

Notes from Meeting of 20/July/00ce

OPEN: 7:15 pm. <see Chancellor Report for lateness>

NEWSLETTER: Approved

CHANCELLORS REPORT: First off the important yearly election stuff. Chancellor office is for life. So that one wasn't voted upon. Editor is Lord Ronin from Q-Link. Amiga Librarian is Lord Alberonn. Treasurer is Tobar. Commodore Librarian is Imperial Warlord. Appointed offices are Deputy Librarian #30 & Vixen. Loyal Opposition #8.



Now for the fun stuff. We were honoured to have a visitor/guest from the Fresno Users Group, Mr. Robert Bernardo. Who on

his summer trip stopped by our little group. During the day, we talked on many Commodore and Amiga subjects. Robert showed the MSD dual drive with copy roms. He demoed it by copying our DOTM. This took 18 seconds or less per side. I want one! <BG> Our meeting was more of an open discussion. We exchanged disks and newsletters along with more information that can be written in a years worth of newsletters. We thank Robert for his visit and all the information he gave us. Lots to digest ;-?

For the record. Lord Ronin was in hospital on Sunday 16/July and Monday 17/July this month. In ICU for a heart condition. He is on medication and back with the group. Needs to take it easy and to slow down on all the things that he has been doing.

TREASURER REPORT: \$38 <Lord Ronin hasn't billed the group for months>

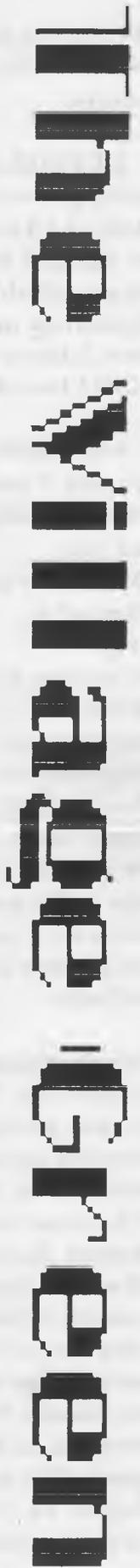
C= LIBRARIAN:

Imperial Warlord pointed to a stack of 39 disk boxes. 5 drawers of disks and carts. Then explained that is less than 1/3rd of what was already moved to the kibbutz. Added that more disks had been uncovered during the course of the move. Thousands to sort and classify for the group. Made a very good visual point on the amount that Lord Ronin collected for group use. Lord Ronin stated that he still didn't have enough yet. <BG>

Next was a discussion of the files on this months disk. Not the regular format. Due to Lord Ronin's illness. This month is a two sided game disk. No tools or utils. Side A has War.sda, DM Record Sheet, Ta-Rue and Operation Wolf. Side B has just one game. Predator++.arc Which when de-arc'd leaves only 11 free blocks. The game is trained and tamed. But no dox yet for the game.

AMIGA LIBRARIAN:

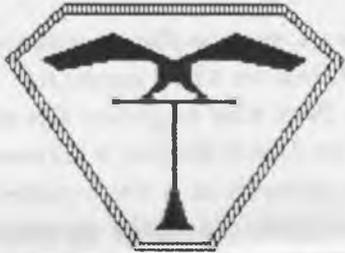
Lord Alberonn has been doing research on a domain name for the ACUG. As well as updating the Web Site <Ed Note: I went to the site in Lynx and found it to be exceptionally friendly to C= users> At this point to make navigating easier. He is using a service prg called TIDY and HTML VALIDATOR. To make the site as compatible to all



platforms as possible. Lord Alberonn had a demo of the ZDTV monday show on the Amiga.

EDITOR/SYSOP: Well I was sick and that made things late. The files on the disk and the newsletter. Right now I am on partial time at the shop. Trying to keep up on all obligations and responsibilities. Spending more time on the BBS and the Inet. I have a demo of the new repaired SCPU for the meeting on the BBS.

Not much to say as Editor this time around. I have been offered some TWS items to help with the work for the ACUG and the CML. Also an offer of a large collection of GEOS and sub-related programmes. This will of course help the ACUG. I



hope to be getting the plans for the GeoCable from Hernan at SC's. As it looks like I have all the parts to build my own GeoCable.

