

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary Dupuy BBS ID #5

Commodore Librarian: Imperial Warlord BBS ID #2

Amiga Librarian: Lord Alberonn I ID #4

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

Deputy Librarians: #30, Vixen ID #3, WareCat ID #23

SysOp: Lord Ronin from Q-Link

Emulator Representative: Scott Farley ID #16

A.C.U.G. Policy/Purpose

A group of newbies in an old established group. We wish to preserve all information, hardware, software and interest in the Commodore and Amiga PC platform. Our desire is to see our PCs given the respect that they are due in the world. To this end we have collected and are collecting as much as possible in items for our machines.

We don't condone the unauthorized distribution of currently supported material for our PCs. Though we do state that if a company has dropped the line that serves our systems. We refuse to be punished by this lack of material and will copy it for our useages. Their error should not negatively effect us. Their fault not ours.

To the best of our belief and understanding. All material found in this newsletter and on our BBS are items that are either PD, shareware and we respect the authors request for fundage, or abandoned material. As to the newsletter. If anything is worth reprinting in others. All we ask is that the location of where it was found be added to the reprint. The rest is fair game for all to enjoy or complain about. <G>

Contact Information

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Oh yeah, this is all done in Geos/Wheels and Post Print 3. On a C=128D with a FD-2000, SCPU and CMD Hard Drive. Printed out with a Lexmart Optra 40.

Next Meeting

Thursday 19/Dec/02ce 7:00pm at Mohr Realities Games. Contact the ACUG addies above for directions. Demos, visitors and smokers welcome. Have some chairs now as well <G>. Discussion of the things that have gone on during the month with our interests. update on new things that have come about in the local C= world and in the greater C= world.

*Notes from Meeting of 2019Nov/02ce*Open: 7:00pmNewsletter: Approved

Chancellor Report: Small attendance as this was a special meeting date. Since most of the officers were going to the convention that started on Thursday the regular meeting night. Sensei showed the new shop setup and the areas for future planning. The Commodore and Amiga items are displayed in one corner of the shop. Illuminated by a repaired amber light fixture. Gives the homey feel in that area. Cutting the edge off of the tech feel of all the items.

The 128 of #4 has been connected to a 1702 monitor. Along with a 1541 and 1581 that have Jiffy Dos installed as well. Looks like 330 will in a while be back to the magazine indexing. <G> Two boxes of disks are set up for testing and sorting. These are from Richard Savoy the C.M.L. on disk editor for the M.T.T.M. international group. There is also a great box of disks from Marty at M.A.C.U.G. So many to test out that Lord Ronin is trying to keep the drool off of the keyboard. <LOL>. The original location was moved from beside the sales desk. As there just wasn't the space. Now placed where the Amiga 1200 was located in the work area.

Sad to report Lord Ronin's A1200 may have a dead power supply. Good news is that it appears to be a repairable Big Foot power supply. Now if he can put together the time to look into it, then there is a new location where his Jiffy Dos equipped SX was located. That one unfortunately was destroyed last month :-)

One of Lord Ronin's 13 year old cats was ill and that forced him to miss the convention. A last minute decision to stay and nurse the kitty. As he had been operated on the previous week. <Editor note: Sad to report that the kitty Willow had to be put down. Now another Ghost in the BBS Matrix >

Word on the Commodore One mail list is that Jeri is going to Germany in December to demo the C-1. Should be more on that in the Ramblings.

We had a very unexpected and welcomed visitor. Gene Woods from the U.P.C.H.U.G. in the Sea/Tac metroplex. Gene had been looking for us and with the help of the Inet and Robert Bernardo of the Fresno U.G. he did find us on Saturday the 17th of November. Spent a nice afternoon discussing the sacred Commodore. Interests, desires, likes and yes even the few dislikes about the system. Gene stayed till around 9pm that night. Even making it into the cluttered and disorganized kibuttz computer room. where he saw a demo of the BBS. A member of the U.P.C.H.U.G. is considering running Centipede as a BBS for the group and friends. This let Gene see what a fully <well almost> installed system looks like. There was a question about us being connected to the Hub. That we are and a bit of that was demoeed. Some of the games and the message bases with the file area as well. Gene had been a regular caller to some of the Omni boards in the Sea/Tac metroplex. Some of the same ones Lord Ronin was on at the time. We hope he had a good time with this group of fanatics. That he also wasn't too freaked out by the computer room piles of items. L.R. needs a girl in his life for certain. <VBG>

Treasurer Report: Still holding at \$6 in the funds. Jar of coins hasn't been counted yet. The con and the kitty have sort of pushed that off to the side.

