

The Village Green

A Dialogue in Two Parts

- Where am I?
In The Village.
- What do you want?
Information.
- Whose side are you on?
That would be telling.

We want information.
Information!
Information!!

- You won't get it.
By hook or by crook, we will.

- Who are you?
The new number two.
- Who is number one?
You are number six.
- I am not a number; I am a free man!
Hahahahaaa!!!!



Officers of the A.C.U.G.

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Gary L. Dupuy (ID #5)

C- Librarian: Imperial Warlord (ID #2)

Amiga Librarian: Mark E. Reed (ID #4)

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

Deputies: #30 - C- & Amiga files. #3 - BBS files & hardcopy. #23 - BBS online games
& general. #16 - C- & Amiga Emulation

A.C.U.G.

Founded in 1978 as a PET group. The current membership are interested in the use, understanding and preservation of the Commodore 8bit and Amiga Personal Computer platforms. For many these are the primary computers used.

In order to do this, we collect hardware, software and hardcopy. Operate a BBS and hold regular meetings, both the monthly business and weekly s.l.g.s and get togethers. All of this is open to the members. While the BBS is open to all.

Membership is open to all. Users of the C- and the Amiga and those that use Emulators. Fee is \$18 USD per year. This gives access to the items at the shop for members. The libraries, no credit cost on the BBS and a large amount of time on the BBS. As well as the monthly newsletter "The Village Green". There is a monthly 1541 disk that is an additional 75 cents. Amiga disks by request.

Next Meeting and Contact Information: 7:00pm on the 18th of December in Mohr Realities games. 623 29th st. Astoria Oregon 97103. Smokers, demos, and visitors welcome.

Snail Mail: 623 29th St. Astoria Ore. 97103

Voice/Machine: 503-325-1896 BBS: 503-325-2905 Inet: lordronin@videocam.net.au
lordronin@sceneworld64.de lordronin@pol-c64.de alberonn@harborside.com

Notes from meeting 20/Nov/03ce

Open: 7:00pm

Newsletter: Approved with some error notes.

Chancellor Report: Sensei stated that the majority of the officers are con-fried. Coming down from the OryCon-25, the weekend before the meeting.

Went over the November issue of The Village Green. Good comments on the cover. Where Lord Ronin had made a GeoPaint page of clip art. This clip art was scanned with his Handy Scanner and then converted to GeoPaint photo album scraps through the prg called Handy Import.

Lord Ronin agreed that more work should be done with the Handy Scanner and GoDot. Since the images can be converted to other formats through GoDot from the raw scan. Also the raw scan can be adjusted through the scanner programme.

Group enjoyed the listing of the BBS lists. A nice change of effec for the newsletter. L.R. explained that it is much easier now to insert Inet E-Mail information. He detailed the way the mail is saved in standard PET. From the ascii text. Done through the QWKRR off line reader. This is then converted to GeoWrite 2.1 with Wrong is Write 8.1. Margins, paragraphs and fonts are then installed.

Previously, he added, the straight Inet E-mail, was converted with Wrong is Write 8.1. BUT!! the text would be run on. No paragraphs and no spaces between many words and sentences. This new way allows more Inet data to be placed in the newsletter.

Problems are on page #5. The framed box around the title of that section missed a few letters. L.R. explained that was caused by the use of the imported font. Slightly different spacing. Also he didn't see all of the title in the 40c GeoPublish. The issue was rushed in one day.

Second problem is on page #8. Where the text goes over the page footer. L.R. isn't 100% certain why. Suspects that he was stressed and in a hurry to bring out the issue. Most likely he made that page to large. He apologised to the group. Who told him that it isn't that great of a problem.

#30 brought up the fact that he found, in a search of the back issues. Wasteland Walkthrough part #9 had not been printed. Since he did all the work on the translation and serializing the 25 parts. Even he didn't catch it at the time. L.R. said that he would put that part in when #30 can submit the remade section.

Only one newsletter this month. Theone from M.A.C.U.G. Noted that we didn't receive one for October. Marty noted that we were heavy with the games and that we did make mention of

the disks that he sent to us. Can always use disks. He also mentioned the Portland demo show. That we hope to be going to this December. Weather right now may prevent that trip.

