

Handy Scanner Image of
the Penny Farthing for the
Village BBS



The Village Green

A.C.U.G. Officers

Chancellor: <Sense> David O.E. Mohr

Treasurer: Gary L. Dupuy (BBS ID #5)

Commodore Librarian: Imperial Warlord (BBS ID #2)

Amiga Librarian: Lord Alberonn I (BBS ID #4)

Scribe/SysOp: Lord Ronin from Q-Link (BBS ID #1)

Deputy Officers: #30 hardcopy and files C:/Amiga. #3, #23 files and BBS. #16 Emulator Rep.

A.C.U.G. Policy

A group of dedicated users of the both the C- 8bit and the Amiga lines of PCs. Attempting to preserve the items in both hard and soft form for our PC choice. We also promote these PCs to others as the viable way to go in computing. Though we collect books, magazines, software and hardware for our group. We do not promote what we term as piracy. That being the distribution for free or a cost of any item that is currently supported for the C- or Amiga PC. Beginners wanting to learn all there is for our system.

Next Meeting

7pm the 18th of September 2003ce. Held at the GHQ, Mohr Realities Games 623 29th St. Astoria Oregon. Smokers, visitors and demos welcome.

Contact Information

Snail Mail: A.C.U.G. #447 623 29th Street Astoria Oregon 97103

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

Voice/machine: 503-325-1896

BBS: 503-325-2905

Your Community Needs You

(logo from "The Prisoner")

Meeting Notes from 21/Aug/2003cc

Open: 7:00pm

Newsletter: Approved, some notes for Editor Section

Chancellor: Because of finances. The BBS phone line was disconnected. Meaning that the board was done for several weeks. As of meeting time. The BBS had been up again for a few hours. More from Lord Ronin.

Bummer is that the video of the 24th and the 25 anniversary party was accidentally recorded over for the majority of the tape. :-)

According to Frank at Breadbox, the new owners of the Geos line. The C- part is not effected by this buy, not much was in the e-mail msg sent to us. Just the fact that there won't be any problem with the C-line of Geos including the Wheels/Wave parts.

#8 Wildstar on the BBS. In aide to the BBS and the Users Group. Donated a new fan for the 128D that runs the BBS. As the one used for the last 6 years has started to fail. As of the meeting the fan had only recently arrived and not been installed.

Treasurer: Holding at \$6

Commodore Librarian: Two sides of small games that we found in the file testing. Including one from CBM. Written in basic and good to look at for some information. Some adventure games and RPG types and an interesting but tough space combat simulator. Open to requests for next month.

Amiga Librarian: Unable to make a report. As Lord Alberonn's A4000 Power Tower is now without the fan/power supply. New one to be ordered at the first of the month. Hope to have information in the Tally Ho! section for the newsletter.

Editor/SysOp: Forgot in the rush and difficulties of the time, to mention the assigned deputy officers in the last issue. Made certain that the information was not forgotten this issue. The deputies do a lot of unsung work for the group. There was some cut off in the text in the last issue. I'm learning how to space the font when using the Village font. Can't see it and it is just a little wider than the Times Roman I am using for the visuals. Got the word from Marty about what was wrong with their address. I was placing the Zip code in the wrong location. Guess the machines are not as smart as people.

The Village BBS is back up again. Simply put, I used bill money for the shop and fell behind on things. Tried to keep things going, expecting sales at the shop. Those expected sales didn't happen with the curre

economy. Redirected funds, and was able to have the phone back on again. Same number as before. Have to thank Lord Alberonn for the use of his phone line. As that was the only way I could connect to the Inet.

While the board was down, many of the local members came by the kibbutz to play games and do the PBEM. While a couple of the L.D. callers sent game turn information in by voice or snail mail. Things were happening with the board even though it was off line. Around another 20 files were uploaded. Most in the Arcade games Data Store. We are finding more that are going into the Strategy & Tactics Data Store. A long process to open test, review, compress, open again and retest. We know though that the files when put on the BBS are working.

As I am now on comp.sys.cbm, alt.c64 and the Fido C- related lists. Been gaining more information. One of the things I have recently heard about, is the XgamesSystem. I know very little about it, save that it is some sort of new C- #8 Wildstar has volunteered to look into this new thing.