We discussed the layout of the newsletter. The verdict is still out on several parts. The borders and divider line between columns. That is considered to be distractive. So it will be dropped. More GFX from the Scanner or other sources is wanted. Some sort of divider between the different departments is wanted. A line or small filled box. What is still undecided is the use of the officer reports in the font change as has been done in the last two issues. Or the GFX theme in the brick boxes. As in earlier issues this year. A request for more word search puzzles was brought up. No problem with the content or a desire to have it changed at this time.

Since it was in the newsletter, and I am the head gamer. We talked on the Dungeon Creator. at my report area in the meeting. What we had done as a group to clean up and clarify the instructions for this Load Star prg. The work done on the files for how to make different "Dungeons" with this creator and how to make it for different games and environs. After that review. We talked about working as a group on a full disk campaign for "Dungeon Creator". I had started on this project. Told Fender that I would send the completed disk to him. But things have happened to stall on the actual writing of the games(s). we agreed that this would become a new part of the lesson programs at the group. After the move of course.

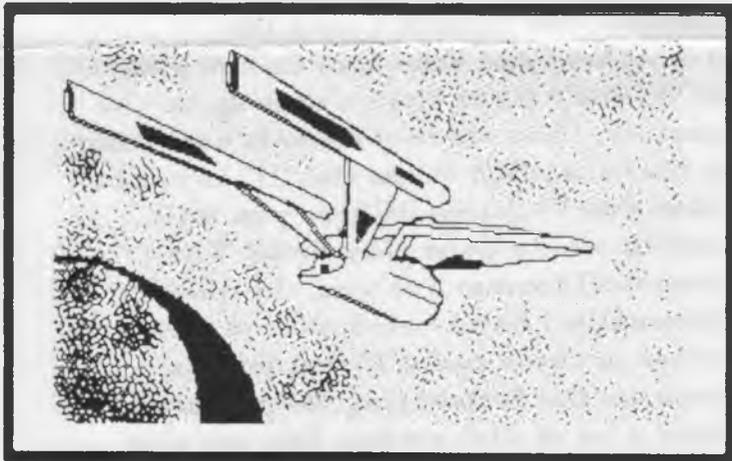
DEPUTY LIBRARIANS: At this time #30 is unable to continue work on the magazines. Since not only is the 128 in other use. But the disks and the magazines have been packed. #30 has been helping in the packing at the shop.

DEADS: We had a few this meeting. The games from this months disk were shown. #8 tried out Predator++.arc. This one needs a smooth joystick for play. The infinite lives, ammo, grenades and time helped a lot. At least to stay alive. <BG> Haven't figured out how to pick up the extra weapons yet. #8 also tried out Operation Wolf. This one is also trained and tamed. I remember spending a lot of quarters at the arcade and not getting past level 2. Best benefit of this one is that it is fixed for Joystick and Mouse. My factory copy was tried out once. I didn't have a mouse and Joystick was useless on play. I never got past on the factory game. War is a two player artillery game. Two Joysticks are needed. There are over 130 random screens for play. Ta-Rue is the only Text Adventure that I have beaten. A

bit saucy to some. Nothing Adult by my standards. I showed a print out of the DM Record Sheet. This is a multiple print out for the DM to keep track of the characters in his game and their items. Usefull for many times of RPGs. I found that one at videocam.

Lord Alberonn showed off how the BBS looks at 2400bps with the SCPU installed. Robert Bernardo also uses a 2400 and seemed to be impressed at the speed we now have on our BBS. Perhaps he will give us a ring.

Lord Alberonn also tried to demo the tape recording he made of the Monday night presentation on ZDTV of two Amiga related segments. Wildstar (#8) brought a VCR that he said afterward he thought the heads were bad. The tape was severely damaged. Even with a rental from a local video shop. The tape was badly crinkled and colour dropped to



weak grey scale. While sound dropped out totally at times. We do not know why he brought the bad one for this important demo for our C= and Amiga using guest. When he admitted he had a new one he could have brought.