Treasurer: \$6

section.

Commodore Librarian: Despite the short time. Returning from the convention and recovery period. Lord Ronin and Imperial Warlord were able to put a disk together by meeting time.

Disk was shown at the demo part. The files are from the disks that Lord Sagan gifted to Lord Ronin at the convention. Lord Sagan was the C-64 SysOp for the Twisted Sky BBS. A two sided collection of arcade games. Assorted tools and utilities from these disks will be released in the future. Along with at least one containing 128 programmes.

Amiga Librarian: Nothing new on OS 4.0. Lord Alberonn confessed that he was still "con-fried". Hadn't recovered enough to look for more information. "Nothing major right now. Waiting for funds so I can get what is needed for high speed inet account access on the Amiga." He added that this would also help with the C- going on DSL.

Editor/SysOp: Good and Bad news. Let's get the bad news out of the way first. The 128DCR died this morning. <Thursday 20/Nov/03ce> Sometime between 1:30am and 10:00am. I went into the computer room. Saw a black screen. FD activity light on, same for the H.D. Also the activity light on the 1571 in the 128DCR. Reset the computer, the SCPU, BTW: that wasn't showing the red light. Turned off all power. Checked the caps lock and 40/80 keys. Each time it was powered up, the same result. No idea as to the problem. The fan is on, so I suspect that the problem is past the power supply

Thanks go to Lord Alberonn. Who loaned his 128 flat <64K vdc> from the shop to the BBS/Geos section. That is how the inet E-Mail went out today and how we have labels and sleeves for the disk. Plus it is now running the BBS. Till I can repair or replace the 128D.

Now for good news. Lord Sagan had a car full of C- items that he had to reliquish. More than we had space for in the little car. The one that carried the four of us. Room camp gear and the stock for sale. <Side note, sold enough to save the shop, BBS phone and the lights>

Was quite worried that I would have to toss items. Till I met a past member of the A.C.U.G. Thought that he had dropped out of the C- world. When his membership lapsed. No he has been collecting. Even has a SCPU with 4 megs. I gave him over half of the items. So he now has a 40/80c monitor, 14.4 modem, swiftlink and software that was of interest to him. He rejoined the A.C.U.G. though I am waiting for his address.

I kept some well used books. Lt. Kernal items, and software. Still had to sit in the car for over 100 miles. Cramped with stuff on my lap.

As long time readers will remember. There was a problem regarding computer platform use two years ago. This was with some of the convention people. This year, wearing my Load Star shirt and the C- button. Plus I had the flyer for the Portland Demo party. I was well armed.

Didn't need it! In fact not only did those

that created and supported the problem, try to repair the damage. But I met many con goers that started out in writing or art on the C=. Most of them still have the C= in storage. Spent good time telling them about the new itmes for the C=. Think that was a high spot for me.

As for the BBS. So many things to do that I won't go into depth. Programming is slow on learning to fix some of the games. Chameleon wrote in snail mail that he belives he has just about every Color64 BBS game. Promised to send me a list when they can unpack after the cross country move. When we gain the list and after selecting the games. Then we can use the tools in Centipede to convert them. Hope that there isn't too much work on the tweaking. <BG>

I'll be testing out the files from the Lord Sagan disks for the BBS. May be a hold on the M2K BBS ones. Have to clear space here in the shop. <Big laugh from the group>. Found some to replace ones lost in the transfer. As well as ones I haven't seen before.

Deputies: Vixen working on text for dox and manuals. WareCat testing out some recently reported Ansi problems in some OnLine games. #30 working on both Amiga and C= files for the BBS.

S.I.G.s: Geos - The layout problem in the newsletter. Just before leaving to the convention. Tested out the reverse image command that Dale Sidebottom sent to us. Easy to install and it worked. Soon to have A.C.U.G. iron ons.

Programming: Working in the Golden

Flutes and Great Escapes book. Looking at Programming the Commodore 64. As another book to use for experimentation.

Demo: Games from this months disk. Mega Slimies, no dox for this one. Leap around on stones/asteroids. On the right one you can hit fire button. Takes you to another game with the slimy.

