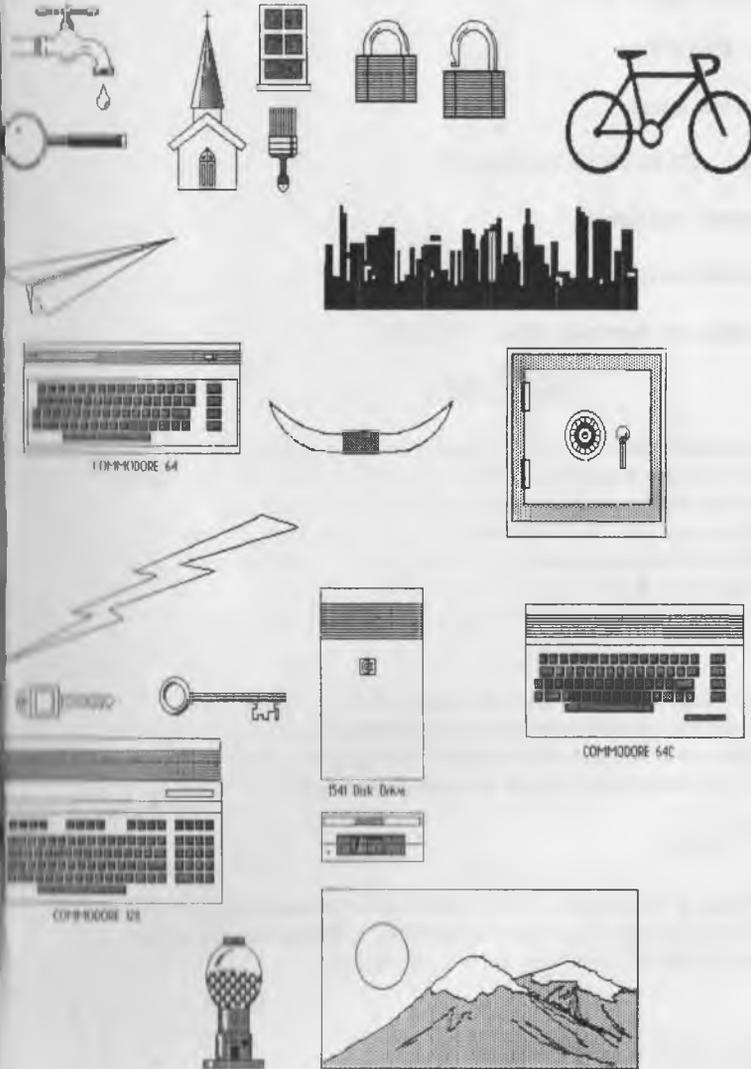


The Village Green



COMMODORE 64

COMMODORE 64C

5.25 Disk Drive

COMMODORE 128

Clip Art found on Rescued Disk

October 2002ce Issue

A.C.U.G Officers

Chancellor: <Sensei David O.E. Mohr>

Treasurer: Gary L. Dupuy

Commodore Librarian: Imperial Warlord

Amiga Librarian: Mark E. Reed

Editor: Lord Ronin from Q-Link

Deputy Librarians: #30, #3, #23 On The Village BBS

Amiga Inet Resource: Lord Alberonn I

BBS SysOp: Lord Ronin from Q-Link

Amiga/Commodore Emulator Representative: Scott Farley

A.C.U.G. Policy

The preservation, continuation and expansion of the use and knowledge of the Commodore and Amiga Pc system. As an alternative computing form. Neither the A.C.U.G. or the BBS, The Village support or condone the illegal distribution of currently supported copywrited material for these computer platforms. On the other hand. We also feel that if the author, distributor, or company that holds the rights. Has dropped our platforms from their list. They force us to copy the material for use. As it is the only way to gain the material. In short they force us to be criminals. The A.C.U.G. - The Village BBS and Mohr Realities Games do not sell any pirated material. Only factory copies no "arkhives".

Material found in *The Village Green* that is from other sources is credited. Material found on *The Village BBS* whenever possible is credited to the source where found or gifted. If other clubs/groups find things of interest in our work. That they wish to reprint. Feel Free, as we consider our work to be PD for the good of the C= and Amiga world. Only ask that notice is given as to where the material was found.

