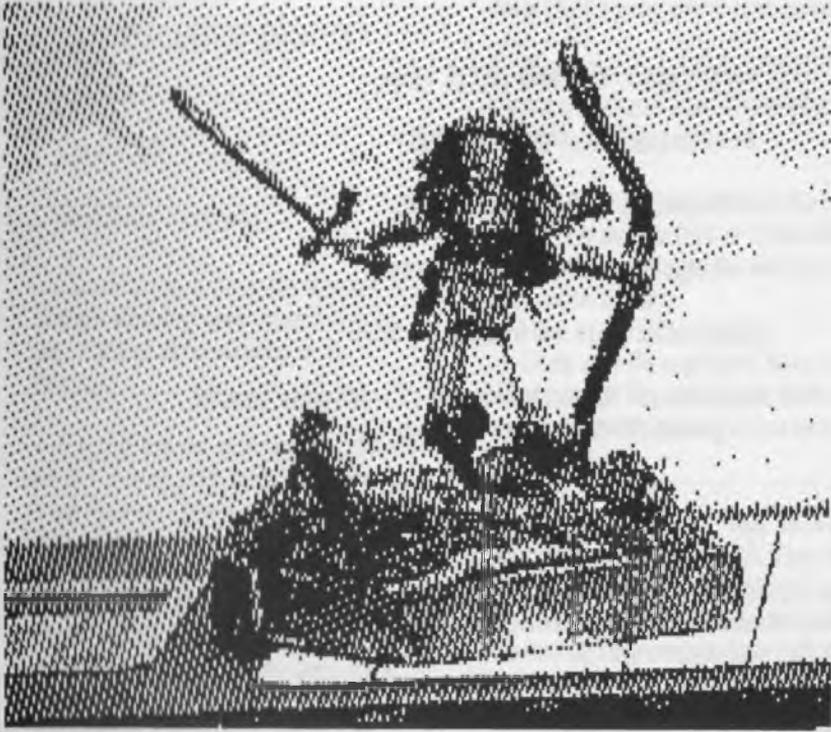


The Village Green



SHOT WITH LORD ALBERONN'S CAMERA CONVERTED TO GEOPAINT WITH GODOT HERE WE HAVE A STUDY IN AVIALBLE LIGHT ALONG WITH SOME LIGHT EFFECTS FROM THE CAMERA ITSELF NO RETOUCHING WAS DONE TO THIS PICTURE AS YOU CAN SEE THE SCULPTING OF THE HAIR SHADDOVS THE EYES FOR THOSE INTERESTED THIS IS A 25MM SCALE OR ABOUT 1" TALL DIARMED FIGURE FOR THE RPG GAMES

Officers of the A.C.U.G.

Chancellor: <Sense> 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.i.g.s and get together. 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 March 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
alberonin@qwest.net

19/February/2004ce Meeting Notes

Open: 7:00

Newsletter: Approved

Chancellor: Noted that the majority of those attending were sick with the flu bug. Thanked all for showing to the meeting.

First off was the announcement of Geos 64 & 128 being made free down loads from Maurice. These can be obtained at <http://cmdrkey.com>

However at the time of the meeting. There was the chance that the "page" was on some sort of hold for the down loads. As Lord Ronin added at this point. Someone who initialed as "GP" put the information about the free GEOS on slashdot. Lord Ronin went there and saw the notice. Homestead list had several messages about this as a problem. In just a few hours, there were 16,000 DLs from the European area. In the first 24 hours there was 58,000 downloads!! Nice to know that there is that much interest in the Commodore. But it is bad for Rod and Gaelyne, as that amount of traffic costs them money for the site usage.

Maurice has also lowered the prices on the disk and manual version of Geos. \$25 each for the 64 and 128 version. If you want a bundle, that is the Geos and Wave combination. That is just \$50. Geopublish and other Geos products have had their

prices reduced. Maurice stated on the list that this is NOT a going out of business sale.

On the Bad news side. Issue #240 may be the last of the Load Stars. This number and the end is not fully confirmed.

Lord Ronin has two articles and a two part interview in the new issue of Sceneworld disk mag. Issue to be demoed this meeting and issue put on the BBS.

Going over the newsetters. Some points about projects from our Village Green. That the departments would address in their reports.