World Conquest, a 39 block player vs. computer game. I'd say it is a simple Risk style game. But that word simple doesn't apply in the combat. <G>

Night Shade, no dox on this one. Human looking character that wonders about in a trapazoidal dungeon. Collecting items to fight. Potions that change his colour. One that is entertaining to learn to play.

Ballistix, 2 player game with no dox. Looked like an air hockey game. Not exactly, but on the same theme. Players have to move the ball into the other ones goal. This is done by shooting the ball. Also there are things that light up, as in a pinball game for score. Has a very interesting way of putting the ball into play. What appears to be a skeletal robotic arm places

the ball on the table. There are at least two playing tables. Didn't get past the second one. <G>

Circus Circus, Really not certain what to do in this platform game. Joystick didn't respond well. Perhaps the Jiffy Dos, or the 1750 or the other drives on the stack.

B.C. Bill, cute game in which you must club the food. Take it to the fire, drag it back to the eave. While avoiding the dinosaurs.

Collect wives as well and children get dropped off. Scoring is on all the above. Plus the game has seasons. Die and you are carted off screen by two other cousins it looking cavemen. Accompanied by some rifts from the Caveman movie.

Roller Ball, draw lines to fill up the square. Without being hit by the creatures. Not as easy as it sounds. There are other variants of this game. Though in test and demo. I did better with this one.

Fire Quest, no dox and this one defeats me each time. Caveman is supposed to follow some trails. Not fall off, grab the swinging rope to reach the fire. That is what I suspect. Add to that the spiders that always seem to kill me. Tough semi platform game.

Popeye, put this one out years ago. Looked good for a repeat from the disks. Multi level platform game. Not that Lord Alberonn or I do any good with platform <jumping> games.

Discussion: On the games. Next programming lesson and debugging a prg from the book. Convention news on the shop and C- contacts. The BBS situation. Electronics repair work for the I28DCR.

Close: 8:30pm

Shadowland

Date : 12-03-03 Time : 21:42 Flags
: Public -
From : MagerValp@ Subj :
Announce: CGTerm 1.5 - th

To : ALL
comp.sys.cbm

Area :

I'm happy to announce that CGTerm 1.5 - the Leech Edition is out.

CGTerm is a C/G telnet client that lets you connect to C64 telnet BBSs with the correct colours and the correct font, similar to CBMTerm and Aaketerm. The main features are:

- * Open source - runs on Windows, MacOS X, and unix compatibles.
- * Full C64 screen and keyboard emulation.
- * File download with Xmodem, Xmodem/CRC, Xmodem-Ik, and Punter protocols.
- * Screen capture to SEQ file, and SEQ file playback.
- * Keyboard macros.
- * Fullscreen mode.

It should be noted that while Punter is implemented and supported, the protocol is VERY sensitive to network latency. And due to the lack of decent documentation - good ol' Steve preferred bragging to providing details about the protocol - it was an absolute nightmare to implement, and there appears to be several different variants out in the wild. If you're familiar with the inner workings of the protocol, please send me an email.

So without further ado, download CGTerm from here:

<http://www.paradroid.net/cgterm/>

then find yourself a telnet BBS here:

<http://www.petscii.com/>



Delving into Dungeon Master - Part 7 By Lord Ronin from Q-Link

On the map in the book this is called "The Clockwise Room". Be ready for a lot of frustration at this point!

Take a wild guess at what you find at the bottom of the stairs from level 10? < see map upper left corner > Nothing more than a corridor that goes forward and to your left.

Ah ha! your think, this is simple. Yeah, well what you don't know is that really is just a square that the corridor goes round and round.

Not paying attention and you won't see the sign on the wall that tells you clockwise. This is the hardest puzzle on the level and IMNSHO in the game to this point. There are invisible and soundless teleporters. That will take you to different other squared corridor's.

Worried yet? Don't be, as you must walk a certain distance in one corridor clockwise. That takes you to the teleporter. FYI: they are in different places in each of the corridors. Ah but then you have to walk anti clockwise to find the teleporter.

If that doesn't worry you. Add this to the mix. There are some keys to collect. That open areas up so you can find more teleporters in order to finish the run and get the frell out of this confusing section.

There is no water on this level. I only had to tank up all party members on the upper level. Fill the 4 water skins and two potion bottles that I saved. Didn't have to water the team at all on this level.

