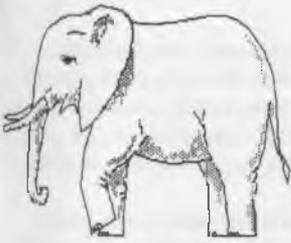


Found on a disk I used

The Village Green



Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy <To'Barr BBS ID #5>

Commodore Librarian: Imperial Warlord BBS ID #2

Amiga Librarian: Lord Alberonn BBS ID #4

Editor/SysOp: Lord Ronin from Q-Link BBS ID #1

Deputies: Fox Muldar BBS ID #30 *Magazine indexing, translations of text files.*

Vixen BBS ID #3 *Girl Friday, BBS file data stores.*

WareCat BBS ID #23 *BBS OnLine games*

Daniel BBS ID #16 *Emulators IBuM testor/SysOp*

A.C.U.G. Purpose & Policy

We are a small and fanatical group of users of the Commodore and the Amiga pc. Some of use one or the other exclusively. Our purpose is the continued support of these pc's, learning how to use them in different forms. Supporting the commercial and shareware authors of supported programmes. We firmly believe that if the software or hardcopy is being distributed. Then it should be supported. If on the other hand the production team no longer makes, distributes and or supports the material. We also feel that we should not be punished for their error. If that means copying the material for the use of old and new users. We are forced to do that job. We do not accept in the group or on our BBS any files or material that we know are to be currently supported. If we find such material we do take steps to inform the individual that the material is still supported.

As for items in this newsletter publication. Most is the product of the demented mind of the Editor. Some work is brought in from the Inet mail lists. The policy of the A.C.U.G. of this material is that it is P.D. and can be used by any to increase the understanding of the Commodore/Amiga communities. In short Feel Free.

Next Meeting

There is a conflict in this month of November. The team of officers is scheduled for the yearly OryCon set up as members of the crew. This happens on the Thursday of the regular meeting. For the month of November 2002ce. The meeting will be at 7:00pm on the 20th of the month. That being the Wednesday before the usual business meeting night. Meeting is open to Demos, Visitors and smokers.

Contact Information

Snail Mail = A.C.U.G. 623 29th Street Astoria Oregon 97103 USA.

Inet E-Mail = lordronin@videocam.net.au <thank you Gaelyne and Rod>

Voice Phone = 503-325-1896 <99% of the time the machine>

BBS = 503-325-2905 The Village running Centipede 24/7 CG-Ascii/Ansi/Rip/SupeRes

Notes from the Meeting of 17/Oct/02ce

Open: 7:00pm

Newsletter: Approved

Chancellor Report: A tour of the shop in the current state. Showing the new novelty items for games. Drinking Skulls, glow in the dark super bounce eyeballs. Glide eyeballs, Kosher cherry filled eyeball gumballs <that was the treat of the evening> Mini glow in the dark bouncing balls, mini flying disks, hangman game using a plastic skeleton and gallows and the fake hands. All apply in some way to the games sold at the shop. [Editor Note: The glide ball and the different bouncing balls are great Cat toys]

Going over the latest issue of the **Village Green**. At this time there have been no negative feedback on the use of the clip art pages for the cover. In fact there was some positive compliments on how well they look. Even though they are reduced to about 1/4 size. Lord Ronin agreed to continue with random samples of the clip art. He also reminded the group that these are on the BBS in the Geos Node in the GeoPaint Clip Art data store. There was a complaint about one font. This is the font used in the issue and is called "Courier". That font, though scales nice. Just happens to be too thin to be easily seen by some of the members. Lord Ronin agreed, that he had trouble with his eyes reading the font. He intends to minimally use it in the future. Trying to fix the problem with the CD-Rom unit. In order to access the files on the Post Print CD by Geoff Sullivan A.K.A. Sunfish on the Inet. Another point brought up is the dropping of characters and parts of characters. This happens with the text inserted in the newsletter when using the graphics section of the GeoPublish. Lord Ronin explained that he has fixed some of the problems. But there are more experiments to make in order to understand why this happens.

The M.A.C.U.G. "READY" arrived the day of the meeting. Marty reviews some of the other exchanges that they receive. He also picked up more disk boxes and wanted to know if we wanted them at the same arrangements as last time. Lord Ronin reported that he had sent an E-Mail to Marty that the idea was fantastic and that he was interested for the group. [Editor Note: Took a month to receive the box. Media Rate and there was a problem with the Zip Code. The box arrived Monday the 4th of November. Delivered to the shop and not the Kibbutz. Marty gave us a large collection of his old disk collection. These will be tested and many will find their way to the BBS and perhaps club disks. Many thanks go to Marty and if there are any more you find. We will gladly take them. Also interested in the other items that he listed] Marty lists some other Commodore items that he is party with, at this time that we are interested in for the group. More will be reported on that as things are settled.

