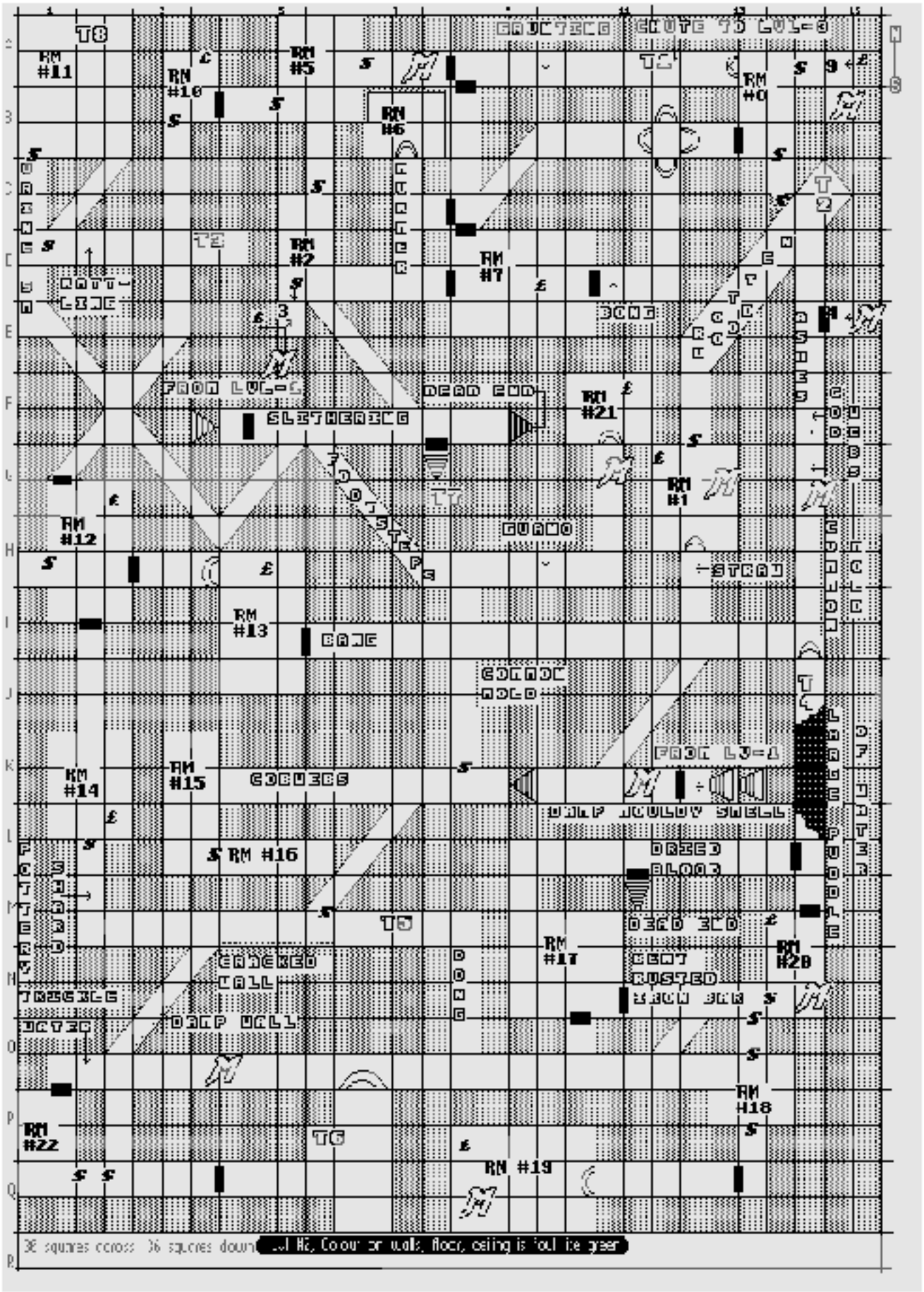
The Village Green



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} *Linux & General* Destined {#8} *WebMeister* Balzabaar

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". Ths is untill 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 {currently 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@vcsweb.com
sho-vah side Ph# 503-325-1896 Inet: alberonn@qwest.net
Website http://www.acug0447.com

Next Meeting is 7:00pm 15/May/08ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

NOTES FROM MEETING ON 17 APRIL 2008CE

Open: 7:00pm

Newsletter: Sort of approved, see editor section.

Chancellor: Newsletter and the disks were not ready by meeting time. At least in the mannerizm that they are expected. Regs require the option of disbanding the group for failure to meet obligations. Local members voted 100% to hang the Chancellor if he disbands or resigns. Full report as to the reasons for the regular items not being done by meeting are in their departments. Yes A500 was again in heat during the meeting. Making her kitty noises. Sometimes trying to sing along with the sounds on the demo games.

Treasurer: Some more one cent pieces were rolled by **#30.** Bringing us up to a total of $35. Our regular treasurer should be returning to us by the end of the month from his 2nd tour of Iraq. Welcome back home **#16.**

Commodore Librarian: Warlord and Lord Ronin did create the Penny Farthing for this month. Side one contains the new game release from Retro64 of stacker. A note here that this game doesn't like the SCPU. Lord Ronin had a P.M. chat with Fuzz one night about that problem. Fuz thanked him for the reminder. There are a few Geos Games on side #1. These like GeoMimic all came from the authors webstie. Which was accidentally found by LR. Some have been presented in the past. But here they are fresh and with permission. In fact we now have the complete Dr. Who font. A new thing for us. Side #2 has the first 11 copies of Operation Lost Cat. Yes that is a re-release, sort of, and not exactly. First release was doen in the PET format as a SEQ file. This one is 80dpi, proof read {to a degree} and spell checked as best as possible. Presented in GeoWrite 2.1. Because of the long hours, sleeples all nighters. That **#30** did in the week before the MossyCon4 event. Where he converted the different 119 installments. Taking them from PET to GeoWrite 2.1. Then since there is no global format for this sort of thing. He had to take the thousands of lines from 40c style to the 80dpi Geos style, one by one. In order to create the proper layout. Yeah I mean one sentence at a time for thousands of lines. Taking about 30 minutes per each 6 page installment. MossyCon version was spell checked as best as time allowed. This release has had some typos fixed, a touch of re-writing in confusing areas, andother types of editing. they have been GeoZipped for space. Installment #1 contains the two fonts. Times Roman and Dungeon. Times is used 99.99% of the time. However PET has the pound sterling symbol. Geos does not. Dungeon is the only font that I have in my memory and at hand that does have that symbol.

Next part on this is that the text is written using Bold Face. not because of the imported font printing. But because it shows up better on screen for the Times Roman font. At least to our eyes. However taking up a bit of the Editor part. As well as opening up a similar topic. We have made at this time the first 20 installments into .pdf files for attaching to e-mail. For those interested. Already we have sent out two copies of the first 10 installments. Here is where we have a difference. That is between what we did for MossyCon4 and its CD, to this e-text <right word?> release. We left it bold faced on the CD. This caused an effect after the converting. Making the text very thick looking. Letters almost running into each other. At the time we thought it was just the way the converted did things. Howver after some testing. We changed from bold face to plain text. This

works, the .pdf files read easily on the screen at 100% on at least linux. This is the way that we can send out the .pdf files to others for this and other aspects of the ACUG. Including the electronic Village Green issues.

