

From a disk that I rescued

Apologier: Missed the
Spell Checker. Error 6002

The Village Greer



The Voice of the A.C.U. (March 2002ce issue

☆A.C.U.G. OFFICERS☆

Or whom to blame

Chancellor: <Sensei> David Otto Edawrd Mohr (go-dan) a.s.e.

Treasurer: Gary Lee Du'puy [keeper of the coins]

Commodore Librarian: Imperial Warlord [save it all fools]

Amiga Librarian: Mark Edward Reed <control -Amiga- Amiga>

Minister of Propaganda: Lord Ronin from Q-Link <Listening to Tommy>

Web Master: Lord Alberonn I [really should fix it someday]

SysOp: Lord Ronin from Q- Link [Arbeit Macht Frei]

Deputies: #30 [I need to convert how many files?]

The Vixen (ID #3) [No way I can read this note]

Emulator Representative: Scott Farly #16 [Conscripted]

A.C.U.G. POLICY

Originally a **PET** group back in 1978ce. We have gained all new members of the Novice category. Providing a users group for beginners by beginner. We offer a monthly newsletter (hey you are reading it now). members may also receive a monthly disk of items, called the **Penny Farthing**. There is also a BBS that is now called **The Vacuum Tube BBS**. Where we store files as well as a message base and online games. Note that we are considering changing our OS for the BBS. FWIW 503-325-2905 is the BBS number running 24/7.

Our Newsletter **The Village Green** also provides a four page insert for the Amiga users called **The Tally Ho!** Written and compiled by our Amiga Librarian.

We don't condon Piracy. but we consider piracy to be the copy and distributrion of and currently supported Commodore or Amiga software. If the bloody buggers drop us as a line. Then the fraggers are fair game. We calim entrapment on the software copying. Now if there is anything in here that you like. Feel free to reprint. just a not as to where you found it is all we ask.

Next Meeting 21/March/02ce 7pm at the Kibbutz

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Meeting Notes of 21/Feb/02 Common Era

Open: 7:05pm

Newsletter: Approved

Chancellor Report: Work on our new location progresses. All the plasterboard is now up and part of the "mud" work is done. Finances ran out before the rest could be done. Lord Ronin will pick up more "mud" as well as the paint, primer and brushes this month for the rest of the work. #30 is keen on helping out in the paint part. We hope that all of this. Plus the walkway can be finished this month so that some items can be moved into the shop and meetings at least can be held there in the foreseeable near future.

Not that much to expand upon this month in the Village Green. In our exchanges, a bit from the M.A.C.U.G. on the fact we are more game biased. Sensei wanted to clear the fact that the members are more Dice R.P.G. Gamers than Computer Gamers. He used this as a point to explain the groups set up for study of the C= and requested a policy format from Lord Ronin. Who explained that the Village Green tries to present the meeting notes as required by the constitution and bits of interesting information from local and the Inet. not always relating to the game field. Biggest page count on games is the serial of the Wasteland Walkthrough we are presenting with permission from the author <see wasteland@yahoogroups.com>

Syntax? from the Commodore houston group reprinted our #4s article on Amiga anti virus prgs. Somethings on Wings <which Lord Ronin is testing and part of the IRC group> Wheels 128 <we use that for the newsletter> and a good article on FIDO net by Gaelynn Gasson. Who Lord Ronin noted from private e-mail with her, is recovering well by her Chemo work has been extended.

W.C.C.U.G sent a one page notation about what has been happening. they have sadly had a death in the group. Currently they have turned over in a way, publication to the U.C.U.G.A. group. They did mention nicely the Village Green and our sendings to them.

St. Louis group in thier Keywords had articles and a picture of Linda Tanner at a recent event. Some may not know that Linda is now the new President of the Meeting C=64/128 Users Through the mail group. Other articles were on the Wings prg. This being the compilation of JOS and CLiPs. not much on that in the IRC chat said Lord Ronin <#wgs>

5C's from Nevada sent tw3o disks and we want to thank Al at 5C's fo r them. Demoed at the meeting was from the January 2002ce disk Haunted hill and moonbase. From the Fevruary disk several articles and Soldier One game.