Met a man that ran a Centipede BBS. Who is looking in his collection of C- items for a copy of Computer Eyes. If he still has one. Then he is sending it to me. My fingers are crossed. As I have the tool to convert this art style to GeoPaint. Be great to add more things to our GeoPaint art collection. As well as for the Newsletter.

Received from another man on a mail list. After a bit of a flame war regarding computer platforms. A book, this is the "Gold Mine" book. Collection of tips for C- games. Some of these may end up on the BBS in the Tomes and Scrolls section.

SysOp of the Centipede BBS Ice, has been lending a hand. Received many files for operation from him. Have to look them over and make a report to him and the group.

When the fan on the 128D went out, I mentioned that on the comp.sys.cbm list. Was nice to see all the replies about what to use and how to connect the fan. That should be up and running in a while for us.

A couple of things showed up on the list. Regarding some file testing. Sent an OK for us to try it out, but as of meeting time. Hadn't heard a thing back. Reminds me that Paul Panks, the man that wrote the text adventure games that we used earlier this year for a disk, said he would work on a Basic tutorial for us. Hope that comes through. Be a good help for our new lessons. Which will start after the meeting night. Starting on the Mars game in the Golden Flutes and Great Escape book. The plan is to discuss the steps that the author shows in the lessons on writing the text adventure. Should have more on that in the Ramblings section.

Scene World #8 was released. Though they sent me a copy as attached e-mail. As at least one of my writings is in that issue. I'll have to go to the web site and grab it from there, simply because it is a double sided issue. There were two .D64 files in the e-mail. QWKRR only handles one per message. The file is in the e-mail as a base64 encoded file. A minor inconvenience for me in comparison to the convenience of the Off Line Reader.

Deputies: #30 seems to have mislaid on the 2000HD the article he was doing on making the map for the Eye of the Beholder game. Sometimes it shows up and other times it is missing. Been working with Lord Ronin and the review of the Dungeon Master game. Working as naviguessor with the hints and t map. A very large help in expidieting the game.

#16 has not checked in for a couple of months. Being in Iraq may be the problem for communications. Lord Ronin sent an e-mail to his addy. But it was returned as no such account/user unknown.

#4 still working on papers for the group. Printing out some dox. Trying to translate Lord Ronin's penmanship <G>. Slowly building up the paper files of dox for the group.

Demo's: Another level of the Dungeon Master game and how it is being reviewed. Play on the Amiga and then write the information on the Commodore. <BG> Showed some of the games from the August Penny Farthing. Showing some of the commands that were found during the testing and selection proces. Gave a short presentation of a double sided game called FAX. Trained though it may be, still needs sor dox or some form of instructional information.

Discussion: Selling some of the game items and the C- items in the shop on eBay. Using the camera and GeoDos for bringing the images for use for #4. Who can put the items on the auction. Discussed up coming disks for the future months. Lord Ronin was reminded about the dox disk and the recipe disk.

Close: 8:30pm

Wasteland Advice

By #30

I figured that I might as well try to add a bit of help in understanding how skills can be raised. This isn't exactly an easy task most of the time. Usually a skill will increase by merely walking onto a hill or into specific area like the river. It is possible that your skills can earn a promotion for your characters. I'll try to offer as much advice on how to get your skills to increase although the increase in skills at times is unpredictable.

If you want your characters to have a high level in swimming, the easiest way to go about that is by trying to drown the characters in the river. This is done by walking into it on purpose. The rate increase in levels for this tactic is very slow, although it allows your characters to get their first four or five promotions rather quickly. Make sure all of your characters have the swim skill or you can end up with a dead ranger. :-)

Fighting skills usually increase merely by fighting in a particular mannerism. For example if you wish to increase the characters skill level in knife fighting, than fight the enemy using only the characters knife. There is an added catch to this tactic though. You must also bump into an

enemy that you have trouble damaging. This makes the level increase for that skill more likely to occur, and much more rapidly as well. Wild Bill who wrote the walk through I translated into pet-ascii also mentions this fact in the walk through. How ever he knows a bit more on raising skill levels than I do I'm sure. After all he wrote the walk through. ;-)

Keep in mind though that just because you can raise your skill levels, it doesn't mean it will be quick or easy to do so. In fact count on it being almost long and drawn out. You may even get frustrated enough to quit, but hang in there, if it was quick and easy do you really think you like the game as much? By the way, try walking around in the swimming pool at the stagecoach inn in quartz. It's rare but sometimes you can get your swimming skill to go up a level that way, although the odds are much better trying to intetmionally drown yourself in the river. Perception is difficult to raise as there are only 2 places to do so as far as I know. Both are mentioned in the walk through by Wild Bill.