Printer problems to be explained in Editor area, are the reasons that there are Penny Farthings for this month, laying in a stack with no lables or sleeves. Un able to be properly released.

Editor/SysOp: Been such a "lovely" month so far :-(Newsletter for April was written, laid out before the first of April. Tried to print it and, we were out of ink. OK hunt online for a new place that sells the refill kits. Found one and ordered the kit and a cleaner for the cart. What happened to the order? Nothing that the supplier did, in fact it hit Astoria about 2 days after shipping. A total of about 3-4 days from ordering it one late night. Even got to use PayPal to pay for it. Nope the problem was that the postagirl had some bitch about the few steps from the street to the mailbox. No post delivery for over 2 weeks. Had the supervisor, the porperty manager and the owner in on this one. No one could really see the problem. Steps where cleaned several times. Finally the super said that my post would be delivered again on the next day, which was Tuesday. Though he isn't sure what was the problem. Guess the threat of a racial discrimination suit against the office helped. I mean that the effected people was a Mexican American family in the front and the yids in the back. Oh, that Tuesday was the Tuesday of the week before the meeting. Came in late that day. So Wednesday we filled the cart, and put it in the printer.

Nothing came out in the way of ink. Spent the day using up all the refill ink on old carts. Trying all the ways to clean them in the instructions that came with the refill kit. Mind you finding the English dox hidden in the papers that fold like a road map. That was fun as well. Well one cart started to leak ikn from the nozzle. Great it must be cleared out of the dried stuff. So put it into the printer. Run the sample sheet in Post Print using the GeoCable. Printer starts up. Printer takes the paper, printer stops!!! As I write this on 18/April/08ce. We have let things sit for a time. After spending late into the night under the impression that the paper had a fold or for some reason didn' latch in right. Nope it just stops. I need a few days to recover from the frustration and depression of that problem. If I do get the federal economic simulus cheque. I shall try to buy another Optra-40. <after meeting note, #8 has found and is sending us a new black Ink cart for the Optra>

Special meeting of a few of the officers came up with the fact that we can send in Zipped .D64 images and we can send the Electronic, and better laid out issue than the tests, of the Village Green. This was considered a good temp option for the current problem. But not a replacement. Paper copy and real 1541 disk copies will be presented as soon as the printer works. Or we can replace the printer <S> I could state here that those who want the electronic copies should let me know. But hey those that aren't on the ACUG mail list won't see this till the paper copies are printed in the first place OY!

SysOp stuff has been more on research. File testing for a bulk upload to the U/D areas. Hunting for information on configuring the modem without using a phone line. Working on the physical placement in the shop of the other HD for the copy work. Formatting disks to take the collection of important files from the Geos areas mainly, on the looks like it chance that the new mech has to be completely wiped and started over again. Be nice to do that copy stuff with Fcopy+ and use the two HDs. But with the partition table acting funky on the new one. That doesn't happen at all, in fact won't read the partition and the only one I can access at this time is the one with the Wheels data. Saying all of that, I also report that the new mech and the big fan equipted power supply form Eddie the One are working well on the part where the mech does not stop. Been running for a few weeks constantly.

Deputies: Waiting for the BBS for the others, waiting to see **#16** on his return. Putting the majority of the work on **#30**. Curent project has changed all the others. Note hunting on all the projects that have been mentioned. We lost track of all the different little things that are to be done. First on the list is put together all the Penny Farthing Library disks. Whcih for reasons and reason stated over the past 2+ years. Has not been done as properly as it should have been. Then comparing what we have to what **#30** has in his private collection. Already we have found that over a year of Library ACUG disks are missing. They were in the box, where are they and the box? Seem to have disappeared around the same time as the sho-vah situation. hoping that they were just misplaced in the piles of things. Running out of piles now. This may cause the need to recreate these missing disks. Magazines is one project that has been out of sorts for a period f time. One that will start again in a while. Shelves of things that **#21** left us have yet to be sorted in any way. Stuffed with other things for the future. Future has come acound now. {BG} More on this as we work it all out.

One thing I must mention. We have a new ACUG member. Known as "c64geezer". Retired living in Idaho. Bummer that he joins just at the same time we experience the printer problems. Welcome to the ACUG c64geezer. along with all our ups and downs.

S.I.G.s: Geos, specifically using GeoWrite has been the lessons for the past few weeks. Slow on the other parts. As things in the house/kibbutz with the repairs, or lack of them are bringing everything down. Mainly with the access to the C= itmes that had to be stored from the leaks.

Demos/Discussion/Close: Disks from Al at 5C's, to be discussed in depth in the Ramblings section. Stacker from the Penny Farthing, simple but tough game. Talk on the current problems and the bummer that the printer has caused. No repairs at the house yet, no sales in the shop thanks to the sho-vah. Failure of the federal housing inspection. Financial worries for the commune and the shop. Which negatively effect the group. Reason that not a lot was done in the last month compared to usual. Closed at 8pm

Lord Ronin Rambles

Well what to say now? Been slow for me this month. Not been that healthy, and there were a couple of sho-vah incidents that put me off my feed, so to speak. Took a few days off to just veg out a bit. However saying all of that depressing drenn. As well as being a bit hung over still from those depressive drinking bouts. But let us deal with one of the sho-vah things that crept up. Does have a prospective good thing for the ACUG. Though not for me in the war.

Make the long intro story short. Hey there, I want to put that level #2 of the Dungeon in this issue. So I can't bablle along that much can I? [yes he can!] Well there was an encounter some time back between the sho-vah and our **#30**. Who had to ask him <several times> about when he was going to get his personal Amiga stuff back. Sho-vah answered him by flipping him off. **#30** was upset and sent off an e-mail to him about this behaviour. sho-vah actually replied. Though he sent me a copy as well. Giving me the impression that he may have thought that I was the one that sent the e-mail msg. This was an upseting e-mail, OK one that was inciting as well to anger. But lets pass that part. He offered **#30** his personal Amiga collection, including the A4000 Power Tower. In exchange for the money that he has been holding for close to 5 years from **#30**, and the extra funds that **#30** had to spend to gain the items that he had given the funds to for the sho-vah to score them up. Thing about not having a debit/credit card or a phone at that time, let alone the access to the Inet. At that

time close to 5 years ago. OK that explained. #30 replied to that e-mail msg. Bascially stating that he was interested but needed to wait till he heard from the negotiator <#16>. A copy of that was sent to #16 as was the copy of the sho-vah msg that I received.