In the good news section are two points. One is that the Land Lady reduced the rent on the Shop/A.C.U.G. space. Second is that it looks like in December we will have a new member in the A.C.U.G. This is Chris Babcock "Boston" BBS ID #31. An old Martial Arts student of Sensei. Who has returned to this area with his wife from Rhode Island. Oh yes he is also a RPGer. He just became tired of the crashes and incompatibility problems with the other system. Decided that he wanted something that he could use and easily learn about using. Lord Ronin had given him a few lectures and demonstrations on the use of the Commodore. He has on a payment programme a 64 breadbox system and software. Along with a modem and swiftlink.

As to the Computer set ups at the shop. The A1200 of Lord Ronin is set up and running with the screen saver. The problem with setting up the C= system is monitor cables. Missing in the collection the cables. Lord Ronin stated that he needed a lift to the storage shed to hunt in the boxes. The ideal is to set up Lord Alberonn's 128 flat as it has the 64K vdc and Jiffy Dos. Lord Ronin has a 1541 drive with Jiffy Dos and a 1581

with Jiffy Dos. Later after the power supplies are repaired. The spare Hard Drive will be added to the stack. At this moment a 1702 is set up to be used. The shed has the 1080 that will work for 40/80c. [Editor Note: #16 with #4 did a run to the shed. Many things arrived. But the cables were not part of them. Though members will enjoy that all the old chairs from the shed are now in the shop. Later in the month I did make a trip out there and recovered some cables. Not all that are needed but enough to set up the 128 in 40c]

The game table is not being used very much at the shop. Part of the reason is the collection of comics for sale on the table. The other is not enough people know about the shop and the use of the game table. If this continues the table will be used as the repair center and perhaps a computer center for the group. more on this as things develop.

Treasurer Report: Holding at \$6, though a new count from the donation can is forth coming. Lots of change and 1 cent bits in that can.

Commodore Librarian Report: This months disk is double sided and it is the Flexi Draw art programme. This was made by making a .D64 of the factory copy. Then reverting each side on each disk. Allowing you to have a master copy that will make your work copy. You need to make a work copy and keep the master in storage. The work copy doesn't make work copies. On side two of the disk are most of the Clip Art Libraries and the samples. Some are in colour. This system will use the Flexi Draw light pens, mouse and joystick. There are also many cursor and keyboard commands to supplement the input device. A doc file was made. But no space on the disk for it this time. Future disks will be the Graphics Galleria and the Graphics integrator. Followed by a special disk of dox from the programmes that need them for the last year. We attempted to contact the Flexi company at the Talent Oregon address. We received nothing back and must consider this abandoned as there is no known support for it. A pity to add this one to that infamous list.

Amiga Librarian Report: "Where Oh Where is OS 4.0?" Nothing really new to report at this time. More information should be in the TALLY HO! section of the November issue of the Village Green.

Editor/SysOp: I made several signs in Post Print 3 for the shop. Sale signs and the smoking are signs. There were some customers for the tavern that stopped by. Who were amazed at what the C= can do today. One of them was an ex-C= user. Who wanted to make contact with a users group in the Portland area. I told him about the MC-3 group. Maybe there will be another returning to the ways of the C=?

Running the shop and the work on the continual restructuring of the BBS. I have fallen behind on my Inet work. Still don't have a good time frame schedule yet. Hope that it is coming along. As I find items on the Inet of C= interest. I will place them in the Shadowland section as space permits. All I can tell you at this time is that there is work going on with a new Tool Box for the Wheels/ Geos users from Maurice. This is called 5.4 and is being currently beta tested. Not by me this time. my internal 71 needs alignment work. Didn't know the disk was a single density when I tried to format it. Heads are all bonkered up. OK then I discovered that both Vixen and I were wrong. We thought that we had placed the Unzip v215 from Errol Smith in the file area. Found out it wasn't there, this has been changed. Now all three versions we have are in the Compression<de> data store. Appears that there are several missing files that we hope are on the old back up disks. more work to polish the areas before we add the newer files.

We have a new decker on the BBS. Darkvulcan ID #24 an old Q-Linker. Spent some time talking with him in chat. He found us on the Homestead site listing. Lives in Alabama and calls a couple times a week. I have been helping him with understanding the BBS and other C= related aspects. Good to have deckers that want to learn and that helps me to learn more myself. Oh yes he is also interested in RPGs.