Treasurer: Still \$6 as Lord Ronin donates the Newsletter and the disk cost this month to the group.

Commodore Librarian: Over 100 new disks were received by Lord Ronin from Richard Savoy of the MTTM group. Plus several used disks. Some with games that will be saved, before resale to members. Tom Adams the prior President of the MTTM also has sent some disks to Lord Ronin <ed note:

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they arrived over 300 new disks for our library to use for our members> Tom also has a couple of Hard Rives that he offered, and Lord Ronin accepted for us. they came from a shut down BBS. Lord Ronin will test them and copy files when they arrive. Our thanks to Tom for these items. As well to Richard for the badly needed disks.

This months disk for us is a double sided one. Side A is a game called "BOFH: Servants Under Seige". Full credits are in teh manual. This is by the same man that did the Metal Warrior trilogy. The game is a january release. We hope that it is enjoyed by all. Side B is a collection of Geos Font for the Perfect Print Letter Quality system. These came off of an un-remembered and lost Inet site a few years ago. Lord Ronin passed them along as they were tested and put on the BBS for our Geos users.

Editor/SysOp: Ah my time to preen <BG> Many things have happend for us in the past month. I'll have some in the Ronin Ramblings later on. But for now, Mad Max sent several packets for board help and upgrades. Though I am not having 100% success with the understanding or installation of them. The following are now working. We have two new P-Files. One is called Analysisist, the other Biorthyms. The first is sort of a game. Interesting random theme responcees that are close to the Eliza prg of years ago. The other will give you your Biorthyms for a month. This one is Y2K compliant.

New games have also been created by Mad Max. We now have added firts the Story, which though we are going to convert to more of a scrawl wall for game statements. Thought this file existed before. Mad mad fixed a few bugs and the save feature. New games for us are Star Trek, which Lord Ronin & Vixen have won. Kings Quest, well we haven't won it yet. DragonSlayer, Vixen has won it once. Cavern, can't get past the troll. Golf, don't know how to play. think 24 over par at best is not a good score. Yahtzee, challenge other players scores and or the BBS computer. *<ed note: a new one called Utopia has arrived and been installed since the meeting night>* Mad Max also sent us what appears to be a basic outline format to create games for line numbers and such. We are not yet ready to tackle this, but it is great to start having tools to be able to create new games for the system.

Recently I have been wanting to return to the IRC rooms that I did long ago. Thanks to friends in the C= world on the Inet. I am now able to do just that in something that is called BitchX. Not the same as what I did before. In many ways with the use of colour. This is better. The commands I am still trying to learn, bit of a novice. Have made it to the #c-64 and the #wgs areas. not yet to the #pgnet one again.

Amiga Librarian: Lord Alberonn reported that his internal drive in the Tower is now officially dead. he has been having to use Lord Ronin's external Amiga Drive. At the meeting time, he had no new news to report from the amiga sources. There should bge some in the Village Green, Tally Ho! section this issue.

Emulator Representative: Scott <#16> reported that hsi A1200 was at Software hut and returned Towered. The power plug problem has been repaired. Disk Drive was replaced with a High Density drive. Has a 3 1/2" adaptor to convert 3 1/2" Hard drives to the A1200. A 250 MB patch on the 40GB IDE HD. Now he neds to get started on installing OS 3.9. Problem at this time is that the 1200 doesn't

show on existing VGA monitor. <ed note: since the meeting Lord Alberonn worked with #16 on the A1200 tower. I am hoping that the results of this work and the following tests will be in the Tally Ho! section>

Deputies: #30 is working on the Wasteland converting. Several installments ahead of current publications. Still to do the PET version for SDA and BBS w/l. Work being done on some PlayStation codes and walkthrough for BBS w/l. Added to this is the regular testing of files for the BBS to be w/l. Vixren has calimed an icy bed if she has to read any more of Lord Ronin's fast scrawled notes. needs another printer to print out doxs for the hardcopy library.