In fact I told #30 that he should make that reply. A msg from #16 the negotiator to this initial msg, stated in essence that he needed to think about this before givinga reply. Or so it seemed to us at the time. Well #16 recently sent a msg to #30 and myself to agree to the arrangement. As he included a forward of the msg that he received from the sho-vah. Simply stated the msg acts as if he didn't even read the msg that #30 sent, "blew it off" is a quote I remember from the msg. Stating that he has to wait for our negotiator to make the decision isn't blowing it off. At least that is my understanding of the meaning of the words grouped together in that manner. Stating also in the msg that he didn't know #16 was the negotiator, is a bloody lie. Well that is the impression his words give in the statement written to #16. #16 has been the negotiator on this, and has tried to meet with the sho-vah ove the past two years on this overall matter.

Reply came back to #30. Most of it discusses the differences of concepts on what is owed financially. The sho-vah has a different and lower figure in mind for the funds given him. Guess that much time has dimmed his memory. Or is it all the viagra he was taking? He also doesn't think that he has to compensate #30 for the extra money that he had to spend to gain the products, a few years later. Paying a higher price because the items is now a collectors piece. However he also goes into the part about putin all the stuff that is in storage together and having #16 pick it up. Not clearly stated is that all of that has to come to the ACUG GHQ for sorting of what is ACUG, what is mine <giving it to the ACUG for the most part>, what is #30s, #16s along with is all that should be there, is there. I know the size of the carboard box that held the Amiga Software library. Around 2'x2'x2', and it was mostly full of disks and disk boxes. As that is how the sho-vah stored it for a long time. I know that #30 had several 50 and 100 count boxes of Amiga disks, along with 3" binders with the dox inserted.That came with his buy of the A4000 desktop and the A1200. The sho-vah was to test them for him. Hmmm, that was about 1998ce and he is still waiting. FWIW those came in from the last President of the ACUG. The one before we became the current miltocracy/theocracy {G}. #16 has a collection of German Amiga mags some with disks, that he picked up when he was sent to Germany. OK you get the idea that ther should be a ton of stuff comin back in again. Well the sho-vah stated "if it isn't there I don't have it". OK that is a truthful statement. Ah, funny thing is that he didn't go any farther about replacing what he has lost in the 10 or so years to those who's property he lost. Bottom line here is that shortly, no date was set, there should be #16 showing up with his truck full of Amiga things, including the Amiga 4000 Power Tower. Though the sho-vah state that he would wipe the HD. I can understand things that he would consider sensitive material. But there is a lot of data there for and of the ACUG. Some there from disks that died out on him <Truth was that his drive went bad. He thought the disks were bad, and broke them before tossing them in the trash> Now for someone that doesn't think he has done anything wrong to us and me. He sure is acting paranoid. We shall see what arrives, and then who can work with it to bring Amiga back to our group in some form. As it stands right now, Amiga is barely a s.i.g. This may help us and make a lot of work for our #16 as he is the s.i.g. guy for Amiga.

Speaking of Amiga, #30 and I did see the new Eric Swartz "still alive" cartoon on youtube. See that in just a short time there were 300+ comments, mostly positive about the cartoon. Must admit to watching it now about 25 times. Half of it in replay mode. Hmm Ithink tha tI have seen this one more than Tongue Tied and the

Rimmer Munchkin song. Besides the girl that sings it has a geat feminine voice. Boing balls destroyint the Mac and the heretic. Gotta love that one.

Tis Sunday the 11th right now. I'm in the shop around 12:30. Close to the actual time that I should be here. Did e-amila bit today. Still have a bit stck to go through as new stuff piles up. Laundry in the machine, have to do that every quarter. A500 wants attention and won't leave my hands alone. Licking and giving love bites. Now then why am I up so smegging early? Well they came by at 9:30ish and started to tear off the roof. The left a bit before noon. Really hope that they come back. Didn't tarp the roof and rain is expected today. Oh yeah woulkd have been nice to know that they were coming to do the work today as well. Now that 2' tall pile of shingles tarpaper and nails in front of my door to the house is another bit of a problem. So was all the same material on the steps leading down to the car park and my shop. That I had to kick off the steps. Getting a bad feeling about whomever was contracted for this roof job.

Lets move to some ACUG stuff. Still have the Dungeon thing to install and do the reviews of the newsletter exchanges. But first I must state that this is written for the elcetronic version. So around page 17 will be cut for the print version. Unless I do not use the imported font this time around.

Big thing that has been happening right now is in #ACUG. This is our irc chat. I have taken a class in chanops, still need a lot more to move my access level up to my founder position. But there have been policy making things that have had to be done regarding people accessing the chat. For those that don't remember and our new people. The chat is on /server irc.newnet.net Type in /join #acug to enter the chat. We meet on Saturdays as an alternative to the #c64friends one. We also meet every 1st and 3rd monday at 7pm west coast time. That is a regular online meting for ACUG members and friends. OK got that part out of the way. Back to the policy stuff. As the chat is being used more, even on the non scheduled nights and days. The ops and admins have had to create the rules of the chat. As well as keep a mindfull eye on what is happening. A task that I am doing more as I learn more. Well we have had to ban some people. Attacks on members on other chats and lists, along with just attitude and disruptive behaviour problems. I have recently had to make some decisions on that, and though it is hard and painful. This task must be done to keep the level that we want. Which is one of C= discussion, and related topics. Rules list is an on going creation it appears to me. Still saying all of that. All ACUG members and those interested in the less tech talk level of the chat are most welcome to pop by.

Monday 12/May/08ce 3:18pm Zzzzzzzzz!! No not that this newsletter thing is putting you and me to sleep. That is just a side benefit to the Village Green {G}. No it is my condition at the moment. Little sleep on Sunday when the roofers came by. Up late practicing in the irc chat on commands. Talking with some people as well. Magically turned off the two alarm clocks during the night some how. Or the cats did it for me. Read some mail online, and that is where this part for the C= comes into play. Seems that things are moving around in the groups. In a positive direction. Six of Style is getting interested in Geos again. Looks like I am to blame aobut that one. Yeah I should explain what I did to Six in detail a bit later. Moloch of retro64 group told me it is possible if one has the source code to alter a programme, to the level I had mentioned. Ah that was taking Dungeon Creator by David Caruso III. Change the font, change the gfx intro screen, change the race/classes. Primarily a costmetic thing, in order to make the prg more to a multigenre game engine. Easier to play in say a espionage game set in 1971. If the font and the rest all lend to the atmosphere of the game. Bit harder to get the feel if you are an Elf when should should be Mossad. I told Moloch I would look for the old web site for the url on the source code. Maybe something can be done with this creator?