M.A.U.C.G. "READY" only had a few issues of exchanges this month. They did note a non game article from our Village Green. One about SDA tools. Liked it and publically thanked us. They mention from the Commodore Digest the DriveGhost. Sadly this tool won't work with the Amiga. Only with the heretic system.

Infinite Loop arrived with two issues. The December 2003 issue is the interview with Dave Haynie. Earl mentioned that he is looking at some more surgery. We wish him the best.

January 2004 issue contains mainly photos from the Portland Micropalooza. Also and announcement from Maurice on the free DL of GEOS. Dave Moorman of Loadstar with Lawrence Hiler. Better known to C- users as Mike Henry of Fast Hack 'Em. As well as once a member of the A.C.U.G. is one of the first photos in the spread. Jeri with Robert Bernardo. Where he is giving her a Commodore One "T" shirt The one he had Bill Shatner autograph. Members of the 8bit

bands. C- setups with people playing some of them. Mind you they look younger than the C- <G>. Earl also installed part three of his review/report of the DriveGhost, Disk Imaging Software system.

5C's sent the January and February 2004 newsletter disks. January has several articles on Inet things. FTP is one that has always bothered Lord Ronin. As Wave doesn't directly access FTP as Lynx will, and that has made it impossible for LR to use Wave with FTP sites. Now he may be able to!

There is a problem with the disks. While loading up one of the features to read for the group. The disk froze for a while. When trying the game "Odin". Crashed with a 23 read error.

February disk has great articles on Enhancing the C-. From RamLink, through fast loaders, REUs, hardware hack adjustments. Sadly this disk too had a problem. While loading up the third part of the Enhancer series of articles. Another 23 read error showed.

Treasurer: \$13 as #30 has been counting and rolling the "pennies" from Lord Ronin's jars.

Commodore Librarian: This months disk is not up to the recent level. Started a couple months ago. But all the tools have been lost. No music or intro picture with scroll.

Double sided with games that are educational in basis. Will be demoed at the demo part. This disk is by request by

group members. Looking now for requests for next months disk. Bard Tale #2 and the long awaited Recipe disk were suggested.

Amiga Librarian: mentioned in last issue of Tally Ho!, that his users name was not fixed. That has been taken care of, and is now alberonn@qwest.net <Ed Note: new addy installed on page 2 this issue>.

Apparently there is some trouble with the system. Something about changes made for or by or because of the M\$N section. That is screwing up the others.

Tested a Ram Expansion from an Amiga 2000 in the Amiga 4000. Though it added more memory. Slowed the system down way too much. Board was removed. Perhaps #30 will want it for his A2000HD.

Assisted Lord Ronin for his mail problem. <see editor section> By working with the UQWK programmes. As well as online at VCSWEB.COM to do the mail packet. As this all had to be done on the Amiga.

Still experimenting with the DSL connection and the Amiga. Some problems at times with uploading and disconnections.

Editor/SysOp: Had a major problem with my e-mail. Packet wouldn't open past a certain msg. I think that it was the size of the msg with the attached file. A base64 encoded file. Tried many things to fix that problem. Eventually ended up with Lord Alberonn setting up his Amiga QBlue programme. Opening up the packet and doing over 250 bits of mail. Then took a few efforts to have the mail packet dissolved and posted through the programme at VCSWEB.COM. That was learning and reaming the file correctly. Did a

bit of work in the actual programme lines at VCSWEB.COM. Last mail packet picked up, unzipped and posted to QWKRR worked fine. This entire episode took over a week to work out and fix.

An issue of the February Village Green is being sent to Joerge of SceneWorld in Germany <Hoi Joerge>.

Dealing with my areas parts from the February Village Green. Thanks for all the support on the font size and the use of the Computer Eyes images. Found a tool that may help me with the next part of testing Photo Album sized images from the GeoPaint images. I did one attempt for the March CML.

Not much has been done with the membership certificates. Illness, the mail problem and a lack of time. All conspired against me this last month. Vixen and I have done some basic ideas. They just weren't finished by meeting time.

Catalogue idea has been reworked. New shots will be made of products. Now that I can make photoalbum images. That will work in GeoPublish. A better catalogue can be created. Take a bit longer, the end result will be much better.