OnLine games popularity has moved a bit. Now besides the Empire and clones. The Assassination theme games are popular. These are Starship Murders, Murder Motel and Dungeon of Death. Better maps are being made for Tomes & Scroll for Downloading. Though you can look at the maps of the levels in the game. We are working on better ones with the one way doors and more information on the rooms. We also have started work on the non CBM pc area in the Data Stores. Should be finished before this reaches you. As we can't view these files ourselves. There are a couple of Volunteers that have stepped forward. Vampire #15 a user of the other system. And our own #16. Who has the other system and a 1200 tower. More on this in Ramblings.

Deputies: #30 has just had power installed at his new apartment. Slowly he is setting up his home, life and system. Some of his items are still in a storage shed and he hopes to be able in a few months time collect all his property. Soon as the magazines are at the shop and the system is hooked up. He can return to the indexing of the contents of the mags. At this time he has been working on a few translations for us. Vixen has put together the dox for the Flexi Draw 5.5 prg as well as the Graphics Galleria and Graphics Integrator disks. These are way ahead of schedule. Her comments about Lord Ronin's handwriting are not printable <BG> WareCat had been working on different games on the BBS. Making notes for the programmer group to look into on failings or improvements to the games. #16 our Emulator deputy was unable to attend the meeting because of work. [Editor Note: he did help us with a trip to the shed. Also agreed to be the testor and later the IBuM/Windrone files SysOp on the BBS.]

Demo's: Bits of instruction on the Flexi Draw 5.5 programme. Including how to make the work copy and several of the samples with and with out colour. How to increase the propoganda funds in the Nuke War game on the BBS. The use of the "*" when on the Inet with Wave - Lynx to make things selectable for DL-ing. Thanks go to Robert Bernardo of the Fresno Users Group for that tip.

Discussion and Close: What types of tools/utilities are currently on the BBS and what is in the unsorted collection of disks for the A.C.U.G. What other types of art tools are there for the C= and are they available to the group. Lord Ronin stated that that area on the BBS would be after the Geos work on files and during the SID area work. Dynamite the LinkOp has an art file for the 128 that he is sending to Lord Ronin. This is what they use for the screens on V-128 and Centipede. Question on the 2300AD game for a PBEM. Mentioned that it is a couple years + late from expected. Message from the LinkOp. Requests that we don't use the background colour option when doing hub messages. This was passed along to the BBS in the list area and in the news. Officially closed at 7:45 into separate groups.

The Wasteland walk through: part 15

Translation from Ascii to Geos by #30

* Stop at the doorway in the south-west corner! Switch all weapons to Assault rifles!!! Go through doorway and step south - fire *full automatic at the first (#1) group of *new and improved Centrons" about 40 feet away! Rangers reload, and recruits attack again !Rangers fire "full auto" again at the first (#1) group. If necessary, reload and attack again !"HEAL" the wounded, Reload any "empty" weapons. Switch all weapons back to axes or the Proton Ax / Chainsaw ! Return to "tunnel" to rest back to full health! (more good news! We're almost done !)

Return to last area where we killed the "new & improved Centrons", - take the "Servo motor"! Enter room to south-west, kill the "robots", go back out to the east, north, then west and north. Kill "robots" in both rooms here before continuing on. Continue west, "robots" appear in rooms to the north-west and south-west both - go after "robots" south-west first! Kill them, then the "Tazel" in room to the north. A recruit takes the rockets. Return to the "tunnel" and "rest" back to full health! (At this point your "Con's"

are really low!)

* Check the Ranger who's been picking up the "equipment/parts" we need. Ranger should now have: (9 parts) 1 Android head, 1 Power Converter, 2 Rom Boards, 1 Fusion Cell, 4 Servo motors Okay, fully "rested", we return to where we killed the "robots" outside the "last" room to the south! The locked door says "Lab" on the outside! Use the "Sonic key" to unlock/open the Lab Door! Step inside - "last robot" to the south, equipment along the east wall still appears functional! Kill the "robot" to the south, take the "ROM board"!

Start in the south-east corner of room. Just follow instructions: step in the corner, press 1, then 2, step back & use the "parts" we've collected! (First, the Servo motors) press 1, then 2, use the "parts", press 3 when "repairs are complete" to assemble! Keep "repeating" on sections, moving to north. (Using the Fusion cell, Power converter, Servo motor, ROM board, Android head, and ROM board. Finally, press 3 to complete assembly! The "Lab Door" locks again forever! Here's "Max" (an android), he gives us instructions: "He has to get back to Vegas and help prepare for the next assault. He has a special mission for us - go to the north-east, across bridge, find the "hidden base". There find "lost technology" and info to stop Cochise before it's too late.