They say that there is no food either on this level. But in alcove 6 out of the 7. You will find a little. Hope that you have been keeping a good food supply for your team. If not maybe run back up for some pain rat, or worm or shrieker

Eric Schwartz's Sabrina Online - Episodes 284-287

Sabrina Online by *Eric W. Schwartz* ©2003

"Unplanned parenthood"



Sabrina Online by *Eric W. Schwartz* ©2003

"Bet you thought I forgot about him"



Sabrina Online by *Eric W. Schwartz* ©2003

"Showdown"



Sabrina Online by *Eric W. Schwartz* ©2003

"Wrapping up storylines makes Todd happy"



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

on the upper levels. Or try to hold out for an attempt on level 12. Where it is said that there is food supplies.

Some good treasure can be found on this level. There is a weapon < sword > called "Fury". Casts fireballs at the enemy. One of my party is carrying it at the moment. Warnings < A > when used it takes a long time to recharge. Or in short, that character isn't using that weapon for a while in a battle. After using a fireball from the sword. < B > it has limited charges. In my party the character with the Fury uses it for a backup to her fireball spell. Helps with some of those vicious monsters that just pop around the corner at you.

Oh yeah, monsters! Not a lot of them on this level. Have some giant wasps. Even though they come at you either single or in a pair. One 6th level fireball spell will take them out.

Another monster is the Trollins. These are big ugly blue club wielding buggers. Largest bunch that came at me at one time was 4. A fireball took them out. Note though that they may show up in waves.

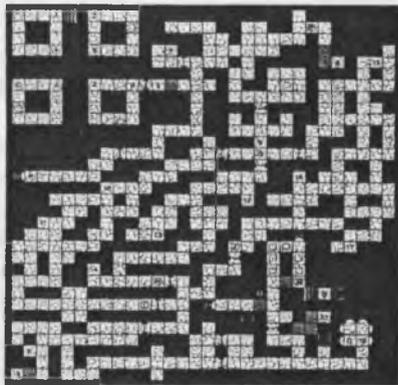
There is one "nice" monster. Please note the quotes for that word. WATER ELEMENTALS are a distinct pain. Allow me to expand. They look like a puddle before they raise up and attack. Then they look like a wave. < No not the C = term prg >

Don't bother trying to use weapons against them. Doesn't work at all. Forget the fireball. Absolutely no effect. The only thing that takes them down is the spell "non-material" spell will work on them. HOWEVER it took on a few of them. 5-6 sixth power level non material spells to take one down. Another hit and git so you can reset the spells for the characters.

Ah but there is a bit of a rub in this part. You see this bugger of a monster also follows you. < Side note: does any other game have the monsters follow you? I mean on the heretic pc platform, not the Amiga pc platform >

Actually the fact that the monster will follow you isn't the rub. By now you are familiar in the game about the monsters following you around. Before, they didn't move through grates and under doors to get you. The Water Elemental does, and that is the rub. In my first run in with them. I tried the

LEVEL 11 - THE CLOCKWISE ROOM



OVERVIEW: Dungeon Level 11 presents you with some difficult puzzles as well as some difficult decisions. The four matching areas at the beginning of the level can really take some time without using your Adventurer's Handbook. The level is fairly monster-free except for the three corridors you have to decide among early in the level and a few irritating Giant Wasps near the beginning. You'll find some good armour and a couple of great swords here in the Diamond Edge and Fury. (Don't get too excited with weapons that throw fireballs and use them all up. They have limited charges.)

spells. Thought that I had cast the wrong spell as there was now effect. Didn't know that it took a lot of the spells to take out that monster. Turned to run and found another one behind me. I'll make the gruesome story short. I did the three finger salute and reloaded at the last save point.

Based on my experience. I save after every major battle, in a save zone if there is one. After each completion of one of the puzzles, and every time a character gains a level in anything.

Have you been keeping all the coins your found? Why you may ask? There is nothing to spend them on like in other games where you can leave and resupply. You've found gold ones, silver ones and copper ones. Used a few of them on an upper level.

Ah fear not fellow dungeon delver. Guess what? You need a few of them at this point. Here i found a bit of an error in the book. They said gold coins for these slots in a big room. You need, at least in the version I am playing, the copper coins.