Lock pick and safe crack must be used in order to raise their levels. One way to raise your level in safe crack is to find Ugly's safe in his hideout in quartz. Sure you can just type in 11-16-27 exactly as shown which will open the safe, but than you won't raise your safe crack skill a level. Instead type "O" repeatedly untill the safe opens. Doing this may or may not increase the level of the safe crack skill, but the other way to open the safe definitely won't. To raise your lock pick skill you must find locked doors and use the skill n them in an attempt to unlock them. Eventually the skill level will increase.

Climb and acrobat can be increased by finding one of the three hills in needles with shifting sand, although you must have at least one character, usually an NPC without the climb skill to keep the characters from being able to cross the hill. The medic skill is increased easiest by transferring the canteen of one of the NPC's (non-player character) to a PC (player character) while in an area f the desert that gives a message like it's very HOT!. After awhileany characters without a canteen take damage from the heat. At first try to heal the wounded before they reach critical status as the medical skill only covers serious untill it reaches 3rd or 4th level. After 5th level you than have to start letting your victim to advance to critical so that you can raise your medical skill to level 6. Shortly after that you may need to start trying to cure your victim after letting them reach mortal or comatose. Although once they reach comatose, you must heal them quickly or they will die. My advice is to have 2 or 3 victims and allow them to reach mortal. With 2 victims at mortal you will have your hands full trying to keep them from getting worse. Although you character will rake in XP towards their next promotion as well. The more victims you work on the more likely you are to raise your medic skill.

Unfortunately that is all I know about at this point in time. How ever I plan to learn how to raise more of the skills as quickly as I can. Than I'll write up the information and pass it along to provide as much help as I can so that the wasteland game is fun and enjoyable without forcing you to rip out your hair while trying to figure out how to raise your skill levels. <VBESG>

TALLY HO!

Sorry but there is no Amiga pull out for this issue. As of the writing time for the C- part of the issue. The Power Supply/fan unit has not arrived. Making it impossible for Lord Alberonn to use the Amiga to look for information. This should be rectified by the next issue of our Newsletter.

Lord Robin's Rambling

A few things to mention in this section. Going to Ramble about them a bit. Besides testing some hidden key features. {} \

Most of the regular callers have jacked into the BBS again. We have made a flyer and been slowly sending it out those deckers that left a mailing address in the application form. Some don't have an address, as their accounts were transferred over from the old Vacuum Tube BBS to the new Village BBS. Flyer explains what happened and the fact that we are back on line again.

By the time this is in your hands. I'll have another 20 plus files that I tested and made ready for the Up Loading to the BBS. Right now I have adjusted the file selection testing. Just grabbing from one of the partitions, in alphabetical order on the partition. Testing these files, then cataloguing them as working or not. Those that work are reviewed. Then compressed, generally in PKZIP.C64 sometimes these are .D64 as well. Though I admit that some files are weird track and sector. Aren't recognised as a 1541 disk. These we have to make into a 4 pack and then we use the zip tool for compression into one file. A files are then reopened to make certain that they still work. This is done in the shop during my work shifts. When there isn't anyone there, like a customer or a group member. At times I can do 3 of the files per day. Some files that are multi part. Like 2-4 disk sides. These may take a couple of days. Many of them are LZH files, but that file is a 4 pack zip. Have to open up the LZH, then the 4 pack. Take a bit of time.

Met a man on the lists. He works upon 1541,1571, 1581 disk drives. I have a few that need some alignment work done. We are talking about the cost and a trade for a game that I have he wishes. The details haven't been worked out as of yet. I'll let you know more as things develop. One thing I can state is that Raj will replace that chip in the 81 with the newer chip. Just can't remember the number for the chip.