Pause for Official Business

Tis the month of May. Constitution, yeah we really have one locked away in back issues. But it states that at least three months before the Yearly buisness meeting in July. We need to announce the elections of officers for the A.C.U.G. So here it goes... Treasurer, Editor, Commodore Librarian. Curent officers <slaves> are in the running. Positions are open to any paid {defined as cash, trade or services rendered to the ACUG} member. Oh yeah failing a sanity check is almost a prerequisit {BG} OK the A.C.U.G. isn't a true democracy. More like a miltocracy/theocracy. Anyway these are the offices open. Anyone interested on the job requirements feel free to contact me via e-mail or snail mail. Not back to the drivel

The Drivel

Serious mode activated: Honestly I think that what I write is really not that great. Others say the opposite. Six stated that my submissions to him "kick ass". I sent him 7 short 5 page submissions at 14 point Times Roman Right like I have said elswhere these were done in GeoWrite. I Geo Zipped them with the fonts and then attached them to an e-mail to Six of Style. Who is the editor for the Cincinnati 4C=er newsletter. Sort of a take off on him saying to send it in my fave format. Asked Snogpitch if this was OK, for GeoWrtie, and was told it was. So I did, and got irc talk with Six on them. Seems that I inspired him to look again at some Geos projects he was wanting to programme. I'm wondering how they will look if printed in their newsletter. What is worse, he wants more from me. I really do have a problem in accepting positive complimentary feed back.

OK now to what I have been doing with the last issue of the newsletter. Most of you have the electronic copy by this time. Been sending it slowly as I grab e-mail addies from members. Looks like on the application form I need to remake, gotta make an e-mail and probably a website addy spot. Hmm just remined that Six said I have the gift of gab. I think that I just blabble a lot. Well the results from those that have the first round of the electronic copy of last month, have been positive. At least an issue came out. Not as great as the paper copy. But I am trying to keep that file for each month on the HD. So eventually I can send people their paper copies of this drenn. If I remember to do it, there will be an experiment in this electronic issue. Trying out new concepts. Still I am afraid that because of health issues this edition will be out late this month. I did sort of also hope that that replacement printer would have arrived by now. Yeah I know I am always impatient. {G}

Most of the last time period between the two meetings has been taken up with writing for other groups. Short on my stuff for Al at 5C's though. Practice work with the converting of Post Print post script files to pdf. Expanding on my understanding of GeoDos. Sadly it seems that the files of Dox I DLed, didn't, or are lost in the quagmire of the linux HD. So I have been asking some questions of others, and experimenting a bit. Not yet up on the translation part of a non C= text file to GeoWrite and having that file take on a font from GeoWrite. That is my curent or next to current task.

In local things, #16 has returned. We spoke one day. Haven't seen or heard from him since. Yet I know that he is active on that sho-vah/ACUG Amiga Library/#30 thing. As I was told by #30 he received an e-mail from #16 to the effect that Tues or Wed this week, the items will be brought to #30. After that it is all up to what comes in for the settelment with the aCUG and #30. I am hoping that the books and mags arrive. We may be able to read and learn how to use the Amiga. On that point I did make contact with a few people in the IRC the other night who have A1200s and are willing to help #16 in the set up of my 1200 that I have loaned to the ACUG for use. Now to the Dungeon for a bit.

Level 2

Traps

T1: Located at row "A+" column 11 1/2. Here is a chute trap. The floor gives out and a slope gives way to Level #3. Give the party member a dex or less roll with a -4 to the die. Don't let them easily find out that this is the only way to Level #3.

T2: Located on rows "C & C+" column 14 & 14 1/2. Under the rotting wood fragments are hundreds of spikes in the end of this corridor. Non lethal ones just push the team members up and back down the corridor, sort of in a wave action. No ability to stand as they are moving in that wave form. Lethal are hardened steel. Roll 1D6 for number that hit the team members in the area. Damage is 1D8 per spike plus a save vs. poison or take 1D4 more points of damage. In either case the spikes are only a maximum of 6" tall.

T3: Located on row "C+" and column 4. Triggered by a Click Plate. If non lethal then only the Click happens. If lethal, then on a slow count of three. Dust pours in from the ceiling cracks. This dust burns in open flame. Like from torches doing 1d4+3 damage to all in the area no save. If there are no open flames. Then the dust is suffocating the team for a 30' range. They take 1D6 per round in the dust and must leave or die. No save as this is alchemical in nature.

T4: Located at the arch on row "I+" and column 14. The ribbons on this arch are enchanted. Non lethal and they merely tickle and caress the party members as they pass. Lethal and they will strangle the team members doing 1D6 damage per round. In that case the ribbons attack as 8Hit Die monsters with full surprise. They have an AC of 4 and only 15 hit points. There will be two ribbons for each team member.

T5: Located on row "M" column 7. Floor looks normal here, but is really a sponge about 1' deep. Non lethal is that the team member steps into it and has to make a dex of less roll with a +3 to the die. Failure means he falls onto the rest of the 10'x10' corridor area. The sponge is a fragrant perfume and dye. He is now the same colour as the floor, that foul light green. Smells like a foul green substance found in the chamber pot in the morning. Washing with wine will remove the stain and the odor. Lethal and all is the same except that the sponge has acid. That causes damage to victim and his items at the rate of 1D6+2 per round. Till washed with wine. Items will be allowed the saving throw from the DMG.

T6: Located at row "P+" and column 5 1/2. Simple pit trap. Non lethal and the party member falls 10' onto some sort of stretched skin that bounces him 8' back up on the first bounce. Sort of a trampoline effect. Lethal and it is a 10' drop <1D6 for drop> and he finds that he is in fouls sludge. No save he has been hit with a disease that is similar to mummy rot. Does 1D4 per round. Cure disease spell will negate the effect. But not heal the damage. That takes potion or healing spells.

T7: Located at row "G+" and column 7 1/2. Stairs down to a dead end. Trap is at the bottom of the stairs. In fact it is the last step. Non lethal and all that happens is that the stairs fold into a ramp. While a green scummy water starts to pour into the room. Staining the items and the team member. Plus having a rather noticeable smell. Lethal is the stairs collapsing for 3D6 damage if Dex roll is failed. That to the one at the bottom. Anyone on the 10 feet of stairs takes the same damage plus 1D6 for the fall.

T8:Located in Room #11 on row "A" at column 1 1/2. A pit trap. Non lethal one is falling into some sort of sack. Or is it a large flower? That immediately surrounds and suspends the victim. He smells and will smell like a rose for a day. Must be saved by his team mates. Lethal and the sack/flower is doing 1D6 per round of suffocating damage.

Random Monsters

Roll 1D8 on chart below

<1> Yellow Musk Zombie #app=1-2 Mv=9" HD=2 AC=3 Int=non AL=N.E. Size=M #Att=1 Damage= 1D6 <short sword>

These are victims of the Yellow Musk Creeper. Their intel is reduced to 1-2 points. They are mindless and their skin has turned yellow with fixed glazed eyes. As it is under the control of the Creeper. It will fight on its behalf and try to bring more victims to the creeper. Not true undead so they can't be turned. Though they are immune to mind effecting spells. The Zombie can be cured by the death of the main plant, and then the use of a neutralize poison spell, followed by a heal spell. He will rest for 4 weeks before regaining his original characteristics. Life span of a Zombie is about 2 months. Then they wander off and die. A new creeper plant emerges from the skull. As that is where the spore was placed. Note that if the Zombie is killed. The spore will also form a new plant. This takes about one hour.

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<2> Giant Two Headed Troll #App=1-3 AC=3 Mv=12" HD=10 #Att=4 Damage=1D6/1D6/1D10/1D10 Special Defense=Regeneration AL=C.E. Size=L (10' tall)

Regenerate 1hp/melee round. Can't regenerate severed limbs. Attack with two claws and two bites. Have infravision and are nocturnal Surprised on a 1 in 6.