Demos: Walkthrough of the new shop, BitchX and IRC, JOS and where it stopped working. The CMD three socket expander. GeoZip with the GeoPaint files being readied for the BBS. On the BBs the games Yahtzee, Cavern, King Quest, Dragon Slayer, Star Trek and Story. P-Files demonstrated of Analysist and Biorthyms. Fast look at the outline for games that Mad Max sent. Short discuuion on the possiblity of Centipede and where help is currently coming from on the Inet. Shor review of the Empire - 4 Dox that mad Max snet. Answeres some questiosn, but not some of the problems. Santa IFLI demo did not work correctly. There may be loading problems in 40c Geos.

Discussion: Centipede and what it may give to us, as opposed to all the new work that mad max has done and presented to the Omni BBS. Also the fact that soon Omni BBS will be PD. How the shop will handle C= and Amiga users, along with the regular business of games. Storage for C= items as a clearing house for the west coast on C= items. #16 and his A1200. He will bring it over for testing by #4. "not entirely discouraged, got Amiga 1200 back". The upcoming WCopy and how fast it woks compared to FCopy.

Close: 9:15pm

The Wasteland walk through: *part 7*

Edited and converted by #30

"Radio Ranger Base" (the "R" key) for any "promotions" you've earned, use your experience for "IQ/intelligence" points, and head for the "Library" in the south-east corner of Las Vegas! (Avoid the "hot" desert!) Acquire the "medic" skill for Hell Razor, Acquire the "cryptology" skill for Trasher, and the "doctor" skill (it's probably too soon yet!) All rangers should have the following skills - get those needed: perception, climb, swim, brawling, knife fight, assault rifle, smg (submachine gun), at weapon (rockets). * energy weapon (lasers).

(* this skill is not available in Needles)

After the "Library" visit - go back to the outlaw (Ugly's) "Hide-out" in Quartz!

* Here's a neat little "trick"! (The first) just west of the "hide-out" (between the buildings) there's a little "dead-end" alley. As you are entering the "alley", answer "no" to "enter new location"! Press "D" (disband), and select "Thrasher". Only one ranger (Thrasher) enters the "alley" first! The ranger will "stumble" when entering and "alert 3 marksmen" in the alley and "2 marksmen" on the roof! Then, the other troops enter the "alley" (they'll regroup in the process). Kill the 3 marksmen, use a Rope in the south-west corner to climb to the roof, kill the 2 marksmen (all for cash/ammo), continue south on roof to kill remaining outlaw. Otherwise, "catch them with their backs turned, catching a few puffs" and easily "overpower" them. (no cash or ammo!) Either way, in the south-west corner, use a rope to climb to the roof, and kill the outlaw at the south end.

* Now just walk back and forth along the "skylight" to the east, as you "see figures moving in the shadows", and think "it may be possible to break the glass and surprise them." You're "perception" skills will increase to a maximum of "3" - not bad, beter still you're gaining a "lot of experience", just remember to "Radio" for your promotions! If you haven't killed all the outlaws in the "Hide-out" yet, this is not a good idea to try!

The only "easy" way is using the "password" at the main entrance to keep the outlaws "passive"! Any "forced" entry causes the "outlaws" to be hostile and active as you enter the rooms! (Sorry for the interruption, back to the "game at hand".) From the "Alley", go west to the border, then south to the south-west corner of Quartz. There's a "store" in the corner! Buy a "canteen" for Mayor Pedros, buy 2 "ropes" to replace the ones we used, buy an "axe" for anyone who doesn't have one. That's it!

Equip each ranger/recruit with an "axe" (enough knife fighting for now). Take a moment and reorganize all your equipment - each member of your "band" should have: armor (leather jacket, bullet-proof shirt, or kevlar vest), canteen (just 1 each), axe (just 1 each), knife (just 1 each), crowbar (just 1 each) - (a tool & weapon), pistol (just 1 each), rope (just 1 each ranger, none for recruits), ammo (rangers - 5 to 7 / recruits 2 or 3 each) Additionally, among your group you should have: 1 smg (an uzi), 1 shovel & 1 sledge hammer! 1 plastic explosive - Angela Deth "demolition" skill, 2 manglers - Trasher "at weapon" skill. Sell the 2 extra leather jackets you have! Don't sell any ammo, "trade" it between members! If you still have a "roomkey #18" or a "passkey", we're done with them & they're worthless - just "drop" them!