Be prepared to try the different coins on the slots. Only the right one will work for you. Won't tell you the treasure you will find at this point in the game area. Just that there are a few more copper coins that can help you. If you don't have enough at this time.

There is more armour that you can find on this level. Some of it has the word "lyte" in it. One of my characters is using it at this time. Can't tell you if it is better than what she had. Just that her weight is less on what she is carrying. Still in the yellow but not as high in level numbers as before.

There is an interesting poison trap on this level. I did exactly what I wasn't supposed to do. I ran for it as quickly as I could click the mouse button.

One thing more that I remembered to mention. That magnifying glass, that you picked up earlier. You did pick it up right? On this level you will find an inscription on the wall. Eventually you need to use the magnifying glass. On the eye. This will open up something more for you to explore/find. <EG>

Can't tell you if I found the greased slide. That takes you to another part of this level. Didn't find the speed boots. This level is hard to figure out, with the map, hints, and naviguessor. I did a lot of running and fighting. After that in the speed you have to move with those Water Elementals. Shall we just say that all the corridors look the same real fast. <G>

Without giving too much away. This wraps up this part of the review and level 11.

and have some fun - 1980's style! :)

Per Olofsson, arkadspelare
MagerValp@clmg.gu.se
<http://www.clmg.gu.se/~cl3polof/>

Date : 11-26-03 Time : 17:19 Flags
: Public
From : ckaiser@ Subj :
HyperLink 2.5e released
To : ALL Area :
comp.sys.cbm

HyperLink 2.5e, the most current version of the HyperLink web browser and document viewer for the Commodore 64 and 128, has now been officially released. This new version has several important enhancements:

- * Integrated 128 fastbooter - fastboot HL2.5e in as little as 1/3rd the time as the 64 version using a 1571, 1581 or other burst-capable drive.

- * Configure can now run from 128 mode.

- * New DOS wedge (press @), same commands as DOS 5.1 (including directory with \$).

- * Significantly optimized and revamped decode and display logic, meaning both web pages and on-disk documents display much quicker, screen refreshes are faster, and wait time for redraw before you can follow a link is much reduced.

- * On-disk inline images can be toggled off "permanently" (CTRL-I) or on the fly (hold down the Commodore key).

- * Multiple bug fixes, including improved SuperCPU compatibility.

HL2.5e, like the previous versions, only requires a Commodore 64 or 128 with a joystick or mouse and disk drive - no SCPU required. For online access, a Turbo232, SwiftLink or 100% compatible ACIA cartridge is required, along with a dialup shell account and Perl.

HL2.5e is also fully compatible with the Lantronix UDS-10, allowing you to connect your 64 to an Ethernet LAN and telnet to your shell account instead.

IMPORTANT NOTE TO HL1.0, HL2.0, HL2.5 and HL2.5A REGISTERED USERS - YOU MUST OBTAIN A NEW REGISTRATION CODE FOR HL2.5E (free of charge)

To standardize the registration method for Computer Workshops titles, new registration codes are being issued for HL2.5e. Your previous registration key code will NOT work on HL2.5e. Free replacement registration codes are available for all previous registered owners of any version of HyperLink; simply provide your previous registration key code (as detailed on the E-mail or letter accompanying your registered version) and a new key code will be generated. For details and how to obtain it, please see

<http://www.armory.com/~7Espectre/cw/hl/25ereg.html>

The official HyperLink page is

<http://www.armory.com/~7Espectre/cw/hl/>

As in previous versions, a shareware version is still available, which is limited in that you may only click to follow URLs; you may not enter new ones.

Thanks for supporting Commodore 64 shareware.

Cameron Kaiser *

ckaiser@floodgap.com * posting with a Commodore 128

personal page:

<http://www.armory.com/77Espectre/>

** Computer Workshops: games, productivity software and more for C64/128! **

**

<http://www.armory.com/77Espectre/cw/>

**

Date : 11-26-03 Time : 17:20 Flags

:

From : ckaiser@ Subj : HLPP

1.1.12 released

To : ALL Area :
comp.sys.cbm

HLPP 1.1.12 is released.