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<3> Stun Jelly #App=1 AC=7 Mv=3" HD=4 #Att=1 Damage=2-8 Special Attack=paralyzation Int=animal AL=N Size=Large

Generally looks like a stone wall. But can cover any 10' square area at a thickness of 2 1/2" to 5". Attack and paralyzes the victim for 5-20 rounds. <Save is allowed> Then it will attempt to surround the victim and digest him. Semi translucent under very good light. Otherwise it will look like what it is upon.

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<4> Sons of Kyuss #App=1-3 AC=9 HD=4 #Att=1 Damage=1-8 Int=low AL=C.E. Size=M

Appear as animated ghastly undead of putrid corpses having fat green worms crawling in and out of the eye sockets. Created originally by an evil cleric. Each "son" spherical zone of fear at 30' in diameter. Anyone that enters that area and fails the save against magic will flee in terror. They regenerate 2HP per round and will regenerate limbs. Even after "death". The way to kill them is destroy the body by fire, lightning, acid or holy

water <this includes holy objects such as weapons> to their wounds.

They attack with a double handed flailing of fists. Not only does this do 1D8 damage, there is also a 25% chance of inflicting leprosy on the victim. Fatal in 1-6 months. Removed by cure disease spell. Till then the wounds are immune to all cure wound spells. Also once per melee round, one worm will jump from a "sons" head to the closest character. Needs normal to hit roll. If it makes it, then in one round to burrow into the victim. Can be destroyed at this time by cold steel, holy water or blessed object touching it. Failure to do that and the worm makes it to the brain. 1- 4 rounds to do the journey. During that time a remove curse, or cure disease will kill it. If it reaches the brain, then the victim becomes a "son" and the rot starts to set in immediately. Treat as Mummies for cleric turning. They are immune to mind spells.

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<5> Sheet Phantom #Ap=1 AC=3 Mv=6" HD=3 #Att=1 Damage=1D4 Special Attack= Suffocation AL=C.E. Size=L but varies.

Some strange form of Wraith. Appears as a near trans-parent rectangle that can be as large as 17 'to 16' broad, 7' to 12' long and 1/4" think. Crawls along the ceiling and drops onto the victim. Wrapping around him causing suffocation at 1D4 points per round. Victim can't do anything. Also any damage done by the party to the sheet phantom is also done to the victim. If the victim dies. The phantom merges with the body and becomes a Sheet Ghoul. Immune to sleep, charm and similar spells. Turn as Wraith on chart.

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<6> Sheet Ghoul #App=1 AC=1 HD=4+2 #Att=3 Damage=1-3/1-3/1-6 Special Attack=acid squirt Int=Average AL=C.E. Size=M

Attacks with two claws and fangs. Can on each round squirt from the nose an acid doing 1D6+1 to target in 10'. Immune to sleep, charm and similar spells. Turn as Spectre

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<7> Qullan #App=1-6 AC=9 HD=2 #Att=1 Damage=1D8+3 <min of 5> Int=Low AL=C.E. Size=L<8' tall>

Large, strong and apparently insane humanoids. They always attack and first if possible. Paint in wild clashing colours their entire bodies in warpaint. No armour either they will be met nude or in skins. They have a special Broad Sword that has a non magical +3 to hit and +3 to damage. Man has not learned how to make the blade that sharp. Blades will not last at that level more than 5 hits if use by non Qullan. All of them have a 5' radius confusion aura. Save vs spells or be confused. DM should play out how the confused character acts. Run away, stand still, attack friend, attack any Qullan or what seems best at the time. Victim has a save each round. Note that if captured a Qullan quickly dies. None have ever befriended humans or demihumans.

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<8> Protein Polymorph #App=1 AC=1 HD=8 #Att=Varies Damage=6D6 or by weapon Int=Average

AL=C.N. Size=L

These are intelligent cellular colonies. Having the ability to assume any form they choose. This can be inanimate objects or animate creatures. Some known forms have been a pile of treasure. Half a dozen humans, a doorway, part of a corridor etc. They can use weapons that have been dropped by previous victims. Though they can change colour and somewhat texture. They don't do faces well or have the power of speech. Normal attack is to bludgeon the victim and then enfold and crush him.. Have fun with this one.

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DM: This level is all in a foul light green colour. More rooms, about the same number of traps, more "effects" and more monsters for this level. The team should not have a firm grip on what this place was, did or what happened. They most likely will have tonnes of theories {EG}

Party: Finding this level wasn't too hard. But who ever painted it in this colour has a sick mind. There is a door ahead of you. What will you find on the other side?

Room #1: A 30'x30' room. One of those arches is in the South. Just piles of broken wooden chairs and tables. Though there is an interesting ivy like plant on the eastern wall. Lite green, sort of the colour of the walls around here, has dark green buds and orchid like flowers.

Yellow Musk Creeper is the plant. AC=6 HD=3 #Att=12 Damage=Special Int=Non AL=N Size=L This plant is what makes the Yellow Musk Zombies and this is the room that any victims captured by a Zombie will be taken. This plant has 12 flowers and 4 buds, covering a 20' area on the east wall and floor. When the party approaches to 10'. The plant attacks, first the flowers sway in a hypnotic pattern. A successful to hit roll means that the flower has puffed a dust that smells like musk, into the face of the victim. Victim must make a save vs. magic or be entranced by the plant and walk into the main mass of the plant. Resisting those that attempt to stop him. Once in, the plant roots will attach to the skull <no to hit needed> And the brain is devoured at the rate of 1-4 Int points per round. If the victim is reduced to 0 or less, he dies and a new bud forms on the plant. Left at 1-2 and he becomes the Yellow Musk Zombie. A heal spell cast on the victim will restore the Int points.

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Treasure in the room will be found in a collection of green scaled leather sacks. There is a pressure plate under the bags, in the upper North West corner of the room. This triggers a spear trap directly to the South. Damage is 1D8+3 Attacks as 10th level fighter. The treasure is 8,000C.P. and 9,000S.P.

Room #2: A 20'x30' area. Nothing much to speak about in this room. Broken shelves on the walls, white powder scattered about the floor. Some off yellowish powder as well. Old rotted bags of different sizes are thrown in the corner in the North East. <DM: the powder is really just different forms of flour, wheat bleach, corn meal etc. The bags are the old gunny sacks of 1-10# size. Writing is long since faded to illegibility.

Room #3: Behind a secret door from Room #2 is this little 10'x10' room. Hiding in this room is some little creature. Must have been tortured by the others. As it is a little 4' long creature with 4 feet and a tail. But it has very little fur just sprawls of it in patches on the skin. That itself is blotchy yellow and covered with tiny purple

spots. This thing does seem to be frightened of your team.