Commodore Librarian Report: Our Penny Farthing this month is the Graphic Integrator 2. Same prg on both sides as one is to be the back up side. This was made from a .D64 of Lord Ronin's factory copy. Still no reply from the Flex/Inkwell people on the files. One letter was sent back no longer at the address.

Our idea is that with this tool and the GoDot tool. More converting can be done. next month is the first part of the Galleria for the group. After that it is planned for the Dox to be put on a disk for the files of the last year that need them. As well as a request for the recipe box prg that Mad Max sent to us for WareCat a while back. This to include some of the recipes for use.

Amiga Librarian Report: Lord Alberonn found out that he missed one of the Sabrina comic strips last month. This will be in this issue of the Tally Ho! Released on 19/Nov/02ce was news that OS 4.0 is in the final stages of testing and development. Releases date for it is likely to be in spring of 2003ce. More info to be in the Tally Ho!

Editor/SysOp: A big box of disks from Richard Savoy arrived before the meeting. Large supply of factory disks of many things. ReRuns, Games, Productivity tools and well, just a large amount that is to be tested and then sorted for the board and the group. I am putting together an order for Commodore Man. Those interested in looking for items for both the C= and the Amiga see me at the shop to look over the catalogue. Order should go out in January, if all goes right. #4 is interested in some of the ML books on the list. I'm interested in books, mags, disks and some of the hardware.

Started a big work on the BBS in regards to missing UL comments from the transfer to the Centipede system. Filling in some more of the files to the correct areas. After having so many call once and the not again. We agreed to open up more for the first time caller. Exactly what is under debate.

The Village BBS Trivia game is operational. Figured out what some of the problems were and fixed them. There are 8 areas with 9 questions each in them. This time around they are all multiple guess format. They are also on different RPGs. Each one is worth a different amount of BBS credits. This credit part we are still working on for a good amount.

Message bases are being clean up. There is a problem with the move feature for the SysOps. That we have to work with a bit more. Then we will have the system ready for more input in the new and cleared areas. This shouldn't bother any decker on the BBS at this time. Just a little confusion. We found several duplicated areas. Mainly this is in the RPG base on the BBS.

As requested the 2300AD game has been worked upon. We have as players, #3, #16, #18, #23, #30 for the game. Darkvulcan had to pull out of the game start. But wishes to join a bit later on. Last to do is the world generation for the game. This is a bit of a problem. As I haven't done it before, in this game.

I received a letter from a man in Colorado with some 40/80c monitors. his choice of shippers will make the cost way to high. I need to write to him and offer alternative ways of shipping the monitors.

Demotives: Vixen is sorting and filing papers. Still can't read L.R.'s Penmanship. new doc files

are being created in both hardcopy and in seq files. #30 is working on the last sections of the Wasteland Walkthrough in Geos. After that a completed section will be made in Pet and that will be compressed for the Tomes & Scrolls area. He is also working on translations of walkthroughs for some of our favourite Play Station games. These too will be placed in the Tomes & Scrolls area.

Demos: Use of the 1702 monitor as both a C= PC monitor and connected to a Play Station. Using just the back switch to move between the two input styles. One of the new disks of the game Harrier, didn't do well as there are not dox for it at this time. <G> Ran a programme called memo from one of the ReRun disks. Showed about making and entering a date memo for the calendar. Showed off the GrafX Integrator 2 and a bit on how to use it. Ran through the current issue of the CML with the very interesting multi coloured banner.