Application form for the group. That is still in the discussion phase. How much FAQ is needed? That is where we are at in the project. I sort of lean to more background and policy information.

1994ce Back Issue disks, well those found so far. Have been placed in the "Vault" on the BBS. Did find a strange disk. One for 1993ce. Side one is the same

as the one for that month. But side #2 is completely different. No idea why. Put up just side #2. Working now on 1995ce. End of files for the Vault will be 2000ce. Keeping 4 years off from current. Most of the files are in .D64 and Zipped. A few of them just wouldn't .D64 on either tool that we have. They were made into 4pack files and then Zipped. Tested with Zip Code 2 and Unzipv215.

After some discussion over the past month. Best bet for the upcoming C-64 games area. "ACTION" decided that is the most descriptive of the titles. Action Adventure was rejected. As many see the term Adventure as being a Text based game. Not etched in stone yet for the name.

Behind the scenes work on the Amiga area. After much discussion. The format for files there in the Amiga Disk image style was agreed upon. New areas to be made and more files to be uploaded by Lord Alberonn. Much work to be done in partitions and subpartitions creation first.

WareCat has done a few reviews/reports for the OnLine games. She sent these to us, and we did the colourization and editing. So far we have Star Colony Deluxe, Hangman, Rock Star and Village Trivia. More are being written after heavy testing of the games. One reason we are doing the testing, is that the games are not all 100% ported to Centipede. Recently we discovered a reason have non SysOps test the games as well. Hangman we thought was bad. As when we looked at it, went from opening screen and flashed past the winners list. #30 and #18 tested the game. Didn't flash by the winner list for them. More things for us to learn <G>

S.L.G.s: Programming; collected a copy of Merlin64. Haven't used it as of yet. This is for the Assembly lessons in the near future. Working on the Mars game in the book. Discussing and learning that we do know more that we suspected in Basic. Considering how to implement some of the special effects ideas. Rod Gasson has been explaining things about pointers so that images and other effects can be loaded into the C- for the game.

GEOS: Testing more tools found on disks. Photo Scrap for the GeoPaint and the Computer Eyes projects. Big Clipper for more GeoPaint work. New fonts found at funet.fi. Attempting to connect the Computer Eyes directly to GEOS. Power supply problems on the 64 HD.

GoDot: wasn't able to work with the gif file that Robert Bernardo sent us. As it was felled in the e-mail situation. Mainly converting work at this time.

Electronics: on hold for the moment.

Deputies: WareCat doing game report writing and game testing. Vixen working on dox from different files. Making hardcopies for the group. #30 on game testing and walk through converting. #16 still not home :-)

Discussion: Membership Certificates and what should be written along with what type of borders. Membership forms as a booklet again. One page for Amiga, one page for C-. Two pages on the groups aims and history. Question on where to insert a part for emulators of either or both C-

and Amiga.

Project list and what others can do to help the work load for Lord Ronin. Agreed to set up a second 64c at the shop. Once the Amiga 2000HD is moved. That has to be after the game Dungeon Master is completed for the Tally Ho! review. Then #30 can use it for his Amiga reports and the 64c for help with the file work.

Demos: Several files from the Penny Farthing. Amazed some that they made some errors on the vocabulary ones.

Scene World #10. Four disk sides this issue. Sides A & B are regular issue. Including the interview with Lord Ronin. News, reviews and tonnes of C- information. Side C is music, side D is new releases from Hokuto Force.

Lord Ronin had grabbed at one time and forgot it was in his home directory at videocam. A couple of files. Pulled them down and opened them up. The Silicon Realms BBS Beginners disk. Nice menu lay out. Has pokes, Basic Tutorial, CP/M, ML tutorial, word meanings and much more. Many of the files are old text files from Q-Link Information is still relevant.

Close: 8:45pm

Labyrinth Walk Throw

(Previous pages in February issue)

THE WISE MAN'S GARDEN

NOTE: Once you turn the disk over, you won't be able to return to the Stone Corridor or any of the other areas on the first side of the disk. Make sure



Delving into Dungeon Master - Part 9
surviving and the escape
By Lord Ronin from Q-Link

Last time I told you about the "fun" of things on Level #12. We are going to start out here with a reason why I know that so well. Then why I am running to level 9.

