



T95 Form 6.21 Subsector Map Grid

The Village Green

Legend



1. Subsector Name



Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sense) David O.E. Mohr

Treasurer: Gary L.Dupree <BBS #5>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

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

Deputies:

#30 [Librarian, file testing] #3 [Secretary, general girl Friday] #23 [BBS games, general] #16 [Emulation]

The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, software and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files on our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is \$18 USD per year. This gives a membership card, certificate of membership (C-, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C- & Amiga items, purchased in the shop. The "Penny Farthing" is a C- monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at \$1.00 each.

Next Meeting & Contact Info

Meeting will be on 17/June/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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Notes from 20 May 2004ce Meeting

OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR: Reminded all about the upcoming elections in July. There are no complaints with the current leadership. Appears that all current officers and therefore the deputies will hold the offices again, for the upcoming year. #30 stated that he wasn't dumb enough to seek out a full officers job. A point echoed by others {G}

On the idea of the July meeting. That is our official 26th anniversary. Sensei brought up the traditional party. Mentioning that there a chance of a couple of guests. Robert Bernardo of the Fresno Users Group. May be able to swing by at that time. Possible that Jeri Ellsworth of the C-1 may be interested in attending. None of this is confirmed. Only a possibility. Mentioned about C- and Amiga games to play at the party. SID music? Amiga music? The membership certificates? New application form? There will be the traditional Kitty Box Cake and Challah. Other ideas to be discussed on the BBS and in S.I.G.s

Only two newsletters arrived in the exchanges. Neither one was damaged this time. Infinite Loop contained many e-mail reprints. Discussing the EXPO and some new and re-found C- items. What caught the interest of the group, were the classic C- adverts in the newsletter. M.A.C.U.G. Ready, had two exchanges as well. Ours and the C- Digest. Marty mentioned our

reprint of the Amiga sale. Echoing some of our own sentiments at all the delays. He also mentioned Lord Ronin's rant on the HUD frell up. The group found it interesting, on the AOL information. Seems that the raper of Q-Link is now filtering members mail. Bouncing any that has links to things that AOL disapproves of in some form. Reminded us of when we had a website and it was blocked by AOL for their users. Ours was the U.G. website. In regards to the review of the May issue of The Village Green. Group commended Lord Ronin and #30 on the work that was with the new Computer Eyes Experiments.

Treasurer: Sitting a \$23. More 1 cent bits for #30 to wrap.

Commodore Librarian: As all members now have a form of GEOS. This month it was decided to make a GEOS double sided disk. Files though are in either GeoZip or Wraptor V3. Extensions would be ".zip" or ".wr3". These are old and new files from the BBS. FWIW Took 5 disk sides to safely place the opened files for use in Geos. These will be shown in the Demo time. If desired, a few more GEOS files can be added to future disks. Or more full GEOS disks can be made in the future.

Amiga Librarian: #4 reported that it appears he may be losing his Amiga 4000 Power Tower. Keyboard is going bad. 3 1/2" drive was replaced with a H.D. drive and still fails. Could be some major problem on the Mother Board. He isn't sure how much longer he can contribute in the Amiga section. Lord Ronin offered his own A1200 and CD/TV to help. This would be a stop gap. Since they are not at the same level as the 4000.

Editor & SysOp: For the past two weeks, I have been in an IRC each Saturday night. Starting around 6pm west coast time. This is #c64friends on irc.eskimo.com for the server. One night I was there for four hours. Before prior commitments forced me to leave. Yet the chat room was still active. Recently I learned of a new thing. Being created by Jim Brain. I'll need some more hardware. But when it is possible, this new thing will allow me to have our BBS telnettable, and at the same time, still allow deckers to call in the standard method. I'd suggest those that are on the net to try out this chat room.

Computer Eyes and the AD&D adventure have been the subject of most of our work this last month. I did send off the second zipped .D64 of submissions to Scene World. Speaking of that mag. Issue #11 arrived and shall be on the BBS before your read these words.

