

The Village Green

Found on Q-Link in the early 1990's
This was a 1/2" grid file with a date of
1984 in the information box.

Lord Ronin Modified it to work in a 1/4"
Grid pattern for Role Playing Game Maps.
Including the letters and numbers for map
location. In order to aide the D.M. and the
mapper in the game group.

DL file is for the 80dpi printers. There is
another collection of raw map material in
a base grid style for the 60dpi printers.

38 squares across 36 squares down

Officers of the A.C.U.G.

Chancellor: <Sense> David O.E. Mohr

Treasurer: Gary L. Dupuy [To'Barr, Village number 5]

Commodore Librarian: Imperial Warlord [Village number 2]

Amiga Librarian: Mark E. Reed [Lord Alberonn Village number 4]

Minister of Propaganda: Lord Ronin from Q-Link Village number 1]

Deputies: Fox Muldar [Village number 30] Leiko "Vixen" Wu [Village number 3] Sharon "WareCat" Walker [Village number 23] Scott "Daniel" Farley [Village number 16]

General Things

We are a small group of users of the pc platform known as the Commodore including the Amiga. Some members use both pc systems. Having been abandoned by the old timers. We are learning about the systems on our own with limited external assistance. Save what we find on lists through the Inet.

Our desire and goals are to learn and to preserve the hardware, software, hardcopy information about our chosen pc platform. To this end, we collect the above and try to learn about the functions. True it is haphazard and not in an organised format. We present this monthly newsletter filled with information on the local group. As well as views and opinions of things that are happening in the C- based world. We also run a BBS that is multiplatform. Where we house the tested and catagorised files for the group and the general public. Piracy is not condoned. However we do not believe the presentation of software that has been orphaned by the ceator an or the company is piracy. Thier fault that we can't buy it in the shops. Anything that is supported today is not allowed on the BBS. Main business meeting is the 3rd thursday of the month. S.I.G. meetings are scheduled through the week. Majority of the meetings are held at Mohr Realities Games. Group is open to membership of any one interested in the use of the C- and or Amiga platform, this includes emulator users!

Contact information

Snail Mail: A.C.U.G. 623 29th St. Astoria Oregon 97103

Voice: 503-325-1896

BBS: 503-325-2905 <Temp Down>

E-Mail: lordronin@videocam.net.au - alberonn@harborside.com

Next Meeting

Mohr Realities <under Annes at 29th & Marine> will hold our regular monthly meeting on 21/August/2003ce. Time is at 7:00pm. Demos, Visitors and Smokers welcome. Topics will be regular biz and what has been happening recently.

Notes from the Meeting of 17 July 2003ce

Open: 7:00pm

Newsletter: Approved

Chancellor: Elections held as first order of business. **Chancellor** <Sensei> as he was elected for life several years ago. **Treasurer:** remains To'Barr **Commodore Librarian** continues with Imperial Warriors **Amiga Librarian** is still Lord Alberonn. **Editor-Minister of Propaganda** is our Lord Ronin, who did to foster the job off at the elections onto #30. He quickly declined the offer. <G>

Treasurer: Remains at \$6. Lord Ronin paid for the majority of the party.

Commodore Librarian: Imperial Warlord talked about the disk that was created for the party. This is the Gateway to the Savage Frontier. Along with an extra free disk. Containing the manual for the game. Translated from ascii to normal PET and formatted to 40c for onscreen reading by #30. Side two of that disk is the adventurers journal. Typed in 40c from Lord Ronin's book by #30. Round was presented to #30 for his work.

Amiga Librarian: Lord Alberonn again thanked Lord Ronin and #30 for the work on the review of Dungeon Master. Keeping the Amiga section in the newsletter and the club alive. As all appear to wait for the release of Work Bench/ OS 4.0, of which there hasn't been any word to speak of at the time.

Editor -Minister of Propaganda: Many things to cover and most of that will be during the party r
One major point of information. Membership cards for the A.C.U.G were presented at the meeting. First time in 25 years that we have an actual membership card for members. These were made by me through Geos/Post Print with a file that I had found on a disk and run in the GeoPub programme.