* We may need to recover some equipment from Project Darwin to complete the rebuilding of Sleeper Base, but rebuild as much of the base as possible first. Max finally warns us to be careful, that he doesn't like things he's been hearing about Project Darwin! We exit through a "new, secret passage" (one-way) and are back in the Desert, east of Las Vegas!

=====

The real function (purpose) of the Sewers is that when Max has been assembled, the final two locations appear on the Desert map, necessary to complete the game! (There are several "secrets" to completing the "Sewers" the way we just did! (Brawling to get "maximum" points.)

First, is just being "ready to fire" when we encounter those distant "Centrons". Being "fully rested"/full health, is just as important before encountering any new groups of "robots". Wounded troops aren't fighting (less damage is inflicted) and the "fighting troops" are taking more hits (suffer more damage) when this happens!

Second, having those high "brawling" skill levels, we got fighting the Scorpitron.

Third, having those high "Strength" attributes, we gained "climbing" in the loose rocks! Not using the Proton axe! (The Ranger using it would get "too far ahead" of the others in "experience" & "promotions").

=====

That's it! We're finished here! (Las Vegas is Done!)

Sleeper Base - following Max's instructions, go north and east through the Desert, and across the bridge in the north-east corner. Sleeper Base has appeared in the mountains just south of the bridge. Level 1 - enter the base. There are 3 large rooms (1 west, 2 east) and 2 rows (8 small open rooms in each) finally 1 large open room and 1 large closed room to the south. Use "picklock" on the door in room to the west, switch weapons to Assault rifles, enter room kill animals (wolves) with "full-automatic" fire. Find loot (2) 7.62mm ammo, but leave it and find "SECPASS 1" take it! Use the "Secpass 1" to open the door to the room east (it only opens the first door). Explore the 2 rows of small rooms. Nothing in first

Executive Update

Bill McEwen - November 2, 2002

Greetings One and All:

What a great weekend is in store for Amiga and those attending the World of Amiga, and for those of you not attending I am sure that you will be pleased with the progress that we have made as a company towards shipping new products.

As you may remember from our last update we have broken up the company into two separate units. We have the desktop team focusing their attention on the AmigaOne and OS 4.0, and we have the Mobile Team who is focusing their attention on Amiga Anywhere and the content creation and distribution on the various products and platforms that we support.

These changes and the amazing hard work is now ready to be shown and announced to all of you. Not only are you going to see new products, but we have been able to sign up some pretty heavy hitters with regards to new distribution and new retail availability of these new products.

The Desktop team is focused on new products and services for the Amiga community, and the Mobile team is focused on products and services that are for the extended Amiga community, with our initial offerings targeted at the Pocket PC, Pocket PC Phone Edition, and the SmartPhone. Our first customer for the SmartPhone was announced with Sendo as our partner for their Z100 phone, and now you will read about our next offering for PocketPC and PocketPC phone edition below.

Now we can begin the transformation from a development company to a company shipping products that you are able to go out and purchase for yourselves.

With the above mentioned, here we go:

1. The office is moving and we will have the new address, and contact information up in the next week. So there is no need to worry about what is happening with the office, the change has been good for us. We needed to move into an area that is closer to the services and to the companies that we are working with.

2. AmigaOne is ready to fly, and I have attached the news from Eyetechnology here with this update. [<http://os.amiga.com/corporate/110202-eyetech.shtml>] So congratulations to all and the community for your new Amiga hardware.

3. OS 4.0 is almost complete, and the Hyperion team is working very hard to get everything ready. They were delayed by having to complete some low-level work on the AmigaOne, and with their work completed they are ready to crank out the last remaining bit of work to provide a stellar achievement and package.

4. There will be some announcements coming in the next couple of weeks from third parties who are now creating versions of their software for OS 4.0 and I have agreed not to steal their thunder but will have them make their own announcements first and then we will carry them on our site after they have made them.

5. Amiga Games Pocket Paks will be available around the Thanksgiving holidays through several resellers in the US and in England, including CompUSA and mmO2 in England. Yes, what you are reading is correct. Amiga Games Pocket Paks volumes one and two will be shipping and ready this year at 29.95 each from several authorized retailers in the US and through mmO2 retail

Eric Schwartz's Sabrina Online - Episodes 243-245

Sabrina Online by *Eric W. Schwartz* ©2002

"Field Trip - part zero"



Sabrina Online by *Eric W. Schwartz* ©2002

"Field Trip - part one"



Sabrina Online by *Eric W. Schwartz* ©2002

"Field Trip - part two"



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

WACUG

locations in England. These Pocket Paks include 4 game titles each, and we have two more packs following. This is great news as thousands of new customers here and in England are going to be able to experience Amiga Content on their Pocket PC, and Pocket PC Phone Edition devices.