Shadowland

Some of the things that struck my notice on the different lists that I am on for the Commodore.

From the Homestead list. There is this virus thing going around. W32/Sobig-F. One of the list members looked at the header and stated that it came from 63.164.145.161. Stated that this appears to be through sprintlink.

Gaelyne reported that the tools at VCSWEB.COM mail service is working overtime. In the first 48 hours over 1,000 of this virus message stopped. Each at least 100k. This is a big expense in data charges for Videocam.

My personal observation on this virus stuff. Glad that I only use a Commodore PC for my work. The virus doesn't directly effect me. On the other hand. The fact that it is costing my e-mail account extra money in the data charges is going to effect me in the possible raise in cost. As it costs them more to deal with the influx of this mail. They have to pay for what goes to their system. Even if it is deleted for spam or being a virus. Adds to what I have heard about spam and other things that will kill the Inet.

Over at comp.sys.cbm I learned a command for loading. One that I never knew before. Started out with a man that wanted to know what the difference was for the loading. As it looked different on his SX-64. I missed the start of the thread. LOAD"*,8. This will load the first file on the disk. Also will gain access to the disk even if the last file load failed. While LOAD"*,8 will load the last file loaded.

[HTTP://marketplace.vintage.org](http://marketplace.vintage.org). Was just announced in late August that it is now open. A buy & sell for vintage computers. They have inventory and search tools. Can do fixed price, auctions and even trade.

I want to look into this one for the shop and my own personal collection. Will try to review it in a future issue of The Village Green.

Read a long piece about the Retro Reply, Ethernet cart and contiki on the above list. Adam Dunkels has been sending versions of Contiki that will support the Retro Reply. On a stock 64 in the tests, the speed appears as if it is about 600 baud. Adding the SCPU adjusted with the flash moe and R.R. jumper. Browsing is real easy. The man that sent me the information picked up his beta version at an Amiwest

On the same topic. A rumour is going around. I say rumour as I haven't seen a final word from Jens or Adam on the subject. That being a marketing of the carts and the Contiki programme for Commodore users to log on with Ethernet.

Found on alt.c64 [HTTP://www.edmc.net/cue](http://www.edmc.net/cue) Click on the geoPublish tutorial Link. Bruce Thomas has been working on the tutorial for GeoPublish. Part of this I can add is being serialized in the Commodore Mailink that I edit for the MTTM group. Good information for the beginner or the experienced user.

Back to comp.sys.cbm [HTTP://www.portcommodore.com/commodore/files/64files.html](http://www.portcommodore.com/commodore/files/64files.html) There is a collection of files here, that I did a data steal upon. I was looking for one tool that was discussed on the list. Yellow Pages, as a directory editor. The author of the site posted that he had the file and which one it was on in the collection of .D64 disks. I have grabbed all of them. But at the time of the writing I haven't looked at them. Believe that they will be upcoming Penny Farthing disks.

[HTTP://www.warzonebbs.com](http://www.warzonebbs.com). There is a long story with a lot of tech words that I missed. However

that isn't the important part at this moment. What is important is that if you run this addy. You will be connected to The Warpzone BBS. OK nothing important about connecting to a BBS through the Inet. I do that to two of them in order to play Usurper. Those two are on a windrone telnet system. Yes I go there with my Commodore through Wave. No, what is important is that this is an IMAGE BBS run on a Commodore 64.

I have been there once so far. Made an account. Posted a few messages and listed the Village BBS in the lister. So if you go there, you can find Lord Ronin listed on that BBS. I had some problems with the board. This is probably because I don't know how to navigate and use the commands on that BBS. My biggest problem was the messages scrolling and not being able to stop the scroll to read them. Did see some familiar names on the board.