Deputies: Vixen is trying to put together the scattered pages of printouts. These are from different programmes with print out dox. #30 has finished the maps for Eye of the Beholder. They will be up on the BBS in the future. Plus his article on the work to make these maps for the Amiga users will be in a future Tally Ho!

SysOp: Starting to print out some simple game programmes. These will be used for the lessons on programming and hope to be able to find how to repair the games. Starting on one called Asylum. This will help up for the board and in our computer understanding. More game testing, a start on the online game discussion in the message base. A few files have been tested for UL. Problems are encountered, but being overcome. As we found more bad files, that were good in the past. Hunting for back up copies or replacements. Learned how to move the messages in the msg bases and have cleared out the old msg in the Role Playing Games area. Ready to start the new discussions on the game.

Discussion: Brought up was the part about the Tulip and Ironstone trip. #8 Wildstar brought in a report to present along with some print outs <viewable at the Kibbutz>. Ironstone Partners Ltd has signed an exclusive worldwide license deal for the Commodore 64. Those that are online can read this at the following sites.

<http://www.ironstonepartners.com/newsitem1.html>

http://news.com.com/2100-1042_3-1025814.html <CNET news.com>

Wildstar also brought in a personal reply from Darren Melbourne. In reading the copy, also available at the kibbutz, my personal opinion is that it doesn't say much in either direction. "We should speak in the future when our plans are a little more settled" At this moment we will have to see what will happen to the C- community and if they are going to try to shut us down or not.

25th Anniversary

Turn out was fair. Most of the local members attended, while others had made their statements for another 25 years through the BBS. Traditional food stuffs were a very gross looking cat box cake. The recipe is on the BBS in the general data store in the Tomes & Scrolls node. Made by Lord Alberonn. Loaf of the traditional Challah <braided Jewish > bread, again made by Lord Ronin. New this year were the jello molds. One of a brain and a pair of goulsh hands. Blue Berry and Raspberry flavour. Made for us by Vixen. Only problem was the heat that day sort of melted the jello :-). #30 made for us a large pot of home made potato soup. There was also soda pop and the traditional Fosters for Lord Ronin.

Kinks and the Who as the background music. Discussion on the fear of Tulip closing the C- web sites. What is going to happen to the users groups, C- BBS's, independent software makers and that sort of thing. Demo on the Amiga was more on the Dungeon Master R.P.G. #30 showe some of his mapping work for Eye of the Beholder I, he also showe some of the game an the difficulties in planning an keeping the team alive. <EG>

In the attempt to demo some 64 programmes. Became obvious that there just wasn't the space needed, by having the monitor, 128 flat, 1541, 1581, HD an part of the Okimate-10 printer on a card table. Lord Ronin stated that he will rearrange the area for better work and viewing. Demonstrated the @p,4,7 jiffy dos command in order to print out a small SEQ file.

Photo's and some video tape was shot of the party. Laid back and informative, though fun and enlightening.

Meeting and party closed at approximately 10pm.

Looking forward to another good number of years for our group. May we grow as we learn!!

The Wasteland walk through: part #25

Translated from ascii to PET by #30

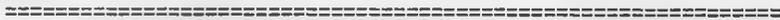
* Disband, leave one Ranger here (not the one with the keys!) all others proceed carefully (Radiation) to room to the east. Use the Nova Key in the small room in Robot Maintenance.

* Disband, leave one Ranger here, all others proceed to room to the south. Use the Pulsar key in the small room in Security Electronics.

* Disband, leave one Ranger here, all others proceed to room to the west. Check the control panel along the south wall first, if you wish, now it's working, all four corners are lit since you "repaired the fail-safe mechanism". Use the Quasar key in the small room in the O.S.H.A. area. The doors to all the small rooms close, press the "spacebar" and use the "V" key (to view) to toggle between the 4 rooms! Just walk on the "cylinders" if necessary. The sequence is: Reactor Core (north-west) "red" Security Electronics (south-east) "yellow" O.S.H.A. (south-west) "green" Robot Maintenance (north-east) "blue" success! Base Cochise is beginning to "self-destruct"!