Writing: Looks as if I should do some more articles for Infimite Loop. Help Earl out with some more topics. Started on another set for Scene World. Finishing the second disk of submissions for Load Star. That one has some polishing on a couple, that bother me in the flow. Then completing a collection of fiction pieces. Plus the GEOS AD&D Adventure. Need to add that we have found a way to write the submissions for Load Star in GEOS. Then convert to standard PET. That isn't hard with Wrong is Write versions. However we found that resultant file isn't formatted for the 40c screen. #30 worked on line by line fix for the Dark Vulcan Interview for Scene World. Very time consuming and we thank him for his work and dedication. By accident, I found a method that will cut

that time. Using the EdStar II. By inserting a line. Then using the "glue" option I was able to format the document for 40c in PET. Using GOES allows the spell checker, and cuts back on the errors from the failing 64c keyboard.

First there levels of the adventure along with intro story and outside map. Have not only been written. The test copy had been printed and is currently in play testing. After meeting tonight, the group is continuing on level #1. There are two more levels to print for play. After the play testing, and the adjustments. The final copy will be sent to Rev Dave at Load Star. In the hopes it will appeal to members of the readership. At least as an inspiration. An article on how this was created, has been written. Needs polish when the game is played to the end. FWIW I was approached by the newest member of the game guild. Who told me that he enjoys this adventure, more than the prior two factory published ones. This being his third AD&D game.

During the Demo part, I'll show what we have done with Computer Eyes this last month. While using the GEOS input driver. Mentioned what I was doing on the IRC chat, and had requests for copies of the newsletter. Those were sent out, with the May edition.

BBS: Slow on work and calls this last month. Perhaps because the 128D was in use with GEOS for writing, more than usual. Didn't do many files for the board. However, it was suggested that the GeoPaint Computer Eyes images would be a fine addition. Plus the photo album that was made with the scrap it tool. If I were to judge my work, I'd say no! We can see at the Demo part. One last thing to add. A day

before the meeting. I was able to find my notes for my "micq" account. Tested it with a chat with Nafcom/Pol. in Germany. Much more for me to learn. I do have the full Pol. crew authorized for my "micq".

Deputies: #30 has worked with the GEOS & Computer Eyes project. There is a disk of assorted files to be opened and tested by him. Unfortunately, his keyboard is going out on him. Most work is done at the shop now. That is until his new 128D arrives. #3 has been helping with the book research on the AD&D adventure. Plus her regular paper sorting, filing and complaints about Lord Ronin's handwriting. #23 has tested some games for a list. She reported that HV Poker and Checkers need to be reinstalled. She is re-writing some of her reviews of BBS games. After new information was discovered. At the start of the new games for testing. She asks for "Nuke 'Em" and "BBS Wars". #16 is learning more on emulating and the AmigaOne.

Discussion: Split into three topics. The C- work done and future plans for Computer Eyes and our work. #16s and #30s 128D units. That should arrive a week after the meeting. GEOS 128 for them. Perhaps Wheels as well as an upgrade. Second group was about the AmigaOne. Third group topic was party ideas. This one was overshadowed by the AmigaOne.

Demos: As I ran the C- ones. I don't have much in the way of the Amiga part. Also I don't understand much of what I did see and hear.

AmigaOne: #16 brought his new AmigaOne system. #4 loaned the use of

his monitor. By work on the gfx board, which was lose, and a few calls to our Linux friend. #4 was able to have the AmigaOne operating. Something that #16 was not able to do before. There wasn't enough time to install the CatWeasel device. I did promise to look in our parts C-64 collection for a SID chip. As this CatWeasel will use a real SID. There seems to not be an IRC client thing as of yet on the OS. This system is running "Debian". A form/flavour of Linux. Does have a Bash shell. That part I could see from my online time at VCS. Looks nice, but at this time, IIRC it will not run the Amiga disks I have collected. Something about needing the new OS 4? Most of the demo time was spent in the initial set up and testing of the AmigaOne. #16 left very happy to have it working.

Commodore: Showed how to use the unzip tool to open the GeoZip files. Also showed how to use Waptor V3 to open those files. Next how to, in GEOS, using convert 2.5 to return the files from ".cvt" to regular GEOS files.

Programmes from the Penny Farthing. GeoBeap V2 was confirmed to work with a 71, 81 and 1750 clone REU system in GEOS 64. GeoPack, Graphic Storm, Scrap It, Big Clipper V2.1, Photo Print. These tools for image converting or manipulation of images were given a fast demo. Shown also were three light pen drivers. Hoped that one of them will work for a generic lightpen that #30 picked up. As there are image manipulator tools, and most GEOS users in the group are new to GEOS. A few GeoPaint images were shown from the disk. Grenade, Things To Do, GeoCalPrint, STS63, Skull, Shado (gif converted to GeoPaint) Terrahawks, Moonbase, Prisoner, Magic Hall, Vampire Girl, Luarana, Inn Lady 4.

