

Notes from Meeting of 20/Sept/01ce

Open: 7:02pm

Newsletter: Approved

Chancellor: Sensei covered many things in the opening of the meeting. We had done a memorial for the lost ones at the Towers and Pentagon. Then into the business of the meeting. Though just about a week and a half after the event. The topic was still a part of the atmosphere.

Went over the newsletters that had arrived by meeting time. M.A.C.U.G. arrived on the meeting day as usual. Discussed the clips of info from other newsletters that were listed in the newsletter. The photo of the C= setup, was said to look "puny" compared to the entire room that Lord Ronin has devoted to three C= systems. not counting the A1200. Suggested that when a means to make 35mm to disk and the Opra can be used. A shot of the Computer room and all its cluttered glory, be used in an issue of the Village Green. Lord Ronin took that as a challenge and said he would do that in the future when things allow. "Just to show you it can be done." Three magazines arrived just before the meeting. No time had been given to truly look at two issues of Go64, #7 & #8 for 2000ce. A fast scan was given at the meeting. More we hope in a review this month space permitting. The other magazine was the Commodore Scene from the UK. This being the Arcade issue. So Lord Ronin's column was not in the issue. Though a good quality picture of him was, that had been sent by Lord ALberonn to Allan for a replacement to the one that was scanned from the Lucky Report. A couple of the games were to be demoed from the cover disk in the demo part of the meeting.

Going over last issue of the Village Green. The full reasons for not going disk were explained. Not only would we not be certain that all members could read a 1541 disk. Even in a 1581 setup for emulators or a DL from the BBS. But the cost of posting the disk correctly would almost triple the current cost of the newsletter. An update was given on the state of the shop that will be the new ACUG headquarters. The start has been done, first frame of a wall has been erected. Though we don't know exactly what we are doing at this point. Things are starting to show progress. more materials are needed and work will continue.

Treasure: \$6.00

Commodore Librarian: Many GoDot files have been gained by Lord Ronin for the group. These are going on the BBS. They will also be added to the tools part of the Penny Farthing. #30 will be aiding in the file testing of Lord Ronin's massive DL work from the past. While this month there are two disks for the price of one. The first disk is the master GoDot that Arndt made PD. The second is the special disk that Mihai from Romania made for us. Containing several tools including a .T64 extractor for use with tape files. A boon for Lord Ronin and his DL fetish <BG>. Mihai included a new screen writer, his own basic number guessing game, a music composer and more. All need to be explored. The game VIZ though is in PAL and has problems moving to a certain level.

Amiga Librarian: "Basically right now a lot of people are waiting for the Amiga OS 4.0 to come out. As stated in the last issue of the newsletter. Amiga is taking preorders for the Amiga D.E. platform. Which is the programming that allows you to run any D.E. applications on Linux or windrone systems. when that comes out the 'infection' of Amiga to the system will be happening." Lord ALberonn will have more in his Tally Ho

Section.

Editor/SysOp: Been writing articles for the Wanderer's World e-text magazine. Also have done a few for our local opinion newspaper, North Coast Times Eagle, by invite. There is some sort of difficulty at Go64 with a change in staff. I need to contact them about my position there and any changes that may be happening. Another batch of R.P.G. reports is being created for Commodore Scene. A little late on the schedule. But what isn't delayed these days? There is still a delay in using the Opra and moving to Post Script printing. Those that know about it understand the personal difficulties, that we hope will be cleared soon. Many plans for that system and the use of the ACUG as well as the Shop, and Martial Arts class. The BBS is being worked upon. A never ending task. <BG> Clean up in msg bases. Files uploaded to GoDot in area 9.2, total of 47 files now. The Mega Trivia game is being worked upon. Thanks to Imperial Warlord reminding us that we had spaced it out. Six out of the 20 topic areas are now filled with the max of 50 questions and hints each. More work to be done. While we hunt for more information on the Centipede system. Till that system is understood and all parts are ready to switch over from the *Vacuum Tube BBS* to the new one *The Village BBS*. We will still be running the Omni system.