DISCUSSION & CLOSIE: The discussion went through out the meeting. Robert showed us copies of the Wire, Commodore Zone and their newsletter in Fresno for the C= The

Interface. We exchanged some disks and newsletters. Robert was given a book on type in prgs for a new C= member and a large collection of 12" reel to reel tapes. I think that he left us knowing that we are a small but very vocal and fanatic C= group. The meeting was closed at 9:23 for private talks.

Lord Ronin's Ramblings

Oh wow man what a month this has been. Let me see what happened in July. The SCPU came and was out, returned and repaired. I had what looks like a heart attack. But the tests don't all agree on that part. On Nitro tabs for the nonce. We didn't get the new location for the shop and the A.C.U.G. Seems that we are too open minded about certain "PC" items. Like freedom for smokers. They didn't think we were "PC" enough to be in that area.

The upstart of all of this? Simply that for a while. The shop is in storage. Though we can retrieve game and C= stuff as needed. Just need wheels to get to the storage area. The users group, our own A.C.U.G. is still going. I just moved it to the kibbutz. Meaning that the August meeting will be at **623 29th Street Astoria Ore.** This is behind Annies Upper Town Tavern. There is a car park, and on street parking. Smoking is welcome as are visitors and demos. Gonna be a bit crowded. The only A.C.U.G. items that I didn't bring to the kibbutz, are the magazines. Didn't have room for them at that time. I hope to bring them in a bit later and have #30 continue his work on the indexing. Once I make more room.

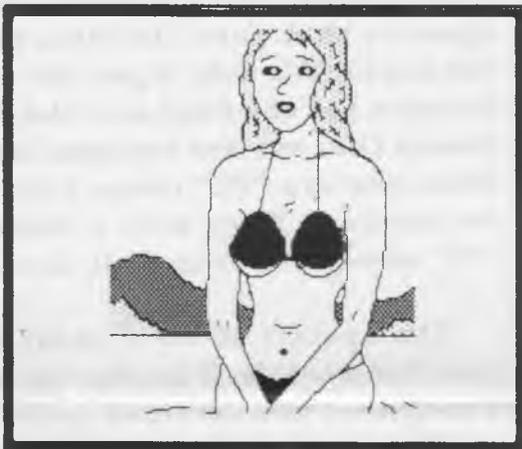
The BBS room is now fairly full with C= stuff. All the books for the C= and all of the disks are now at the kibbutz, in the room. I will have the SX-64 hooked up to a 1702 monitor for easier viewing. That will make three C=

pc's in the room. The 128D, the C-64c and the SX-64. Not counting the A1200. <BG>

So enough on the problems already. We are not down or out. Just a bit cramped. Besides that, I needed the break. So you can do regular contact with us on the BBS. Plus my Inet addy <ronin@pacifier.com>

WASTELAND: O.K. as the majority of the readers already know. I'm a RPGer. One of the mail lists that I am on is for the RPG Gamma World. There I have been trying

to help an Amiga user with a C= game called Wasteland. He was given some .D64 copies and is having trouble. His emulator isn't quite



good enough for the 1541 commands. Lord Alberonn and I are workng on this for him.

But to the game. This is after WW-3. You create 4 characters. Or your can play the ones that come with the game. Where you will adventure may years after the great war. In the south west USA. Yes Las Vegas is still there and ready for you. Mutants and monsters abound in the game world. Weapons to be collected and never enough cash. Sounds tough but interesting? Well it is for the first part. As to the second part. That is up to you. Personally I have played it long and hard for a week. Now I am just learning how to play the game. Yes I would say it is interesting and addictive.

