

Found on a salvaged disk

The Village Green

NOTE: THIS will ONLY print properly with an 88 DPI printer

FRONT SIDE

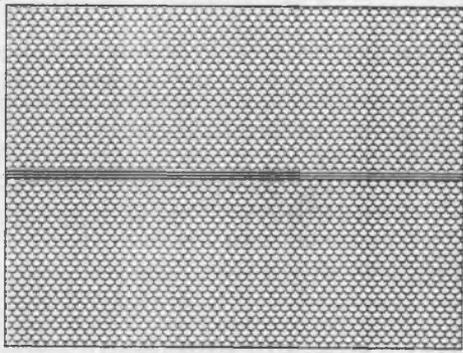


THESE TABS SHOULD BE FOLDED IN-WARD AND A SMALL AMOUNT OF GLUE OR PASTE APPLIED TO THE TOP SURFACES



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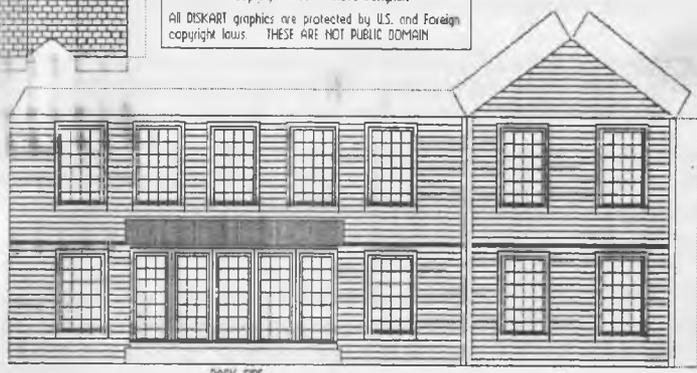


ROOF

Chimney (top) ↑



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BACK SIDE

A.C.U.G. Officers

Those that didn't run fast enough

Chancellor: <Sensei> David O. E. Mohr

Treasurer: Gary L. Dupuy <ID #5>

Commodore Librarian: Imperial Warlord <ID #2>

Amiga Librarian: Lord Alberonn <ID #4>

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

Deputies: #30 deputy Librarian C= and Amiga. Vixen <ID #3> BBS files and notes. WareCat <ID #23> OnLine Games and assorted.

Emulator Rep & IBuM file testor: Scott Farley <ID #16>

A.C.U.G. Policy/Purpose

Our "purpose" is to preserve and spread the word of the C= & Amiga as viable Pc forms. Letting the unwashed and unenlightened masses know of the power and abilities of our choice of Pc. We believe that any programme/disk that is still supported should be supported by the Commodore/Amiga communities. Shareware fees and purchase price should be paid. We also believe that if the author/company has dropped the C=/Amiga line. That we should not be punished and therefore will preserve and pass around at no charge <excluding cost of disk> the files-programmes. Their loss should not be ours. We should not be punished by their foolishness, or blatant discrimination towards our Pc system.

If any of the exchanges find something in our newsletters of worth to reprint. Feel Free, all of our writings that are created at the A.C.U.G. are deemed PD. Anything that we print that is not our creation is altered to preserve the authors Identity. Beyond that it is open. We just ask that you mention where you saw it, that's all

NEXT MEETING

This will be at 7:00pm at Mohr Realities <2894 Marine under the tavern in the pit> on the 20th of February 2003ce. Smokers, Visitors and demos welcome. Some more on the CD/TV and some new files will be demoed.

Contact Information

Snail Mail: ACUG 623 29th Street Astoria Ore 97103 USA

Voice: 503-325-1896 <machine most of the time>

BBS: 503-325-2905 running 24/7 leave msg to ID #1

Inet: lordronin@videocam.net.au

February 2003ce issue

Notes from Meeting of 16/Jan/2003ce

OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR REPORT: Sensei told us that according to a report on one of the mail lists. There is a distinct possibility that the new HD-DOS+ may be able to do CD read and write. More to hear on this part in the near future.

Mad Max at M2K BBS will be sending a disk collection and the IDE power supply with a IDE CD-ROM unit. More to learn about for Lord Ronin.

In the M.A.C.U.G. they mention us a bit. That we did get the disks and are looking them over. Mad Max had fun looking at all those disks and the others in LR's collection.

A large and long discussion happened about the future of the Amiga in the Village Green as well as in the A.C.U.G. The possibility of turning the Amiga group into a S.I.G. was discussed at this point. Sensei decided that this was needed now and let it happen rather than wait for the discussion period. The end of the discussion is that #30 will work on testing the CDs and disks that Lord Ronin has picked up. Through the CD/TV. Making reviews of what he sees and experiences. Though #30 admits to not being a writer. His first work should be in the February issue. Sensei said we would see what the reactions to this would be, before more would be done on the subject.