Some are full page images. Others are partial and a few are photo scrap size. 33 fonts were included on the disk. Including the Elven Runes from Lord of The Rings series.

The print out of the Computer Eyes experiments from the Okimate-10 and from the Lexmark. These were shown and comparisons made. There are benefits for both printers. The Ok1 is doing 60dpi. Cutting off the right hand side of the image. Yet it does give a good and deep B&W result. When we have the lighting just right (G). Printing with the Lexmark Opra-40, through Post Print 3. Appears to clean the image more and the pixels of print look a bit neater. Suspect that there is some dithering happening somewhere. Overall opinion is that we have a good tool for our C- work. We need to practice more in taking the images and in GeoPaint adjustmets. Plus experimentation with the manipulation tools.

S.I.G.s: Mostly in the Geos one. Work on the maps and text for the AD&D adventure. Along with the Computer Eyes experiments.

Programming, has been debugging #30s MARS game. Finding the typos and other common errors. As a change of pace. I suggested a character generator for the Game M.S.P.E. First step has been done. #30 made it very interesting with the characters are, showing up as each letter is typed. He also made it so that the columns of numbers are in order. I mean that he ones column will be under the ones column of the stat above it on the screen. He also has this prg look for the possibility of doubles in the rolls. A part of the actual

dice rolling for the game. My additive was colour and switching to lower case. As we learn more in programming. The rest of character generation will be created.

Closed: 9:17pm

Labyrinth Walk Through

(Previous entry in April Issue)
[Translated to Geos by Vixen. Used with permission]

If you fall down a trapdoor yourself, don't panic! Just walk to the upper left corner of the oubliette, and another trapdoor will conveniently transport you back to the Bog of Eternal Stench, so you can have another go. There's no need to waste your peaches or use the beggar's magic word.

Once both Goblins are dispatched, it's time to cut down poor Ludo from where he hangs upside-down in the middle of the maze. Simply walk up to Ludo and Use Shears.

You'll end up back in the Hedge Maze, but now you can Call Ludo to have him join you. Once he's with you, Call Rocks to make Ludo bellow and a pile of rocks appear. Do this if you're trying to make a Rock Video for the Firey. Take the Rocks.. Go to the vine-covered opening in the hedge, Use Shears and enter.

THE BOG OF ETERNAL STENCH, PART 2

Sir Didymus is no longer blocking your way to the bridge, but be careful! The bridge is VERY slippery, and it may even break, dropping you into the foul sludge. (If you Called Ludo before crossing, and fall in, he will desert you!) If you are unfortunate

Interview with KMOS CEO Garry Hare (25 Mar 04)

Amigaworld.net has obtained a lengthy interview with KMOS CEO Garry Hare. By way of introducing him to the wider Amiga community and to clear up some persistent long term queries. Garry has kindly offered to answer these questions and more below.

Part 3.

Garry Hare on: KMOS, Amiga Inc., Hyperion, Eyetech, Trademarks and etc.

Question 3.1: How would you describe the relationship between KMOS and Amiga Inc. at the present moment?

Garry: The relationship has been friendly and, due to recent events, become very friendly.

Question 3.2: Again, based on the present relations between the two companies, is there a prospect of the companies working closely together in the future? And, if so, is there a current understanding of continued association in the long term by both parties?

Garry: This comes down to customers. If a commercial customer specifies both KMOS and Amiga property as part of a solution, I'm pretty sure we can work something out.

Question 3.3: Hyperion has been doing an amazing job of re-inventing the Operating System, how would you describe the situation in terms of KMOS, Hyperion and the OS?

Garry: We are partners. I look forward to working with Ben and the people at Hyperion.

Question 3.4: Eyetech has done a marvellous job in providing the A1 and microA1 boards, obviously they have a stake in the future of the OS. The community has long been assured that Eyetech, Hyperion and Amiga Inc. are working together in this venture, now that KMOS is involved has anything substantially changed?