S.I.G.s: Over a week was taken off for the assault on the US. None of us were really able to concentrate this past week. Programming has moved into book 2 of the three book series. After doing a review. Lord Ronin is making notes from Book 1. CLasses will again start up to speed. RPG group has been side tracked. The members are part of the other groups as well and doing more in them than RPG. At least for the nonce. GEOS is working with writing and editing manuals and walkthroughs. We have a lot of them to do for the BBS and our group. There is a chance that a GoDot s.i.g. will form soon. As a mutual learning group.

Deputies: Vixen is trying to figure out, with no help from Lord Ronin, his scrawled notes. Neither one of them can seem to read his penmanship. Many print

The Village Green

outs are damaged and will need to be retyped or reprinted. #30 has been working on file testing, Wasteland Walkthrough and recently started on converting PlayStation text files from HTML to normal PET. These will later be placed on the BBS as a new text file entry.

Demos/Discussion/Close: Showed some of the files from Mihai's disk. A few of the games from the Arcade edition of Commodore scene. Demoed a C4 search on Lynx and the problems that has with the right name to use. Did a PINE e-mail demo on telnet to videocam. Showing the use of colours in msg for quoted parts and addies. Also the fact that Lord Ronin has over 100 bits that come in each day. Discussed Go64 survey site. What new things can be made for prgs for the C=. JOS multitasking system that Miahi was doing in a TALK with Lord Ronin. Moving the ACUG to the new

disk. Time for me to break and insert the Walkthrough section.

The Wasteland walk through: part 2

First - change all rangers' weapons to knives! The "experience point" values double for adversaries killed in hand-to-hand combat, rather than with guns. This "speeds up the promotions" and "conserves ammo" until we acquire "automatic" weapons (smg's) that get more "shots per clip". Only carry a few clips of ammo for each weapon you possess. About five for each ranger and three for each of your "recruits"

Weird place for a page break?!?!? Note that there are only four types of

ammo, (45 cal., 9mm, 7.62mm, and power packs), shared by the various weapons! Notice also that the rangers "hit" adversaries twice with knives or crowbars, but only fire one shot with pistols and rifles - no chance for multiple hits. From Ranger Center, proceed west to the river, north to the first bridge, west across the river, and north along the river to the second settlement - Las Vegas. Enter from the south-east corner - the "Library" is straight ahead - enter and acquire "knife fight" skill for the three rangers who need it. At this point, also acquire "climb" skill for "Thrasher". (each Ranger has 1 "free" skill point to use in the beginning!)

As our Rangers gain experience and earn "promotions", distribute the two points to "IQ" Intelligence until each Ranger attains a "24" I.Q. Later, we'll acquire more needed skills at a "Library"! (After "Intelligence" levels have been reached, use the points to increase "Strength" (to around "17"), and finally to increase any other "weak" attributes (ie: Luck, Speed, Agility, Dexterity and Charisma) that your rangers' possess!

* raise luck to around "20+" for the ranger with the "gamble" skill and you can "make money" as your "gamble" skill level increases.)

Your basic rangers (privates) won't reach the next (level 2) skills, but the first promotions come quickly, with limited experience, so be sure to "radio" for your promotions frequently. Also the adversaries

location. Closed at 8:37pm for separate group talks.

Lord Ronin's Ramblings

O.K. this is being written, at least this first part and the meeting notes on Friday 21/Sept/01ce. Things are still fresh in my sober mind. Bad state to be in for me <BG> Got a personal note going out now

<Gee does that sound like my D.J. days?> Mad Max, Wednesday and Thursday are right out for a ring up. That is the main groups R.P. Games night. Phone is turned off. Set a time for a phone thinggy for after 9pm West Coast time and we can rap a bit. Got lots of questions still. Hoi Mihai, yeah I know you didn't expect to see a newsletter from us. Just wanted you to see in print how much we enjoyed all the work you put in that disk and that you too share feelings about what happened on 11/Sept/01ce. The world is as shocked as we are here. Allan, Hope to have sent you the image for the RPG column for Commodore Scene by the time you read this, I want to also say thank you for the words you sent in e-mail about the tragedy to your list. When others in the world are chanting to kill Americans. It is nice to know who our friends are and they seem to have Commodore's as well.