When going over our Village Green. Sensei told all present that the cut and paste boat drew good responses. Lord Ronin added that there is a cut and paste house that he can use for the February issue. In the talk of the Penny Farthing disks. It was decided that the dox disks with the recipe box and accompanying files be after the last Flexi Draw related disk. This was by request of the members.

TREASURER: Still at Officially \$6 as the count has not been complete from the cat food can.

Commodore Librarian: Second of the Gfx files of clip art for Flexi Draw and Doodle. One more left for the collection and then to the dox file. Which still needs to be created. <Reminder!!!!>

Amiga Librarian: Amiga Website has a lot of info on the features of OS 4.0. Still waiting for the release. Lord Ronin has a CD/TV. Been playing with it a little bit. Does boot from floppy drives as well as a CD. Appears to be close to an A500 with 1 Mb total Memory. The plugs for the mouse and joystick are not standard Amiga <ed note: or C=64 reminds me of the Plus/4> some sort of rounded DIN connector.

EDITOR/SYSP: Got in Inet E-Mail a nice letter from Fender Tucker regarding one of our issues. Nice to gain recognition from the Great C= Mojo. Hope also to be able to soon afford the disk offer he presented. Thanks Fender, I haven't forgotten. I did complete the January issue of the C.M.L. on time. The ink held out. Hope there is enough for the Village Green February issue. Putting together an inventory in the shop of C= items. This is by request from a M.T.T.M. member. #30 is helping me with this work.

On the BBS things are moving along nicely. Well we still have to fix some games. Doing a little bit of file testing from the M2K Data Steal. So far we have done just a few files. On the bad news we have Phantasia 1 side 2 not working from the files. Ultima 6 acts the same way as all the other copies. On the good side. The Tactical game Broadsides is up. I need to see if I can find some dox for it online. Quest for the Whorehouse Queen. A text based game. I gave that one a test and like other text adventures. didn't get very far. Suggestive, but I found nothing Adult or X-Rated. Working on Battle Cruiser at the meeting for a demo.

Darkvulcan has his BBS DS-9 operating now and is looking at a new BBS to replace the one he currently has in use. He may also be interested in the 14.4 modem and the swiftlink cart. Chameleon did receive the 2400 modem. Scratcher received a copy and enjoyed it of the January issue of The Village Green.

DEPUTIES: #30 has brought the Wasteland Walkthrough installments 8-15 for further work. he will redo the installments 1-7 again. All of these will be made into PET and GEOS files for DL on the BBS. #30 also is collecting files from the M2K Data Steal for testing. Vixen requested that all files that have self contained DOX!! Be listed as such in the UL comments on the board. Something about not wanting to try to read Lord Ronin's scrawl. She did find some missing papers. Including the MSD Dual Drive manual for Robert Bernardo. We just need to contact him for the snail mail addy to send it to, as he was kind to loan it to us for the last year. Though we haven't gotten the Dual Drive to work yet. With the help of Al Jackson at 5C's group. Need to spend more time on it was the decision of the deputies. No report from #16, he was unable to make it to the meeting because of job conflict. So far very little has been asked of him in regards to the emulator part. Perhaps that will change with the radio announcements of the group. he has DL-ed some of the unknown heretic files. These he had some problems with till he remembered to add the extensions. We are awaiting a report on these files. As we have more from the MudPit BBS and from M2K now.

SIGS: Soldering class is scheduled to start on 18/Jan/03ce. Programming is going back to a review of Basic 2.0 through some of the Basic written prgs found on the M2K data steal. Geos is working on the converting and writing of files. RPG is testing the tools and some of the games from the Data Steal.

DEMOS: Using the LHX64 tool to open up the LZH files found in the M2K Data Steal. Then the use of ZipCode2 in order to put the 4 pack Zips into an operational format. Then the next part is test the file(s). That way we can tell if it works and where it should go on the BBS. This was done with the game Battle Cruiser. A Strategy & Tactics ship combat game. One side is WW-1 and the other is WW-2. Members present understand the length of time it takes to put up a file for the BBS.

The new CD/TV that Lord Ronin traded for was the major Demo for the meeting. Played Van Halen Van Halen on it from an audio CD. The boot screen says WB 1.3.2 if there is no CD in the machine. The floppy disk will take precedence over the CD. Tested on a 1080 monitor but we understand that it will hook up to a TV as well. Listed as having a built in GenLock. not certain what that is about for our uses at this time.