HLPP, the HyperLink Parsing Proxy, is the server portion of HyperLink that translates web pages and web images into the internal format HyperLink 2.5 uses for display. This update includes the following enhancements:

* Improved international character support. While 8-bit character sets are still not (yet) supported, this version makes a better effort to substitute sane equivalents.

* ALT-ONLY mode: suppress images that don't have an ALT, or have a blank one, for smarter suppression of things such as placeholder images. This doesn't always work, but is a configurable option from the <HLPP settings> menu. ALT-ONLY mode is the new default. All images with an ALT, or images that act as hyperlinks (ALT or not), will be displayed.

* Smarter frame handling; FRAME links now try to tell you where they originate from.

* Smarter refresh and redirect handling; ditto.

* Several custodial bug fixes.

HLPP 1.1.12 is a free upgrade for both registered and unregistered users of HL2.5, 2.5a and 2.5e.

It is recommended that the installhlp front end be used to install HLPP; if you have it previously installed to your shell account, simply type

```
    csh installhlp
```

to download and update your HLPP. installhlp may be found on your HyperLink system disk and can be uploaded to your shell account with any terminal program. Otherwise, you may download HLPP from

```
    ftp://ftp.armory.com/pub/user/spectre/UNIX/hlpp
```

VideoCam users: You're already upgraded! Enjoy HLPP 1.1.12.

Date : 12-01-03 Time : 15:24 Flags
: Public
From : jeff@ PETSCILCOM
To : ALL Area :
comp.sys.cbm

It's been a while since I've promoted the site, and since I've done some updates, it seems appropriate.

<SHAMEFULL ADVERTISMENT>

Visit <http://www.petscii.com> for TelBBS Information.

- Active TelBBS listing
- Server/Client software for TelBBSing
- Terminal software for the 64/128
- Hardware interfaces for connecting your 64/128 to the Net.
- Links and information for PC based "64 mass storage"
- Introducing CML.

If you want to get involved in the TelBBS scene, this is the site to visit!

Lord Ronin's Ramblings

What you are holding at the moment, is not only a bit of a new style. But a lesson in frustration and trying way too much too fast. That last part seems to be the rule rather than the exception for me recently. Perhaps that is why this is the 5th time I have done the Rambling section in two days.

But onto what is happening locally. We are behind with the scheduled game turns for the Play By Electronic Mail games on

the BBS. Let me add that we are doing better on putting them back on the regular schedule.

Major thing that I wan to talk on is what we have done recently with some disks. This months Penny Farthing disk is a double sided collection of different tools/utills. All from the salvaged disks from Lord Sagan. One of these is a little three block prg called "SCREEN.EFF". Makes the screen split down the center and then the side slip off to the left and the right. Thought that would be a great effect for the information file I was writing for the disk. Didn't work as I thought.

Sure we had renumbered the lines. Said it was relocatable. But it did one screen only then frellup up with some sort of error we had never seen before. Now we had just done a lot of GOSUB work in the book. Thought that the RETURN was in the wrong spot. That wasn't the case. #30, Vixen and myself spent some time of this, till we found a book in the stacks that explained the "OUT OF DATA ERROR" to us. That helped a bit, but no clue how to fix it from the book. Sudden inspiration hit me. I looked up a command that we had recently used in the type in book. CLR is the command. Tried to just clear the variable used in the prg. Ended up installing the CLR right before the GOSUB. Result was exactly what we wanted.

However as I scanned through other disks. Found another tool and couldn't leave well enough alone. As space is short and I have written about this a few times already. <S> The story goes this way. On a disk I found something that has ESI on it. Can't tell you if it is really from Eagle Soft Inc. Only information is in the directory. That isn't too friendly written either. You need a Koala

picture. Good thing for the tests I had the Joystick version at hand. Select from two pages, music and a font. Write your text and you have the picture with a nice colour organ effect, and the text scrolls in the bottom raster. Took a few attempts to learn what some of the instructions meant. End of the story is that now the little file I made with it, is on the disk. But when the space bar is pressed it will load up the information file with that sliding screen thing.