Discussions and Closes: #4 talked a bit on the OS 4 for the Amiga, adding a Death to Micor\$haft comment in regards to their attempts to monopolize the Inet. Talked on the new PBEM for the BBS which lead into a discourse on game creation in a PBEM. Closed at 8:30pm for different groups.

The Wasteland walk through: part 1.6
Translated and serialized by #30

Just walk into (enter) the machine with this one Ranger. Keep trying!! You'll probably be successful on your 5th. or 6th. try! Only one skill is offered and this is the only place to get it. Helicopter pilot! Exit the machine and re-group! (Note - "ROM board" for the "Chopper Simulator" came from the Vegas "Sewers". It was the "extra" loot that "appeared" when we picked-up the ammo prior to crossing the chasm! Also, that we didn't leave a "ROM board" behind in the Lab after we had reassembled "Max"!)

Check all of the other rooms on Level 3, the four keys we have should open them all.

* Room in the north-west corner (use Secpass 7 & Secpass A)

* Has a "Computer Terminal" to access "Personnel Records or Files" for the base's personnel. (more "game" info.)

- 1) Smith - #52 (there's also a second Base - Darwin or Cochise?)
- 2) Edsel - #40 (experiments with Computer Intelligence at Cochise!)
- 3) Cite - #100 (security measures to protect the storage area here!)
- 4) Thomas - #63 (Finster's Experiments. Trap?)
- 5) Mills - #70 (Nobel Prize, Clone Pods work!)
- 6) Beams - #91 (Edsel & fully aware Computer)
- 7) Heller - #101 (the Computer is finishing Cochise, "all by itself!")

Use "picklock" on the cabinet/locker in another room for loot - a Power pack. That's it for level - 3! Go to the south-west corner "ladder" -- select level 2!

Level - 2. Okay, now we've got another "key" and a "piece of equipment", so maybe we can "finish" this floor also! Go to the room in the north-east corner, the "Power Controller" is missing a part! use a "Power converter" to repair - now the Clone Fluid "Control Panel" is operational! Check the base's "Nuclear Medicine" facility (room) along the north wall - use "picklock" on the cabinet/locker - "Rad suits" (maybe 10 or more if you're lucky)! Go back to the east and check room just south of the "Power Controller" we repaired. This is a weapons "vault" or "storeroom" or something. Wow! Pistols, Rifles,

even Assault rifles, Submachine guns, and plenty of ammo for them. Even a few Power packs! Try the "Main Vault" where 7 loot bags are visible!

Sorry; there seems to be another key (SECPASS) that we're still missing! Just one final task while we're here. But this is the most important of all! Go to the room south of the "Main Vault"!

Cloning 101 - to make a "clone" all you need is a little bit of the "right stuff" (clone fluid!). The "machines" (pods) do all the work! Since we've repaired the "Power Controller" in the north-east corner, the "Control Panel" here should be functional - approach the "Control Panel" a "Chemical Synthesizer" message screen appears:

- 1) Prepare mix on clone fluid. (Lights flicker... chemical levels need adjust.)
- 2) Run system diagnostic. (chemical imbalance and blocked outflow system.)

* Step back. - use the "clone tech" skill on Control Panel. (You succeed in adjusting them!)

- 1) Prepare mix on clone fluid. (chemical levels are perfectly set.)
- 2) Run system diagnostic. (trouble with outflow system. Use manual back-up)
- 3) Install Manual Outflow Device. (A panel slides open in the machine)

* Step back. - use a "jug" on the Control Panel. (It fits perfectly and the panel slides shut.) (Now)

* 3) Create Clone Fluid! And take your loot!

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I strongly recommend that you clone your four Rangers! (One at a time!) Hell Razor takes the Clone Fluid to the Podroom to the south, enters "Pod" to far west (left) and returns with the "empty jug". Create more Clone Fluid - reuse the "jug". Angela Deth takes the Clone Fluid to the Podroom (etc.)