6. Amiga is also making available for release before Christmas Amiga SmartPhone Packs. These will be similar to the Pocket Paks, but targeted for the new SmartPhones coming out this year. As you know they will run on the new Sendo Z100, and they will be available for the new phones being offered by Orange also.

There are several more product announcements and partnerships coming in the next few weeks, but as mentioned before until it is real and ready, we will wait. So some very big news with the readiness of the AmigaOne and OS 4.0 within the last 10% of completion, and the availability of Amiga content being sold through National retailers in the US and England, I would have to say that we have been very busy indeed.

So again I thank you for your patience and support, and now the next steps in our development begins. The transformation from development of products to shipment of products, has begun. I am really looking forward to the next grouping of announcements, and product shipments.

Keeping the faith, and keeping it moving forward,

Bill McEwen and the rest of the Amiga Team

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AmigaOneG3-SE and AmigaOne-XE Earlybird Systems now on sale!

November 2, 2002 - Eyetech

We're there at last. Since the last update to the AmigaOne section of the Eyetech website last March we have had AmigaOne boards out with developers, and as a result of their feedback, the original firmware which we were to have shipped with the board (by Softex) has been replaced by specially adopted PPCBoot code. That, and identifying and fixing a minor problem with the Articia southbridge chip have resulted in us holding back shipments of the consumer version of the AmigaOneG3-SE until now.

Meanwhile work has continued on the AmigaOne-XE - with the replaceable cpu modules - and the price of G4 cpu's has fallen a bit, as we had all hoped. That means the we are now able to take orders for both the 600MHz G3-based AmigaOneG3-SE, and the 800MHz G4-based AmigaOne-XE, starting now, and for delivery before Christmas. A 700MHz G3 (750FX cpu) version of the AmigaOne-XE will be made available - at reduced cost - early in 2003.

But what about OS4 I hear you say - is that now ready? OS4 is now highly advanced, but no, is not currently ready for shipping, largely because Hyperion have had to divert a considerable amount of their time and effort in sorting out the AmigaOne's PPCBoot firmware. In my view, OS4 for the AmigaOne will ship early in 2003. So - and in response to much user and dealer demand - we are going to ship the AmigaOneG3-SE and -XL (both boards and pre-built systems) with a LinuxPPC and UAE installation. And - the best of all - those of you ordering an AmigaOne up to December 31st will be sent a free copy of OS4 as soon as it becomes available. That alone represents a saving of around 10% on an AmigaOneG3-SE system

This of course will not suit everybody, and if you want a switch-on-and-go AmigaOne system then this Earlybird offer is not for you. In this case I'm afraid that you have a few more weeks to wait. However if it does suit you then don't

delay - the offer closes on 31st December 2003 or when OS4 becomes available, whichever comes first.

As for prices, these have been revised to reflect currency movements since last March, particularly the weakness of the US dollar. Your local dealer will have the local currency prices for the AmigaOne outside the UK and Eurozone. However the suggested prices in Europe - in UKP and Euro's - are as follows:

Board	UKP (£)	Euro	[USD (\$)]
AmigaOneG3-SE G3 750CXe @ 600MHz	360.00	580.00	[568.87]
AmigaOne-XL G4 7451@700MHz	450.00	725.00	[711.09]
AmigaOne-XL G4 7451@800MHz	500.00	800.00	[790.10]

*These prices exclude local taxes, shipping and (apart from the Earlybird offer) OS4.

As far as complete systems are concerned, your local dealer will be able to provide quotations for standard and custom built configurations. Sample prices and configurations for systems which we ourselves offer in the UK are on the Eyetch Website.

[<http://www.eyetech.co.uk/search.php?SearchStr=&SearchCat=AMA1>]

Below is a table listing the comparative features of the AmigaOneG3-SE and the two versions of the AmigaOne-XE

Item	AmigaOneG3-SE	AmigaOne-XL (G3)	AmigaOne-XL (G4)
CPU	750CXe	750FX	7,451
CPU speed	600MHz	700MHz	800MHz
CPU upgradable	No	Yes	Yes
CPU socket	No	Yes	Yes
Max memory		2GB	
Memory Type		DIMM Registered 233	
Northbridge		Articia 'S' with fix	
Southbridge		VIA 82C686B	
PCI 33 MHz		4 Slots	
PCI 66MHz		1 Slot	
AGP Speed		2x	
Ethernet chip		3COM 820C	
USB Ports		2 back plate+2headers	
PS2 ports		Keyboard + mouse	
Serial ports		2 x 16650 equiv.	
Parallel port		1 x EPP/ECP	
IRDA port		On header	
Firmware		PPCBoot + OS4 enabler	
O/S capability		LinuxPPC + OS4	

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The Amiga Editor Briefly Rambles On

Well guys and gals, we'er halfway there to halfway to having the new Amiga. [The hardware, of course.] It also looks like the other half is not to far away, being 90%+ finished. Will we all be stunned and amazed at the new incarnation? Well, only time can tell. I just wish I could get enough money together to afford to get the new Amiga, though I have been buying the occasional lottery ticket. [LOL]

So everyone, just cross your fingers and hope that the new Amiga was well worth all of the wait. Until next month...

row, find and take "SECPASS 3" from small room in second row.