Know this procedure well now, as it took almost 5 reloads for this one battle section. One thing to mention about the armour. They leave stuff behind. Though perhaps one of them has that slayer arrow. So far they have just left behind, and this is not all in one battle, but from different battles with armour. The two sabre like swords. That seems the most common. Eventually with what they drop, you can outfit a character with armour parts. IIRC the swords are cursed. I gave a "look" at the armour parts. Based on weight they didn't seem better than what I already have on the team. This could be an error. Let us just say that I am paranoid at the moment.

Weak, hurt, tired, low on mana. I retrace the steps to the room collect the assorted items. Then thought about going on deeper into this level. After reloading again. I decided that this wasn't a good idea. Water I have enough to continue this level. Food is almost gone. Feeding now is when almost from yellow to red. Need more food. Last time through decided that it was time to back track and fill that larder.

Getting back to level 11 isn't hard at all. Run down the corridors and make the proper turns. Just follow the frelling map. Getting out of level 11, remember those clockwise and anti clockwise rooms with the silent teleporters? Now that is one frelling bitch. Sure you have the map and it says where the porters are located. Trouble is quite simple that there are few land marks. If you didn't leave something similar to what you picked up in that area. Like on the same freaking square.

Takes a lot of T&E to make it through this area. Hint here is to try opposite directions to the porters. There is a pattern. Can't tell you what it is at this

Sabrina Online by Eric W. Schwartz ©2004

"I have bad news... and bad news"



Sabrina Online by Eric W. Schwartz ©2004

"Toy budget"



Sabrina Online by Eric W. Schwartz ©2004

"Putting the 'in' in 'car'"



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

time. Only that when you come to the inscription on the wall that says "Turn Back". Turn left and follow the corridor.

This unforgiving area also ate up just about the rest of my food supply. Good share of my water as well. I still have to go through level 10. Where I have already fought monsters at this retreat time. Must get to level 9 for water and hope to find the pain rats generator section. Waste some of them, feed the team in worse case scenario. The drumsticks fill a good part of the food bar. Whack out more of them to save the team and then harvest the rest and fill up those empty chests that once carried food items.

***[The escape to food continues]**

You Betcha that I would be long since dead and given up on this game with out the aide of that manual and maps.

Well come on level 10. A few poison things were here to greet me on my arrival. Loads of entertainment as some of my team was jut about in the yellow for food.

Good thing that I have a stock of healing potions and anti poison potions for the group.

Now you may remember the interesting collection of teleporter plates? These are those pressure plates that run you in that square circle. Yeah those frellers again. Make a right turn and try to jump off into or to the right of the blue teleporter square. Be ready to take some damage from missing and hitting the wall. I most certainly did.

Found a few more of those poison wasp style creatures. As I was directed by my naviguessor #30 to the exit up to level #9. Not a lot of damage but the poison slowed me down. As I am not going anywhere with out a full amount of healings, anti poison potions and hit points. Too near death at that moment from lack of food.

Sidebar moment: Must admit that I had a plan to feed the least burdened character the last bit of the food. Let the others die. Get her full of food in hit and get battles. Take one team member that is dead up to the higher level with the resurrection nitches. Take some game time to get them back down to the fight level. Full on food with their items. Then take two up for resurrection. Return grab gear and build up the food. I will have to do this with the original team if I want to finish that adventure. Didn't have to do it with this team.

Back on track with the saga of food hunting. Finally made it to level #9. The blue teleporter thing above, places you in front of the stairs to level #9.

Food is here someplace. But first water. As that shows up near the start of the level from this direction.

Two areas seem to be respawning pain rat areas. The best I can think is that the drumstick is the second best food source. That dragon steak was the best. This is based on how much the food bar goes up from a feeding. Jumping ahead to the first pain rat encounter. My priest girl was low in yellow almost red. Gave her two drumsticks from that battle and she was almost 100% of the food bar. Note that all characters are in yellow for the amount that they are carrying. That will cause a greater need for food use. Looks like if they were lighter they wouldn't need to eat as often, or drink the water. Nice game effect.