Next Meeting

17/October/02ce at 7:00pm in Mohr Realities. 623 29th street Astoria Oregon. Shop is in the pit under the tavern. Smokers, Demos and visitors are welcome. Topics will be..... What ever crops up in the time between meetings <BG> More Demos we hope and lively discussoions.

Contact Information

Snail Mail: 623 29th St. Astoria Oregon 97103 USA.

Inet: lordronin@videocam.net.au

Voice <maybe a live one>: 503-325-1896

BBS: 503-325-2905 The Village 24/7 300-28.8kbps, CG/Ascii/Ansi set to 8n1

Notes from Meeting of 19/Sept/2002ce

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Sensei pointed out this meeting that there was more in the shop. Also the fact that the shop is now officially open. Crammed with items for sale. Mainly the comic book collections. Orders for more game items are to be sent in after the 1st of the month. The shop needs to advertise its existence. That will happen as events allow.

Richard Balkins better know to us as #8 and on the Inet as Wildstar, has rejoined the group after a few years absense. He is quite active on the CommodoreOne mail list and in communication with Jeri on the C-1.

Only one major update from *The Village Green* and that deals with out #30. Who was able to return to the Astoria area. Much earlier than was expected. Though at this time he is not set up to do the translation work. He will be continuing his different tasks for the group at the Kibbutz and at the shop.

The only exchange that arrived by meeting time was M.A.C.U.G.s *READY* Marty has 8 more boxes of disks if we want them. Lord Ronin and Imperial Warlord said to jump on them. Lord Ronin will reply to Marty at his Inet addy.

Official announcement that is both Chancellor and Editor report. That being for financial reasons. Mohr Realities Games will be advertng in *The Village Green* This is to cover the cost of the copy and posting work through the shop in exchange for the ads. Saving the A.C.U.G. some funds.

Treasurer Report: Holding at \$6.

Amiga Librarian Report: "Still waiting for OS 4.0" Mark has been helping Lord Ronin with some minor lessons on the Amiga. The A1200 of Lord Ronin is set up at the shop. Where he is testing over 1,000 disks that he bought a couple years ago. See more in the Editors section.

Commodore Librarian Report: This month disk is Wizardry III. Completing the series. A dox file needs to be created for the entire series. As we haven't found any on the Inet sites. Mad Max was kind enough to send to Lord Ronin the Ultima 6 copy he has, explaining that the game is only usable on a stock 1541. Won't work on the 1571 or even the semi 1541 drive in the SX-64. Lord Ronin has not yet opened up the zip file at the meeting time. But he does have a pair of 41s with RAMBOards to test the disks when created. Suggestions and requests for next months Penny Farthing are being taken at this time.

Editor/SysOp: Must remember to try out that Inet site for the refill kit. Been praised on the different C= lists for use with the Optra and the price seems good.

Because of the positive feedback that I have received on the clip art covers on our *Village Green* I'll continue with placing more of them each issue. These are from disk collections that I bought over the past few years. Tested and placed in the Geos Node and GeoPaint Clip Art Data Store on the BBS. There are still a few disks left for me to look into for more GeoPaint items. Before I cull out other Geos related programmes.

ComLink Hub: We are now properly connected to the ComLink Hub. A network for Centipede and V-128 BBS boards. Took a bit of figuring on how to set it up, as the LinOp runs the V-128 system. That is the predecessor to the Centipede. There are some differences in the configuration of the node letters to numbers on my end. There are 12 areas of chat. However not all are open to all the deckers. There is the ComLink SysOp, V-128 SysOp and the Centipede SysOp areas that are closed to all but the SysOps. A General SysOp area, that I have opened to A.C.U.G. and above levels. A buy/sell slot, Computers, General talk, Adult Topics that is set for A.C.U.G. and above at this time. One for jokes/humour. Entertainment and one titled Controversy. The most popular area at this time is the R.P.G. section. At least it is popular for posting on our end.

I bought a 4.3GB SCSI 3 hard drive. This was a new one in the box from a company that I will review in the future. Price was good including shipping. But I can't tell you anything about it at this time. My SmartMouse is at Maurice7s shop for repair. I had asked him about the HD if it was compatible. Explained some Power Supply problems. He offered me new plugs and wire diagrams for \$2 each. I ordered two of them to repair my two Power Supplies. When that is done. Then I will format and copy the entire BBS hard drive to the new one. Installing it for our board and the A.C.U.G. library. Allowing more storage space.