Tested the disk Weird Screen network. Some sort of networking collection. didn't go too far with that one. Tested out the Lemmings game on CD. #4 played that one for a while. <G> Tested Art Gallery, a collection of classic into modern art. Contains period theme music and bios of the artists. Too long for a full look see at the meeting. Tested one called Women in Motion. Old B&W Nickleodeon/Zoetrope style

of 19th to early 20th century girls in semi animation of a few frames. I have seen some of those in my film course in college long ago.

DISCUSSION/CLOSE: All the left behind furniture in the Laundry room was given to the A.C.U.G. to sell for funds. Lord Ronin collected them from the land lady. Gave them to the A.C.U.G. Talked a bit on the Wasteland Walkthrough for the BBS. How it is needed in both Geos and Pet for the deckers. Didn't reach a resolution on the idea of having it also in the OnLine read section. Depends on the size of the completed component parts. As for both formats they have to be merged again from the size used in the Village Green.

#30 talked on his problem with the older ZipCode tool. Wasn't working correctly. Needed the newer version from 89. He had tried to open several files and it failed on him. Lord Ronin told him he would hunt up the newer file from the library disks. As #30s collection of library disks are still in storage and not open to him.

Long discussion on the state of Amiga in the group. An opinion poll is to be set up in the A.C.U.G. message area on the BBS for input. At this time things are not stable on the Amiga in the group.

Meeting closed at 9:30pm for different groups.

The Wasteland walk through: part #19
Edited and Translated to GEOS by #30

* Secpass B (most important key!) Take the key!

=====

The Guardians' Citadel is nearly finished! Before we continue, let's see if this is the missing key for the remaining door (vault) at Sleeper Base! Exit the Citadel, go west & north (through the mountains) back to Quartz. Stop in "store" there and buy 5 "tnt's"!!!

Sleeper Base: From Quartz, go to the north and east, enter the base, go to the "ladder", select "level 2", go to the remaining "locked" door (just north of the "Clone Fluid" equipment). use the Secpass B Key to open the door. Success! But now there's a "crystalline wall" blocking our access to the 7 "loot" bags. use a "tnt" on the wall. To your surprise, a crack appears! "Use a second "tnt" on the wall. More cracks appear!" Use a third "tnt" on the wall. A major dent is formed!" Use a fourth "tnt" on the wall.

The wall shatters! You have breached the wall! (success with just 4 "tnt's"!)

Check the loot bags! 25 Power Packs, 1 Meson Cannon, many Rockets, and Pseudo-chitin Armor. Take the Meson Cannon (for Snake Vargas. Trade his "Ion Beamer" to Hell Razor)! Leave the Pseudo-chitin Armor here! We'll get better armor soon.

Note: If we were able to complete "Finster's Mind Maze" back at Project Darwin (in Darwin Village) we probably would have found the Secpass B key. We would have been able to obtain this armor and weapons before our assault on the Guardians Citadel.

The Citadel would have been easier with the stronger armor, but not impossible without it! That's it for Sleeper Base - Complete. But remember what I said before about clones! After the Citadel, the Rangers are vastly improved since we first Cloned them. Go to the Clone Pods/Machines here and simply select #1 to "abort" the incubation process. Pick-up the "jug" that we left behind.

* Make new clones of your 4 Rangers!!! Return to the Guardians' Citadel to finish the last room Guardians' Citadel: no need for any stops along the way, we should have all we need. Go directly to the Inner Sanctum (by the large vault that contained the Power Armor). From the Keyboard that opened the vault, go south to the door to the east. Stop outside the door! Switch weapons to Laser Rifles, Ion Beamer, Meson Cannons! (Again, you can use Rockets if you so desire.) Enter the room, there are 4 guardians at 90 feet (again), don't waste ammo yet! Move closer!

Open fire when you get within 30 or 40 feet! (If you forgot, fire full auto with the Rifles and Beamer, Bursts with the Cannons.) Each Ranger attacks a different guardian! Kill the guardians, heal the wounded, rest back to full health! Switch weapons to Chainsaws or Proton Axes (Recruits/Axes), enter the doorway to the east. Go to the north-east corner.

* A work-bench for fixing appliances (like Broken Toasters)! Go toward the fence/Helicopter to the south. Two Guardians appear in there. Keep moving toward the fence, use a Proton Ax to break through fence (it can't be climbed, don't waste explosives) and kill the Guardians! If necessary, heal the wounded and rest! Aren't you curious? Here's a work bench for fixing broken appliances, like "toasters". We've seen 3 "Broken Toasters" already! They're in the Quartz/Cemetery, Desert Nomads/tent, and Citadel/Museum!

So go get them! We've got a Ranger with the toaster repair skill, haven't we? When you return with the broken toasters - simple, "use" "item" (broken toaster) on work bench. (Result - It fits. There's something stuck inside.) Next, "use" "skill" (toaster repair) on work bench. (Result - you "fix" the toaster, get "stuff"/loot out!) Take the loot!!!