Now for the Amiga users that feel left out since there is no Sabrina OnLine this month. <G> Some good news. I had heard a rumour about OS 4.0 being at the last AmiWest show. I asked on the list. Rober Bernardo confirmed that he saw OS 4.0 running on slow speed. Explaining that was for any bugs to be discovered. Later in the show he did see OS 4.0 running at full speed. I haven't heard anything about a release date. That is something that Lord Alberonn will discover on the Inet when his system is back on line

[HTTP://www.petscii.com](http://www.petscii.com). Just got this addy before writing the issue. According to the author that set this to me. This is his site and where one can read the development of the C- BBS telnet/inet prg and the current status. If it is possible, perhaps this is something to discuss for The Village? Or perhaps a new BBS that is just set up for the Inet?

[HTTP://commodore.thebbs.org](http://commodore.thebbs.org). This is Land Over Amiga BBS. I have only set up an account. Not as yet been able to log onto the system. Billed as the oldest BBS in Australia. Having Amiga and Commodore files. What I can say is that I wrote to the SysOp on the list that there was a problem. He responded quickly asking me for what happened and details.

More Ramblings

Had to split this up a bit. <G> Wrote some articles for Earl at Infinite Loop. Have some more for him in the future. Might even enter the art contest. Have some ideas for that one.

Last month I ran out of ink in the Opra-40 printer. An ad has been running in the end of any yahoogroups or yahoo mail message. This is for a place called Myinks.com. I looked there a couple of times. Finally gained enough bravery, or was that beer that night? In order to try to make an order. Skipping ahead a bit, before the complaint part. Three working days after the order was placed. A box appeared in the post. Inside were two refill kits. Each one containing the ink and material for two refills. In short that is four refills. My cost including shipping. Just under \$25. To buy at Costco four new ink carts would run me close to \$120.

Now the complaint part. Everything was going fine. I found what I wanted. Read the information on the refill kit. This being a test, I went for the simplest option. Then I went to complete the order. Name, addy that sort of thing. Confirm all that and then submit the order. Ah there is the rub. I couldn't submit the order. Spent a lot of time on that! Turns out that the button that is needed for submitting is not useable in a text browser. Lord Alberonn tired of my ranting and wasting game time, as the group was waiting for the nightly game session. While I was trying to do the order. Quickly fired up the Amiga, the one with out the fan unit. Where he went to the site. That is how we know what was the problem. He completed the order, while I wrote a scathing letter in their feedback. Didn't see a reply to that msg. Wasn't really expecting one either.

Short of it all. They do have the ink we need. At good prices. But if you are using a text browser. You will not be able to make the order. Untill something is fixed.

Wildstar <BBS ID #8> has renewed his membership. Since he is also a member of the UCUGA group. I asked him to give us reports on what is happening in that newsletter.

Programming class has started again. After a period of down time for many reasons and other projects. We have left for now the second volume of CBM's "Introduction to Basic". Instead of the rather dry and not that much of interest to us in the examples for programme information. We have gone now to the book Golden Flutes and Great Escapes. I have almost completed the first type in part. This book explains much on how things work. You the typist puts in some lines. These are explained a bit, later on other lines are installed. Then more is explained.

First chapters tell about the fun of a text adventure. I'll have to disagree as I can never figure out what words to use and if I do how to use them in a text game. Others may find it easy and simple. I find them well, to be frustrating.

