : After giving the dimensions of the room from the above. I would help the mapper by giving him the directions. Such as X number of squares from the door to the right. Turn left and go Y number of squares, turn left, go Z number of square, turn left go Y number of squares, turn left for X number of squares. Mapper may ask for specific dimensions of items and placement in the room. These I give as needed, and do not normally have them on my map. A good and Bad thing.

3 : Using the above room description. I simply will add the immediate colour of the state of the room to add suspence, based on the feel of the game at the moment. This simply keeps things spontainious and fresh to the players. Building upon what they have already experienced. Dust swirls are just colour to put them off base.

4 : Monster is a home brew and made just for this example. They would be more fleshed out on a real page. Adding more motivations for this room and the reason they are here and attacking. Helping me to play them and maybe g players some clues about the overall adventure.

5 : I give all my traps a hit possiblity based on a fighter level. That way the question of how the trap can penetrate a super AC on/of a player is answered.

6 : Silver dagger may be seen if the players look and ask about it in the hands of the corpse. If so it can be found before the monsters attack. But it is a red herring. Letting the players think that silver is the weakness to the monsters.

7 : Wardrobe is the treasure in this room. Possibly removeable without destroying the magic. But that is up to inventive players (SEG) Other things can colour the room of non magical needs. A ink block and quill, paper and little non violent <There was a dragon mag article on that> items. Pretty Pretties for the girls characters and the like. Fluff it as feels right at the time for the players.

All that now explained for one room of an AD&D adventure. You can see that the important things of the encounter area are listed and almost in the order that the players will reach them. Mind you this is not a possibility in the least. In such Sword & Sorcery games, things change from the writing time to the play time. In the above room example, say it was written while the characters where 6th level average. That room is meant for aroudn that level to 8th. Too many factors to discuss at this time on that point. Lets leave it at that level for now. When written it was expected that the team would enter the room. Do some level of examination of the body. Cautiously search the room for things. Find the monsters on their way to the wardrobe. Later as they rifle the drawers, activate the little trap. Ah, but what could they have picked up in adventures between the time the adventure was written and the play time? Flight, true sight and a horde of other things in items and spells that they could have found that will upset the balance.

NOW!! despite the fact that this is primarily writing with GeoWrite, and not a DM lesson. We are covering some DM thigs as we go along. Unavoidable and it comes time to discuss balance in the game. Why you may ask, what has that to do with Geos? Not a lot directly. OTOH, you spend the time to create the maps and the story and then type it all up in GeoPaint and GeoWrite. Only to find out that the adventure is unbalanced for your players and the game adventure peters out, unfinished and all have a bad tasted for the adventure and the game. Then yeah it does effect the Geos part. Why do all the work if the game is going to fail?

Balance is always a tough thing in any game. Shortly I will go into other game themes for more specific writing stuff. For now this balance thing needs to be presented. In AD&D I have a character, girl half elf. Played for a while in my games and in some other DMs games. Made it to level 5/5 as a Cleric Magic User. Then entered a DMs game world. In just a couple hours of play. She made it past 10/10 levels. Now that is a lot of XP!! All because of the imbalance of the game. At first it was too difficult for the character levels. So the DM made a mess of paper targets of monsters. Just to get us to the right level. Well he never DMed a game with us again. That specific character has been placed as a NPC for the last 20 years. Using her as the "Sorceress" in one of the communities the players frequent. Lost an interesting character and to this day I have never made the same split classes and race for a character in the game.

All of this means that when you are making the story with the maps. Keep in mind the level of the characters for that adventure. Yeah I have stated that it can be a while before they play that adventure. A something that you mind. Lets say in an AD&D game you have a trap that will do 1D4 damage, when you wrote it out, and that would have been almost life threatening to the character. He got a few levels since that time. So what to do, play it as is or? Actually you can play it as written. Just because the team has grown in abilities. Does not mean that every adventure is going to be at their existing level. Some are easier, others are tougher. (EG) What I do in the above example is play some of the traps as written. Others are weaker than written, calling it the age or construction failure of the trap. Then there are others that would be nastier. So that would be 1D4 as written, 1D4-1 for a weaker trap and 1D8-3 for the nastier one. As a fast example.