Repeat the "repair process" on the other two broken toasters!

* The loot you get from the "broken toasters" are:

#1) Plasma Coupler, Fruit, Visa Cards, & Toaster.

#2) Nova Key, Power Packs, & Toaster.

#3) Pulsar Key, Power Packs, Sledge Hammer, & toaster. Note: the work bench is still functional, indicating the "possibility" of another broken toaster, maybe in "Finster's Mind Maze" in Darwin!

Okay, I "cheated" to find out!

#4) Engine, Plastic Explosives, Snake Squeezin, & toaster. After "fixing" the fourth "Broken Toaster", the Work Bench "message" is: "You can't fix anything else. The Work Bench is clogged with toast crumbs."

* This is really important - make sure that 1 Ranger has these 4 keys!

* Blackstone key, Nova key, Pulsar key, and Quasar key and that another Ranger has the Secpass B key and a Plasma Coupler! Get them now if you don't!!!

Still more to do but we're getting closer to the end. See you next month as we continue the adventure.

INTRO

Our #30 has been working on some of the CDs for the CD/TV unit that I traded for a little while ago. The following are his notes and impressions of the disks he has tested so far.

There is one that isn't listed as neither of us at the time understood what it was, this being 17 Bit by title. Thanks to #4 we understand that it is a collection of compressed games etc. Along with the tools to open them to disk.

More of these will be forth coming for Amiga related things reviews. Thanks to #30 for the trouble to work on the project as part of Deputy Librarian. Thanks also to Lord Alberonn for some assistance in understanding Amiga things.

Lord Ronin from Q-Link

Review: The Connoisseur "Fine art collection"

This programme is a collection of "fine" art from the past. This allows you to see paintings and sculptures from nine different periods in time. Each section has full colour and black and white pictures. Each picture has information about the painting, sculpture, building, artist, builders, and other important facts.

There are one hundred artists, and 400 different pictures of paintings, sculptures, and buildings to look at. You can learn a lot about them in detail. Each section contains detailed information on the paintings, sculptures and buildings, like who made them, when they were made, and information on how/why they were made.

You can select music to listen to while as you view the art, read about the artist, or the artwork. Some of the artwork happens to be buildings. Even a construction can be aesthetically pleasing to the eyes. Some of it is also historical in nature as well as being innovative enough to be considered art in it's own right. The music cycles around, so it's likely you'll hear every song at least four or five times possibly more before you have seen and or read everything.

The periods presented are: classical, early renaissance, high renaissance, northern renaissance, quattrocento, baroque, 18th century, romantics, and impressionists. There is likely to be something here for almost every art patron.

High renaissance

Here are some of the artists and their works.

Leonardo da Vinci

the Mona Lisa

"Cats"

Universal man

Michelangelo

the Sistine ceiling

Pieta

David

Moses

Raphael

Angela Doni

Maddelena Doni

school of Athens

Other artists represented in this collection of art and artists include: Anon, Antonello, Boticelli, Constable, Courbet, Delacroix, Donatello, Euthymides, Friedrich, Gainsborough, Gauguin, Monet, Myron, Rembrandt, Ruebens, and more.

Some of the buildings are the Parthenon, the temple of Nike (no not the shoe company), the Olympien temple, and the theatre of Delphi.

The Parthenon is a temple dedicated to the goddess of Athens, Pallas Athena, the goddess of wisdom. It was rebuilt after the previous temple was destroyed by the Persians.

The temple of Nike (see previous mention above) is an example of the ionic order.

Eric Schwartz's Sabrina Online - Episodes 254-256

Sabrina Online by Eric W. Schwartz ©2003

Is it New Year's already?!



Sabrina Online by Eric W. Schwartz ©2003

If only, Al Qaeda wore this easy to deal with!



Sabrina Online by Eric W. Schwartz ©2003

The Nightbirds and the Bumbleboos



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



Picture from www.tformers.com

Note: I don't know what that means exactly but that is what the information given stated in the detailed information on the building.

The Olympien temple shares some of the aspects found in most of the buildings of the period. Some of those aspects are used still even in the U.S. A few examples are the building around the statue of Abraham Lincoln in Washington D.C., the Supreme court, court house, and a few other buildings some of which are religious in nature. Other parts of the world use some of the architectural aspects from these buildings as well.

The theatre of Delphi is a Greek theatre and had become a centre of life for the Greek civilization. It was designed forth projection of voice, religious festivals, and speeches.