Now as I haven't received the second part of the walkthrough yet from #30. I will be short for space. I have agreed to trade a spare Swiftlink to Jolse of JOS fame. Simply because he hasn't worked with one for his OS. In exchange he will be helping me to learn about the JOS system. Which recently I was in a TALK with Mihai <Hannibal> through videocam. As I understand. Mihai was talking with me, listening to a CD, on an IRC <I still have problems with IRC connection> as well as scanning his mail. MULTITASKING on a Commodore through JOS. Mihai has sent me a review of JOS. Which will not make it to this newsletter. But will quite possibly make it to the CML and as a text file on the next Penny Farthing



at the first locations aren't that tough, so it takes a lot longer to reach the next "fighting" skill level. Exit the library and go south out of Las Vegas, south along the river to the bridge we first crossed, and east toward Ranger Center.

Highpool - The first stop in our desert adventure. Enter the large building on the east side, read the "messages" on the north wall, use "picklock" on the door to "Jumbo's" office, and read "messages" on "desk". The "store" is for "supplies" only - no weapons or ammo!

* Important - the first "lesson" here is that some "characters" are not "hostile" unless you attack them! You can gain some "experience" and "loot", but don't "over" do it! Exit building and continue south to the last building to the left - find loot under the bed, use "perception" on machinery west of bed to learn that the water pump needs a new engine! (Hell Razor has better a "perception" skill!) From there the next building to the east is a doctor's office - this is the least expensive doctor in the game (just in case you ever need one)!

Go to the south-west corner, talk to "Bobby" - ask about: cave, dog, Rex, Jackie, and cave again. (This sequence gives you the most information.) Bobby gives you info, asks "Don't kill my dog, please" and disappears. Use "perception" to find the cave, west of the pond, between the trees. Use a rope, then enter the cave, use "climb" to get past the rocks, kill the "rabid" dog (Rex) and take the loot (jewelry), "climb" over the rocks in north end of the cave, rescue (hire) the juvenile (Jackie).

"climb" back over the rocks and exit the cave. (Equip Jackie with the leather jacket for "protection" - she's the weakest - always watch the "CON" (condition) of your rangers when fighting! "Rest" when two start getting "low"!.) Note Rex's grave by the tree in the south west corner, where you talked with Bobby - he's not a happy camper since you killed his dog! I'm sure if we could read the message on his "new t-shirt" we'd drowned him very slowly in the pond! Kill Bobby on your way out of Highpool!

* Be curious about the "water pump" and "Desert Nomads", just go north west from Highpool. At the "Nomads" you'll find another "store" (the "Trading Car"), the second car from the Locomotive, that

sells "engines" and equipment! We don't have enough cash to buy an engine.

* If you fall into the stream/water do not kill the juvies who taunt you! If you do, "Red Ryder" will be most unhappy - even worse, the whole Highpool settlement will "dry-up" and become a "ghost town"!

Next month the Agricultural Center, Desert Nomads, and Highpool completed.

Lord Ronin's Return

Now then you may notice a difference in this newsletter. I hope that you do as it means that the experiment worked. That being the use of the Optra-40 and Post Print by Maurice Randal.. All the obligations and such that forbade me from using it these last



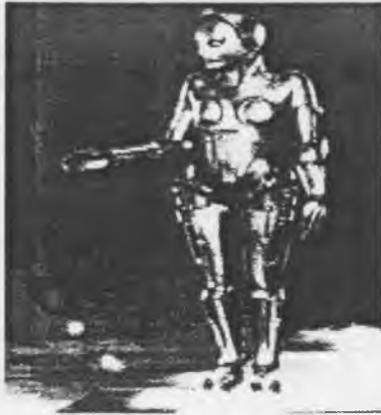
few months have obviously been lifted. Though just a few days before the actual need to put out the newsletter. That is why this month it is a touch delayed from our regularly desired new release date. I hope that this change is worth the wait. ;-?