WitherStench <skunk beast> #App=1-3 AC=6 HD=2+2 #Att=2 Damage=1D6/1D6 Int= semi AL=N Size is 4' long including tail. Lives on carrion mostly. Not hostile to the party unless they attack in some form. Feeding it would be good, if they had the right food. If it has to attack, then it attacks with the two front claws. The spots emit a powerful and nauseating odour. Range of that is 30'. Save vs poison or donate your lunch to the floor. Fail the save and the victim is also unable to defend against any attacks from the beast. Effect dissipates when out of the 30' range.

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Treasure in this room is in the South East corner. A few ceramic <yeah in the same green colour> coffers. They are trapped with a contact poison on the treasure itself. Non lethal is an itching and swelling of the areas that touched the treasure. 4,000 G.P. and 6,000C.P. Lethal is Save vs. Poison or die.

Room #4: This door is locked, standard roll to unlock it, and there is no trap on the door. Behind it is a 10'x10' room. No set monster is listed. This is one for you the DM to roll and place. IF it fits that is, in the size of the room. Magics that have happened recently explains how it got in the room. <EG> There is no treasure in this room.

Room #5: A hard to find room that is 30'x30'. Hard to find as the only entrances to the room are all secret. Strangely this room is completely empty. Not even any dust on the floor. Though if the party looks at the ceiling. They will a thick layer of dust. <Reverse Gravity field 6" from the ceiling>.

Room #6: At the end of a semi long corridor. There is an archway. More streamer or ribbon like things hang down from the arch. The room though isn't exact in size. At first glance the party will think it is a 30' wide by 20' long room. If they investigate the room. They may find that the walls on the North and East are thin, as is a 10' area on the west wall at the North. North and West are only 2' thick and really a plaster made to look like the real stone walls. There is a possibility that battle in the corridor to the North could open a hole to this room. The East wall is 3' thick. If they want to spend the time hacking the walls, let them. The noise will let the wandering monsters know where they are at, and that also will take away any surprise factor for the party <VBESG>

The room is empty save for some buckets of paint, yeah the green crud. Paint and the brushes in them are now rock solid, dried out. There is also a bucket of the plaster. Though at this time it is dried into a brick, with the handle of the trowel sticking out of it. Dress up the room more if you desire.

Room #7: Some sort of meeting room perhaps? Couches might be what that torn apart and partially burned pile of furnishings are, in the center of the room by a smashed, low table, that once was a fine work of art from a far away land. Large frames are against the South wall of this 30'x 50' room. Perhaps they held maps or some other large flat display item. Walking through the stuffing from the couches and the splintered wood. You can tell that there are three doors in the room. One to the North, one West and the final one is to the east.

DM Give the players the vague clues and let them look about. There is treasure here under the pile of

stuffing near the center of the room. A huge green scale covered chest. There is contact poison on the chest. Non lethal is giggling in uncontrolled fits for 2-8 rounds. Lethal is death, a save is allowed. Treasure itself is only 12,000E.P.

Room #8: A 20'x30' room. What it was used for is a big question. There is a door on the West wall and one of those Arches with the ribbon/streamer things North of the door also on the West wall. There seems to be nothing else in the room. <DM> save for the secret doors, there is nothing else in this room. Unless you feel your game needs a monster roll at this time.

Room #9: Past the secret door is a sort of "L" shaped area. Only 10' wide. Makes a right hand turn to the South, 10' past the secret door. Things don't feel or smell right, as when you make that turn there are corpses moving towards you with worms in the eye sockets. <DM> 1-4 of the Sons of Kyuss will be in this room. Use the same stats from the random monster table. There is treasure in here, at the South end, behind where the monsters attack from, are some green scaled sacks. In these sacks, coated with contact poison is 6,000E.P. and one set of Bracers of Defense AC2. Contact poison is non lethal, smell like carrion <keep in mind any carrion eaters in the dungeon> Lethal and it is death. A stock save is allowed.

Room #10: Simple 20'x20' room. Having a door on the East wall. Some sort of storage area. Piles of broken pottery jars in different size are all over the floor. Shelves on the wall are bashed long ago. Ah but there might be in the North East corner something. Looks like at least one jar is unbroken.

DM Yeah there is at least one pottery jar unbroken. Containing 20,000E.P. but it is trapped. Open the lid and a 10' area in front of the jar(s) opens up. Dropping all in that area into a pit. Non lethal and this is only 5' deep. There is some damage from falling pottery shards. Roll 1D4 for number and 1D4 for damage per shard. Cutting the damage by half. Lethal and the trap pit is 10' deep. 1D6 damage for the fall, and they are falling into the pit of broken jars. Along with the shards that fall on top of them. 3D6 for what is in the pit and 1D6 for number of shards that strike like a dagger. Doing 1D4 damage, do not half the damage.

Room #11: Big room at 40'x40'. There is nothing left here to tell you what it was used for in the past. Just a collection of broken poles. That are of different diameters. <DM> remember that this is the location of TRAP #8. Have fun with it and them.

Room #12:30'x40' There is a door in the North, East and South. Once there must have been statues in this room, as the broken remains of them and different sized pedestals litter the floor. From what you can tell in your light. Men, girls of different races and perhaps careers. There are also many that are of creatures, known and unknown to you. That is the best you can get from what remains of the heads and bodies of the statues laying broken at your feet. Save for the fact that the artists where the best you have ever seen in your past. Say over there in the North East corner is a bit of green in your light. Coming from under a pile of statue parts.

DM No monster in here unless you want to roll for one. There is a Treasure as marked on the map. This is a scaled green chest. That contains 2,000E.P. It is also trapped. By opening the lid, the trap is released. Non lethal and it is a 2D4 rounds of laughing to all in 20'. Lethal and it is death. A save is allowed.

Room #13: A 30'x40' room. There is one of those arches with the ribbons/streamers on the west wall and

a door on the east wall. This room is easy to tell what it once was in the past. An art gallery of paintings. Perhaps even an art studio. Though the paintings have been cut, ripped, stained and some burned. You can see that they are of exceptional quality. Landscapes, strange creatures, some familiar creatures, men and girls of different races. Life size are some of them. That is if you can find all the pieces and the frame bits as well. One large painting that you think is a landscape of what the outside may have looked like, even though it is badly damaged. Happens to not lay in a normal manner, there must be something under it.

DM for colour work. Let them see well tended fields. Beautiful buildings in the complex and bits of people in robes, apparently in study on a spring day. On that large painting that covers the scaled green stone container. This is the treasure as marked on the map. Yes it is trapped <EG> The trap is on the lid. Open it and the gas is released. Non lethal is a crying gas. Effects all in the area for 20' radius. Lethal and it is of course deadly. A save is allowed vs. poison. Treasure is 10,000E.P.

Room #14: Just a simple 30'x30' room. Not certain what it was used for in its day. There is a mish mash of broken chairs, and tables. Along with broken planks and boards. Doesn't seem to fit anything at all. But there is some scaley green showing from your light in the South East corner, under a broken cabinet.