Garry: No. Nothing should change. Eyetech, Hyperion and KMOS have a common interest. We'd like to build an attractive market for current, and likely, future products. Alan and Ben know that, within limits, I will help in any way I can. As I didn't anticipate "going public" now, my schedule until about June, or so, is a bit of a mess. It will be difficult for me to participate in conferences and the like in the near term. I don't think that's important. Eyetech and Hyperion are doing just fine without my involvement.

Sabrina Online by *Eric W. Schwartz* ©2004

"Not all that much later"



Sabrina Online by *Eric W. Schwartz* ©2004

"The magic of memo recorders"



Sabrina Online by *Eric W. Schwartz* ©2004

"Remember when we used to talk about computers?"



Sabrina Online by *Eric W. Schwartz* ©2004

"RTFM"





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

Question 3.5: Would you like to make some comment on Hyperion and Eyetech's position in regard to KMOS, at least as you understand it?

Garry: We are commercial partners.

Question 3.6: Given KMOS'es self-description as stated above, Amiga Inc's DE technology would seem to be a natural extension of cross-platform development, would you care to comment on this statement?

Garry: I like Amiga's DE product and, particularly their distribution agreement with Microsoft and, I trust, others. Given my content background it is a natural interest. But I am focused on the requirements of a specific customer. This solution does not require DE.

Question 3.7: Amiga's OS website presumably still belongs to Amiga Inc, are there any plans to host this on a KMOS site or are relations between the two companies such that this does not matter?

Garry: About the last thing I've thought about lately is web sites. If we were to put up a KMOS site today about all it would do is point you to Hyperion and Eyetech. My first site is likely a "restricted access" site in support of partners and developers. I've yet to do much on that front either.

Question 3.8: Without attempting to speak for Amiga Inc. would it be true to say that it now can concentrate on the DE/Tao developments and business opportunities and that from their point of view this separation has been of benefit? Or is it the case that KMOS simply bought up the OS asset which for whatever reason Amiga Inc. was eager to sell?

Garry: One of the most difficult things for smaller companies to do is focus on a specific product or market. We all tend to jump around from one perceived opportunity to the next. I believe Amiga intends to focus on the DE market but I can't speak for them. KMOS' business relationships are concentrated in the broader telecommunication industry and we will focus there. I don't know that a single small entity can do both.

Question 3.9: Prior to the public announcement of your company's stake in Amiga technologies, Amiga Inc. drew some broad stroke objectives for the development and convergence of two technical innovations, the revived AmigaOS and DE type developments. Broadly speaking does KMOS share a similar outlook?

Garry: It isn't really KMOS' view that matters. We are proceeding to meet the needs of specific customers. I guess you could say that is our "strategy". I've proven, several times, that I'm not smart enough to accurately anticipate markets. My partners might be, but I keep arguing they aren't either.

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- DaveyD



enough to fall in, just wade the rest of the way across, and Use Perfume as soon as you reach the bank to cancel the horrible smell. Beware: if you see the message "Something fell out of your pocket" when you fall into the bog, you'll know it was the Perfume bottle! This is more likely to happen with certain colors of clothes. If you have the Firey's feet, you should be able to cross the bridge easier.

If you are wearing a Goblin Helmet at this point, it's a good idea to Drop it here. There's a problem if you keep wearing the Helmet up to the end.

If you later end up back here, and the bridge has broken, there is another way to reach the other side, providing Ludo is with you: Call Rocks will cause Ludo to bellow at the top of his lungs, bringing stepping-stones to the surface of the bog, to the right of the broken bridge. You will have to Call Rocks several times before this new bridge is complete. Unfortunately, the stepping-stones are every bit as slippery as the first bridge was! Gah!

Once you make it safely to the other side (Note: Save the Game!), you reach...

THE GOBLIN VILLAGE

If you still reek from the Bog, the Goblins will chase you relentlessly! Even without the bad smell, they will still pursue you if you cross one's path. Supposedly, wearing the Helmet makes them less apt to give chase, but you'll still fall down a trapdoor if you allow one of them to touch you. But since Jareth will not confront you if you're wearing the Helmet, it's best just to Drop the Helmet in

the Bog (the only place you can Drop it, in fact.)