* You'll know which Ranger/Clone is in each Pod. (the "last" Ranger can just "leave" the empty jug behind at the "Pod" after "Cloning" -- it'll still be there if you need it again!) Why bother cloning at all? Well, the obvious answer is that if any get "killed", at least you've got a fairly recent "copy" of your "experienced" Rangers. Better still, at this point your Rangers are at least as-good-as any "recruits" you're going to find! (They're probably better, overall anyway.) You can always "dismiss" the "recruits" and add the "clones" to your Roster! (one-at-a-time naturally!) Then make "new" Clones of those Rangers to "hold in reserve!"

The clone incubation process takes time -- I can't tell you exactly how long, but I suspect at least 2 days (48 hours) in "game time", but that really isn't much if you're just running around in the desert! As your Rangers improve significantly, (ie: their "Max" is 10+ points higher, many skills improve 2 or more points, new skills acquired, etc.) You can come back, simply "abort the cloning process" ("Right-to-Life" won't mind, they're "just clones" in a game) and start the clone process all over again (you can even raise your "clone tech" skill level to a "2" the second or third time you complete the whole process.)

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Letting the world know about the AmigaOne For immediate release

With the AmigaOne now shipping and AmigaOS4.0 in its final stages of development and testing, the time has come to begin letting the rest of the world know the good news, that the Amiga is alive, well and ready to let the World have fun with computing again.

We all know that the current hard core of Amiga users is not enough to build a sustainable and thriving community. We have to appeal to those who, for whatever reason left the Amiga months and years ago but who still retain a fondness for their old platform. Whether disillusioned with their existing offering, looking for a new way or simply wanting to return, the marketing for the reborn Amiga must concentrate itself on these people, the five million or so who once owned an Amiga and who could do so once more.

The last six months has seen us experimenting with presence at various multi-format shows and nurturing relationships with TV, web and paper publications in order to test the waters and to set out our stall for the big push forwards. Even in this informal process, the response has been fantastic, whether in the US, the UK, Europe or Australia. People remember the Amiga and want it back.

We have taken all this research and, in conjunction with Amiga developers, retailers, user groups, publications, Amiga Inc, Eyeteck and Hyperion have decided that we will concentrate on four official large scale multi-format shows around the globe, in order to maximise our presence, message and exposure. This will compromise a show roughly every quarter, one for Europe, one for the US and Canada, one for the UK and one for the Antipodes (Australia, New Zealand and Asia).

The first of these shows will be the official launch of the AmigaOne and AmigaOS4.0, to occur at the CeBit show in Germany in March (and before anyone asks, this does not mean this is the release date for AmigaOS4.0, it means that CeBit will be the public launch of it). With the huge exposure and attendance that CeBit brings in, and being in Germany, one of the spiritual homes of the Amiga, we think this an appropriate and exciting venue.

In addition we will support several other important national shows on a cooperative basis with the dealers, user groups and organisations in those countries. Commitments have already been given to attend the SINTEP show in Toulouse, France in April 2003, and at least one of the Micromart shows in Birmingham, UK.

We will also support local dealers and organisers of the main Amiga user group shows worldwide (subject to fitting in with the schedule of the larger shows above) such as the Alt-WoA and WoA-SE shows in the UK, as well as the main shows in France, Germany, the USA and Canada. If you currently - or would like to - organise such a show during 2003 and would like Amiga Inc, and/or Hyperion and/or Eyeteck to attend please contact us as soon as early as possible during the planning stage. Given the limited resources we all have, and the cost and complexity of planning for the quarterly shows, we cannot guarantee attendance but we will do our best to support the community wherever it gets together to enjoy the Amiga platform.

So much for 2003 - what about the remainder of 2002, and in particular the

Eric Schwartz's Sabrina Online - Episodes 246-250

Sabrina Online by *Eric W. Schwartz* ©2002

"Field Trip - part three"



Sabrina Online by *Eric W. Schwartz* ©2002

"Considering she works in an adult studio..."



Sabrina Online by *Eric W. Schwartz* ©2002

"Field trip part 5 - Girl talk"



Sabrina Online by *Eric W. Schwartz* ©2002

"Field trip part 6 - Group photo"



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



Aachen show? We have all, both as individual companies and together, thought long and hard about this show. However decided that the timing could not be worse from all our respective points of view. Eyetech is committed to delivering the Earlybird systems for Christmas that week and Amiga Inc is fully occupied fulfilling an AmigaAnywhere contract, and product launch. Whilst visiting with all of you is important, we believe that it is more important to ship products right now, and we simply can not work the show into our schedules.