This entire issue could have nothing but info on the game. That would still not

enough. I'll be as short as space allows. Mechanically speaking, here is what you have to do, in order to play the game. Even if you are running an emulator. This game is from EA. Those familiar with their games can start groaning. <BG> The copy that I am using is the .D64 one that I received via attached file to my Inet E-Mail account. There were some problems. But that is another tale of woe. <G>

I used the file from our June 2000ce disk to revert the files back to .D64. FWIW it takes about 9 minutes per side. There are four disk sides. Oh yeah the prg is case sensitive to the name. You may have to rename the files in order for it to work. Make it all lower case. But make certain to add the .d64 in the file name. Once that is done, you are NOT ready to play. Nope, now you load up disk #1. A nice short history is on the screen. Fair gfx at this point. The missiles will launch. Leave the atmosphere and drop back on the planet. BTW: don't have the volume up on the monitor. That air raid siren is annoying to the cats. <BG> Press the "U" key. This takes you Utilities. Where you will need to create your play disks. The game will format for you, the disks. Personally I have found that it works better in these cases. If you let the game do the formatting. Be prepared to make a lot of disk swaps. You are also doing one disk side at a time.

Now once that is done. You are ready to play. At the rangers station. You find that you have 4 part members. You can make your own and strip the pre-gen characters. Adding to your team. <EG> Biggest hint here is that when you are rolling up the characters. Keep pressing the spacebar till you have double digits in all stats. Especially the IQ score. As that will not only be the amount of skill points you have to spend. The IQ

Eric Schwartz's Sabrina Online Marathon - Episodes Xmas'98-75

Sabrina Online by *Eric W. Schwartz* ©1998

"Wrong Collector"



Sabrina Online by *Eric W. Schwartz* ©1999

"A few too many suits"



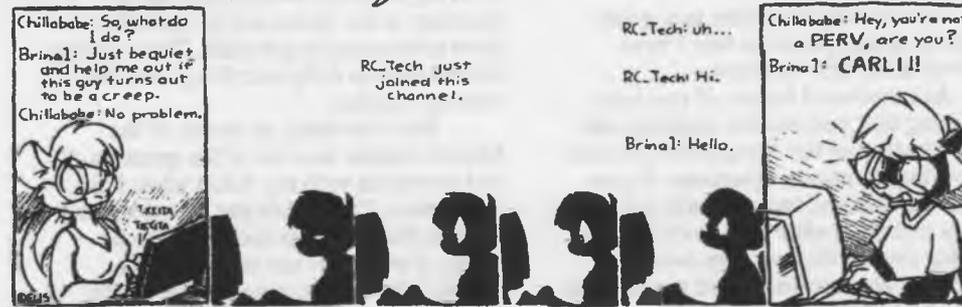
Sabrina Online by *Eric W. Schwartz* ©1999

"Technological threat"



Sabrina Online by *Eric W. Schwartz* ©1999

"Third person"



Sabrina Online by *Eric W. Schwartz* ©1999

"Silly BlackRabbit. That trick's not for kids!"



calling the BBS please.) The problem is the \$50+ for moving the phone line and the \$98 for having the phone company run the new phone jack. This may be a few months before the separate line is established. Right now I have to tie into the BBS' phonenumber to take care of my e-mail and doing anything else on the Internet. I apologize to our BBS users for the extra phone traffic on the lines. As soon as I can get the cash, this will be fixed and I'll have a separate line to tie up all day. :^)

Thoughts on the New OS
I'm rather excited about all of this news I've been reading about the upcoming NG AmigaOS. If it lives up to the hype, it will be nothing less than completely revolutionary.

The concept is to come up with an Operating System that no matter what hardware you have, the some binary code will run on it.

In an article I read on Gamer's Depot, (a M\$ PeeCee web site,) I read a very favorable article on the whole project and concept. One of the biggest things they liked was the ability for a developer to write a game and see the same game run on a desktop, a console system, (like the Sega Dreamcast or Playstation-2,) without having to go through the process of rewriting the whole thing so it will run on the different systems. This would allow developers to concentrate on writing a very good game and not have to spend time and money to port it over to another system. Games are not the only thing you can do with the OS, but really cool games can help get our foot in the door. Some systems (like the proposed cell phones,) could theoretically run the games, but without a joystick, that phone's still going to be limited on you'd want to run on it.