Kill the animals (wolves) with "full-auto" fire! Enter the open room in the south-west corner. Kill the robot with "full-auto" fire. Reload the empty Assault rifles, switch all weapons to axes! Use "SECPASS 3" to open door of room to east. Kill the animals in the south-east area of the room, leave the loot (books).

* Thrasher enters the "library" here and acquires the "clone tech" skill! Go back to room in north-east area - use "SECPASS 3" to open the second door there. Find loot (Power packs, and a Laser pistol if you're lucky) where the wall is "cracked" in the south-west corner. Also, Use "picklock" on the arms locker in the north-west corner for 2 A/R's. Go back to the room in the south-west corner go to the "ladder" in the south-west corner. Select level 2!

Level 2 - use "Secpass 3" to open doors on this level. Use the "perception" skill to find "SECPASS A" on the desk in the "Chief Medical Officer's office along north wall. Note - 2 "libraries" and 2 "Doctor's Offices" in the rooms to the west. Enter one of the "libraries" and Thrasher acquires "Cyborg tech" skills!

Use "Secpass A" to open door to room east of the morgue/south of the Main Vault (loot bags). The "Control panel" here is used to make "Clone fluid"! Use "SECPASS A" to open door in the south-east corner, this is the "Clone Pod" room! Go back to room in the south-west corner and go to "ladder" in south-west corner. Select level 3!

Level 3 - use "Secpass 3" to open doors. Open door in the north-east corner, at the "Power Control panel" turn the power "on"! - Note - you can turn power "on/off" here! Use "SECPASS A" to open door to "smaller room" east of where the first corridor ends. Use "picklock" on the old steel desk of the "Base Commander" and take "SECPASS 7" and the "Power converter"! Use "Secpass A" to open the "hidden" door in the South wall here. At the end of the north-south corridor see that the floor in the east-west corridor is electrified! (gray color.)

* Remember "Electric Torture Room" at "Temple of Blood"? Don't bother "trying", the electric shocks will just keep getting stronger - even with a "Con" of "100" - most of your troops will be "ripped to shreds" and any "survivors" near death! Standing in the north-south corridor, execute a battle round, (or "disband", but be carefull not to "dismiss"). One member (like Ace) "runs" to the north, all others just "evade"! Now press the "V" key to "view" the single "member" - (Ace). The "lone" Ranger (I just had to say that!) goes back to the "Power Control Panel" in the room to the north-east and turns the power "off"!

Press the "V" key to return to the main group of Rangers. (Notice that the "hidden door" is "closed" again!) Now you can "safely" walk across the east-west corridor! Just keep "toggling" back-and-forth to turn the power "on/off" to "cross the floors" and "open the doors"! Use "SECPASS 3" to open doors!

* Switch all weapons to Assault rifles before you open the last door - dangerous robots ahead! When you open last door, all fire "full-auto" at the "robot" 90 feet away! Reload all empty weapons - as you approach loot, more "robots" appear, again everyone fires "full-auto"! Reload all empty weapons - again as you still are approaching loot, more "robots" will appear, all fire "full auto"! That's it for the "robots" here! Reload all empty weapons, then switch weapons to axes! Use the "safe crack" skill to open the vault door in the north-west corner! Sorry, just leave the "Fusion cell" and the "Plasma Coupler" behind for now!

We know where to find them and how to get them! Remember to turn the power "on/off" again

as you "cross the floors" and "open the doors" when you leave here!

* (Just a note - if your Rangers get seriously injured in here you're really dead! - they've got the only "keys" to get in, so you'd also lose all the weapons and equipment they've got! Not a pleasant thought, is it?)

Re-group your troops when you get back in the room by the "Base Commander's" old steel desk. Just "V" and bring the "single" recruit (did you think I was going to use "lone Ranger" again?) back down here. Go to the next room to the east. Here's the "Chopper Simulator", but one of the "computer parts" are "missing"! Use a "ROM board" to repair the simulator. Next use the "SECPASS A" key to unlock the door. Move away from machine. Snake Vargas should have 3 skill points (Skp) all ready to use! "disband" Snake Vargas or "execute battle round", Snake Vargas "runs" toward machine, all others just evade!