We wanted to share this with you because many in the community have asked the same questions that we have asked ourselves. How will the community grow and thrive? It can only do so through increased sales, and that means increased awareness. As we move from survival mode to growth mode, the small, local shows, however much fun cannot provide this level of exposure and awareness. By marching proudly and strongly into the mainstream shows, and taking the community with us, we are announcing that we are back, once and for all.

Have no doubt that after 8 years of darkness, 2003 will be the year that the Amiga once again makes the World remember that there is a better way.

Thank you, as ever, for your continued support and commitment.

Bill McEwen and the team at Amiga
Ben Hermans, Hyperion
Alan Redhouse, Eyetech

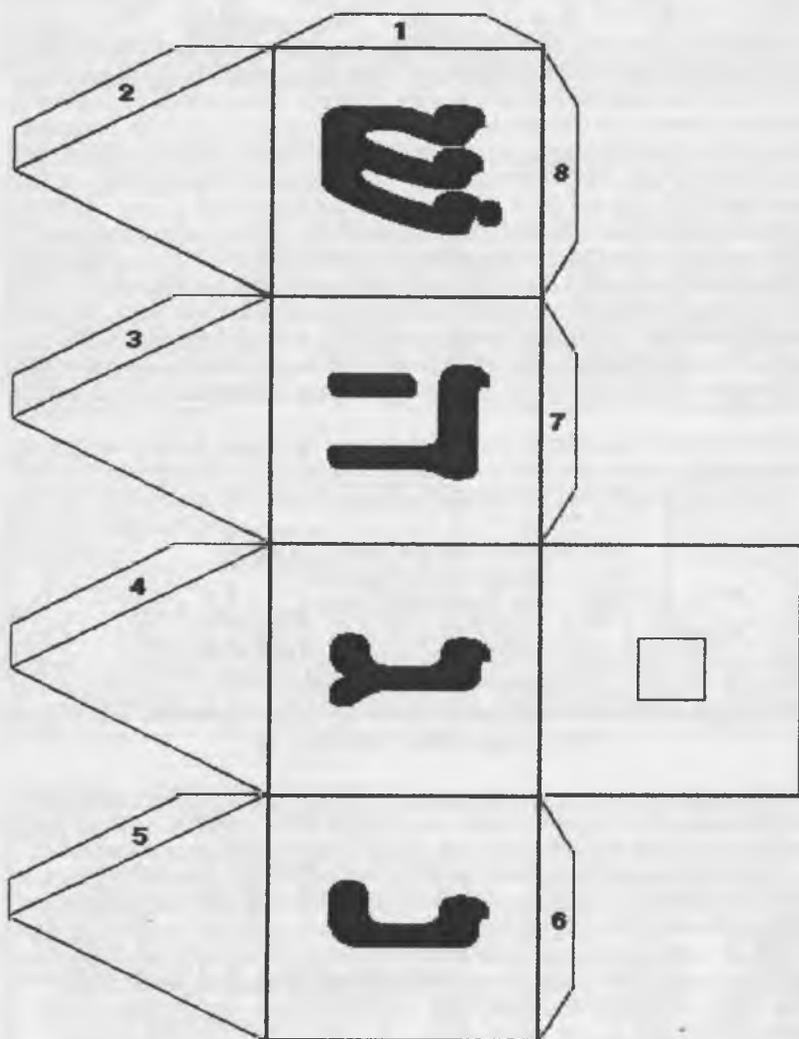
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The Amiga Editor Rambles on

Well another year is almost gone for most of you. It looks like 2003ce has the promise of seeing OS 4.0 finally come out. (Yippie!!!) I hope it is a good start for the next generation of Amiga. Some old Amigians are still disappointed in not seeing custom hardware for the new systems, but what is coming out is far more affordable. If Amiga Inc. keeps true to the Spirit of Amiga and keeps the feel of what made the Amiga so special, if they add new things to the Amiga that helps put it back on to the cutting edge, (with this or the upcoming OS revisions,) then we should be happy that Amiga is now been brought back from the brink of oblivion. I wish them well and good luck. I cannot wait to see what they have done with the old girl.