O.K. then, this shall be a bit of a review on the limited work that I

have done so far in bringing out this issue in this format. For one, the fonts that I have that are for the L.W. style or Laser Writer as they were called on the original Geos Disk. They have other names in Post Script and on the Laser Lovers disk by Dale Side Bottom. Whom I should at this point mention sent me the disks a while ago and has probably been waiting to receive a copy of our Village Green in this format. But back to the topic. These fonts look small and spidery on the screen at the moment. Though I have made a test print page and it looks great. Not exactly what I see on the screen. But much better. I am at this moment limited in fonts that I can use. Only those that are on the Laser Lovers disk by Dale. I did buy the C.D. from Geoff Sullivan. But as yet have not repaired what ever it is that needs repair to make the C.D. system function. There will be more fonts available and other tools for me to use. When that is fixed. At this time I have not tried to do any GeoPub work and install images. That will happen with this issue and I hope that it works. <Finger crossed>

Work that I have done so far has been to print out the new update information. That first came out in B&W then I learned how to turn on the colour part and have a nice colour printout of the upgrade information. There have been many experiments in printing out images. Lord Alberonn sent me some pictures in

JPEG that I used. If all works out right at least one will be on this printout. Again fingers crossed. For the record the average font point size for the main body text in both this and in the Walk Through is 10 point. Only time will tell if this is a good size or not. I may adjust the columns this time to reflect the smaller yet easily readable font. Many experiments and changes to do over the next few issues.



In testing I have also printed out many of the EPS or Encapsulated Post Script images that Arndt has on his GoDot site. As to what this really means. That I can't say, all I know is that some are in colour. Others are B&W and all printed out very well. The results to this writing time <02/Oct/01ce> and what I do prior to the meeting will be shown at the meeting along with a demo of this system. Which I hope you will like.

O.K. then here is what we have been doing in the group. I have put on the BBS all the files from GoDot site. Save the 4Bit files and with permission. Sadly the attempt to send GoDot to Mad Max was foiled by the Inet. Which held the files and then bounced it back to me. Before the end of Mad Max's account. Now word yet on my LD service. So that is on hold for the Moment. I have also DL-ed the JOS files. Getting some information on them and a review that will be out from Michael. This review is also on a web site that I visited and locked into my bookmarks. Rather fascinating reading on all the things that the JOS can make a Commodore do. But I'll leave that for the text in a later edition.

The BBS: Wonder how that entry title will look? Anyway besides the GoDot files on the BBS. I have also added all the updates and upgrades from the GoDot site. Those are in 9.2 in the GoDot Data Stores. You will find the previously mentioned EPS files in 16.15 Post Script Data stores. Some new images have been and are being sent to the JPEG area as well.

A new game was started in the **Play By Electronic Mail** area. Fantasy section in the msg base #7.5 is the Tunnels & Trolls game. This one is one of the first games to come out after the original 1974 D&D game. The original version being around 75-77. This game though is still in print. First two turns are done for this game and you can find all the start up information in the OnLine text file reader section. Or DL the files from the Tomes & Scrolls area 1.1 in the file section. Note that the DL files are in the normal PET ASCII. Meaning of course that if you are not using a C=. You will need to convert them to Ascii. FWIW: the game is currently closed to new players. This is because it is a new game to players and the D.M.. After this first adventure it will be opened up to more players.

MEGA-TRIVIA: After a year of just plain spacing it off. Based on difficulties that occurred. More areas have been filled in. The Commodore area, the M.S.P.E. area, The Prisoner area, R.P.G. area, Original Top Secret area and adjustments to the previously made areas. Though there are only 9 out of the 20 areas completed. Those that are completed do have the hint file, answer

and the max of 50 questions. Remember that you do receive 20 credits per win for correct answers.