The basic idea is that Amiga instead of being snubbed by the "mainstream" computer users may turn into something very desirable. When they see what very trim and clean program code can do and how fast it can do it, they'd be hooked. Another thing is that if you change your hardware, that older program you got when you first bought that new OS is still gonna work, even if you hardware configuration is completely different. The Amiga hardware may not be there, but the ideas and principals seem to be.

Add the "Emulation Layer" into the equation and if the new OS lives up to the promise, I'll be hooked.

I love my A4000, but Amiga hardware is extremely expensive. This may be a cheaper, and much more powerful upgrade. I just hope they make the drives work with my disks.

score also determines the skills you can have for selection. The higher the IQ. The greater the list of skills for your selection. Or as I tell my RPGers. No Brain Surgeons, with an IQ of 8. <BG> The fact that this part is in a C= game and a RPG that we play. Shouldn't come as that big of a shock. One of the designers of this game. Mike Stackpole, not only worked this game. He also created the Mercenaries Spies and Private Eyes game for Flying Buffalo company.

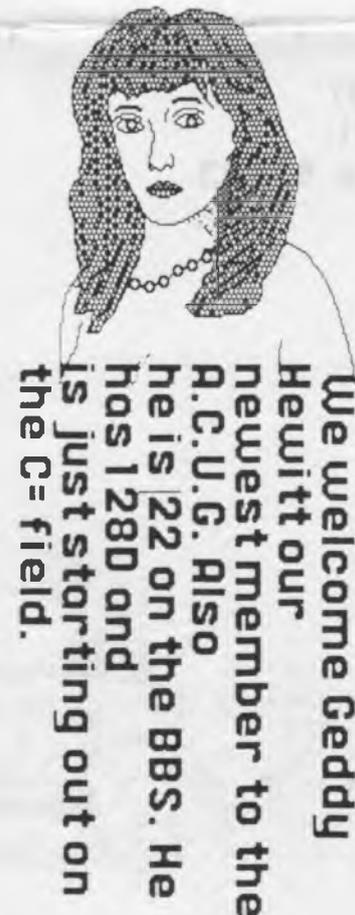
After you have gotten the character rolled up. You choose a name for him. A sex as well. The booklet says that the sex of the character only determines which bathroom they will use. I thought that a weird statement. Till I was in one of the towns. In the Tavern there are the bathrooms, where of course clues are to be found. Best bet is in a party of 4 characters. Have 2 men and 2 girls. You are also able to choose one of 5 possible nationalities. US, Russian, Mexican, Indian, Chinese. Why those choices and what effect they have to the game? I haven't found a clue on that one.

Pressing "S" starts you into the game. An overview map of the area. Where your character moves about the land. Warning, the brown areas are hot spots. Don't stay in them to long. You get radiation damage. That requires medical attention. The type that cost money. A subject that at the start, you don't have much of at all. You find some and score up a lot items to keep, use and sell. First place to, is the grocery center. If you don't have lockpick skill. Keep the sledgehammer. Works great on opening doors. Make certain that some one in you team has perception. As without it, many items will not be found. You also have to call up your skills to use them.

As you can see this review has to be

short. There are small towns not listed in the game book. Three major one that are, and don't fall in the river. Unless you have the skill. Yes, I made this all intentionally vague and disjointed. Just to spur your interest. But the bad news. The game needs the E-Text. I also have a factory copy of the game. There is the game information booklet. The setup card, and the paragraph book. Just like in Dragon Wars. Although the game is all keyboard commands. You need the paragraph book for some of clues. As well as the story as it unfolds. The copy on the .D64 format. Did not have the books in E-Text. IMNSHO: a great C= game for Sci-Fi and adventure lovers. Some are calling it the best RPG for the C=. I don't know about that. I do know that there is a mail list for this game, and I joined it.

IMAGES: The few images this month are from my collection of Geos pix from Q-Link



Next Meeting:
17/August/00ce
16/Au/60 7pm at
623 29th St. Astoria
Smoker, Visitors and Demos
Welcome. Got coffee too.

Chancellor: Sensei David Mohr
Treasurer: Gary To' Bar Dupuy
C= Librarian: Imperial Warlord
Amiga Librarian: Mark Reed
Editor: Lord Ronin from O-Link
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