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

Lord Ronin's Ramblings

Hmmm.... For a short meeting the official section was quite long to relate. O.K. then space is getting short for this issue. Time to go for the updates to what is happening in the local scene. Boston ID #31 is still interested in the C= system. Though he has to at this time log on locally to the BBS. not a bad thing as he is learning that our platform is much more powerful than expected. He is now interested in later upgrading to a 128 system.

Marty sent me E-Mail on the inet and explained what happened to the box. There was a typo of some sort on the Zip code. Fortunately the post office was working on it as he was tracking it and they said they would try to redeliver it. The day they told him that was the day it arrived. I have pulled out the factory disks and will be examining them for us in a few days. Then the arkhive disks. Hope to be able to pick up more disks both blank and used from Marty in the future. As well as many of the other items that he has listed. For #30 I hope to pick up the Geos 128 programme. On the subject of disks. I just received the Commodore Man's list of products. There are many there that I would like to pick up myself. Some programming books as well. Those interested in seeing this list. Contact me at the shop.

I asked #16 if he would like the slot of IBuM. Wintel files SysOp on the BBS. Reason for this is that we have the files for that platform from the old TSBBS. But we also have a collection that I trimmed from the MudPit BBS that was on the Hard Drive I picked up from Tom Adams. #16 agreed and will be DLing and testing the files for us. When this collection is done. Then I will have the others from the MudPit put up in the ACUG area for him to DL test and then UL to the BBS. Placing them in the correct areas in the Data Stores for the other platform users.

Several meetings and BBS e-mails have asked me when the promised game of 2300AD will be ready. I can say that it was shipped in and there are at this time three characters finished and two more being created. Add to that point that Darkvulcan has expressed an interest in the game as well and the number starts to grow, more than I expected. I must now generate the world that the players will be stranded err I mean land upon. As well as a few of the nasty things called Kafer. <SEG> Just some pesky little bugs for the team <VBESG>

The BBS has had a rush in the last month of new deckers. Most of them are Long Distance callers. We have been reported as being found on the Homestead list, the list of real C= BBS's, some q-link web site and a recommendation. That one came to Chameleon who rang us up. He is an old time BBS SysOp running the Dream Factory 619-593-9521. Sadly not all of the deckers have called back a second time for the updated account. Perhaps it was thought that I should open up more to the first timer callers. Also I haven't had contact with Mad Max the SysOp and mentor to me of the M2K BBS at 208-587-7636. That one is an Omni board. Has tonnes of files for DL and a very knowledgeable SysOp. Now for some reason he is blocked from sending Inet e-mail to me. I am hoping that this has been fixed at this time. I shall attempt to look into that and see what shakes. if it hasn't been.

Apology and explanation time. This was written and ready to go. Save for the Shadowland part and the final GeoPublish to Post Print work. I pressed the wrong key at a prompt and the entire issue was lost. had it all in ram and was working on the save. Tired and stress out over a kitty illness. Not thinking clearly. So all this is rewritten at the 11th hour. my files for the Shadowland part are not here, the masters are at the Inet account and to do this on the time we have, I can't break out grab convert edit and then place in the time I have.

So all I can give you are some bits of information from the different lists that I remember as they stuck out in my mind the most. On the Commodore One list. There was an entire re-structure of the use and purpose of the list. Now it is much more tech head and many forms of debate are not allowed. A dispute on the lack of a memory map was brought up. What sounds to several, myself included is some drastic changes to the concept. Based on things written and I could have the wrong opinion to this, since I don't understand all the tech head talk. Looks like the C-1 will run other older retro platforms such as the Ataria and the Apple. That is the impression I have gained from the list. Should work with the C=64 things. But now I have the feeling from some discussion just the other day that it won't be as compatible as before to the C=64. Something new has happened to the ports. Exactly what I don't know. Too much alphabet soup talk. The feel is that some of the expected ports related to the C= may not be there at all. Again I state that I am not understanding all that is said as the talk is too gear headed for me. I am reporting the feeling that I gain from the list and what others on the list are commenting upon and how that makes me feel.