* Re-group your Rangers and use the new "escape pod" in the wall just north of the entrance to this area. The "escape pod" is a "short-cut", it takes you out through the "computer screen", just north of the escalator on the first level. Just run south, down the escalator, out the main gate, and back into the "desert"! Watch the closing graphics as the Base explodes and read the final messages about your "mission". If necessary, "rest" ("Esc" key) for a while until everyone is healthy. Then "R" (radio) for your special promotions (10 points, not the usual 2) for successfully completing the "mission" and any regular promotions you've earned.

* Okay, one last "secret", I've been able to activate the Base Cochise self-destruct mechanism without the "delay" mechanism and safely escape from the base through the "escape pod". This was done by regrouping the Rangers at the "pod" and leaving in one group. Also, no robots were encountered during the run for the desert. The "delay mechanism" apparently just provides you with an extra margin of safety! That's it! "The game is over"!



If you "recruited" Vax, and want to "continue", use the 10 "experience points" (from the special promotions) for I.Q./skills. Visit any library and acquire the "basic" skills he needs - brawling, knife fight, perception, swim, assault rifle, and maybe smg. Definately

acquire the "gamble" skill since his "Luck" attribute is already a "40" If you want to "finish" killing the characters, there's still Charmaine, the worshipers and guardians at the "Temple" in Vegas (just be careful of the radioactive "dust" from the Rad Angels!)

If you want, first return the "Bloodstaff" to her and finally "play with the equipment" (cooling pump controls) and see what happens to the "reactor core"! Kill the "customers" at the two casinos in Vegas. Check-out the "old fall-out shelter" in the "Wine Cellar" (use a Proton Ax) at Spade's and let "Vax" gamble at Fat Freddie's, see how quickly his skill level improves and how much he can "win" at "roulette"!

Walk around Las Vegas and try to "find" all the "land mines", there's about 30 of them! Kill the "Attack Cops" and the "policeman by the front desk" in the Needles Police Station. Return to Highpool, get any remaining "loot", walk in the "stream" and kill the "juvies" that appear. Finally, kill "Red Ryder" and watch Highpool "dry up"! There will always be more Animals, Outlaws, and Robots at most locations, but none are challenging. You'll see that "Vax" earns his promotions quickly and soon is better than your Rangers. Eventually you'll want to "dismiss" Vax and pick-up the other "recruits" we left behind or "clone" your Rangers again!

* If you should want to "restore" Base Cochise for more fighting, use the helicopter at the Citadel. Just "fly" to Cochise and the location is "restored". The "self-destruct" process will not happen again, so stay and fight as long as you want and collect any "loot" you may have left behind! Several skills have no apparent "special" uses, ie: Acrobat, Sleight of hand, and Forgery.

The Confidence or Bureaucracy skill level may increase at the Court House jail cell entrance, but we didn't want that to happen! Many "items" (the Jewelry, Clay Pots, Books, Maps, Hand Mirrors, and Matches) serve no purpose other than "extra junk" to be carried around and finally just sold for "cash". There's a way to get "super loot" bags by "Gambling" (apparently some sort of "programming" error) - these offer "super" armor and "air rifles" - the game is better without this, but see my "cheat" sheet for details! That's it, all the "dirty little secrets" of the Wasteland Game that come to mind. There may be more, either something that just slipped by or something I may have missed completely. Who knows? Just enjoy!

- Wild Bill

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This is a fun/frustrating game. If it wasn't for this walk through many of us may never have gotten to the end of it. Many thanks to Wild Bill for making the walk through. His efforts are greatly appreciated. ;-)



Delving into Dungeon Master - Part 4 [Lord Ronin from Q-Link]

Now you have been patient with the ramblings up to this point. Time now to really try your patience. Feel that it is fair. Mine is getting that way quickly. <BG>

Since my last words in part #3, I have gained a few levels in the characters and in the Dungeon. Found more chests that I can't carry as it makes me way to overloaded. Just grabbed the things that looked good.

Did find out that you can put water in an empty flask. Found one and gave it a try.

Speaking of flasks. You will have over 10 of them by level 8. Oh don't worry, you will need them. <EG> My set up is at least six as healing potions. These I am now able to create with one character at level 6. The top power level. Keeping a non-regulated test on the hit points returned to the character. Best I can say is that I have seen as much as 60 hit points and more being returned to the character. When this potion is used. The cure poison potion. This one seems to be a work potion. I mean by that statement. That the potion works on poison when I use it. Regardless of the power level that I use in creation of the potion. The potion takes away the poison effect. Even from different critters.