DELUXE.SDA is another tool that I want to mention. On this month's disk. By using it, you can make those pretty intro screens to the SDA file. We have tried a few in the past. All failed as they assumed a greater amount of ARC understanding than we had at the time. This one comes with ARC-230, SDA.ML the heart of the prg and just 7 blocks, DPaint 2.0 but it is called 5.0 in the intro screen, and the frelling DOX. This file took us step by step through the creation process. Finally know about appending and what goes in the file first. We have made a few and they are up on the BBS at this time.

Commodore Scene 42/43 Arrived just a few days before I write these words for the first time. Again space is limited. So real short. Most of the tools don't like Jiffy Dos on an NTSC 64c. This includes the SPEACH tool. Which makes the C-64 say words. The author said it can be used in Basic programmes. Like to know how that is done. Be great for some ideas I have. Did make it sound like a Cylon and call the kitties. There is a LOGO creator. Haven't messed with it at this time, save to fire it up. Something for an animated character creator. Think it makes some

sort of CHARSET. Didn't work with it yet. Spent more time with the CIVITAS Noter. This one takes time. There are three different flashers. You set the colour scheme for them and the speed. As well as the top and bottom raster colour spectrum. I messed up a few times. Did see some interesting effects with reverse video and a colour selection. Like the fact it also centers a line. But it doesn't like Jiffy Dos on my system.

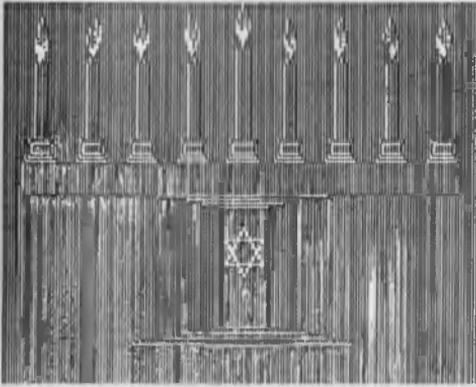
Looked at a few of the demos, including a space invaders one. Have to fix my screen. Bottom Raster is too low even for NTSC. There are also some music files. Fast scanned them, and on the 1581 disks for my subscription is Metal Warrior-4. Sad to say the word is that this is the last of the Metal Warrior games. Highlights of the paper part of the mag. Back in Time meeting/demo/expo. Many interviews with people. Including some on the Shoot Em Up Construction Kit <S.E.U.C.K.> A disk of those games came along with the mag. Nice information in the mag. Good enough for a tutorial. Though the game maker didn't arrive. Have to look for it, and it wasn't in the M2K Files.

As you can see we have been busy with different projects at the A.C.U.G. Sometime we must focus on one of them till completion. <VBG>

Many of these programmes will be on future disks of the A.C.U.G. as well as on the BBS. First in the A.C.U.G. file area. Some perks for being a member.

At the meeting we can go over the updates to all the experiments we have done. Such as track and sector editing. Nothing fantastic just a start for us. See you at the meeting or in the Matrix.

The A.C.U.G. wishes all a
Happy Holiday Season.



Mohr Realities Comic Book Sale

All back issue comics are at 20% off the sticker price. <Based on an old Overstreet price guide> However units of \$100 are at 50% off the sticker price. Yeah that means that \$100 would be just \$50. This is a close out of the comic book line.

We have Classic X-Men, X-Men, Avengers, West Coast Avengers, Batman, including some Dark Knight, Cult, Killing joke and Death in the Family, TMNT from Eastman & Laird. Excalibre, Hulk, Spiderman, Badger, Superman including the Graphic Novel The Death of Superman. Flash, Thor, and over a thousand+ more.

This close out sale is not limited to A.C.U.G. members. Send your wish list and we may have it for you. We are making room <and money we hope> to increase the Game material and the C= and Amiga hardware/software.

Speaking of those lines. We have some 64s, serial and power cables, few Joysticks, 1525 printer in the box. Power Supplies including a couple repairable ones. Music keyboard, some keyboard covers and yeah we have factory disks for sale.

Amig users, we have some factory disks of games and utils left. Kinda short on this line.

We also have several 1st Ed AD&D books, many with the original covers. Couple Torg suppliments, MSPE, and yeah we do do orders for customers. Contact us through the A.C.U.G.

Mohr Realities sponsors the A.C.U.G. and publishes The Village Green newsletter.

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