Mad Max is having some sort of problem connecting Inet e-mail to me. The reasons are not yet clear. So he sent a package of files to Lord Alberonn. Who is separating them into individual files and will put them on the BBS in a special area for me to then look over, and test for us.

Yes I have an A1200. Till recently it say unused. I bought long back 6 double drawer boxes of disks, along with a box that contains disks and books, plus over 100 Fred Fish disks. #30 picked up the Fred Fish disks for his collection. These all came from a C= user in the MTTM who gained them from a neighbor that had an A2000. Now that the 1200 is set up in the shop. I am testing the disks. Lord Alberonn has been helping me on things like direct booting, XAD and multiview. Seems very complicated to me and I have a lot of crashes. At least more than I have with the C=. Well what I like in games will stay in my little collection. The others will be sent to the Amiga Library for future use. Perhaps when Lord Alberonn has the Amiga BBS running, they will be on the files there? Anyway most are in WB 1.3 or 2.0. My system is running 3.1 with 3.0 roms. not that I really know what that means. Just that some of the disks don't seem to like the AGA part of my system.

Deputies: #30 was able to have several more installments of the Wasteland Walkthrough ready before he left the area. We have enough now to last till he is settled in his new home. Where he can continue his work. Vixen is working on typing up some dox files for a MTTM member. The one that was kind enough to send me a Jiffy Dos installed 1581. That I still need to hook up to the BBS stack.

#30 is also waiting for a working C= system in the shop and the magazines to be brought in

from the storage shed. So that he can continue on his indexing. That has been on hold for the two years things have been in storage.

S.I.G.s: Not a lot at this time with all the shop start up. Interest is high but time and space have not been kind. This will change in short time as we are returning to the schedule of things that we had a few years ago.

Demos/Discussions/Close: The Amiga game "Knights of the Sky" was demoed by Lord Ronin. Who stated that he wishes he could play the German side. As in the trainer he could fly the Red Triplane. Not as historical as the "Wings" game. Though there is good history in this game.

Commodore Demo was to be the new disk for this month. But the internal drive on the SX bugged up. #8 brought in a print out colour picture that was taken by Raymond Day at the expo. This one being the mother board of the C-1. Much of the discussion was his attempts at explaining what and how it works. While many of us were in over our heads. Topics of interest was how to connect this system to a real C=64 keyboard, and when will there be a 128 version ready? As much work wound our group at least is done in the 128. The C-1 will not run the BBS :-)

#4 was interested in bringing down his 128 flat for use in the shop. As the SX drive died. This will be done as soon as a monitor can be hooked up. There is a working one in storage that we can bring in and we have enough drives <Over 20 of them> :-)?

Questions and lecture on the soldering and electronics theory courses that need to be taught in the group. As it was proven that we need more understanding of things. Even Lord Ronin who has a degree in electronics is out of the loop and forgotten a lot. He mentioned that he kept his books from college and when he was in the field.

Meeting was closed at 8:40pm. Further discussion on the C-1 happened after the meeting.

The Wasteland walk through: part 1/4 *Translated by #30 for PET/GEOS*

Fat Freddy's Place (again) - Okay, for better or worse, we killed Brygo, and have his "Onyx ring". Now it's back to see Freddy at his place on Las Vegas Blvd. (just north-east of the golf course!) Use the password (Bird) and enter his office. Freddy takes the ring and says Thanks, nice job, obviously you Rangers are too dangerous to be alive! 30 guards/gunmen attack - Killing them all is no problem! Now there's a lot of "extra loot"! Kill Fat Freddy and his bodyguards for loot! Killing the "gamblers" at tables is not worth the effort, "loot" is just a knife and cash. Fat Freddy's is done! (Unless you care to try your luck / spend some money! You probably need a rest before we head for "Temple"!

Temple - Servants of the Mushroom Cloud: Stop and pick-up a Sonic key on your way to the Temple! There's a key just west of the Temple where we killed the Gundroids or a key just south-west of the Jail where we killed the Cyborg Commando's. We already killed the humanoid (Rad Angel) outside the Temple when we first approached this place. The Temple is in east Las Vegas. As you enter the Temple, don't be in too much of a hurry to rush to the doors. Stop and see the posters on the walls. First - note the "2" faded posters!