DM This is the treasure for the room. A scaled green metal urn that holds 12,000G.P. Ah but yes it is trapped. Again the trap is on the lid of the urn. Activates a trap door in the ceiling. Effecting all in the 10 foot area to the North of the urn. Non Lethal and all that drops down is a large amount of sawdust. Old semi fermented sawdust. Play out the smell and itching part. <G> Lethal is a collection of wooden spikes that come from the ceiling. Striking the same area. 1D20 for number, hits as 8th level fighter and does 1D4 damage each spike.

Room #15: 20'x40' There doesn't seem to be anything in this room. Except for three empty crystal bottles laid out in a row on the floor. There is some broken glass type stuff here as well. But here the amount of broken material doesn't equal 1/10th of what would have been on the shelves.

DM There is nothing to this room. A red herring to keep the party guessing. The crystal bottles come with a stopper and were once used to hold salad dressings for the dining hall. Let the party try to figure out what and why they are here <VBESG>

Room #16: Behind the secret door is what looks like a long hallway. Goes maybe 30-40 feet. But the end is in darkness. No light seems to penetrate that veil at the end.

DM Room 16 has a semi working teleporter. At the end is continual darkness with layered permanency. They team will not be able to lift the darkness. Detect trap, even the Clerical one will show nothing. Though detect magic will show the end of the hall at the darkness is a magical area. Roll odd or even. As that will tell you if the character is teleported to Level 1 or Level 2. I used a D30 for what room they could end up on if they went to Lvl 2. But this is similar to the one on Lvl 1. They can be teleported to either level and any room. Roll for it, or make like you are rolling and put them where you wish <VBESG>

Room #17: With an open corridor in the North, a door in the South and one in the East. This 30'x40' room must have been a scene of much traffic in the past. There are no broken furnishings here to indicate what

it was used for back then. Shelves line the walls. But they start at the 6' level. As if there was once something under neath the shelves. More broken bits of pottery, glass and wood litter the floor.

DM Nothing is in this room. When we play tested it, based on the way the team went and the encounters they found. Well, I placed in here potions of full healing and restoration. A miracle potion in my world. Heals all damage and disease. In my world it is royal blue in colour and tastes like "chicken soup". I placed here one usage bottles, but had 2 for each party member. They needed it at the time and this also made them feel that worse was yet to come. <EG> Use this area to help the party with what ever they need to continue along for another level.

Room #18: 30' long and 20' wide. Hard to walk into the room with all the broken barrels that are thrown about. Floor is a strange collection of whatever was in the barrels that has long since dried into some sort of multicoloured resin.

Room #19:Through the ribbons/streamers of the archway. You enter a large room. About 30' wide and 50' long. Long tables lay broken on the floor. Rotting bolts of cloth, once quite fine, are strewn about the room. But you have found someone! A tall human is hunting for something in this room. He has a long sword and is wearing what once must have been very rich clothes.

Skeletal Warrior AC=1 HD=15 <treat as 15th level fighter for attacks> #Att=1 Damage =1D6 Special Attack= +3 to hit and to damage. Special Defense= Can't be turned, only effected by magical weapons, seen by 5 HD/LVL or less creature/character the viewer will flee in panic. Magic Resistance=90% Int= Exceptional AL=N(E) Size=M

When he turns to see the party. They will notice that it is a skeleton of some warrior. What he is looking for is a silver circlet. This contains his soul. If he can find and touch it he can die. Now it is in this room. In fact it can be found by the party in a short amount of time. Being to the right of the door under a part of the table. Still on the head of the controller. Long since dead. However anyone that picks it up and does not wear it <no other head gear allowed> to control the Warrior. He will become the primary target of the Warrior. Once it touches the circlet, it and he turns to dust.

Don't let this out to the party. You may, as I did place other jewelry on the body as well as the circlet. Remember that the Warrior is hunting for the thing that will let him pass to the next world. The party at this time is a threat to him. IOW they won't have much time to hunt for the item let alone figure it out. This one you have to play carefully. If the party leaves the room. The Warrior will not follow. He can feel that the circlet is in the room. If they do find it and take it with them, he will follow them. If they do figure out how to use the circlet. The range is 240' and sight is very important. Though you may want to penalize L.G. characters and those of a Good alignment that are of a clerical nature. For not freeing the Warrior. This is a tough battle and should be carefully played. Especially with his resistance to magic.

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Treasure is in a scaley green chest. There is no trap or lock on this one. But don't tell the party that part. There are 9,000C.P. and a light green coloured soft leather cloak. This is a +5 Cloak of Protection.

Room #20: Compared to many of the other rooms. This one is a bit small. Being only 20'x30' with a door in the North. Bits of sticks and straw are in this room. Nothing else to tell you what this room was all about. Hmm, what are those three things against the South wall?

Scarecrow #App=3 AC=5 HD=5 #Att=1 Damage=1D6+special Int=non AL=N.E. Size=M Looks like a maligned, evil scarecrow. An enchantment of a regular scarecrow. Wooden bodies with pumpkin - jack o lantern heads. Looking at a scarecrow and the viewer must make a save vs. magic or be charmed. The effect is one of fascination. Not one of obeyance. Acts more like a hold spell on the victim. This allows free attacks from the scarecrow. The hit of the scarecrow does 1D6 damage and has the same effect as being seen. Victim must save each time he is struck.

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There is a green scaley bag in the North West corner of the room. Here is the treasure for the area. Naturally it is trapped <BG> Move the bag and a large stone falls onto the square just south of the treasure site. Non lethal and it is a fake. Hollow and made of wire frame and painted paper. No damage but a Dex check may make for a fun part of the encounter. Lethal and the stone is real and does 3D6 damage. Oh the treasure? That is 9,000E.P. and 6,000G.P.

Room #21: Under another one of the Arches with the Ribbons/Streamers is a room that is 20' long and 30' wide. Something was in here at one time. The stump of a tree is in the center of the room. Blackened by fire and hacked with weapons. There is something in the North East corner of this room. Looks like some scaley green metal urns.

Treasure= 19,000S.P. The trap is in the bottom of the urns. When enough treasure is removed, the darts fire up at whoever is removing the treasure. Striking as 8th level monster. Non lethal and they are painted paper darts. Made to look like steel ones. Lethal and they are made of steel. Strike as 10 lvl monster. Roll 1D8 for the number of darts that hit. Damage is 1D4.

Room #22: 20'x30' with the door in the North. A small bakery perhaps? Tables are broken and the front of the ovens are also bashed by blunt object. Bits of baked goods litter the floor. All now harder than an Orcs head. Except for one loaf of bread. Looks fresh, it also smells fresh.

Treasure = Everlasting Loaf <Fantastic Treasures book 1 page 41, by Mayfair games> Looks like a normal split top loaf of whole bran bread. Cut into the top are words in Gaelic that say "Bread for the World". Need to be from a Gaelic background or have comprehend languages to read it. Detect magic will reveal that it is very magical. When the loaf is cut, it instantly replaces the portion that is removed. Therefore it can provide an endless supply of bread.