Chaunakh came early this year for us at the shop, but I couldn't resist putting in the dreidel on the Tally Ho! I feel that since so many clubs cover the Christian holiday, I had to represent one of the other holidays around this time of year. May 2003ce see you all well and with a AmigaOne on your desk! :)

Happy Holidays!



Dreidel Pattern for the Semantically Inclined...

That's it for Sleeper Base untill we find the key for the Main Vault!

----- Go to the

South-west corner "ladder" --- select level 1! Exit Sleeper Base. Remember the instructions Max gave us in Las Vegas, he added at the end, "It is * possible * you need to recover some equipment from Project Darwin before you can complete the rebuilding of Sleeper Base. Be careful and complete as much of the base as you can before you venture off to Darwin."

* A "hidden" message here may be that the "missing equipment" to be found in Darwin is also somewhere else in the "game", and maybe we've found it, maybe we haven't!

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* Stop AT the Outlaws' Hide-Out in Quartz first!

* Pick-up 2 "chemical" from the Bunk House room.

* Pick-up 2 "fruit" from the Bunk House room.

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Darwin Village: okay, Darwin is located in the north-east desert, but surrounded on three sides by Radioactive Waste. The only safe approach is from the north, coming down through the mountains! From Quartz, exit the settlement and go north to the river, then just follow the river to the east. Go South along the edge of the desert through the mountains there.

Store - the Darwin General Store is in the north-west corner - you can buy tools and equipment (no weapons or ammo) here, but you don't need anything. Corner of Grand Ave. & Charles Ave.

Black Market - the "password" is "Cretian", but you don't really need it! You're admitted the second time you try to enter, just kill the two guards inside the door for their cash, smg's, and ammo! If you used the password to enter, walk into them again. When they ask for the password, say "anything you want" and then kill them.

The "Market" is in the south-west corner at Darwin Trail & Charles Ave. This is the only "store" that sells the really good" stuff" Kevlar & Rad armor, automatic weapons (A/R & smg), Howitzer Shells, Rockets & Plastic Explosive, (but nothing you can't find for "free" in the game !)

* Best of all - Chainsaws! (There are only 2 Proton Axes and 2 "free" Chainsaws.) If you want something better than Axes for your "recruits" you can pick-up three Chainsaws here! (Rangers can use them till the other Proton axe & Chainsaw are found!)

Library - is in the north-east corner at Grand Ave. & Old Nick Drive. The Library offers the "clone tech" skill that you have already acquired!

Doctors Office - is in the south-east corner at Darwin Trail & Old Nick Drive. At this point, you should have learned how to "avoid" things that would require his services! This "body shop" is the

most expensive doctor in the game. Just the "exam" is \$250 to find out what's wrong!

(Now the important buildings!)

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Tavern - enter Darwin Village from the north-east corner. The "library" is---- in the N.E. corner. Go west on Grand Ave., to the next intersection - Base Road. Here's the Black Gilva Tavern. Buy a drink for \$75, "Cecil", just "lingers"! Ask:

chat - #121
plague - #11
Finster - #80
base - #146

Drink (note a "new" price list) Buy another drink for \$10, "Cecil" says "Look, into these problems at the base. How can I help?" Ask:

chat - #41
plague - #114
Finster - #69
base - #34
Metal Maniac - #137
password - #32

When you stop, so does Cecil - you have to "buy" another drink to get him started again once you stop! As you enter a "back room" at the tavern, you see two figures and realize that they're not really "sick", just "poisoned".