As you approach the doors, you're asked to step to the left and speak the name of the Holy One. From the diary we found in the Jail, "NRC" is suppose to be a "secret password". However, the message asks for a "name" - use one of the names we found here.

* "Einstein" or "Oppenheimer"! The doors open and we're invited in! Inside, you'll discover that the names of the Holy Ones are repeated in the Meditation Rooms (in case you missed them outside).

* Any other response draws a second question, (this location is so vital to the game, you're given every opportunity to enter!) So try saying: NRC, or Charmaine, or anything you want. Say yes (to "Did you bring a gift?"), say Bloodstaff (to What is your gift?) You've got to "guess" the Bloodstaff, but a hint is remembering the Church in Needles with the same name and the fact that after we completed our task, the Bishop then asked "What can I do for you?" indicating there's more involved there!

Also remember (for future use) that a "gift" may be "substituted" for the "proper thing" we should use or bring. Any attempt to force our way in will "open the walls" on both sides and a mass of Temple Guardians will attack! (Not a smart idea!) Once inside the Temple, don't kill anyone - traps will poison you and "playing" with the equipment will release radiation from the reactor's core! Go north to the doors. The locked steel doors open by using the "picklock" skill, the other High Security doors can be opened with explosives! Use "picklock" on the doors to the east and west. Take the Rad suits (upgrade the Kevlar vest armor) as needed!

Find the "hidden" doors in the Clothing/Storage room and open them. (1 spot - 2 doors!) The room to west contains weapons, ammo, & plastic explosive. Use "picklock" on the doors along the corridors running east-west. There's a "Doctor's Office" and a "library" here! ("mess up" and you'll need the "doctor's office" for exam & cure!) The "Doctor" who "stands to greet you" is a "recruit". (don't bother with him now - basically, he's got good "Doctor" skills, but he's no fighter.) Dr. Michael Scott only has a knife, a Robe, and \$20. His "max" is just a "35". We've got 4 "medics" and a "Doctor" now - that's more than enough!

* Stop for a moment *

* You should have plenty of 7.62mm ammo and extra assault rifles from Brygo's "hidden" vault. The rockets are a "one shot" item, more powerful than anything we'll need here. Make sure each Rangers A/R is loaded and each has 7 clips of 7.62mm ammo! Make sure each Recruit's A/R is loaded and each has 3 clips of 7.62mm ammo or "extra" A/R's! Plastic explosive is "more" than we need to open the doors here. "tnt" is good enough.

* Note: using the "electronics" skill is a "secret" way to open the High Security Doors quickly without using any explosives! I know you're anxious, but don't hurry! Like rushing to the doors and missing the "names". Exit the Temple and go to a "store" - either Needles or Quartz. Buy 3 "tnt" and whatever 7.62mm clips you still need. Make sure each Ranger has 1 rope! Okay, we're back in the Temple with 1 Sonic key, all of the above "supplies", and full health to start! Just like the Scorpiontron and Mark III's, we're going to "fight & rest", but we'll be "resting" in here (not going back to the desert - resting will just take longer!)

A few of the "robots" here are as tough as those "Warroid Mark III's", a couple are even worse, but nothing like that "Scorpiontron"! The only real "problem" here are a few "groups" of the Centron Deluxe

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October
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The Tally Ho!

The ACUG
Amiga Section
& Comics!



Happy Halloween
from the ACUG

Eric Schwartz's Sabrina Online - Episodes 239-242

Sabrina Online by *Eric W. Schwartz* ©2002

"Invasion of the tats"



Sabrina Online by *Eric W. Schwartz* ©2002

"Do... taxis?"



Sabrina Online by *Eric W. Schwartz* ©2002

"Don't blame the writing!"



Sabrina Online by *Eric W. Schwartz* ©2002

"Set for adventure"



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

Amiga in Science and Technology section of the Seattle Times on the Internet:

Monday, April 29, 2002 - 12:00 a.m. Pacific

**Interface
Amiga is pursuing its digital dream**

What: Amiga

Who's in charge: Bill McEwen, President/CEO, Amiga

What it does: Produces a software platform, called the "Digital Environment," that enables developers to write applications for devices ranging from cellphones to large servers on numerous operating systems. The platform can also perform as the operating system.