Like I said there are two pain rat areas. One is through the area of the fire ball trap. I really need to put something on that one remaining pressure plate. The other one is through that frelling corridor. The one that you walk about two squares in and then turn around. Or you are in a constant teleported corridor loop.

The first one that I entered was behind a grate. In fact 4 of them were waiting

for me to play. Fire ball spell was up. Could have used a light spell as it was getting very dark. Opened the door and two fire balls took out their first rank. Closed the door, collected two drumsticks. Looked to see who was starving the most. Priest girl was the one. Fed her as I described above. Opened the door, took out the second set of two. Fed two more party members. Keeping them alive and hoping I could find more food.

After the grate was closed. I was directed to the other location. This is going through the fire ball trap again. Can't seem to dodge them this time. Down that two step corridor. The around a bit to another special corridor. Where I take about three steps and turn left. There I fight more pain rats. Fire Balls are working fine on them. Guess it roasts the drumsticks at the same time, well they looked cooked in the picture <G>.

There are from 2-4 in the area. FWIW: this area is at the base of the stairs that lead up to level #8. Now just to make certain that the pain rats have spawned again. I have been going up to the 8th level. Save the game and then go back down again. Nothing found in that area. So to the grate area. Kill of 3-4 pain rats. Feed the team to max. Then start filling the empty boxes. This did cause the need to start re-distributing things between the characters. Several trips were spent in the collection of the pain rat drumsticks. Team fed to full, though the food level is dropping. Fill the boxes with food and then head back to level 12 to play with more of the monsters and find the Ra key, then open the central stairwell. Return to get the special, magical, you need it to beat the big bad guy at the end of the game, staff.

That is the plan at this time. There is also a note I have to make at this point in time. Had to reload the game several times. Not because I died. That only happened twice. No, though all the characters did die on the bar. Got a mess of the "put game disk in dfo" theme of message. Good reason that I saved a lot on this level. I am not certain why this is showing up. Going to venture a guess based on some simple tests. This happens and I also see a lot of disk activity happening with the light on the disk drive. When I move quickly through the corridors, or move quickly through the status screens for the characters. Perhaps the WB of this system or the memory or?? is the culprit.

Amiga Editor Rambles on

First of all. my poor keyboard is dying on me. Another problem I have is that my CD-ROM drive is still down. So much to fix, but it can be done.

My DSL service is going well. my new e-mail address is: alberonn@qwest.net.

We would also announce that # 16 has returned safely from his duty in Iraq. We also look forward to hearing a report from him about his new AmigaOne...

you have the Shears, the Log and the Bracelet before you come here, because you won't have another chance to get them!

The so-called Wise Man in the middle of the garden will tell you how to get past this section – provided you can decipher his muddled instructions. His animated hat requests that you pay a small fee after the words of wisdom, else you won't receive any further instructions. Luckily, his talk is cheap; if you give him a dollar, the Hat will let you Take two quarters back. First, though, I recommend giving him the Nickel. :)

When Asked, the Wise Man will say one of the following:

"Thoroughness is a virtue, but order is paramount." (Go through every doorway, starting with the closest one to the left and work your way around clockwise to the closest right.)

"If at first you don't succeed, try, try again." (Choose any doorway and pass through it three times in a row.)

"The only way out is to be right in every way that you can." (Go through all the doors on the right side of the screen.)

"If you go to the left first, then you will know the bloomin' way out." (Enter a doorway on the left side of the screen, then go through the doorway with a red bush growing next to it – it's in the back row.)

"The right way is the only way left when the left way and the way to the right of it are wrong." (or something to that effect – not enough time to copy it verbatim before it disappeared!) (Go through the farthest (from you, the player) door on the left side of the screen.)

NOTE: From this point on, the game ceases to be linear, i.e. where you end up after leaving the Wise Man's Garden may be any of the following up to the Bog of Eternal Stench. The color you chose at the beginning may make a

difference as to where you end up after you follow the Wise Man's directions.

THE HEDGE MAZE, PART 2

This looks a lot like the first Hedge Maze, but there is only one extremely long hallway here. There is nothing new to pick up, and no Goblins to worry about. If you come here after freezing Ludo (see below) you can Call him and he will appear and shamble along behind you until you enter a different area. To avoid constant repetitions, a good rule of thumb is to head for any opening you find that has vines growing over it, Use Shears and enter.