Bug reports in Toolbox 5.4. These are in using it to make sysdisks for Geos/Wheels. Some problems in the difference between the 64 and the 128 systems. Maurice has been squashing them one by one as they are reported. Looks like it will be released soon for a DL. On a personal note I did ask Maurice about the Smart Mouse and the heads for my HD power supplies. just a reminder not a nag. No word back yet. Not that I expected it, he is working hard on this project with the tool box and attended a recent Geos Programming Seminar. Where the reporter there remarked at the speed of his code work. The reporter noted that he was learning more than he knew and was amazed at the power of the Geos/Wheels system. Wish I could have attended <S>

Now on the subject of JOS. I reported before that there is a new website with new files for this prg. Still being tested and worked up. I have yet to grab the new files and the help files. There have been good comments and tests made with the functions of the JOS prg. Others have reported some set up problems. I did find out that my problem on the older version was that I had the serial cable to the printer still plugged in, that caused the lock up. I hope to grab this in the future and try again. Did at least make a HD space for it.

There is the distinct possibility that I am going to have to change the HD to the 4.3GB one I bought. Before I receive and repair the plug heads on the Power Supplies. This is because of some early warning signs that have cropped up. The current HD is at least 7 years old. I got it used from Lord Sagan 4 years ago. he had it on his C= system for an unknown time. But I can trace it back to 1995ce. When I originally

borrowed it to copy the TSBBs files. Not a good thing to hear the clicking and get messages that the area is not found when I am doing BBS work. At this point the information is recorded to the area. Even with the error message that it wasn't able to locate the sub-partition.

Status for the shop and therefore the group center. Still need to collect more C= related items from the storage shed. The magazines are all scattered about. We didn't have much time to pack and move from the old location to the storage area. Priorities were to bring in the display items. Clean repair and put them up. Then the product for the games and comics. The C= items were the hardest to collect and set up. There are now, for those that haven't been to the shop. One wooden rack filled with factory boxes of assorted programmes. Along with carts and books. A metal rack had power supplies, joy sticks, serial and power cords. Couple of the 1541 drives, three boxed 64s and a boxed Commodore printer. Around that rack are factory disks, some with and most without dox. That are bagged and hanging from the beam and from the wall. Then there is a round spinning rack. Where I removed the underground comics and placed the bagged factory C= and Amiga disks. Not in the same area unfortunately. We have more printers, computers, monitors and more in the shed that we haven't unburied. Oh yeah remember that there is a membership discount on C= items and Amiga items for A.C.U.G. members and user groups we exchange newsletters.

What I have to do though is finish the set up of the 128 system for 40c. Till I can return to the shed with Lord ALberonn and spend a few hours hunting through boxes for the correct 80c cable. The monitors are all stacked at this time so finding the 1080 isn't a big problem. But for now it will be more of a 64 set up than a full 128 setup. Problem is now not the cables. But the space. I have to utilize a very small space for the drives and computer. This will take some doing. However should be done by the end of the month of November. Then more of our work and our users can be at the shop exploring the C=. Making our lesson programmes on things take off again for us.

Regarding the blank disks that I received from Marty at the M.A.C.U.G. There are 8 boxes of Verbatim disks. Still factory sealed. I am keeping 4 for the blank disks to make the monthly club disks. The other 4 boxes and these are 10 count. Will be available to members for their needs. The factory copies of disks are going to be tested. Duplicates will be available to members. Non duplicates will be placed in the library. Arkhive disks will be tested. Duplicates of what already exist will be available to members as used disks at the used disk price. I'm too lazy and don't want to over use my drive to reformat them. I'll leave that to the members.

Upcoming projects that were covered at S.I.G. meetings and out of the business meeting. #30 hopes that I can pick up the Geos 128 from Marty in my next buy. Though the expense of moving to a new place on his own has cut his budget. He is desirous of the 128 version. Wants to save up for the Wheels for it as well. Plus many other components for the C= dream system. Once the system is set up at the shop. I will return to the work of scanning in art images in attempts to save art from lost and out of print game books. With new information. We hope as a project to convert with GoDot these scans. Not only in the GeoPaint format. But into several other types of C= art programmes and some for the Amiga system. I must add that there is a tool that I bought along with the scanner from Dick Estell that works in the Geos environment. This tool is vastly superior to the one in GoDot for converting the images to GeoPaint. I'll keep all updated on this part.

Electronics and soldering class. Didn't start on time. There was the members schedule problems. I now have the tools at the shop for the soldering lessons. In the shed are some cast off stereo units that can be used for circuit board lessons on soldering and desoldering. As of yet I haven't decided on what books to use from my collection on electronics. Since this is a familiarity class and not a degree oriented one. As I

taught too many years ago in college.

Well it is time to pay the bills so below is the required advert from the shop.

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Commodore hardware and software

Amiga software.

Well that covers the required part so we can pay for the newsletter out of the shop funds. <G> Hey it is most of the time the same pocket. <BG> Now time for me to run this through the spell checker. Then do the art work selection and the final filler work of any last minute things. See you in the matrix.