EMPIRE-IV: This at the moment is the most popular game on the BBS. Vixen is still going for the record of 5 wins in a row. Though #18 and Lord Ronin are giving her stiff resistance to that ploy.

FILES: Lord Ronin has collected all the Internews and Vandalism disk mags from the site in Germany. These will be unzipped and reverted from .D64 format to normal. Tested and then placed on the BBS. Several games have been collected some time ago. #30 is in the process of testing these for us and compressing them for the BBS. As well as his work on the Manuals. Which I must add his article on this task was printed in the last issue of the Commodore Mail Link. In short, files are being collected, tested and then categorised before they are placed on the BBS. We have discovered that the old HD crash may have effected some of the existing files already online for the last 4 years.

SHOP/GHO: As of this writing the frame work has been done by Lord Ronin, Lord Alberonn, Vixen and our #30. Wiring is scheduled for today <Tuesday 02/Oct/01ce> This includes a 220v line for that heater we received but was never installed at the old location, by the land lord. Our current land lady has no problem with the idea. Naturally more help will be needed with the plaster board hanging, the entry way landscaping and eventually the actual moving of the items. A donation of cheap folding or stackable plastic chairs would be nice for our use in lessons and for meetings. You guys know how it was before and it is real uncomfortable now sitting on the typewriter case in the computer room. <VBG>

VACUUM TUBE-VILLAGE BBS: Everything in the transition has slowed to a standstill. Just not enough time to learn the new system at this moment. Putting together this newsletter and learning about the new Post Print system takes priority. So for the moment the experiments are on a hold. A few requests to other Centipede users have gone out and some replies have returned by this date. Eventually we will see what happens with our work. This idea may or may not pan out for our desires and needs. Only further testing and time will let us know if this is a good idea or not.

SPEED: By the end of October we will have moved the speed of the BBS from 14.4 to 28.8. We held it at the lower level because of 300bps callers. But now we no longer have any of those and feel it is time to move to the next modem in our collection. Please let Lord Ronin know online or off line of any problems.

Inet E-Mail: Recently it was brought to my attention that not everyone knew about a months old change in my Internet addy. So for the official record. My Inet addy and the official mail addy for the group is lordronin@videocam.net.au

07 Oct 2001 // Posted by owagner at 23:48 CET

Beta Number 6. This time, it's a full release archive, which features all required stuff packed up, with an installer script. It will also run without a keyfile, in demo mode.

Get the m68k AmigaOS-Version here. [Link on site] The MorphOS-Version is in a separate archive and needs manual installation on top of the AmigaOS version – instructions for this are included in the MorphOS PPC V archive. The release notes with the complete list of changes (since 3.3.104) can be read here. [Link on site] Of course, all the files are available from all the mirror sites listed on the lefthand side [of the webpage].

Oh, and why not listen to some PaPERHOUsE tracks while playing with the new V?

Please note: due to an oversight during the release compiles, both the AmigaOS and the MorphOS version still carry "3.3.116" as their version numbers. This is only a cosmetical problem, they are still the "right" files. [Now my registerd copy of V3 is running again. I was having trouble with the earlier updates. - Editor]



Some news from www.amiganews.de

Elbox: Warp3D running on Voodoo3, 4 and 5 in Mediator Elbox Computer is humbly informing all the Amiga fans that Warp3D Voodoo drivers for Mediator PCI busboards are on the release now.

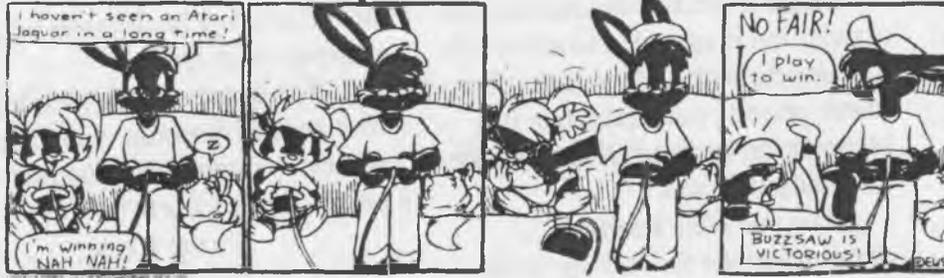
Warp3D drivers prepared by Hyperion Entertainment for Mediator PCI busboards work