Next month the adventure continues. Even more fun and still plenty of things left to do. <VBESG>

Shadowland

Date: Sun, 1 Dec 2002 18:44:08 -0500 (EST)From: Maurice Randall To: homestead@videocam.net.auSubject: [Homestead] Next Wave release! I'll be releasing a new release of The Wave soon. I finally took some time to fix a cosmetic problem that has been in the 128 version in terminal mode. Occasionally, you would see some corruption on the screen that appeared similar to a bar code. I figured out where this problem was and fixed it. I've also fixed a couple of other bugs (also in 64 version). I'm going to take a look at the HTTP downloading routine to see why it might not download an entire file sometimes. Also, with the new release of Donald Zerbe's graphical fonts combined with Geoff Sullivan's button fonts, we need more storage in memory for fonts. The Wave currently uses a 64K buffer to store font data, but this isn't enough with these new fonts. This change will be in the next release. If possible, I might get some more work done on the email program and turn that function on so we can do some simple emailing with The Wave. Maybe I can fix up the forms editor for the browser as well. -Maurice-

Date: Mon, 2 Dec 2002 08:55:52 -0500 (EST)From: Maurice Randall To:

homestead@videocam.net.au Subject: Re: [Homestead] Next Wave release Hi Todd,> It's great to hear the WAVE being worked on again. I wonder if you are> planning on adding graphical support to the WAVE, at least via photo> scraps? I've checked out Donald Zerbe's work and it is fantastic. But, I'd> rather have such graphics available as a photocrap or something similar.> Not all people will download fonts and install them into the WAVE. Plus,> it means peppering my HTML code with some oddball characters. I'm going to add links from the Wave page to Geoff's site as well as the site where Donald's fonts are located when I release the next version of The Wave. Plus I'm going to include Font List files that already have their fonts listed in them. This is OK even if the user doesn't have the fonts. The Wave will just ignore the fonts if it can't find them. And yes, I'm looking into adding photo scrap support. It's really quite a simple thing to add so I might as well do it. After all, the world isn't composed entirely of GIFs and JPEGs. Microsoft does non-standard stuff, so why not us too? Who knows, maybe they'll add photo scrap capability to Internet Explorer!> I would say the forms support is a critical update for the WAVE....and a back button is too.> I'd like> to use Google to search for things. You mentioned a 'forms editor'. It sounds like it will be in a dialog box and the user will input> information, etc. Is that the case? I was hoping for an 'inline' editor> where the user would click on the screen containing input and begin typing> away. Makes for an intuitive and cleaner interface. Some forms get pretty small, especially on the 64 and would be hard to edit into directly. My idea is to have the user click on the region where the form is and an enlarged version of the form will pop up that can be edited more easily. When finished, the results will appear on the screen in the region where the form is located. I also forgot to mention that the Lantronix device is getting support in this release. One of the reasons I'm working on The Wave now is because I'm going through it and pulling bits and pieces from it to put into the Wheels SC kernel. The Wave has a lot of handy code that could be shared by many other new apps. I figured as long as I was pouring over the code, I might as well work on it too.-Maurice--** [Editor Note: Word is that Wheels SC will be released and at that time so will be the new HD DOS+]

Date: Fri, 29 Nov 2002 19:12:37 -0500 (EST) From: Maurice Randall To:

homestead@videocam.net.au Subject: [Homestead] GEOS 128 Boot ROM on eBay Someone has been selling a rom on eBay that can be installed into the empty socket of a 128. This is advertised as being able to instantly boot up GEOS. I've received a number of emails about this concerning its legality. Here's the sticky part: It's probably legal because you still need your GEOS 128 boot disk for the system to get up and running. That means you already own GEOS 128. So for that reason, it shouldn't be a problem. Now, the drawbacks, and this is what the seller isn't disclosing.* You will have a serial number problem with applications that check the serial number. That means that your copy of geoWrite won't work unless you use Maverick to remove the serial number check. Same with geoPublish, Font Editor, etc. The only way around this is to get the seller to make you a custom rom matched to your serial number.* All of GEOS can't possibly fit on the ROM, there isn't enough room. Configure will still get loaded during bootup and so will the deskTop. So, you don't save a great deal of time booting up GEOS. Not sure where the seller is coming up with a 60K figure that the rom can hold. From what I understand, only 32K roms can be installed into that socket unless a switchable type of rom similar to a JiffyDOS rom is used. Still only 32K can be used at any one time.* Your boot disk will have to be in the same drive each time, probably drive 8. You won't be able to boot from device 9.* There is virtually no support for this ROM.* The SuperCPU won't work with it because the special GEOS boot file won't get run to start the system up. Not sure how it affects the RAMLink, but RAMLink users can bootup fast anyway and don't need this ROM.* It costs too much for what you get. The seller is realizing this since he has lowered the 'buy it now' price from \$59.99 to \$49.99 and a starting bid of \$39.99. But it's still too high.* GEOS power users don't need it because they use Wheels and have fast ways of booting up. Casual GEOS users don't need it because they can wait a few extra seconds for those few times they need to boot up GEOS.* There's enough of an installed base