If you're curious as to how you're doing, here's where I stand:

(cash) (name) (max) (I.Q.) (Strength)

 Hell Razor 38 24 12

Executive Update - Amiga Status and Announcements
Bill McEwen - February 22, 2002

Greetings to the Global Amiga family,

Yes, I know that it has been more than a week, and yes the deal is still on, and yes we are moving very quickly as I will outline to you all below

I want to personally thank our friends and families for sticking with us and with our dreams as they are coming to reality.

As Amiga has matured over the last two years, and our plans only slightly changed I would like to say thank you to each and every one of you for your patience and excitement as we move forward.

In 1999 Amiga, Inc. decided to take a very different road than the ones previously charted for the community. It was met, by some, with disbelief, most with excitement as a path was being laid towards a future where digital content would be accessed by any digital device. Amiga selected an unknown partner in the Tao-Group of Reading England, and I can assure you that this was the best decision we have made.

Tao and Amiga have never been closer as a true partnership is in place. I want to thank Francis Charig my dear friend, and the rest of the Tao team as they been instrumental to the successes that will become public knowledge soon.

However with all of the great plans that were in place and the product development that had started there was still the issue of having funds necessary to make it all happen, and the addition of Frank Wilde as our Chairman has been amazing help, and I can say we are moving forward in ways that are going to bring Amiga to new levels, and I could not be more happy with the results that we are seeing.

Thank you to everyone of you who are keeping the faith and spreading the truth about Amiga.

I have several announcements that are happening here, and you need to know that we are definitely going to have more Amiga enabled products ship in 2002 than in any year previous.

- Our STB partner - Nokia, and their new Media Terminal. Yes, the same Nokia that you all know and love. Amiga will be pre-loaded on these products and we will begin shipping on them before summer this year. Now the Nokia announcement will be coming on their site in the coming weeks, but we are going ahead and putting our release up, and then we will follow on with another joint announcement.
- I often get messages asking when we are going to let the rest of the world know what is happening. Well for all of you who have asked - Amiga will be at the Embedded Systems Show in San Francisco, CA, March 12 through the 15th. We will be in booth #1602, located in the South Hall of Moscone Center. We will be showing the new Amiga technology, and some exciting new features never before seen in any other product. We will also be making at least one announcement there at the show.
- We have two more new members added to the team and there are many more

Eric Schwartz's Sabrina Online - Episodes 216-218

Sabrina Online by Eric W. Schwartz ©2002

"No, this is the CLASSY kind of porn"



Sabrina Online by Eric W. Schwartz ©2002

"It has been a while"



Sabrina Online by Eric W. Schwartz ©2002

"Don't try two jokes at once"



<http://www.sabrina-online.com>



EPS Logo for our martial arts school
I made it with PPaint v7 and Art Expression 1.04 and G•d knows what else. The color one I made looks quite nice too.

	Angela Deth	35	23	8
(1,540)	Thrasher	44	20	17
	Snake Vargas	37	23	10
	* Dan Citrine	18	12	11
	* Mayor Pedros	22	14	16

* Don't worry about the "recruits", their "primary function" is just to carry a lot of ammo and loot for you (if you're so inclined) and to "draw enemy fire"/ take some of the "hits" the rangers would be receiving if the recruits weren't there. I consider any kills they make as taking "experience points" away from rangers. Observe any "special" skills they have, and acquire that skill for one of the rangers! We should be replacing our old "recruits" with new "recruits" as we go along, their "Max" and other attributes are higher, but some don't possess many fighting skills. Their "free" skill points can be used to acquire basic fighting skills. We're not doing this so our rangers will have stronger skills and attributes than the "recruits" we pick up!