Company history: Amiga was a personal computer first produced by Commodore Business Machines in 1985. The company went through several transformations and was acquired by Gateway in 1997. It moved to South Dakota and California before it was acquired in December 1999 by the current group of owners, who moved it to Maple Valley and then to Snoqualmie Ridge in January 2000.

The driver: A belief that digital content should be available from every digital device.

CEO's résumé: McEwen worked at ConnectSoft, which produced E-Mail Connection, KidMail Connection and other products. "There were other firms and other stories, but where I learned the most and had the most fun was there. That is until now, of course," he said.

Employees: About 30.

Amiga's universe: More than 3,000 developers are using the software-development kit to create content. Amiga also has about 7,000 supporters and 300 user groups.

Funding: Privately held, with investments from Net Ventures and other sources.

Biggest challenge: The financial markets.

Favorite gadget: Anything wireless.

Why we should care: "Amiga is going to change computing again," McEwen said. "It was Amiga that led the way for others to follow with multimedia for everyone, and now we are at it again, bringing that skill set and energy to the next generation of devices."

Recent announcements: On April 15, shipped Amiga Anywhere Entertainment Pack 1, a set of games for phones, handheld computers and other devices based on Microsoft Pocket PC or Windows CE operating systems.

Goal for 2002? To deliver on our promise.

- Brier Dudley

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AmigaOne Firmware Development
Snoqualmie, USA - 27th September 2002

Amiga Inc is delighted to announce that its partner, Hyperion, has completed development of the AmigaOne firmware. Based on the PPCBoot GPL project, it provides the low level foundation that will allow AmigaOS4.0 to be integrated into the AmigaOne hardware.

The new firmware provides:

- ✱ x86 BIOS emulator capable of initializing and using nearly all PCI and AGP graphic cards based on the chipsets of ATI, nVidia, 3DFX, S3, 3Dlabs (Permedia), Trident etc.
- ✱ Auto detection of SDRAM modules
- ✱ Auto detection of bus and CPU speed
- ✱ Support for PCI and AGP
- ✱ General ArtiticaS support
- ✱ General VIA686 southbridge support (686A and 686B)
- ✱ IDE support (harddisk and CD-ROM booting)
- ✱ Floppy support
- ✱ Booting over network

AmigaOS4.0 will thus be able to support the following at a Firmware level:

- ✱ Serial port
- ✱ USB UHCI
- ✱ USB keyboard
- ✱ USB storage devices
- ✱ PS/2 compatible keyboard
- ✱ i8259 interrupt controller
- ✱ 3com 3c920 ethernet with full bus mastering
- ✱ VIA IDE controller (A and B revision)
- ✱ Real time clock (RTC)

Our congratulations to Hyperion.

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The Amiga Editor Rambles on a bit...

Another newsletter out bit a bit thin this time. If you guys want more I'm more then happy to have some of you submit articles or better yet, take the job of writing the Amiga section. LOL But really we need to get more submissions in for the newsletter. Plese help this poor, non skill in writing editor in his quest to fill these pages with more local Amiga stuff. I do know that sometimes I get news that makes me have to use the tiny fonts, but there are times I do need help writing stuff to fill these pages sometimes. I don't know how Lord Ronin does it at times.

Anyhow the long wait for Amiga OS 4.0 doeth continue on, and on, and on...

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models - they attack from 50 to 90 feet away and their fire is deadly, there's no chance of ever getting close with the armor we have! If you have to "switch" to assault rifles when you encounter them, you're already at a great disadvantage, taking "hits" just getting ready to fight them! If your Assault rifles are ready, Rangers fire "full automatic" first round (recruits should be firing "bursts" themselves). Rangers reload while the recruits attack again in your second round.

Rangers fire "full automatic" again in your third round while recruits fire bursts (we hope they're still fighting). That should do it and finish them off! Maybe another round is needed, but there's fewer of them attacking. Your problems are - "missing", weapons "jamming", and "wounded" troops! I know that you're wondering what the rockets are for, but this isn't it!

Enough of the preview, - let's go!!! Temple - Servants of the Mushroom Cloud (to finish it) approach the strong, "High Security Doors" north of the main entrance. "Use - attribute - strength" to try to "open" them - it works, but takes forever! Use the "electronics" skill to open them with just a few tries - a "secret" way. Or - use a "tnt" to blast through door! Notice that the walls of the "Reactor Core" are warm to the touch. If it's night - notice the radiation hazard symbols there and in the room to the north-east! You're safe enough here, now!