of Wheels users now that practically all new software is being written for Wheels and won't run in GEOS. I'm posting this message because I don't want to see anybody disappointed after purchasing this ROM. Think about it a little before you place your bid. I think most of you are fairly wise because the seller has received very little activity on these ROMs. Go ahead and pass this message around. -Maurice--

Lord Ronin's Ramblings

Commodore Homage: Just a bit ago I was called into the other room. Where #4 and a gamer friend know as Pizza Man were playing some new video games. One of these is IIRC "Vice City" Some part of the Grand Theft Auto series. They wanted me to look at the opening. Right here I am working on a late newsletter. This had better be worth it. IT WAS!! After the company screen for the manufacturers. There is this blue and lite blue screen. Looks real familiar. Then in animated form the words LOAD "VICE CITY" appear. Along with a return. A message shows up saying press play on tape. Or something of that nature. OK what it looked like is the **Commodore 64** screen. Save there wasn't the Commodore information at the top of the screen. Despite the flack on this game. At the last they pay respect to the greatest of computers.

Update on Jeri and the C-1 show. I didn't grab them. But there are already showing up for web DL images of her and the C-1 at the show in Achen <sp?> From the little that I have seen on the Commodore One list. Looks like there was a good reception to the C-1.

Update on the BBS. There was a sever problem uncovered. This was the fact that all the UL comments that were renamed and ported from Omni to Centipede were in danger. The reason. when a file is DL-ed from the BBS. It puts up on the first two lines who up loaded it and the number of times it was downloaded. We had to go through over 2,000 files and insert a few blank lines. We also fixed some background colour problems and other minor errors. Now we are clearing out the files from the A.C.U.G. area. I really thought they had been put in the proper data stores before, this was not the case. Many tools are now up for use by both 64 and 128 users. Also a collection of 128 music players for different formats.

New PBEM game of 2300AD is behind schedule. In short just a lot more going on that I could handle in the time I set up. World generation has stopped for the moment. The game story is ready and so are the players. I need to complete the world/planet for the the game. That takes a bit more work that I have time for at this moment. The BBS will report the updates in the news.

In the mail I recently received my disk of Geos things. Still haven't fixed my CD ROM unit yet. #4 looked at it on his Amiga and I saw enough to floor me. This included many tools, articles to improve my Geos work and oh yes around 60+ games for Geos. These will be tested as soon as I can fix my drive. Then what is allowable to be put on the BBS will be, as some of these programmes and articles are not PD and are still supported.

ComLink Hub is working now, not certain what went wrong for a couple of weeks. Seeing some of our L.D. callers there as well as some new names.

Now before I run out and spell check this, We want to wish all a happy holiday season. No matter what or how you celebrate.

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Membership is #18/year. Members at that level receive the monthly 16 page newsletter in booklet. The most time on the BBS and with no credit cost for file downloading. Access to the book and magazine library that is ever increasing.

As well as access to the semi sorted library of files. Many of which are in the ACUG area of the BBS and not released to the general public for many months. We have over 2000 files on the BBS and over 3000 disks to sort through for more files. Monthly disk the Penny Farthing costs 75cents. A special membership at \$27/year is available to cover the cost of a year of disks. These can be picked up at the shop or a Zipped .D64 file can be dl-ed from the BBS.

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