What it sort of all means

First I had to make a couple changes in fonts. Got that limit for fonts in GeoWrite and I amusing all that is stuck right now in the ram. So it sort of blows the coding of font for section thing I preached about in the past. Funny thing is that just after I changed the point size for the text to 14 from 12, as stated would be done in the past, and changed the font to brennes on the titles. Guy came into the shop and wanted two of the 1st Ed AD&D

and one Basic D&D adventures. Showing him the adventures. I again saw that I am close in making them in the old style. Closer than I thought.

OK at this point we are probably at the statge where the paper copy will not hold the information. Font size thing. Not it points but width. So I will have to stack the exchange reviews for next month. Keeping in mind that I have covered some of the basic points of all the game stuff in the past and more than once. Here it is time to push more on the Geos part of making this adventure. Or as some would call it a campaign.

Fonts play an important part in my adventure writing. Originally I wrote in long hand. Ah, lets just bury that time and move onto the next phase. My penmanship was never good and got worse after the war. Typewriter came next. Yeah I can't type in the touch type style and do reverse letters a lot, along with the fingers that don't hit the key strong enough to register. Have that problem on the KB as well to this day. My privious work didn't have fonts as we have in GeoWrite. Using an old trick from college days. I used my highlighter that was left over from college days. Right I am a pack rat and don't throw things away. In the 80s I found that one could get different coloured highlighters. That helped a lot in making it easier to use the advedntures. When I broke down and got a two colour ribbon for the typewriter. Using the red for the monsters was a help.

Here in GeoWrite I can use font and style to be an eye catcher for the DM to run the game with greater ease. This is important, the players want the game to run without too many interruptions. Past the usual bathroom breaks. Having to look up information is understandable. Doing it too much is a pain. Sort of like T.V. these days. You know, 5 minutes of show, 15 minutes of commercials. Having as much information laid out in the adventure helps keep the flow smooth. But that much information needs to be coded. Fonts work well for that, and by the use of the style in Geos you can make it even easier to see on the page the data that is needed for the game. In past issues I have talked about the proper use {for me} of the fonts. Starting off with using fonts that will give you the writer - DM a feel for the type of game you are writing/running. Writing in Gothic at 27 points is nice for the level titles that I have placed in here. Had to change from Dungeon II for all the room, traps and monster listings to Brennes. Because of the font limitations for this issue. But Brennes has that middle ages feel, so it is a help in the text. Because of the problem of doing the converting to pdf. I didn't do the outline part or italic part that would make the font for the specific data section stand out even more. Yeah you can still use those highlighter pens as well {G}

When I do other game themes, I look for other fonts to use in the adventure. Dungeon or Dungeon II are not that great for a map of a Star Ship <that is for a later issue> in the Classic Traveller game. I use a tech looking font. There where several on the BBS, and I have a few of them still. Might even have the one that looks like a LED calculator. Which I used in the past in hand outs made in colour in GeoPaint. Or my fave game of Top Secret as another example. That one is an espionage game. OK it was written in 78 and faded away <rant deleted> in 87. Still has fans and players. This one is a special case in fonts. My personal game is in a constant look of 1971ce. I use several fonts for adventures in this game. But most frequently used is the one called "typewriter" in my collection. Now as to why it is a special case? Well one can play the game in any time period for spies. Takes work on the part of the DM <actuall term in Admin> to update or predate his game from the set time of the game. The one that T$R made afterwards called Top Secret Special Investigation. Well it is a breed of its own.

I play it and have done some writing for it in my group. This one is the best at showing the different game periods, and therefore the use of GeoFonts for your work. Plus I'll add right here, the C= in making things for

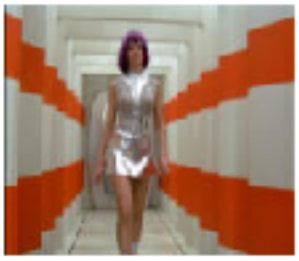
the game. This game starts in the fictional world of more action adventure spy movies, and in 1988. Has its own good guy group and its own bad guy group. Then T$R decided to make all these spin offs. Agent-13 allows one to play Pulp type adventures from the 1930s. Pity that few of the plaers knew anything about the 1930s, being in their 20s, or anything about that type of pulp literature. Worked for me as I have a large collection of pulp novels of that time period and a few of the sci-fi serials on tape.

So afor Agent-13, I hunted around and fount art deco looking fonts and others that at least appeared to be of that time period. Used them for my adventures and hand outs. Giving that colour aspect. Ah but one can play in High Stakes Gamble. A box set that is in Monte Carlo during the Grand Prix. That one took me a lot of time hunting through the fonts to find something that looked right. Ah but now there is FreeLancers. That takes place in the far future, well 1998 was the future when the game was released. A semi post apocalypitic game set in the rust belt. Espionage and some mutant powers. So I looked for some sci-fi fonts and stock fonts. Then there is Commandos. Most beliveable of the lot. Curent time frame, for the game. So I used the MASH font and the typewriter font for this one. Ah, but what about other C= /tools? One that I used the most was a calendar maker. Nice hand out of the months of the year that the game is being played in for the players.

Sure this is about the adventures for the games. Yet the basic principles for other creative self publication and even reports is the same as what I am presenting in these installments. Now as I fluff for space, to the map thing. Stated before that it was done with C= things. Those tools that were presented on Q-Link. Along with GeoPaint and the fonts. Yeah there are some things that need to be fixed IMSNHO. But I am never satisfied with my work. Saying that as a preamble to the section. What could be done better on that map? Well one thing will be covered in the future with another prg that was given off years ago for creation of adventures. That is if it is on a disk and not the HD in Maurices hands. The big thing is that the entire level of the adventure is on one map. Don't see any horizontal directions off of the map. Could be and in some published adventures I remember seeing, the map was more than one page on the inside three page cover. In other work it may be needed to make a map of the project that covers more than one page. Shrinking the data down to fit, could make it unintelligable. Such as a schematic for an antuque radio, as that is a project that I have to do for one from 1936. The original is fading fast.

Well yes there are ways to go in any of the four directions off of the main central page. The ins and outs of that will be in a futre issue with the correct game map tool in my review at that time {EG}. Now then did I use the best fonts for the information on the map? Well the best that I had at hand at the time. So many where lost at that time on the HD. The feel of the font is what is important, as I keep on drumming that fact. Took what I could find, and that was constrained by the ability of the point size in fitting into the areas. Mainly the colour data on the map for the DM to present as the characters enter the area where the random colour even takes place. There may have been better fonts for that part. Using the short hand notes, for rooms, treasure, traps and monsters. While at the same time using the different style to help code it, could have been better planned out only that it is the way I have done it for years. So sort of stuck in a rut on that one. Stairs where hand made in pixel edit. Never got that just right for shading. The "S" for secret doors. That was typed in and then moved to the position. Not always as precise as I wanted. The line indicating the door was done by hand. All the arrows for indication were done by hand as well. Fill was used for some effects, and for the solid areas on the map. I used a grey looking thing for the fill. Black is too stark and it also has the fact of eating up a lot of ink for this cheap aulde man. {G}

Next page is the experiment of colour. Some UFO show jpgs and Terror Kat the 25# monster Kat.



From UFO and sizing is a PITA

A Daleck