It's better to have only 2 "recruits", then there's room for a "new recruit" without "dismissing" someone! Why replace a "good recruit" with another "wimp"? Just "dismiss" any very weak "recruits" soon after you rescue them! Your band of rangers should have roughly similar stats, but it may vary depending on the time spent killing animals at the Ag. Center and the "luck" of which ranger struck the "killing blow" on each adversary! I've left practically all of the cash, ammo, weapons, and other loot behind.

I've got 2 manglers from Highpool, the shovel and sledge hammer from Desert Nomads, 1 plastic explosive from the "Hide-Out" (Felicia's rescue) and an uzi smg. I took all the fruit from the Ag. Center, all the jewelry from Highpool and the Court House, and all the cash from Highpool and Ag. Center.

These supplies, plus the hand mirrors and matches were sold, using the cash to buy the engine for the Highpool "water pump". Two of the five leather jackets from Highpool have just been sold. The pistols for the "recruits" came from Highpool (1) and Scott's Bar (1) in Quartz. One knife from Scott's Bar and axes and two crowbars from Desert Nomads. I picked up some Cash in Scott's Bar and the Stage Coach Inn, spent money on one canteen, two ropes, 3 or 4 axes, Info from Scott and drinks for the "Riddler" in Scott's Bar.

I know, skip the dribble, just get back to the game! So, if we had rescued "Ace", when we leave

Quartz we'll find a "broken jeep" which Ace will get started! Our next "stop" will be the settlement of "Needles" - north-west of Quartz, across the river!

Needles - we arrive at the north-east. corner of the settlement and enter. Since we know nothing about this place, we decide to go "exploring" first! A black asphalt highway separates the north and south sections of the settlement. In the northern area, another roadway further divides the north-east & north-west sections. In the southern half, the rail road tracks are for a "shuttle"/trolley car that just "runs" east and west. (useless, but "fun" for a ride!)

In the eastern half of Needles, the buildings along the roadway can not be entered, but there are references to a "downtown" area whenever we approach between buildings or along the roadway that runs east-west! This is not a "friendly place", the bums, nomads, and various jerks are "hostile", but pose no real threat as we encounter a few at a time. North-west Needles: there's only one building here, but most of the ground to the east and south of the building is glowing in the dark!

The "safe" approach seems to be from the north-west corner, moving directly east, then south along the walls of the building, and finally along the front wall (south side) to the entrance.

* Just as we start our approach, the "glow" (radiation hazard symbols) disappear! We look at our watches (see the game clock in the upper right of the screen!) - sure enough, it's 06:00 (6:00 A.M.) and the "sun is rising", signaling the start of another day. We "back track" away from the building and decide to come back later, during the "night" when the radiation will be "glowing" again!

Exit Needles from the north-west corner! South-east Needles: there's only one building here, enter the "Servant's Church" and see the "Bishop" at the altar! The only cl you receive here involve the "bishop's assistant sent out to investigate a series of murders" and you see the bishop "twisting a ruby ring on his finger". Exit the "church" and walk over the "sand dunes"/"small hills" west of the church. Notice that you "slip" as the "sand shifts"!

* Keep walking on the hills! This is a quick/easy way to raise your "climb" & "acrobat" skills to level "3"!

* Also, just as you reach the top of one of the "sand dunes", as the sand shifts and you'll find a note: "Please help find and return Redhawk to the Savage Village." This message will only appear once, and can be missed as the "text scrolls by"! "Climb" skills level "3" are enough "to reach the top", but not with any "recruits" with out "climb" skills! (Come back later to view the message!) North-east Needles: this area is partially surrounded by a "broken" defensive wall. The northern most buildings are a "library" and a doctor's office".

Next month our exploration of Needles continues. <VBESG>

◊Lord Ronin's Ramblings◊

Wow, there is so much that has gone on in the last month, that I am almost at a lost of words to cover it all in this issue. Now to figure out where to start.