Review: Lemmings (CDTV)

By #30

(This game was tested and reviewed on the CD/TV system. All information is based on the manual for the game, play testing, and the controller used was the remote controller for the CD/TV system. Note: the controller for this particular system does require fresh batteries as it cut out rather often during the taking of the notes for this article.) [Ed. Note: The CDTV mouse also works for the game as well...]

Lemmings is a multi-level strategy/arcade game. The object of the game is to help the lemmings avoid doing what lemmings do best, commit suicide. As the game progresses it gets more difficult. Note: you can pause the game to stop the lemmings. This does not stop the controller, how ever this does not stop the timer either.

This is done by pushing the "B" button on the controller. There is also an icon that looks like two paws, this will pause the game as well.

There are several actions/commands you can use in the game, they are climb, float, build, block, bomb, nuke, and dig.

Climb: this action allows a lemming to climb up obstacles. It allows you to proceed on the level when climbing is required. Note: lemmings can climb up only. When a lemming gets to the top of an obstacle and reaches a rather large drop off, it tends to fall to it's death.

The icon for the climb action/command looks like a figure trying climb something. How ever there is also the word climb near the bottom of the screen. The figure is supposed to be a lemming.

Float: this action keeps a falling lemming from dying. This is helpful when used on a lemming who can climb. This keeps that lemming from falling to his death.

The icon for float looks like a lemming holding an umbrella.

Build: this causes a lemming to build a stairway. After the lemming has placed the twelfth block on the stairway, you more than likely will have to tell him to build more. Hint: pause the game just after the lemming looks at you. If the stairway doesn't get the lemming on it to safety, you must continue building the stairway until it does.

The icon for build looks like a lemming holding a brick/block. Note: I'm not entirely sure how to describe what it is as the I was using monitor doesn't show everything with enough detail, it was a bit blurry to my eyes.

Block: this causes the lemming you select to block, or keep the other lemmings in one place. This action also, when used at the right spots in the game, makes sure that the other lemmings don't die before you secure a safe path for them to reach the exit for the level.

The icon for block looks like a lemming holding both of it's arms up they a police officer would while directing traffic. Especially at a four way intersection.

Bomb: this action causes a selected lemming to explode. It takes five seconds for the selected lemming to do so, but it is best used on blockers (the lemmings who are blocking the other lemmings) so that the other lemmings can proceed to the levels exit. Make sure you select the correct blocker(s) or the lemmings being blocked may merrily go off to their deaths instead of towards the exit.

The icon for bomb looks like an explosion or a fireball. It looks like an explosion to me, but it may in your opinion look like a fireball or maybe even something completely different.

Nuke: this option should be used as rarely as possible. This will kill every lemming in the level. Like the bomb command/action it will cause a lemming to detonate/explode. Except this time it will do so to every single lemming. It still takes five seconds to actually kill the lemmings though. This option is best used only as a last resort, and even then only if you cannot complete the level.

The icon for the nuke action/command looks like a mushroom shaped cloud. It seems like the most appropriately named action to me. :-)

Dig, there are three different types of digging in lemmings. These are as listed as follows:

Dig forward: this causes a lemming to dig a vertical (left or right on the screen) tunnel. This is useful for when you must have your lemmings go through obstacles like pillars, mesh like fences or mountains. Note: be careful as the direction the lemming is in is the direction he will dig. Also you must tell the lemming to dig when he is very close to the area you wish him to dig in, or he will get there and turn around as if you did nothing at all. Worse still you only get so many dig actions, this is listed as a number to the right of the actions icon. If you tell the lemming to dig to early the action will be used up even if the lemming doesn't dig at all.

The icon for dig forward looks like a lemming digging with it's hands towards the right.

Dig forward and down: this action will cause a lemming to dig a tunnel in a diagonal manner. You must be very careful when using this action as the lemming will dig in the direction it was traveling in. If you wish the lemming to dig forward and down making a tunnel heading towards the right hand side of the screen, don't give the command to a lemming headed towards the left hand side of the screen. The lemming will dig in the wrong direction and things will go horribly wrong rather quickly. :-)

The icon for dig forward and down looks like a lemming holding a pick.

Dig down: this action will cause a lemming to dig straight down. On one particular level (possibly even more than one) you must use this action on ever single lemming in order to complete the level.

The icon for dig down looks like a lemming digging with it's hands while hunched over. It may even look like it's facing the screen.

Paws: this "paws"es the game as stated earlier. It can allow you some time to pan things out, but don't take too long you're still on a time limit and the timer hasn't stopped.

The icon for paws looks like two paws.

At times you will have access to more actions than you really need. This can make things go horribly wrong. Mistakes can be made, however if you are careful enough, you can avoid making them. If you make a rather horrible mistake, use the nuke action/command and simply redo the entire mission. Sometimes even one little mistake can cost you that particular level.