Monsters can work in the same way. In my games for AD&D we have a house rules for Hit Die and that travels over to the monsters. In short it is better for the players and for the monsters at the early levels. Well I am not saying do it my way. By the book you can just give all the monsters max hit points. But I'll let you on on a secret, low level monsters are a pain in the backside. Like the 1 hit die Orc. Book says they appear 30-300. OK you wrote the number at say 10 Orcs. Nothing to say that you can't at the time of play double or quintuple that number. Well OK as long as the number will fit story, space and reason. Of course one swing of a plus magical weapon can take out the Orc. Ah, that is one Orc not the horde of them. Increasing the numbers will give more challenge and make more questions in the course of the play. Which will help you adjust for the players as the game moves along. Even factory adventures have to be modified to fit the game plaayers interests and the characters abilities, when run in the group.

There is a nice Geos tool that is on the main disk. A tool that can help you as you set up the monsters and

traps. This is the calculator. You see there are many ways of setting the balance in a game. One of them is to take the levels of all the characters, yeah both of them in AD&D for multi class. Add them up, divide by the number of characters in the party. This includes levels and number of NPCs that the party may take with them. This is then the base level number of the monsters of the adventure. Nice Calculator does the math for you in Geos. At that point you can increase a couple of so levels on some nasty monsters and for annoyance monsters drop the mean average level down a few. Then there is my way. Toss out the monsters to fit the story line and let the players fend for themselves. OK that goes against everything that I have written for balance. Tis the exception to the rule. Only because I have played with some of these people for the last 26 years. They can take the level of the games that I present. I mean that all this balance stuff is done in my head without a thought for my group. Because of all the time that we have played together. Not a something that you should do with a new group.

Treasure Balance in any game is important. Too much wealth, too may magical items, too many powerful weapons. Well you get the idea. How to give balanced treasure? Some DMs toss it out in buckets. This is bad in games that give XP for character developement based on treasure. I don't give XP for treasure. What to toss out there for the players? That is hard to say, I mean it is the desire of the plaayers to gain important things and XP in any game to improve their chracter. Add to this point, that advancing the character is also a sign of advancing the player himself. My way is to put some important minor bits out there, and most of those are not fully charged. Be that a weapon or a magical item. The rest is rolled right out of the DMG at the time the monster is defeated. I can hear the murmurs of discontent. Partly because I am talking in this point about 1st Ed AD&D as my base. Let me explain this a bit more. There are charts for treasure in some of the game books. Treasure type H is the one for Dragons mainly. OK what I do in this part is put that treasure type in the monster stat. Be it a placed monster or a randomly found one. Then after the creature is defeated. Treasure can be rolled for at that precise time. Cuts my prep time down (VBESG). Well there are percentage dice rolls for different types of treasure, from copper pieces through magical items. I will lower the percentage if the adventure is too rich. Party leader in my game, rolls the dice. If he makes the roll. Then there is a secondary roll to make for the amount. When dealing with magical items, then there are specifics and they must be rolled off of other charts in the book. Truth be told, this system, modified per adventure has kept less treasure in the hands of the characters than my old ways. I'll do more on that if DM lessons as asked for again. In the Geos aspect. Placed treasure and other little fiddling bits of needed information in the course of writing. All of this is done on the note pad in Geos. Because I can't read my own hand writing.

AD&D is the biggest, well know and most played game in the last couple of decades. FYI the original game was released January 1974ce. But it is NOT the only game that is out there in the multiverse. Many games have come and gond. Either dropped or different editions of the games have been created. I have used AD&D as the base for this series, because of its well known status. Also the theme of the game is one of the most popular venues in RPGs. In spite of all that I have written, AD&D is not my #1 fave game. That leads me to discourse creating other adventures in Geos.

TRAVELLER: Starting here, because after all things are set up. This is the easiest game to create adventures and things for in Geos. Hard work is making all the forms from the books. Lets give thanks to our #30. For all the work that he has done at this time on the forms. Those that he has yet to do and sadly thanks to Maurice Randall all the ones that he has to remake. Simply stated the play area is planets in space. I won't go any farther as most of that was discussed with the use of colour in the map stuff. What the DM does then is simply use GeoPaint and the desiered font for the information on the forms. Map of the subsector we covered, and the creation of a world map. Done in the colour use part. Here it is just taking the information from work sheets, or the notepad as I do, and putting that in the proper places in the GeoPaint created forms. Same points for map making of the encounter area apply. Modified for this game. Be it overland, a building or a space craft. FONTS: yeah this is one of my points of interest. In making the forms, #30 found that the University font was the closest to the font from the originals. Times Roman also

is good choice. I have used both and tested a few others. Have to say that for fill in the form blanks. I am not 100% satisfied with the few remaing fonts that I have at this time.