Eric Schwartz's Sabrina Online Marathon - Episodes 191 - 200



Sabrina Online by *Eu W. Schwartz* ©2001

"Rabbit rip-off"



Sabrina Online by *Eu W. Schwartz* ©2001

"No silicone was used in the making of this strip"



Sabrina Online by *Eu W. Schwartz* ©2001

"Disgruntled"



Sabrina Online by *Eu W. Schwartz* ©2001

"Out of the mouths of babes"



Sabrina Online by *Eu W. Schwartz* ©2001

"Works out to a little over forty strips a year!"



flawlessly on PPC & 68k processors with the following graphic cards:

- Voodoo3 2000/3000,
- Voodoo4 4500,
- Voodoo5 5500.

Warp3D Voodoo drivers are now included in the software package bundled with all the Mediator PCI busboards.

For all the registered users of Mediator PCI busboards Warp3D Voodoo drivers are available free of charge directly and exclusively from Elbox Computer.

Update:
Because of the different comments we have contacted Hyperion and asked for an official statement that was sent to us just now by Hans-Jörg Frieden via email.

Here the official comment of the Warp3D team:

First some facts:
 °No member of the Warp3D team owns a Voodoo 4/5.
 °We don't have any documentation about it.
 °There were never talks about support for Voodoo 4/5. The drivers in their current form, no matter whether for Prometheus, G-REX or Mediator, was designed for a Voodoo3/Avenger and are functionally identical.
 °In general it can't be excluded that the Avenger driver works with other chips of the Voodoo family. This includes the Banshee as well as the Napalm (VSA-100 of the V4/5). But it is out of question to take on support or guarantee for the operation in any way. Should it really work (that couldn't be tested by now) then it is pure chance. And it doesn't need to work with all existing boards or revisions of

the chips.

Should it come out that the drivers really work with the Napalm chips it will probably count the same for the Prometheus as well as the G-REX busboards.

But: neither Hyperion Entertainment nor the Warp3D team can guarantee in any way the operating of the drivers with any Napalm based graphics board. As far as we are concerned we do only deliver support for Voodoo 3.

Ciao,

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Editorial from the "others"

Gateway's Treasure Chest - the
Amiga Multimedia Patents

Contributed by Harry Rider

osOpinion.com

October 2, 2001

Although many PC manufacturers are looking for a merger or acquisition to remain in business, Gateway is the owner of some intellectual property that will likely turn its fate around.

If sold, this virtually unused property could significantly help Gateway's bottom line - or potentially make it an acquisition target for another PC powerhouse that could benefit from the technology.

The ongoing economic downturn has resulted in an increased number of mergers and acquisitions, as high-tech companies look around for ways to remain viable.

Among the more notable of the mergers was the recent US\$25 billion dollar deal in which

Hewlett-Packard purchased Compaq.

Making a Match

Although criticized by analysts, the acquisition is intended to allow HP to compete with Dell, which offers lower-priced computers than its competition because of its superior distribution model.

Despite Dell's self-congratulations for "taking all the profits for the industry" in the second quarter, those profits were dearly bought. Dell's low-pricing efforts have resulted in the company seeing as much as 19 percent unit growth, yet only 1 percent revenue growth year-over-year.

That means that PC manufacturers will be forced to continue accepting the same unprofitable low-margins dictated by a troubled economy - even after the market stabilizes.

Amiga Grab-Bag

Some of you may remember Gateway's purchase of Amiga from a German bankruptcy court back in 1997.

Along with building up the company's patent portfolio, Gateway's plan for the buyout was to revitalize the operating system that had not had direction since its parent company - Commodore Ltd. - filed for bankruptcy three years prior.