Many times I have mentioned the need for food. Spending time practicing the spells and the weapons. hunting about the dungeon level and becoming lost. This all takes time and that means food and water levels go down.

This happened to me. However this time I knew that while down on level six. There is a food source on level four. That room of screamers. Trudged back to that level. Not an easy task at all even with the map and #30 naviguessing for me. A few wrong turns. Finally made it to the level and then hunting for what the booklet says is an unending collection of screamers.

At this stage each character has a water skin and a chest. All I have in the chests are food stuffs. Well the chests are empty now and I am hunting. Like Elmer Fudd would say. "Be vevy vevy quite. We're hunting scweamahs."

Running about level four. Trying to find that one room behind a grate with two alcoves in it, for screamers. Tension mounts since a couple characters are in the yellow for food needs. One made it to red!

Did I find a screamer right off the bat? No!!!! I found four magenta worms. Spells, weapons and the closest door to bash them. They are also a bit smarter than those mushroom looking screamers. As they will get bashed by a door a couple of times and then retreat behind the door.

Only gained three pieces of worm round from them. Fed the hungriest of the team members. Then continued along. Found more of the worms. Turned them into food. Repeated this process. Made it finally to the screamer room. There I found "nothing". Getting worried at this point. Results to this level are, barely enough to keep the team alive.

Eric Schwartz's Sabrina Online - Episodes 272-275

Sabrina Online by *Eric W. Schwartz* ©2003

"Stresses and strains"



Sabrina Online by *Eric W. Schwartz* ©2003

"Paid informant"



Sabrina Online by *Eric W. Schwartz* ©2003

"The sound of silence"



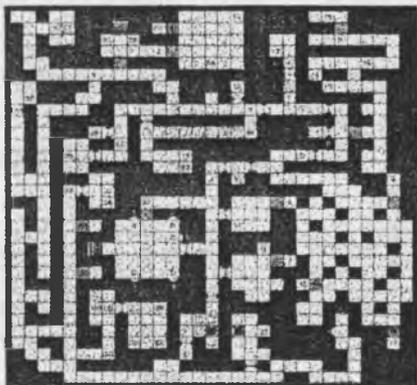
Sabrina Online by *Eric W. Schwartz* ©2003

"Can't cut and paste forever!"



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

LEVEL 6 - THE RIDDLE ROOM



OVERVIEW: Dungeon Level 6 is a challenging level. There are enough mazes to keep you on your toes and enough puzzles and other predicaments to keep you scratching your head and trying to figure out what to do next (Luckily, you have the Dungeon Master Adventurer's Handbook in hand!). First of all, you should be at stairway at the Southwest center of the dungeon as you enter this level. If you're not, go back up to level 5 and head South for the second set of stairs. Your main purpose on Level 6 will be obtaining 5 iron keys. You only need three of these to continue downward, but

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Keeping that in mind and the part about presenting tips for the game. At least in the context of what has semi-worked for me to this point. I shall start on the "fun" of the part where I currently am getting killed.

Long ago in the Dungeon, the team collects a "Ra Key". Sort of looks like a freaky comb. At times I wanted to drop that bugger. But figured you would need it and it wouldn't do much for the weight problem.

On level seven you need this key. Oy do you need the key. Are you ready to be frustrated? Then hang on, you see that key you have been toting for levels. This is needed to open a yellowish field barrier.

This is what I saw in version 2.2. As I know the other disk I played was different in layout of the lower dungeon levels. At the bottom of the steps of level six. You find the hallway. here is that yellowish field barrier. A turn and the steps to level eight. Makes you think for a moment of what to do. naturally you check the wall or a key slot or button. There is a yellow/gold looking one. Fine you have one key left. That being the Ra Key. Why yes it works and the barrier goes down. That is a good feeling. Since this is the level that you believe the staff that is needed to beat the final monster, is located.