Programming Lessons: Our group has been working again after a way too long absence from weekly studies. Now into the second book in the CBM lesson programmes. Some of the things that we want to do, are becoming understandable. Just now started on GOSUB routines. Seeing how we can make some of the simple games we want, and how to modify the ones we have on the BBS.

Disks: Thanks to Richard Savoy we received over 100 disks for the library. Most are new unformatted ones. There are some that contain games and material from his local group. I will be looking them over and copying to our own records. Tom Adams the last President of the Meeting Through The Mail group, of which Richard Savoy is also a member, sent me over 300 new unformatted disks. Our library is much fuller now than it was before on blank disks. Tom also offered me a deal that I couldn't pass up. He had received a few years ago. Two CMD Hard Drives. One working as the slave drive to the other. These were from a C= BBS. According to Tom. They haven't been used since he got them. But are full of C= files from the BBS. Though at the time of this writing, they haven't arrived. But are being shipped as I write these words. I should have them by meeting and I hope to try a set up on the C=64c for a test and to see if the BBS works. The disposition of the Hard Drives hasn't been figured out at this time. I must see what there is and how I need to use it in the foreseeable future. Plus there is going to be a long time spent of transferring the material from the HDs to our own HD and disks.

Shop/GHO: As these words are being written. The walls are now all up. Not a pretty job. But then who said we knew what we were doing? <BG> All the interior mud work is finished. The old dryer pipes have been removed. Those holes have not yet been covered. We do have the material to do the job. One entire external wall in the laundry mat is mud/taped/mudded. One wall left to go. We just ran out of mud the other night. I picked up some more for us. Along with some foam brushes and the grey primer. May have to get more primer. The paint is next. Already scored up the CherryWood stain for the wood. Bits and pieces as we go along.

Recently when paying the rent to the landlady. She asked about the painting. I told her that we were going to do Prussian Blue. She told me then, that to go ahead and paint the walls that are on the laundry mat side the same colour. While the rest of the laundry mat is in a white. Perhaps that may change in the future?

What and how the shop will be set up? That keeps changing as we go along. Refining the ability of the shop for sales and customers. Plus space for the C=/Amiga members. As the place is smaller than before. Yet a better lay out we think, all will be seen as we develop. At this time, the location of the sales counter. That also doubles as my C= work area. That is fairly well established. Many of our old display racks are figured out for locations. Also how to illuminate some of them. The strip and stain jobs. But one new thing that seems to be needed is some sort of game play area. This isn't going to make us any money. As we are too small. This may also double as the C=/Amiga area. That is our newest lay out problem. We want an

area for our Gamers to play in a small group. We also want a place for our members to be able to use the books and machines. This is going to be a small and a tight little thing to work out. I suspect that when we see how things fit. Then we will be able to see how to fit all of our needs in this small space. Including the library of books and magazines for the Members.

BBS: Here we have a lot of things that have gone on, many behind the scenes that you the decker will see. More though this report that you will see. Most of these changes are thanks to Mad Max at M2K BBS at Mountain Home Idaho.

GAMES: We have a few new ones added. **Yahtzee:** Just like the classic game with the dice. Which I don't know how to play. Good news is that there are some basic instructions. Add a few attempts and the format makes more sense to you. On this game you can play, challenge the computer or other players scores. So far it has been a battle between Vixen, Warecat and I on the player challenges.

Another game is **Golf:** I don't know how nor have I ever played Golf. This game gives you a multihole course. Several clubs and a putter. You can choose a hard or soft hit. Object it to do it at or under something called par. So far I have the record for being over par.

More to my lines we have **Star Trek:** A simple game and nice use of colour in the text. There are "X" amount of Klingons to destroy. Of course they want to do the same to you. There is a small finite number of Photon torps to use. energy is now abundant on the Phaser unit. That also you use this energy for your Warp to catch the enemy. May have to switch power to auxillary at times. Interesting little comments show up from the crew giving you some basic information. Like the cloaked Klingon or that they are moving away. This one has simple instructions for play. So far Vixen and I have won almost every time on the game.