* Note, just go to the doors north of the reactor core. See the two "loot bags" farther to the north-east - just "junk", but remember my previous "info" (from Brygo's Hideout) about this place! Approach the strong, "High Security" door to your west, use a "tnt" to blast through door! Ignore the "Nuclear Techs" for now

* Note, if you go through the two doors to the north, the High Security doors can be opened as already noted. There's just some more "Nuclear Techs" - one of them doesn't want to "join you" and says "stay away! - Get too close and get "naked" for an "Uzi", Grenades and Ammo - anyone not wearing a "Rad suit" should see the doctor for a "radiation poisoning cure"! There, you've been "warned"! Find the "hidden" door with a "weird keyhole" in the south-west corner of room. Use the "Sonic key" to open it. Go through, follow the long, dusty hallway (a mention of "Stance, the great map maker") to room at end. Find another "hidden" door with a "weird keyhole" in north-west corner.

Use the "Sonic key" to open it. A sign drops down - "this way out! "Enter new location! The Las Vegas Sewers: this is really just the western half of the Las Vegas underground "Sewers" complex. Starting with axes, enter the rooms to the west and east, and kill the robots. Take the "Servo Motor" and "Power Converter". Use 1 Ranger to pick-up/carry the "parts"! Go back to the west and south toward door/water, kill another robot. The water is dangerous - the current will sweep you under the wall, "poisoning" you, and take you out of Las Vegas, into the river in the Desert!!

* (the water can be crossed, if your "swim" skills are at levels 5-6, the current won't immediately sweep you into the "pollution", but this can be too dangerous to try!)

* Use a rope to "cross" the water/river here, it becomes sewage somewhere east in the narrow passage! Don't step off the rope (sideways) into the water/river! Once across the water, continue south toward wall (ignore the "Tazel" to the west for now). At wall, kill robots in the room to the west. Go back around the wall to the east, check out the next 2 rooms on the east. Kill the robots - take the "Fusion cell", and leave the "hand mirror" - note: that the "wall sounds hollow" by the doorway

* Use a "shovel, sledge hammer, or pick axe" 5 times/places to "make a tunnel"/"break through

wall"! But don't enter the next room! (This tunnel is a "safe" resting place! Go back to the west toward the Tazel, as you "chase" it, more robots appear to the east. Go after the "Cybertrikes" first, then the "Centron/Cyclon" that appear. Use a "recruit" to pick-up any loot from the Cybertrikes!

* More loot appears! A "Rom Board"! Take the Rom Board! Go back west after that Tazel, chase it to the wall. Kill it and find ammo, but leave the ammo! Use another rope to cross the "deep, wide chasm" to south. If you fall in, you'll have to get out "one-at-a-time, using the "climb" skill for the "last step"! (Just don't fall in!) Stay out of the next room to the south! - Kill all of the robots in areas to your east and west (Leave any loot!) "rest up" in your "tunnel" or on a "rope" for full health!!! Go back to doorway of that room (South) we "just avoided"!

* Change all weapons to Assault rifles! Enter the room! Fire "full-auto" at the largest group of Centron Deluxe models, about 50-60 feet away! Attack again as necessary! Reload any empty weapons! If the "damage" you suffered is low, (your con's still high!) switch weapons back to axes! Approach the "loot" moving along the south wall, more robots appear in room to south. Go after them, kill with axes, more Centron Deluxe appear close-by, kill them first, then robots with them! Back to the "rope" or "tunnel" to "rest to full health"! Then go back for the "loot" take the "Servo motor" and the "Laser pistol" for a Ranger! Find ammo in the room to your east, notice - the wall to your east "sounds hollow here" - (use a shovel, sledge hammer, pick axe) to "break through" wall here!

Continue going east, kill" the robot", return to the rope to "rest! This will be fun - go back where we killed that last "robot", then around corner. More robots (may stay or run) just continue north, kill "robots" as they appear and continue north. At the doorway to the west - Centron Deluxe appear in the room 40 feet away! If only 2 or 3, just kill the "robots" near you first. Then go after the Centron Deluxe with axes! If 4 or more, switch to Assault rifles and open fire on them! Using axes, check-out the room to the west and the area to the east by the doorway for any remaining "robots". Take the "Laser pistol" for another Ranger. Continue east to that "first tunnel" we made and "rest"! (If we came "out" the tunnel when we made it, the "robots" would have been about 60 feet away, and the Centron Deluxe about 90 feet, approaching that way!)