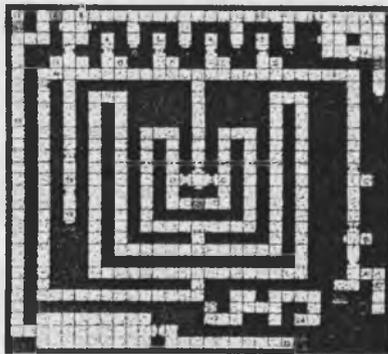
Would you believe that there is not one

Moved around and then found the screamers. Not in the room, but in the hall. Took those down. Then returned to the room. Found four more at the door. Then another four more in an alcove in the room.

No I am not going to waste the electrons here on the 1702 monitor and the magnetic fields on the 41 disk to discuss how and how long it took. I'll just speed things up to state. Took me some time and there were some rock piles in the area as well. End result is a full collection of food in each team members chest and some spare. Keeping the food need in mind. They are also stocked to the gills. Like they ate at my Yiddisher Mothers house. <G> Then back down again.

Vixen has asked me if this is a walk through for the game? No though a bit of tips and experience things are included in this as part of the review feature. Can't make a walk through. <A> I am not that good of a writer or game player. There are too many parameters that can be changed. Characters chosen, keep original or recreate. What level you are at each point with what character. A walk through is just something that I am not able to create or this game.

LEVEL 7 - TOMB OF THE FIRESTAFF



OVERVIEW: Level 7 is an interesting level, and not too complex or dangerous if you proceed with care. That's not in any way you can't get your skull bashed in, but at least you have some control over the situation. You cannot get past the first three doors on this level without proceeding through at least Level 12, where you'll find the last of the keys you'll need to enter Level 7. You can travel most of the corridors and passageways without worrying about being attacked. (You will, however, need to make a decision about which door to open with the Turquoise Key found in the Northeast corner of this level. You can only open one of the doors, so choose wisely.)

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but at least two more of those barriers? Yes they all need Ra Keys. Where in the 999th layer of the hells reserved for windrones, did they put the key and how did you miss it?

Don't bother going back up and searching for the other Ra Keys. They are below you. IIRC from the notes there is one on level eight. Then the other is on either nine or ten. Nope as of this writing, I haven't collected the second key.

Time to open the first barrier. Then with resolve and just a little bit of fear. You go down the stairs to level eight. Might I suggest though at this time you save the frelling game?

Welcome to level eight. We have a map of the level in the adventure book. The first room is about 80% of this entire level. Oh don't worry about finding the way to level nine. I found it the easy way. Fell through one of the many pit traps.

Oh why did I fall through the pit trap? Trying to avoid and fight the frelling monsters. Mummies are easy. A third stage fireball and they go away. The giggler is a pain, he is small makes a horrible giggling noise and takes a bit to kill. You must use the ones on the same side of the screen that he pops upon, or you miss. But you knew that lesson by now? <I was panicking and didn't>

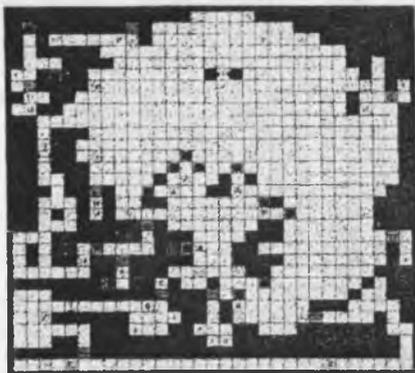
Ghosts, or what ever they are called in the game. These are the problem. Oh on a prior level you battled a couple of them in different places. Well guess what chummer. Now you can have four of them at once on you, and all around you. You have that immaterial spell [harm non-material] to blow them away. Tip here, don't use high powered spell level. I did and ran out fast. Then tried a second stage power spell and it worked.

What makes this room and these monsters so tough? OK fair question. They trough some sort of energy ball at you. They are all over the place and can see farther than you can. Or so it seems. These balls of a yellowish with a tincture of red, fly around. The source is not seen all of the time. My personal thoughts on this for a reason. Consider first that I am trying to stay alive. Over weight on the team. Getting nailed by things that I can't fight against. Since I don't see them. Setting up spells for ghosts and finding mummies, and the reverse. Oh yeah did I mention that I am frelling lost?