The challenges increase and the frustration mounts. The creator of this game either loves or hates lemmings. Whether it's love or hate is not easy to determine by the cruel(?) treatment of the lemming like critters. Most of the time the lemmings will die. You will more than likely have to restart one or more of the levels before being able to continue onwards in the game. Once you complete a level you will be rewarded with a password. Write it down unless you wish to begin at level one all the time.

The game is fun and quite challenging. If your skills don't improve you level of patience just might. It definitely requires of thought and plenty of trial and error. Mostly error, but than again isn't that how we all learn?

The fun of the game can be shortened if the controller is buggy. By the way if you're playing this on the CD/TV system, make sure you have fresh batteries in the remote control unit. It's rather difficult to play the game if the controller cuts out from time to time. I'd say that it's one game I'd love to add to my collection.

Lord Ronin's Ramblings

What a month this has been. Now if I could only find my notes. <G> Well then let us get rid of the negative drenn first. In January the Shop/ A.C.U.G. GHQ was hit with an anti semetic attack. What is worse it was done by some one that we thought was a friend. That is what hurts the most . Most of the damage was easily repairable and yes the police had to be brought into this matter.

O.K. then to more positive things. The new CS-38 arrived. Allan had some real mega frell with the printer and decided to just do it himself. The copy I received was in house printed. Several pages where in Post Print. A style that is possibly the new way to gain the issue. Allan is also doing a bit online for DL of issues both in .pdf and Post Script.

Out of the choices for the Amiga section of the A.C.U.G. I'll keep my own views out of this report. #30 volunteered to do some disk reviews on the CD/TV. Starting with the actual CDs themselves that came with the system. They are to be in this issue of the Tally Ho!. Along with what else that #4 finds for Amiga information. For the nonce this will suffice to keep Amiga as a part of the group. We shall see if it goes as a S.I.G. or is dropped. Depending on what happens in response to #30s reviews and the action of the members.

The BBS gained out first Canadian decker. Though he hasn't called back yet. We hope that he will join us from time to time.

Now before I move into more on the BBS. I wanted to state something that I found interesting. As many readers know I have been closed for over two years. Recovering from a heart attack. The shop is now open again. Selling RPG items and of course C= and Amiga items. A strange thing has happened while I was out of the scene.

You see we have a Job Corp in town. I have many customers from the center. Naturally they look at the C= things on display. Ask some questions and get the long winded hippy replying. in the past they had some contempt for the system. But now, even the ones in the computer class at the center are more open to the C= system. They are blown away with the 100% backwards compatibility for 21 years. This sounds good for a rebirth of the C=.

Now to the BBS: Despite problems with the use of the tools that #30 found. We have made some progress. Now I know that Mad Max is reading these words. So I'll let him know that the files that don't work are listed in his e-mail on the BBS. Someday I'll have a talk with him about classifications and UL Comments! <BG>

Right then, this is what is happening. The vote booth on the BBS is in the second round of what do you want on the BBS first. The last one gave us some new ideas for areas of interest. made a new one for more information. While that is going on. I am working on the ones that stick out in my mind. O.K. that means stuff for games. I have taken everything that looks like it is for C= RPGs and for dice RPGs. Opened them up gave a test and then put them on the BBS.

That means there are many editors/cheaters for games right now on the board. As an example, we have Pool of Radiance, Curse of the Azure Bonds, 2 for Secret of the Silver Blades,

Hills Far, Might and Magic 2. Plus several more to use to help you in the game by editing the characters. FWIW I didn't find the ones for Bard's Tale that I had seen on Q-Link and then on GEnie. :(

Gamers, we have some new files for you as well. A collection of dice rollers. All will do the D4-D20. Some will also do a D30 and D100. One from Mad Max will do 1,2 or three pairs of D10s for you. These are all in a SDA file for DL. Another SDA file is of character sheets. We didn't print any out at this time. Don't have a printer set up for one. Not yet at least. But they are primarily in Basic and we listed the prgs. Some are simple and others, well there is one that does a double sided sheet. Others that will do the attributes and print out the sheet. As DM I can see uses of them for NPCs and minor characters. While some of the others are good for your full characters. As it is hard to collect AD&D pc sheets nowadays. I also included an improved map maker. Improved as it is fuller than the one I grabbed from Q-Link long ago.

But character sheets and dice rollers are not the only thing that is now up. There is also for the AD&D players/DMs help files. That is the best that I can call them for now. There is one that will let you insert the players for the game. Stat in all the information on level, class, character name, AC, attributes, weapons etc. This can be called up for the game on a screen. There you can edit the characters while the game is being played. Access the combat to hit listing. As well as the saving throw chart. This is easy as all you need to do is insert the information of the character level and class. Then select which save. Tells you what is needed on the roll. There is much more in this tool. Do some dice rolling for you as well. Create the HP for your selected monsters and more. Plus save all of the character stats to disk and print it out IIRC. Suffice to say that I will use this one when I run AD&D games at the shop.