On the fantasy game line we have first **DragonSlayer:** I have seen this one on another BBS. Well something similiar. Here you have three options for weapons and armour. The object is to kill the Dragon. Well you are placed at a randomly created distance of paces from the Dragon. To attack the Dragon with the sword weapon. You need to be right next to him. Oh did I forget to mention that every step or attack you make. The Dragon will also attack. Though he doesn't always hit. He also doesn't always miss. Vixen is the only one so far to have taken out the Dragon.

Next we have **Kings Quest:** There are about 14 areas. Each one has a monster and a trick/trap. Defeat the monster by choosing each battle round, what weapon you will use in the battle. Sometimes you miss and sometimes the monster will hit. I have died in battles. After the battle if you are alive that is to say, you move to the next part. This is a trick/trap. You have three options. Only one of them is correct. Mad Max who created this one for us. Has made it through. He says it is hard. That is true. I made it to room #5. Warecat to #3 and the Vixen of a Vixen made it to room #10.

The third fantasy style game that Mad Max sent me is **Utopia:** You are the ruler of an island nation for a short period of time. Call it a test period. During this time you need to make decisions on what to do each year. Including how much you will line your own pockets. If you keep the nation happy for your term of

office. That is the crops and the fish run fine and the people are financially happy. At the end of your test period you can be king for life. Well though that sounds simple. Figuring out how much to budget for each item each turn is not something that is easy. WareCat, Vixen and I have won the game. Sadly at this point there is no save feature.

Not a game, but it is in the game area is **Story**: Now this is remade by Mad Max. So that it will save to the game area and not kick the user off and into the Main Menu. But back into the OnLine games menu. A few bugs that WareCat mentioned to Mad Max. We are not using it as it was originally created. That being a way of writing a story line for an ongoing story. Written by all the deckers. We are currently using it as a special games note board. Where we are able to exchange information on the games. Since not all have a msg area for posting news on the games.

Over in the P-Files area, found at the Main Menu. We have added, again thanks to Mad Max first **Biorythms**: Not a game but more of an interst thing here you can chart at least a month of your biorythms. This one is Y2K compliant. BTW: today is supposed to be a good day intellectually for me <BG> The other one installed in this are is **Analysist**: Reminds me a lot of the old Eliza game. Also known by a lot of other names. here you let the secretary know if you are returning or a first time patient. You will get some things to view. Alledgedly ink blots. Then use one of the set answers. Now after our recent lessons and experiments in the book on read/data. I have ideas for modifying the list here <BG> Then you can talk to the Dr. Who has you say a few things and has his replies. before he tells you to put the money on the T.V.

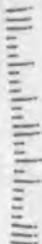
Files: I found the missing disks of Geos Files that I copied long ago from the TSBBS HD. Felt good about finding in the paper I had wrapped each on in, that had the directory print out. That is until I saw the disks. OY!!! I used High Density disks that I use now on the FD-2000. But before I had a FD machine. These were recorded on my 1581. Not good for the disk or the information lasting for long. Remember that the write current on the 81 is higher than what the High Density disks need. So now I am trying to sort and save to the HD all the files off of at least 9 of these disks.

These are as I said from the TSBBS from Portland Oregon. Used to be the support BBS for the MC-3 users group. Ran on the same Omni BBS system that we have for our group. i copied the entire library of files they had for DL. Not just the GEOS ones. Anyway I am now working at times on these files. They are in mainly CVT2.5 A couple are in GeoLynx. Not an easy task, as i am also trying to find the original uploaders comments. That are not always on the same disk. End result is open the file. Test the material. make the catagory listing then if I can find the uploaders comment on the disk. Then it goes up in the area. If there is no ul comment on that disk. Then the file sits in the subpartitons. While I look at other disks. All ul comments are going into that area on a disk by disk event. Eventually those that have ul comments will be matched with the files. We add to the original ul comment with what we find in our testing. Though I must add that not all the files had ul comments from the TSBBS Hard Drive. There are so many more disks of other areas to be tested from TSBBS. Been a long time since I copied the files. Another one of those lack of time projects that became sidetracked for many months. See you at the meting or in the Matrix Chummer.

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