Take all of that at once and perhaps my idea of why the spell balls are coming out of nowhere might make sense. As a freaked and panicking player is trying to maintain the party. As well as get the funt out of the area. There is one other thing that I forgot to mention above. Teleporters.

Oh I haven't a clew as to where they take you. Some go short distances. I think that the balls also go into the teleporters and fly out at you. These spell balls from the ghosts. As I was nailed by one that came out of a teleporter. Of which the other side had no monster but a blank wall of the dungeon. This is the point that I am at now.

LEVEL 8 - DES (THE VOID)



OVERVIEW: *Dungeon Level 8 is not overly difficult, but you will have to contend with a new class of monster - Ghosts. They haunt a large open area that is as empty as a desert. There is only one treasure in this void but it is one you'll need later. There are lots of walls, pits and secret walls which make things confusing, not to mention some unexplained fireballs that appear out of nowhere to hit the party. Food and water will be at a premium since there is none to be found on this level. There's not a lot of treasure on Level 8, but what's here is worth finding as you'll find several FUL bombs and new weapons to improve your party's chances down the line.*

Another tip for you to possibly use in your own tactics. As soon as you see a character that is in the yellow in regards to his status for load carry. Give his some food. This might be all that is needed. If not, then at the first spot to hold up for practice. Give him a sword or a club. Let him swing and bash it for a while. Gain a fighter level and see how far the strength goes up. I didn't try this out at the start. My two back row spell casters are the slowest. This means that they are not as fast in fighting and spell slinging as they could be for the team. You could of course also make some strength, dexterity and stamina potions. Just remember that AFAIK from the few I have used. The effects are temporary.

Lord Ronin's additive: There are some differences in the versions between platforms for the game WASTELAND. Players may want to sign up for the mail list <assuming that you have Inet ability> "wasteland@yahoogroups.com" There you can meet and discuss the game in various forms with other players, including Ranger Wild Bill. What game information will be next month?

Lord Ronins Ramblings

Quite a few things to talk about this issue. I hope that I am able to highlight the area discussion titles for your easy read.

GEOS

This is the most recent thing that I have read about from both the comp.sys.cbm list and from the homestead list. Breadbox has gotten the rights for Geos. There is some discussion on the lists as to what this means for the users of Geos 64/128. Especially in regards to Maurice Randalls Wheels and Wave. So far in reading the online information and the comments from other Geos and C- users. Looks like it only covers Geos for the heretic system and some sort of palm thing. Best I have at the time of writing is the e-mail addy of the man to ask the questions. frank@breadbox.com I have written but at this time not received anything back from him or the company.

St. Louis Users Group

Recently in an envelope I received two sheets of paper. What looks like the last two issues of the news letter from the St. Louis Users Group. After around 25 years, they are deciding to close the club. Low membership and attendance to the meetings. Sad to see another group close :-)

IronStone & Tulip

After a lot of hot flack on the different lists in the last month. Which is reported in the meeting notes, along with the website addies. There is now little to no discussion on the lists about the Tulip C- copyright and website portal situation. None of my letters have received any replies from Tulip or Ironstone. Guess we aren't that important on their hit list after all.

Disks from M.A.C.U.G.

Marty wrote in their newsletter that they have a collection of disks in factory boxes if we wish them. T we do and I have sent three e-mail messages to the addy given. Each one was returned as timed out, unable to deliver. I don't know what is happening, but yes Marty we do want those 22 boxes of disks for our gro

The Village BBS

Time to make a sad statement. For a time, short we hope. The Village BBS is off line. No nothing wrong with the equipment. Computer works fine, so does the SCPU and the HD with the modem. The problem is that I spent my money on the shop. The phone company would have rather had me pay them instead. Showed their dissatisfaction by disconnecting the phone line. Money has been sent to them and we hope to have the line back up and the BBS online again. Letters will be sent to Village members explaining the situation, once the board is back up again. Real Bummer man!!

QWKRR 5.10

Rod has helped me tremendously in the set up of this tool. I have learned how to make and use to a minor degree the Macro file. Makes the little signature that I can put at the end of the msg. Though this is a small problem with the need to put in several lines. Yet a couple keystrokes to install an entire line is better than manually typing in the entire three lines <currently> for the signature.