Another one will generate a character for a game that is unknown to me. But on the three screens you can edit information. So that it is fairly well convertable to several different fantasy games.

Hey need a name for a character, or an occupation, or a lodging? Got that one as well. You can even insert your own names into the data area. There are over 900 listings already. Just need a simple name. have generators for that now. Have a 40c 128 one that creates first and last name with a middle initial. Both for men and girls. Plus several more that help name characters for different games.

That is just a little bit of what we have put up so far in the 64rpg aide area. As well as the one 128 file. But we have also worked on a new area. Putting up music/sid files. This one has just started. Having some trouble with the files in this job. I'll discuss that more after I get them working. Have to find proper players for them.

We now also have for the AD&D players the Dungeon Master Assistant Vol. #1 up. This one has the book protection removed. This one is in 4 files. Zipped .D64 for ease of the deckers. The first one we had was not copy protected removed. Still had to have the book. Also we have the Dungeon Master Assistant Vol #2 in two Zipped .D64 files. This one is for treasures and character generation. You can also use characters classes and treasure from the Unearthed Arcana. That is an option though. This one is also cracked so you don't need the book to enter the prg. Someday I will make a copy in text of the books. BTW: DM Assistant Vol# is for encounters. That is why it

is 4 slides.

Soldering Class: We did start on this one. Learning to make a couple simple <G> joints. At this time because of the attack on the shop. We haven't gotten to the actual heating of the iron. That should be before the next meeting. Wonder how many burns there will be? <VBG>

Programming work is not on the same track as before. Actually we have spent a lot of time working with the files for the board and the group. We have been looking into the basic programmes. Seeing how they were made. A few things are seen that are unknown. most are inspiring to our eyes. Simply because for some unknown reason. We are actually seeing how some of the lines work. The one that blew us away was one of the dice rollers. This one is 4 blocks when opened. Does all the regular dice for the game. Even the D30 and D100. Yet in some way, it only uses one rnd line. By some form of variable useage that we don't understand yet. The prg plugs into the rnd statement the type of dice to roll. Interesting and in comparison to some 15 block files of dice rollers. That do the same thing, this is a new aspect for us. As we know how to make the separate rollers for each of the die.

Amiga work has been going on by #30. Which has lessened the work in the other S.I.G.s. As he has been testing the CDs from the collection. I know that he has done the Lemmings CD. The Art Gallery, one called 16 Bit, and a compilation of games on one disk. Working on some tile game. I suspect these to be in the Tally Ho! section or part of them at least. More for the next issue.

#30 has also been collecting and testing many files from the M2K Data Steal. he found a problem with the Phatasie 1 game and the Ultima 6 game that was reported at the meeting. Trying to work on the Wizardry games and found that Wizardry #1 does work. But the Battle Tech game isn't a master and doesn't really make the play disk. I'll have a report on his testing work at the meeting.

Internet stuff: Gaelyne did a converting job for me. She took a true type font from a Mac font. Converted it to Post Script. What I need to find out is how to make it work in the Geos system. If that is possible, then we have the font from the Prisoner and can use it for the Village Green. But for now it is a collection of non Geos files. Need to gain some more information on this one.

There was a misquote in some information source that had people thinking that the Commodore One was already being released. This was in error. Though as I understand it is close to full manufacture. A release date has not been set in stone.

Been sick and was not on the Inet for over a week. As the information in the Commodore One list is way to techy and no one wants to explain what the frell they are talking about. I honestly have been deleting the entries with out reading them.

Homestead list has been active. Information requests. Such as the man that picked up a 1581 off of eBay and didn't know how to operate it, since no manual came with the drive. I sent him some information to start. He didn't know how to format the disks.

Talk in the Geos/Cops list on making adjustments to do page editing. Maurice made a statement about using the idea at the next Geos programming seminar. Wish I could tell you

more. But in honesty I didn't understand what was being said.

What I do understand is that there is a lot of information regarding our computers. People need it and others are willing to give it out for free. This is a regular event on the C= lists. On that note. There was an announcement by Robert Bernardo of the Fresno Users Group. This was on several lists including our own acug447@yahoo.com. Where he forwarded a msg from a man that has a double sided disk of adventure games. One side is 64 and the other is 128.

I contacted the man and he is sending me the disk. Should have it by the meeting night. When I do a better look see at his web site. I'll review it for us, as that is a feature I want to do for this rag and the others that I write for in the C= and non C= field.