Writing the adventure is a little easier and more complicated than one for AD&D. Maps are done in the same way. I still use grid, even though most of Traveller is done in hex. Making the major encounter areas for the game adventure, and the notes, as described previously. Complicated is that in overland parts, and that is a part of the game, exploring things on planets in the "jungle". Terrain is a feature that is a monster in the game, as is weather. Party needs to be outfitted correctly. Easier is that monsters are not selected from a book or series of books. They are rolled up from basic D6 rolls with modifiers. These are written down in notepad and then applied into the text of the game as a random roll chart. In fact it is easier and faster to create a monster in Traveller than it is to sort through books to find something that fits in AD&D. Traps can be anything, as the world tech level allows. That is if there are traps. Goal of the team is not always treasure. But treasure can be anything from exotic plants/animals for zoos to unknown alien artifacts. OK and a few Imperial credits laying about.

TOP SECRET: Now this IS my #1 fave game. Base theme is espionage. Won't go into the story of how I gained the game from a player, or how the guy that said he could run the game frelled it so it took over a year for anyone to try it again. Nor how it has evolved over the last 26 years of play. Not the point of this monograph. Map making is almost the same as the prior statements. Difference is here you need to be more exacting of the areas and items in the areas. By that I mean you do need to be precise in filling the room with the furniture. This is because the time frame is contemporary. OK my game is in a permanent 1971ice espionage with a touch of Sci-Fi. These maps need to have your placement. Because they are likely to be used more than just one adventure. EX: an old west town in the middle of the desert, 2 story farm house in main, one story sprawling home in L.A., factory in L.A., restaurant in L.A. These are places that my game group has absorbed or bought in the course of game play. Old West town is the only one that I created from scratch. The others came out of different factory missions. Team goes to these areas and there are missions that at least start in these places. At one time I was using large poster sized map sheets. Trying to create the places to scale. GeoPaint makes it easier, and the mapper has a copy that he can use on the map board for the players.

Adventure or as they call it in this game operation. Need to be written or at least sketched out on paper. Here there are different ways to create the adventure. I have ripped several aspects from published adventures. One of them that is different from all other games that I have played, is a time frame. Most operations are under 48 hours for character time. This time frame is a chart of what NPC will be where at what time. Unless certain factors have occured. That part takes the most time. Enemy agent "A" will be at the restaurant at 10am for his late lunch. Unless previously the team botched the operation and he is now aware of their existance. That sort of thing. Thankfully there is a mess of short hand terms that make the information easy to write down. Now there also is the need to have the enemy defined. I mean the atributes of the enemy, from strenght, through languages, sex, handedness and yeah what weapons are in his hands or in the rooms that he can be found in during the course of the game, and is he trained in that weapon. Again thankfully there are short hand terms for all of that, and it will fit generally on one line on the screen. FONT: This is a personal thing, but I like to use a font called TypeWriter. At this time we have not created a GeoPaint form for the character record sheet. But when that is done, I will use that TypeWriter font <if I can ever find it again> to insert all the data for my characters.

HIGH COLONIES: Long story that doesn't belong here, on how this game started to be played in the game group. Simply put it is a Sci-Fi game, that we have inserted a mess of espionage theme into it for our desires. Taking parts of the almost 200 year history that is in the game book. OK we are bounty hunting in the solar system for war criminals. I have run and will again, besides the kibbutz game, a PBM and a PBEM set of games, all interconnected. At the start I used NewsRoom to create a PC sheet. Lets bypass that one. Then for the PBEM game on the BBS I made one in PET. Kinda worked for what we wanted. Though there were some problems in translation into ascii and for the 40c C= users. Before the loss of the

HD I was using GeoPaint in creating a new character record sheet. Font that I used is one of the electronic looking ones. As that mimics the font used on the game book cover for the title of the game. Map making is something that is done a tad bit differently. Stations or as they are called Colonies, exist floating is the solar system and larger ones are on planets. Many are listed in the game book, ah no maps of course, just the idea of the size and max population. Unlimited smaller ones are created with dice rolls by the DM. I use grid again for the rooms and buildings that the players can enter. Both on the planets and on the flaoting stations. But I don't make an over all map. Well that needs explanation. General size of the colony is given and a relationship between population and size is understood. What I do is create the area. As basically a collection of blobs and blocks that fill in the size area. Then as the game evolves, these areas are mapped in the course of play and inserted as a code in the over all map. I'm too lazy to try to create the entire play area at once. Besides I like input from the players as we play the game.