Enter the yellow house immediately to the left of you when you first appear in the village. This will transport you to the back of the village. Come forward about halfway and enter the house to your right. This took me to the Underground (see below) in the "Blue Clothes" version. You may have to experiment and find the right house by trial and error, depending on what color clothes your character has. Otherwise, you're liable to end up at:

THE CASTLE OF THE GOBLIN KING

This one is an exercise in frustration. It appears that you need to throw rocks to knock out all the guards patrolling the castle. Since the Goblins are constantly on the move, you must time your throws precisely. If (or more likely when) you run out of rocks, Call Ludo. He'll start to come, but he's a coward and won't come all the way. Call Rocks, and Ludo will do his bellowing trick again. This time the result will be a bunch of rocks rolling in a pile towards you. Use your Camcorder on the pile of rocks before you pick them up, to contribute to Firey's Rock Video, if you like. Meanwhile, knock out all the Goblin guards with the rocks - you can Call Rocks over and over again as many times as needed.

Once the last guard is down for the count, you should be able to enter the Castle, right? WRONG! If you try to open the door, you'll drop down into an oubliette. (See what I mean about frustration?) I'm positive there must be a way to get through that door safely, and I think it has something to do with the body parts that Firey gives you, but I've never been able to successfully complete

this section. Anyone who DOES know what to do here, please e-mail me, and I will promptly update this walkthrough. Meanwhile, you can still complete the game by going to:

THE UNDERGROUND

As soon as you see the sign announcing The Underground, get ready! You must be quick to Drop the Log in the path of the Goblin-driven Cleaning Machine that's coming towards you. Don't stand too close to the Log! As soon as it hits the log, the Cleaning Machine will back off momentarily, and the Log will be magically transformed into a shiny plank. Pick it up immediately, and duck into the nearest doorway before the Machine reaches you again.

There's a final Crystal Ball around here somewhere, if you're bold enough to go looking for it in spite of the Cleaning Machine. But you should have at least two or three in your inventory already, so you don't really need it.

When you reach the other side, you will still hear the Cleaning Machine approaching, even though you can't see it yet. It'll be coming on the left, so move right and again into the nearest doorway. Don't duck too soon, or you may end up right in the Machine's path. Do this once more, and you should find yourself in front of the Door Knockers. The door on the left will only take you back to the Underground. You don't want to go back there, so take the door on the right. It will take you to

(The following is from our BBS files.
Originally created by Sky Knight of

Twisted Sky BBS. Modded by
Lord Ronin from Q-Link)

The Unofficial Smiley Dictionary

- :<) User is from an Ivy League School
- :-& User is tongue tied.
- :-) User is a hosehead
- :-) User is a punk rocker
- :-((real punk rockers don't smile)
- :=) User has two noses
- ~:-) User is the Pope or holds some other religious office
- ;-) User shaved one of his eyebrows off this morning
- ;-) Same thing... other side
- H- User is asleep
- I-O User is yawning/snoring
- :-Q User is a smoker
- :-? User smokes a pipe
- ;-? Winking User Smokes a pipe (Lord Ronin's usual one)
- O-) Megaton Man On Patrol (or else, user is a scuba diver)
- O :-) User is an angel (at heart, at least)

:P Nyahhhh!

:S User just made an incoherent statement

:D User is laughing (at you!)

:X User's lips are sealed

:C User is really bummed

Lord Ronin's Ramblings

What an interesting month. Ups & Downs for just about everyone. We need a couple ups at this moment. Hey they said they found some money at the H.U.D. place. We have the inspection on our pad and passed. Federal Rental Assistance will start in July. Now we may be able to catch up on the bills and get the gas turned on again. Off the record information to us, was that a lot of people yelled up a storm to the elected officials. Who did some sort of budget change routine. Hmm, I like the initial story of the software error. Easier to blame in on micro\$haft stuff than the government. For another UP. This month I turned 54 on the 7th. Celebrated that day as the birthday for two of my Cats. Who are now 15 years old. At least, that is how long they have been with me. I also celebrate 21 years as a cancer survivor this month. Pretty good ups for me.