Now there was also another piece that Robert forwarded to the lists. This one was scary. The good part was that I was over a week behind on the information. Apparently Centsible Software was going to be bought out by a group that was just going to dump the items for C= and Amiga. Add to that point, it sounded as if there was no support for anything save the heretic system. One man whose name escapes me at the moment. Bill is all I remember as my notes are hiding. Anyway the posting was the fact that he works there and wanted to save the C= Amiga line. he was asking for investor help. One would think that in today's world this plea would fall on deaf ears. That wasn't the case. He did gain the investors and did buy Censible Software. Promising to continue the lines and support. Once he has a new place for the business. As more develops on this line I will report it in here for us.

Here is a bit that was interesting to try out. My telnet account at videocam expires in a few weeks. Gaelyne sent me a nice note with the Australian to US dollar conversion. Along with several ways to make the payment. For a lark I thought I would try the connection to paypal. Amazingly I connected and was able, well once I remembered my pass word, to simply and easily make the payment. Oh why is this of interest to us? I did it all through the 128D using Wheels/Wave in the telnet option.

On the flip side of this Inet access stuff. Don't try to contact www.costco.com. unless you use a windrone machine. You can't get in unless that is what you use. Can't even leave a comment. I tried to enter there as the local store suggested. In order to buy the Prisoner DVDs. That is a lost cause now. Since I can't even make a complaint to costco. Well I will next time at the store and I promise to keep the volume and language down. <SEG>

The impending war with Iraq has drawn sides. Reminds me of the 60s. There are peace marches even in little Astoria. A weekly peace rally at the Post Office. Balanced by a pro War group nearby and at the same time. As far as I know there haven't been any encounters between the two groups. I make no bones about it. I am pro war in this issue. Usually I am not. But save for articles on the politics of fighting for equal rights for C= and Amiga users. This mag isn't for politics. I bring it up because one of our members. BBS ID #16, Scott Farley of the National Guard, has been activated. Moving out for over seas at an undisclosed time, date and location. We in the Imperial Warlord Ronin's F.R.P. Gamers group and the Village BBS as well as the A.C.U.G. wish him well and all the best. I will mention that he said he intended to use his pay to pick up an Amiga One.

There were many things that I wanted to cover this issue. That isn't going to happen. Some fricken kitty has hidden my notes. Not everything I was going to do to be written about, happened this last month. What I can add to the above ramblings. Scratcher in New Jersey, SysOp of the Bass Planet BBS, home of Onslaught and Xenon groups. Did finally receive the January issue of the newsletter. As reported in the notes, he did enjoy it and was pleased to see the printing as done in post print through the C=. Because of the BBS, he found out that we also have some disks for sale. He is in great need for disks. Made a deal and he should be gaining 20 disks by meeting night.

Chameleon wrote back that the 2400 modem he picked up through our BBS, was a life saver for the failing one he has now. His BBS The Dream Factory is now back to normal.

Darkvulcan the SysOp of the BBS Deep Space 9. Has just started back into the field of the C=. He also just stated a BBS. Through the Village BBS, he has been asking for help and tips, not that he is just asking me. He does talk to the other SysOps on their boards as well. In a conversation I mentioned about the 14.4 modem that I had left and the swiftlink cart. But that it was already being held on a payment programme by another. But if that man failed. Then the items would be back up for sale. Just happens that the man who was buying the large collection of C= items. Is the one that did the antisemitic attack on the shop. He also stated that he wasn't going to pay the rest of the owed money on the items. Since it is a contract of sale. There is no refunds. I am using his one payment to cover the damages. He also is three months behind on payments. So in short and not to dwell further on the matter. I am going to see if Darkvulcan is still interested and make a deal with him on the modem and swiftlink cart. That will bring him up from 2400 to 14.4 K b.p.s.

Now I go into depth on all of this, as I wanted to show how the BBS is helping others. Not just a place to write some messages and play some game. I don't know if this is the way it was in the 80s. But it is that way on this board. Still makes me think that there is going to be a resurgence of BBS work and use in the future of computing.

Speaking though of BBS and games. In the FWIW department. The long awaited 2300 A.D. PBEM game has started. The response has been great to the game and in just the two weeks <as of this writing> I have been able to put up 4 game turns. Rather than the regular one per week. not certain what game will be started next. There is a request for an AD&D one. #30 is working on a new Basic game, using the D&D Cyclopedia book. At least the board is not static and constantly growing. how I don't know or where it is going. <G>

OK then enough of me. See you at the meeting or in the Matix chummer

In the Shop

C=64c with book and PS tested
3rd Ed AD&D Players Handbook
3rd Ed AD&D DMG
3rd Ed AD&D Monster Manuals 1&2

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