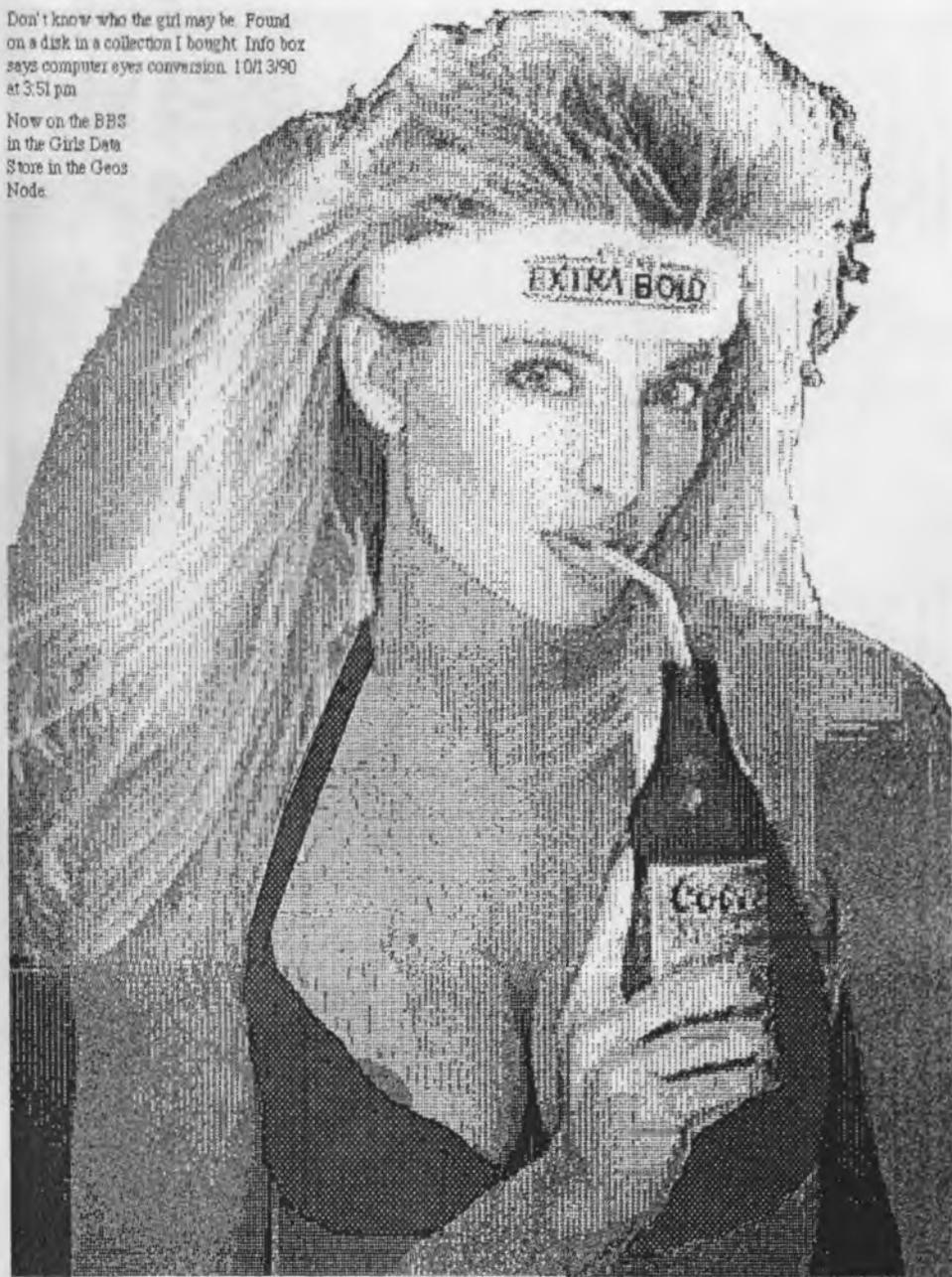
One of the first things that is typed into the game is the DIM parts. This is something that is now making a bit of sense. Since we can see the use of it in something that we relate to in our interests. There are many things that are now starting to gel in our minds. As time progresses I will be able to explain more and review this book in the future. All I can tell you now is that it is a big help in understanding programming.

Though you won't know it for months to come. I am almost finished with the review of the Dungeon Master game on the Amiga. Be about 12-14 parts to this one. What I will tell you now about the game at the end battle. Frelling tough! Only the Chaos Lord to take out. Hey you have the tool to do it with, the adventure book tells you the plan to take him out and what to use for the job. Just that you can die in a couple of hits. Oh yeah, there are some demons running around that can do up to 200 points of damage. They use big fire balls. Then the black elemental pools. They can hurt you as well.

I haven't taken out the Chaos Lord at this time. There is one other stage after this one. You can go all the way back to the main door. There you are to meet some one. The manual intimates that it may be hard to make it back to that 1st level. Even though you have technically beaten/won the game.

Don't know who the girl may be. Found
on a disk in a collection I bought. Info box
says computer eyes conversation. 10/1 3/90
at 3:51 pm

Now on the BBS
in the Girls Data
Store in the Geos
Node.



A.C.U.G. #447
623 29th Street
Astoria Oregon
97103



83547+2407



The Voice of the A.C.U.G.

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