THE STONE FACES

The Stone Faces are a bore, since there's nothing to pick up and no puzzles to speak of. If you Hit or Insult the faces (Wall), they will give you a game tip. Since there aren't that many doorways, just keep entering them until one leads you somewhere else. You will most likely end up at either the Door Knockers or the Bog of Eternal Stench (which see).
(More next Issue)

Shadowland

date : 02-13-04 time : 13:48 flags :
private - read
from : maurice@cmdrkey.com sub:
: re: [homestead] geos is r
to : homestead@videocam.net.au area
: email

in the past 24 hours, the cmdrkey.com site has taken a hit of over 58,000 requests for pages due to the geos article posted on slashdot.org.

send those \$1 or \$5 (or more) donations to rod and gaelyne so we can keep them operating their servers for us commodore users. use paypal and send a donation to

gaelyne@videocam.net.au or send gaelyne an email for info on how to mail a payment if you can't use paypal.

thanks...

-maurice

Date : 02-20-04 Time : 09:12 Flags : Private - read
From : maurice@cmdrkey.com
Subj : [Homestead] GEOS is HOT
To : homestead@videocam.net.au
Area : Email

For about the first 2 or 3 days following the article about the GEOS downloads on slashdot.org, most of the people checking out the cmdrkey.com site were curiosity seekers. But since then, most of the people are downloaders grabbing GEOS to check out on either their real 64s or 128s or their emulators.

Since February 13th (a week ago), there has been about 275,000 hits to the cmdrkey.com site. There has been about 4500 downloads of the main boot files, not counting all the other files that are used to make up a GEOS system. Of course, many people are downloading every single boot file, so that's not an indicator of how many people are downloading. A more realistic figure is about 1500 people have downloaded GEOS this past week.

1500 people downloading GEOS can mean a lot of interest might develop in GEOS once again. This is a good time for programmers to come out of the closet and get to work creating new GEOS software. This is also one of the reasons why I'll be releasing geoProgrammer for

downloading soon. Work is underway to make the HUGE geoProgrammer manual in electronic form. It will also still be available for purchase with original disks and original printed manual.

Who said the Commodore was dead?

Maybe the company is, but not the computer. The company can go down the tubes, but the computer will always be here.

-Maurice

Date : 03-02-04 Time : 18:08 Flags : Private - read
From : maurice@cmdrkey.com Subj : [Homestead] CMD Utilities
To : homestead@videocam.net.au Area : Email

The new CMD Utilities disk is now available. For anyone who has a copy already ordered, you'll be receiving it in the mail within the next week.

This includes the new WCOPY program which can copy files to/from IBM-formatted disks and supports the Windows long-filename format. This helps to preserve your Commodore filenames when going back and forth between systems.

The CMD Utilities disk is now available for ordering through my online store at:

<http://cmdrkey.com/shop/index.php>

There will also be a page on the cmdrkey.com site where you can download a free stripped-down version of WCOPY. It should be available sometime tonight. You'll find a link on the main page at cmdrkey.com

when it's ready.

-Maurice

Date : 01-02-04 Time : 22:12 Flags
: Public - Unread
From : c64@combert.se Subj
: Announcement: First versi
To : ALL Area :
comp.sys.cbm

I hereby proudly present the first version of C) Transfer 128. C) Transfer 128 is a Commodore 128 program that transfers the contents of a floppy disk to a .d64, .d71 or .d81 archive file on another computer that is connected to the C128 via a User Port RS-232 adapter and a null-modem cable. Transfer in the opposite direction is also supported. Only transfer of complete floppy disks and archive files is supported. Transfer of individual files within an archive or on a floppy disk is not supported.

The main advantage with C) Transfer 128 is that the computer connected to the C128 can be of any type (for example PC, Macintosh or Amiga) and with any operating system as long as it has a serial port and a terminal program supporting the Xmodem transfer protocol. For example, HyperTerminal in Windows can be used. Many other transfer programs that exist require a PC with the MS-DOS operating system to work correctly.

The main disadvantage with C) Transfer 128 is currently that the transfer is slow. To transfer the contents of a floppy disk into a .d64 file or vice versa takes around 20 minutes with a 1571 drive (a few minutes more with a 1541 drive).