When at full health, continue south into next room, kill the one "robot" in room to south-east (wow! Those Hexborgs can be brutal!) Heal the wounded! Back to the "tunnel" to "rest" again! (god news! We're almost done with the western side of the "sewers"!)

When at full health again, GO south, then east, Kill about three Cyborgs, take the "Laser carbine" (for Thrasher). If "Con" (health) pretty good (it's a judgement call) continue to the north (more Cyborgs ahead - number varies) Kill the "robots", "heal the wounded" definitely return to the "tunnel" for a "rest"! From the "tunnel", go south, then east, then north. At the north-east corner - "ENTER NEW LOCATION!"

The Las Vegas Sewers: this is the eastern half of the "underground" Las Vegas sewers complex. There's another area to "make a tunnel" where "the wall sounds hollow here." and simply "break through" the wall in another place. At next doorway, kill the "robots", then take & equip the Kevlar suit for a Ranger. Approach the north-east corner from the south (shortest distance) and kill "robots" there. Go south, and find loot "hidden" in wall (Power packs), "the wall sounds hollow here" so break through! Approach the south-west corner from the north and kill the "robots" there. Go back through the "hole" we made in wall and go to the north-west corner. Enter next room/area, kill the "robot" in north-east corner, take the Laser pistol for a Ranger!

Next room to the east, in the north wall - "the wall sounds hollow here." Use a shovel, sledge hammer, or pick axe to "dig another tunnel"! "Rest-up" in your "new" tunnel! Go north-west out of

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tunnel, kill the "robots" in north-west corner, take the "Android head." Go to the north-east corner, kill the "robots", a recruit takes the rockets! Return to the "tunnel" to rest! Then, south out of "tunnel" to the room in the south-west, kill the "robots", go back toward the "tunnel", kill the "robot in the small area just south-east of the "tunnel". Return to the "tunnel" to rest again! Exit tunnel, go east, then south. Go after the "robots" that appear to the east. Kill all "robots" that appear, take the "Servo motor"!

Kill the "robot" in north-east corner by the "trap" door. Go back to that last room to the south-west, kill the "robots" and take the "Chainsaw" for a Ranger! Return to "tunnel" to rest again! Exit "tunnel", go to far south-east corner, into the next room/area. Kill the first "robot" there. Take the "ROM board" and the Kevlar suit (for Covenant).

Next month the adventure continues. More fun and tons of things left to do. <VBESG>

Mohr Realities Games

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503-325-2905 <The BBS>

Shadowland

Date: Sat, 21 Sep 2002 13:18:51 -0400 (EDT)From: Geoff Sullivan .To: cops@videocam.net.auSubject: [COPS] cops-request@videocam.net.au wrote:> From: Henry Dale Subject: [COPS] UDS-10>> Would some kind sole explain UDS-10 and how do I use it with my C= 128> configuration. A short tutorial would be appreciated to help me advance my> C= 128 usageThe uds-10 is a device that can connect a serial device (ie. C=64/128) to an ethernet network and/ or a dsl/cable modem. You need at least a Swiftlink to do this and some sort of terminal software for you Commodore.You connect your Swiftlink to the uds-10 as you would a modem. You plug an RJ-45 network connector into the uds-10 as you would a phone line. Thereis some configuration of the uds-10 necessary, which can be done via theCommodore as well.As of this moment the only software compatable with the uds-10 is terminal software. It has a "modem mode" that allows you to "dial" an IP address asyou would a modem (ex. ATDT 168.192.1.100). Maurice Randall is working ona modification the the Wave which will allow us to use the uds-10 to make direct connections to http and other servers. Jolse may also be working on similar software for JOS/WiNGS.Most of the discussion of the Lantronix uds-10 has taken place on Homestead. You can get more

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info by visiting their website at <http://www.lantronix.com>. GeoffBTW, I'm using a uds-10 right now!