Tag lines are another matter. I have learned how to use them, select the one that I want and to move from one set of 10 to another set of 10. Even how to make a new set of 10 tag lines. I was wondering why they are so short. Not even the full 78 characters across. Finally read a msg in my lists that was from me. There are some spacer type characters in the front of the tagline.

Grabbing is one of two types of saving the file - message that you have on screen. I have been using that one to grab bits of mail. This creates a file with the date of the first time you grab a msg. Problem with this is that you do need to remember to rename the file to something else. Or you will end up with a file with a date a week old that has 945 blocks to it, yeah I did that and have to do some editing. I was hoping that I could look at these saved message files and edit them in ZED. That idea has failed. No matter what type of translation or even no translation. When I load up one of the files. They still look the same, upper case is in lower case, while lower case is in C- graphics. Figure that I will copy from the save disk the files. Then name them again message.dat and then I should be able to read them in QWKRR and edit them that way. Perhaps then saving or printing the edited version. I did find that the Opra printer will print the ascii files. Mainly this was found by accident.

Looks also like I found the problem of why I couldn't post to the comp.sys.cbm, alt.c64, fido, fido i28 and fido Geos. My signature file at VCS was too large in the amount of lines. I did a reduction of the lines to find out if that was the case and a msg was posted finally. I need to now find the exact number of lines for the signature and then create a new one that won't conflict or duplicate the macro lines that I have made.

Nice to be able to go directly to my personal mail and reply to them, then they can be zipped and sent off, without bugging up the rest of the mail. There is a twit and a vip option that I am experimenting with right now, nothing etched in stone. Reading options are the different fido, news groups, personal, twit, vip, email, and of course "all". Takes time to learn how to become familiar with the parts of this prg. My feelings are that it is a blessing, being able to do the mail and read the lists on my time frame. Not trying to cram online reading time into the lag infested lnct. In fact I am now looking at some lists that I had been deleting in the past. As there wasn't that much time to read them online.

OnLine Rows

Don't know if this has happened to you in the past. Just recently it happened to me. On a couple of lists regarding games. I had to inform the others that I am not running a wintel thing. These files and stuff they want to exchange, post and all that rot will not work for me. I didn't expect a flame war. But that is what happened. There are people out there that don't know the C- symbol or PET or anything about the Commodore pc. Yet they expect you to know all about what they are using. Yeah I got a bit hurt on the lists. Never thought that the attitude would be that way, blatant discrimination and out and out hatred that don't use wintel. In fact one list member actually stated that in all of his Role Playing Games. Bill Gates is worshipped as a god. No this wasn't in jest, as another list member called him on that point. Makes me wonder if I am now violating a set of secret laws under some variant of the patriot act. Since I must not be anything but a terrorist, because I don't use or will use the heretic system.

Geos files

Recently I read that there is some sort of activity being planned to re-make some sort of Q-Link style thing. Sorry but I only caught the tail end of a question in the thread about this new idea. Enough to understand that things have already started on the project. Came to me that I don't use a lot of gfx in the newsletter. Couple that with the Q-Link interest. I decided to insert a couple girl art pictures this issue that are I believe from Q-Link and are GeoPaint. They are also on the BBS for DL.

Next issue

I hope to have some of the photos ready to print from the party. Just didn't have the funds this time around. Nor the time if I had the funds. :-)

Shop Stuff

Mercenaries Spies & Private Eyes

R.P.G. Three sets one with special sale of around \$40 of supplements included for the cost of the game and \$10 more!

New line of Miniature figures. Characters as well as monsters.

Tome of Horrors. 1st ed AD&D monsters written for 3rd Ed.

Talisanta 4th edition

New dice in treasure chests. New line of colours. No price change :-)



Found on a disk of
saved Q-Link files
of GeoPaint Art.

Info Box says it is
converted from
MacPaint by
MacAttack.

*Original Date states
8/22/88. From the info
box in the file.*



Found on a save disk of GeoPaint files. Originally from Q-Link. States that it is converted with MacAttack from a MacPaint file.

Original Date states it is from 08/22/88 in the information box for the file.

A.C.U.G. #447
623 29th St.
Astoria Ore
97103