2300AD & TUNNELS & TROLLS: These are two games that are vastly different. First is early man in space exploration and the second is an almost 30 year old, and still in print, Sword & Sorcery game. But that having been stated. There is one major similarity to the two games. Character Record sheets! 2300AD can fit its PC sheet on half a page. I know as I recreated it in GeoWrite and then again in GeoPaint in my early Geos Days about 9 years ago. Tunnels & Trolls will fit the PC sheet on a 3" x 5" index card. I made a few different record sheets for this game. Last one was in booklet form. Well it was just one page and I used the booklet form to keep track of all the characters in the PBEM game.

Listing these random games out of my collection is to show one more aspect of using Geos for RPGs. Not just writing the adventure or making the maps. But in creating character record sheets. GeoPaint is great for that, and with better skill than I have and some of the tools I have, GeoPub can be used as well. When you need the lines, boxes and circles. Plus installing any photoalbum things you desire. That can be another report. (G) Point in making your own character record sheets is simply that you design it your way. Sure the creators of the game had an idea, which was modified during the months of play testing groups. They put that all together to make a PC record sheet for you. Which of course doesn't have everything that you would like, nor is it laid out just right for you. I remember in the early 80s that there was a packet of AD&D record sheets. Several for fighters, monks, clerics, thieves etc for all the classes. Even they were not truely fitting for each player and character. Top Secret put out a new character record sheet and it was nice with added information. That is the one that I am using for our own group, well for the GeoPaint one. Your game will need you to modify existing PC sheets to fit your group. And there is Geos just waiting for you to explore the setup. Will tell you that it takes time and can be frustrating as you figure out placement and point size of fonts and the lines. Yeah you can ask me to do a bit on that as well.

PROPS: This is a part of any game. A little thing that the players can have that will mean something in the game and as a remembrance later on in the future. What can you make? That is up to you. Things that I have done are a match book <photocopied onto card stock and folded to look right> torn maps and messages, menus for eateries, coded strips, strange runes and the list goes on and on. Geos will make these for you. Just requires some experience with the tools and your imagination.

PRINTING: Last part, and I can hear you cheering. We have access to many types of printers. I have used a Star something or another for my first printer. Got it around waiting for a new head. OkiMate-10 and thermal paper. 1525, MPS-801,802,803, Star NX-10, Gemini something or another, Star NX Rainbow 1020 colour thing, Cannon BJC inkjet and now Lexmark Optra-40 colour. These are both 80dpi and 60dpi. How to print it out and in what form? That is up to you. A whole 8 pages can I write in 9 point on that part. No don't call me on that, you know that I will do it. (EG) I make my work at this moment in booklet format. Because I am making enough for all the players and I am cheap. These are the maps and the new 4 page PC sheet that /30 created for the All Flesh Must Be Eaten game. Some work in the past has been just GeoWrite, GeoPaint and GeoPub. With some new knowledge and tools I have been able to combine these to make new things for games in Geos. OK that enough for you or more do you want? (IG)

HOPE YOU HAD A HAPPY HALLOWEEN

No adverts this time around. Just updates on the things that have happened.

First off, #16 did both issues at once to put us on track. Thanks #16 for the time & money expended for the group.

#30 has done more Red Cat PET to Geos convertions. He has also created a 4 page GeoPaint PC sheet for All Flesh Must be Eaten RPG.

#3 has been sorting papers and found a few dox. Even a hint book for Elite. She is trying to find promised dox and putting disk, dox and boxes together.

I've been active in inet e-mail. Still have to learn about the IRC for our group.

Sorting out hundreds of 1581/FD disks. At the moment, just hunting for anything Geos. Found some fonts, tools and other things to be tested later. Did find a replacement Fcopy+ and all the parts for the "Ole Catfish" Mega Menu.

Sorry to relate that there are problems on some of the disks. May be able to preserve only a part of what is on them. Working on the next Penny Farthing. Not sure what for side #1. Found some missing demos. Haven't made a demo thing in over 10 years.

Some members haven't seen Oxyron's Dawnfall demo yet. Perhaps I can put that and the Mega Menu on one side. Been asked □threatened□ to add more Operation Lost Cat stories.

Told to mention tht we also put out two 20 page issues in a fortnight. Let me know how this looks to you. BCNU

Sabrina Online by Eric Schwartz —©2006

"Jinkies and Zoinks!"

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#21

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