This is something that is planned to be improved (along with other things) in future versions of C) Transfer 128.

The address to the page I have put up for the program is:

<http://wl.865.comhem.se/~u86517142/cjtransfer.htm>

Date : 02-17-04 Time : 11:19 Flags :
Private - read
From : gregnac@kingston.net Subj :
[Homestead] WiNGs Develop
To : homestead@videocam.net.au Area
: Email

Just a reminder and a notice to anyone who's not aware,

Latest developments and news regarding WiNGs is updated on a fairly regular basis and can be found @:

<http://wings.webhop.org/developers.html>

This site also hosts the IRC Log files from daily conversations which take place on IRC EFNet Channel #wgs. Feel free to join there and see what's going on. There is usually someone there during the evenings of EST.

Cheers,
Greg.

Lord Ronin's Ramblings

Now how to keep this short for the space in the Village Green? There are a few things of importance to mention locally. Won't be able to show the other images that we have done with Computer Eyes. I'll just merge that article into this one. As you can see from the

previous pages. The sacred Commodore is a long way from being dead. Not only are people doing things for it, but people are responding to the changes and new items. Can tell you that Maurice told us, and nicely, that the BBS can't have the new DL file of Geos. We understand as he wants to keep track of the downloads and if there are problems, where to look.

Now the newest bit for us. #16 has returned from Iraq. He was only on a three day pass when he came by the shop. Our visit was sadly short for the time. He will be back in a few weeks as he is going to be on leave. #16 collected his News Letters and did notice the font we have started to use, since he left. Also his membership card. That was given out last July. He'll have a lot of reading to do back in the Salem area at the base. (VBG) When he returns he did promise to show off his new *Amiga One*. That will be interesting to see, and how it can use the older Amiga software we have in the shop and club. Welcome back #16. There are a load of game turns on the BBS for you to catch up on. (G)

As the meeting reported. We were all down with the flu bug. Won't tell you about the target on my wall for the midnight hacking fit (LOL) This frelling bug lasted weeks. Everything is going slow and behind, more so than usually. I haven't done much with the "Vault" files. As I am doing article writing at this time. Not only for Scene World. But also for Load Star. That is a long story and should wait for the meeting to be done in depth. Short of it is that I am trying to do my part to keep Load Star alive. Doing a large collection of articles on different

aspects of our Commodore life. Already talked via e-mail with Rev. Dave Moorman. I'll have more on this at the meeting. Along with some things on projects that we never finished.

WareCat sent in some reports on a few of the OnLine games for the BBS. I took them, cleaned up things from being e-mail on the board. Did colour work to them and put them on the BBS. Both in the online read area and the download area. DL area has them SDA-ed with a little screen. That tool wasn't lost. She sent in a few more after the initial ones listed in the meeting notes. Hurkle, Gold Mine, Word Search are the first ones that come to mind. Feel the need to tell you how she does the job. Several of us agree on a game to test out. This includes most of the SysOps. But also a co-SysOp and a regular member. That way the different access levels can be tested. Each of us gives the game several tries. Making notes on what we see and do in the game. This is sent in e-mail to WareCat. Who also is playing that selected games. She then tests the notes and ideas. Logs on and writes up an e-mail to me. That is taken and as I said above, cleaned up, coloured and then put on the online read and the DL area. Thanks go to her and the others that are helping create these little files for others on the BBS.

Saved for four months for the money to buy a new <to me> 128D. Sent that off and when it arrives. Then we will install the Jiffy Dos chips. Though I am not sure if that is not redundant with the SCPU. Now if all works well. #30 will also be gaming a keyboard for his 128D. This will take care of many problems that we have with the SCPU and the flat 128. No room for Computer Eyes report. See you in the matrix or at the meeting.



SHOT WITH LORD ALBERONN'S (ID 4) CAMERA. THE DRINKING MUGS THAT WE HAVE IN THE SHOP. ABOUT 4" TALL. DONE IN AN 8 PASS ON COMPUTER EYES.

THIS ONE HAS NOT BEEN RETOUCED IN GEOPAINT. YOU CAN SEE THE NOTE PAD BACKING AND THAT IS THE TOP OF THE 1581 THAT WAS USED AS A BASE.

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