Date: Sun, 22 Sep 2002 15:44:12 +0200 From: Milo Mundt To: homestead@videocam.net.au Subject: [Homestead] Protovision interviewed by New York Times Lately, ThunderBlade / Protovision got contacted by The New York Times, as Protovision's activities around the Commodore 64 caught their attention. They asked questions about all their projects such as WiNGS, Metal Dust, the Vision Party and how it comes Protovision is still motivated to develop for the C64. But this extensive interview was not all! A few days later, ThunderBlade was contacted by a photographer. He had been assigned by The New York Times to take some photos of one of Protovision's founders. Due to time pressure this had to be done fast and so the NYT photographer visited ThunderBlade at his work place (QNX Software Systems) for a big photo session. Unfortunately, the author of the article didn't know yet when it will be published. Milo aka MacGyver/DMAgic/Protovisionc64.sk - C=64 Open News Portal <http://www.c64.sk> Protovision - Latest C=64 Hard- and Software <http://www.protovision-online.de> The C64 Scene Database - Explore the world of the C64 scene <http://noname.c64.org/csdb> [IRC] Mac_DMA / [ICQ] 49051595 / [AIM] <Editors Note: They are now hunting for the issue in which it was published>

Lord Ronin's Ramblings

A lot of things have happened this last month. Some BBS, Some Shop and some just general things. So let us begin as this is late in getting out this month. Right first you are going to see adverts in this edition for the shop. As stated earlier in this issue, this is to justify the expence of the issue as a shop expence. As well as the majority of our members are also gamers. But I'll do more on the shop later on in this section.

Now to the **BBS** part. We are now connected to the ComLink Hub Network. Since last meeting and newsletter. We have been putting out a weekly packet. Experimenting with things and discussing general topics and specific topics on the Net. Just recently we started on the topic of a PBEM on the network. Others boards have expressed interest in this and want to know more about it. Silly them of course I explained in three long messages. That will be out their way by the time you have this in your hands. <VBESG>

Work just started on the IBuM file area. We completely spaced this area out. At this time there is one emulator prg up for IBuM to 64 terminal work. This was sent to us by Dynamite the LinkOp from the Hub and is the one that he uses for remote calls to his board. Told it works good with DOS and works the best with an external modem. Right now it is the renaming of the uploader comment files to the Centipede style. Then we can transfer them to the correct areas and open the IBuM section up. Be some time before that is completed.

File testing is on the hold for now. To be brutal honest. I need time out to decompress and am just playing games right now and keeping up on the daily BBS work. Been doing the shop daily and the BBS, along with the RPG nightly sessions. Helping out customer questions and members on some topics. Need to slow down and drop to sub-light. <G>

A collection of files was sent to Lord Alberonn by Mad Max. I am waiting for these to be split

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up and sent to the BBS secret SysOp area for me to look over and install in the correct areas. Lord Alberonn mentioned something about having to separate and rename the files. We are still wondering and working on why Mad Max can no longer send messages directly to me through the Inet. I haven't heard anything back yet from him on this and his contact with Gaelyne.

Updated Shadowland reports: The USD thing is on the list a lot. I hope to have more next month in the newsletter. Truth is I don't understand what is being said in the list. Right now the testers have been getting bad units through eBay buys. Discussing the problems and the fact that the Lantronic company has been quite helpful.

The article on the Protovision thing was printed. They though can't find a copy of the NYT that has it and asked recently on the lists for help on gaining a copy.

Recent additives that will appear in full in future issues. Maurice has a new in beta testing Tool Box for Wheels. Makes better access to the internal drive in a 128D, faster access to the HD without the parrell cable. Much more that I saved and will edit up for next issue I hope. OK then see you at the meeting or in our matrix.

Just in - FARSCAPE RPG. This is based on the T.V. show same name on SCI-FI Channel. Also said to have been cancelled. A part of the D20 system. Hard Back and colour illustrated.

Classic TRAVELLER Bools 0-8. All you need to play the best IMNSHO Sci-Fi Game ever. Reprinted in perfect print. Originals ran up to \$7 each and were in 6x9 format. Lori Ronin plays this game for the last 19 years.

City Book #2. Increase what your players find in the town. Adaptable for all RPGs.

The last of the Skull/Death dice. These are the lightning dice. Where the pips are glow in the dark.

Also we offer a 20% off on all prepay orders. And we cover shipping to the shop.

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