Other ups come from the IRC chats and the mail lists. There is a bit more on the C-Direct to TV thing. I'm interested enough to consider buying one if the price is good. The upgrade to GeoPub, I had a short chat with Eyeth on that one. Bruce Thomas was there at the time and helped

word my questions with better tech words. Looks like I will still need to use the Post Script Layout feature and do the regular change the font in the document file. But the concept of being able to directly place EPS and jpg pictures in the document, and going directly to Post Print for the printing. Has sold me and I hope Todd has that installer ready soon. There are other features that I missed understand all of what was said. Greg Nacu has more things upcoming on the ~~WiNGs~~ project. He mentioned in the chat that there is a bug in the mail part. Won't say yet, till ready, what the new upgrades and fixes are on the next version.

Downer part was found on comp.sys.cbm. Based on some of the messages I read by some individuals and one in particular. There is a start of a group to bring some sort of Legal Action against Maurice Randall and cmdrkey. Unconfirmed at this time, that the Attorney General of Michigan has been contacted on the matter. :(

Back to UPS!! #30 has his new 128D. There are a couple of problems with this one. One of the keys was srping off the keyboard. This was packed in a separate box! Then placed in the main box with both of the 128D units. The 1571 is acting as if it is only a 1541. I haven't looked at it to see if it is a poorly seated chip. If it is a bad chip. I know that I have some spares from JiffyDos changes buried someplace. I've loaned him my old keyboard till we can find him a better one. #16 has his 128D. He is learning the basics of the C- system. We have done a fast overview of the 128. Now along with basic Geos lessons. I am working with him on the C-64 part. He has done a little programming type in stuff from the book. Can't describe the expression on his face when I told him he had just done his first programme. After he

ran it, and we discussed how it worked. Skipped ahead a bit and I had him work with the number generator. Short on time so we didn't discuss it much. But I had him see how to mod it to a D20 dice generator and then had him save his first prg. Think that he likes the creativity of the C- (Scott I sure hope so) As he has ordered Jiffy Dos, Geos/Wheels 128 and some other items from Maurice. He mentioned that he is also looking at a SCPU and some other items.

UP & DOWN: Jim Brain had his test of the server thing with Centipede for telnettable. He put this up during our last #c64friends chat. <Saturday 12/June/04ce> Up part is that several people gave it a try and reported the results on the IRC. Our #8 and some others reported that there was some sort of "echo". As I understand what I read. That is from the emulator. Hyperlink and Linux should be fine. Downer part, is that at this time I can't access it :(My test gave me the same ansi character drens as found on Dr. Video's beta test board. Jim believes that it is from the Ansi transmission in the connection from Centipede. There is a way to either shut that off or provide an option for the user. Didn't follow all of what he said. This test was done by me through the Linux Telnet part of VCS. Jim said that he thought going in through Wave directly would give the correct response. I logged out and gave it a try. #30 and I worked on all sorts of ways to type in the Telnet addy. All failed to do anything. Only one would go to what is the usual waiting for connection screen. But nothing happened. This will be reported to Jim.

UP: A good part (if not all) of our dox and magazine library has made it to the

shop. Thanks to #4 and #16. Even the old photocopies <still needs repair> #30 can return to the indexing after a 4 year layoff. <SEG>

UP: Not set in stone. Robert Bernardo of the Fresno Group is planning to be at the 26th party. Maybe Jeri as well. Fungus from Nostalgia wants to try to make the trip. Alien Relics the new President of UPCHUG would like to try to make it to the party as well. If this happens, I'll have to find more chairs. <G>

Space is again short and I didn't fill in with any graphic stuff this issue. Hope to put in some things from the current work. This next part relates to Load Star (Hoi RevDave) Five of the 6 areas have been fully completed. Maps were already created for all the areas. Now it is text and story work. This issue should <Fingers crossed> have something from the maps printed. Work continues on the Hex map. Designed for Traveller RPG. Articles, including the fiction piece are on slow down for the AD&D adventure work. Must add that as of a week before this months meeting. The game guild, playtesting the adventure, has not made it to level three and have spent about 40-46 hours in the game. Have them a bit paranoid. I have accepted for myself and for the U.G. making some adventures with Dungeon Creator for L.S. Going to have to dig out my work disks from the initial task that we were doing for L.S. Start it over again. RPG S.I.G. members will be given some outlines for levels and copies of monsters etc. We can work on it at the shop.

Right then, as you can see we have been doing a lot of things this month. Thanks also go to Mad Max for sending a collection of files to us. Still haven't opened them up yet.

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