Gateway's efforts with Amiga didn't go as planned. In an effort to do away with the technology that it had no use for, Gateway found a buyer of both the Amiga name and remaining inventory rights. Gateway retained ownership of 47 Amiga patents, including those for important multimedia techniques.

Penny for Thoughts?

If sold, these patents could theoretically help Gateway work

through the industry's current economic insecurities until it manages to streamline its PC manufacturing business to better compete with Dell.

The question is: which high-tech company would want these patents enough to pay the pretty penny they're worth?

In the Chips

After examining a bit of computing history, we might find an answer to this compelling question...

Back in August 1999, Intel pulled out of the discrete desktop graphics chip business after conceding price-over-performance issues at the low-end of the PC market.

With the patents that Gateway acquired from Amiga, Intel could theoretically emerge as leader of the lucrative graphics chip business.

Although Gateway continues to license these patents to Amiga's new owner, I'd imagine that the company could generate far more revenue from selling the patents outright rather than generating only an exceptionally small revenue stream from licensing them.

Desperate times call for desperate measures. If Intel hasn't proposed the purchase of Gateway's Amiga intellectual property to Gateway, perhaps Gateway should propose the same to Intel.

[I saw the link to this story at Amiga.org. I thought that the readers may be interested in what the "other" computer users were saying about something regarding our beloved system.]



Next month?

Well, our head editor is pushing for a new booklet format for our newsletter. Now I have to redo the templates. I hope you enjoy it...



SHADOWLAND

There is a new demo out. One for the 128 system. Sorry we won't have it as it is PAL only. There were some things mentioned about it on the Inet lists. First it was tested with a 1541 II. Seems to work better with that than the 1571. The SCPU must be turned off on side "A". But is fine on side "B". Yet keep the Turbo off as well. The 128 must have the 64k vdc installed to run this demo. <Mihai Barbat "Hannibal" & Michael Sholich>

In Brazil the most common 8bit computer was/is the MSX. Made by a couple of Brazilian companies. Apparently till the mid 90s it was illegal to import computers to Brazil. Some law to protect local manufacturing. Clones of the different TRS-80, Speccy and Apple were about. <Sergio from Brazil in the CommodoreOne mail list>

Maurice Randal did not get any S.I.D. chips from CMD in his take over. Despite the fact that CMD was selling them before they closed off the C= line. <Maurice Randal on the CommodoreOne mail list>

JOS can be obtained at <http://jos.sweetcherrie.com/bin.html>. However there have been problems with Wave and Lynx users at this site. Jolse mentioned along with others. That one may need to click on the highlighted area. Then read the displayed URL and go to that as the system uses some sort of refresh and other terms that escape my understanding.

Need help in writing HTML codes? Well I do to make my book mark file work for the Wave. Go to <http://www.htmlhelp.org>. There is an online manual that can be read in both Wave and Lynx. No I didn't understand what I saw in a fast run through.

Wave B2.9 is installed on my system. Though still new to it. I can say that Wave DLs are over 2.5 times faster. I haven't done anything with sites that use frames or borders as of yet.

See you in the matrix or at the meeting. May this experiment work out all right.



Though not on the BBS yet.

We are starting to collect Play-Station codes and soon walkthroughs from the Inet. #30 is doing the converting work for us. They will be on the BBS when enough exist

PrintMaster Plus and Print Master Art Gallery #1. Are now for sale. These are factory issues and in the original box.

A factory copy of the T\$R game from SSI, Curse of the Azure Bonds for 1st ed AD&D on the C= is ready for sale in original box.

For more details contact Lord Ronin

Next Meeting at the Kibbutz
Hopefully for the last time.
7:00pm on 18/Oct/01ce
Smoker, Demos Visitors Welcome
Got Coffee

Chancellor: Sensei David O.E. Mohr
Treasurer: Gary L. Dupuy
C= Librarian:Imperial Warlord
Amiga Librarian: Mark E. Reed
Editor: Lord Ronin from Q-Link
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