

From a Salvaged disk from 16

# The Village Green

# FOR SAVES THE



# Officers of the A.C.U.G.

(We didn't run fast enough)

**Chancellor:** (Sensei) 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]

#21 [Codes, Fixes, Crack & Hacks]

## 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 21/Oct/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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# Notes from the 16-Sept-04ce Meeting

Open: 7:00pm

Newsletter: Approved

**Chancellor Report:** Sensei announced that he was going to run a short business meeting. As there were a large amount of demos for the meeting.

First piece of information was a report found on the ACUG mail list. Posted by Robert Bernardo. Lord Ronin is a bit behind still on his e-mail. So this was a few weeks late. However according to Robert. He had a phone conversation with Dale Sidebottom. Where he found out that the Civic U.G. has folded. Making his Fresno Users Group the last one in California. Sensei posed the question as to how many groups are left in Oregon. Since the Medford group stopped sending out their newsletter to us. We have no idea if there are any others in the state. Outside of the A.C.U.G.

Only one newsletter arrived this month by meeting time. M.A.C.U.G.'s READY Marty says that he will keep looking for more disks for us. Sensei thanks Marty for that, as right now with the work that our #21 is doing. We are going through disks. As he fixes and cracks more carts and files for us. We hope that the M.A.C.U.G. will find more of interest for them in this newsletter. As Sensei asked about more images of the collection from #21. Such as the towered 128 with the Jazz drive.

**Treasurer Report:** Holding at \$23. Lord Ronin has covered the bills. The

overstock of 1 cent bits from the shop till has been donated to the treasury. Has to be counted by #30.

**Commodore Librarian:** Buried in files. As Mad Max (#21) has been working and fixing several that we have that are bad. This months disk is two sided. On side #1 are games from a CD that Lord Ronin has working again with the new CD Rom Commander 128/64. By request there is the Bruce Lee game. Plus 6 others. We made this one with an intro screen. Using the newly recovered ESI intro maker. On the 1702 and the 1802 monitors. The lower raster, where the text is died, is way too low to be read. We converted a picture that came on a recent 5C's disk. Using the Autograph programme. Making it a Koala (Sexy Robot). Then added the font and the music. This is packed and will load #4s menu programme. Where the files can then be loaded. Side #2 has around 14 files. All of them are from cartridges and were cracked to disk by #21 (Mad Max) of MHI and now The Village Green Preservation Society. One that has to be demoed tonight is the "Sales Demo". A cart that was used at C- stores to show off the C-64. (Editor Note: Mole game has to be loaded from the directory not the menu :-)

**Amiga Librarian:** Been working with the CD Burner on his A4000 Tower. Some of the things he has done is reburn CDs for Lord Ronin. The Geo Specific, both versions fail to work on his system. #4 burned them over again and the work fine with the CD Rom Commander 128/64. This happened also with a CD burned by #16 and a recent one that was burned by #21. The reburns work. on the C-. #4 noted that in his experiments. That in the Amiga CD burning format (name lost to editor) The case and spaces are preserved on C- files. Because of this it looks very good to

preserve on CD the BBS U/D files. As soon as a good way to access the BBS HD is found. There may be problems with REL files and any strange characters that are not known by the Amiga. Lord Ronin said that there are some REL files in the BBS OS partition. He doesn't remember any in the U/D partitions. The files use the standard 16 character names. Extensions are "SDA, WR3, ZIP, ARC, and a few LZH". All of the UL comments are given a key character at the start of the name this is the "@" symbol. A check mark is used for the start of the interior directory files in the partitions. These we do not know if will translate correctly.

Further tests showed that the CDs burned on the Amiga can also be read by the windrone system. This lead to the idea that the system Lord Ronin has, does not read multi session burns. #4 also found out that he can take a CD that he burned to the local Laser Quick. There the "pdf" files can be printed out in B&W at 6 cents a page. He mentioned that this is a way for us to gain those free DL AD&D files from T&R. Also that Lord Ronin should try to make a something and have it saved as "ASCII POST SCRIPT". Send that to #4 and he will burn it to CD. Then have it tested at Laser Quick.

More work has been done on the members Amigas. #16 has one for shop use. A 2000 that may be having issues with the SCSI HD. #4 has backed up that HD to Syquest <sp??> disks. Also now that he has registered his Amiga IRC prg. He has been on the IRC. Mainly in the past two weeks, in the #c64friends chat.

**Editor-SysOp:** Been doing the writing

and spell checking for the Load Star submissions. Trying to fit everything into the time frame, and of course failing. Also been making SDA files of the walk throughs. After they were converted and slightly edited from ASCII to standard PET. That was done with ZED. One file for the U/D area, in SDA. But we are putting a PET file uncompressed that can be read on line and or buffered captured for those that do not use the sacred C-. A few of Mad Max's files have gone up. But at this time. Well I just don't have the time to test and make the UL comments for the files that he has put on this ever increasing pile beside the 64c <S> Should add about the walk throughs that for the majority. They are being kept in 80c format. Many have maps that would be destroyed other wise. IMHO most users would print them out anyway and use them through the course of the game. I know that is how I use them for games.

My CD tests have been fine. After #4 burned again for me some of them. #16 wanted to know about me opening a directory in a directory. His disk, though needing to be re-burned, worked fine. Read the directories in the directories. Brought up to me during my report about making the booklets on C- things and R.P.G. things for sale in the shop. This we can do, as soon as I save for more ink. That lead to the questions about the "Retro Mag" idea. I discussed that in the discussion area.

**Deputies:** #3 working on sorting. #30 has been waiting for a C- to be open at the shop to do his magazine work. He will be sorting with #3 bags of papers that were found and brought to the shop. Currently he has been learning a bit about Basic and Assembly from #21. #23 has returned to light don the BBS. Catching up at the moment. Before she does more game

reviews and tips for the online games. #16 has been collecting C- and Amiga items for study, repair and possible resale. If the items can be pried out of the hands of #1, #4 and #16. <#16 had to work meeting night> #21 has reworked One on One and single sided it, now loads form any drive including the HD. Fixed Wordflyer and included the dox. now two files as it looks for one to load. On the BBS and it also works on the i28 in 64 mode with the 2Mcps/Hz mode. Fixed Forester, as the BBS copy was felled. Fixed #16's 1581. Work started on several other projects. Including teaching Lord Ronin the elements of Assembly.

**SIGs:** Programming has done more in Basic. #30 has debuged his Mars game and is playtesting it. Soon to do some mods and then work on the next one in the book. #21 has worked on most of the games in the book to lend a hand for us. Not yet into ML/Assembly. However we know that it isn't as hard as we made it out to be, and have some start information. GEOS: #30 has completed the last of his maps for the Load Star submission packet. That was the 1.67" grid. For those that want to play in real 25mm scale. Lord Ronin and #30 have been working on spell checking the Operation Red Cat story for Load Star. Made it half way through. Before the personal dictionary corrupted. Rebuilding that one at the moment. Work to start on the AD&D game. Spell checking and editing the typos. Then that will be zipped and sent off to Load Star. As it was expected to finish the game the night of the meeting. pulling out some tools from the recent Penny Farthing Geos disks for experimentation.

**Demos-Discussion-Close:** Demos and discussion sort of ran over each other this meeting. Major separate topics were the booklets. These are for R.P.G. things. Like how to run a game and play in a game. Painting tips, writing a game and more. C- things such as our U.G. general information on the C- and a little basic basic with type in things. These are to be made on the Geos/Post Print system. As a booklet and then photocopied for sale in the shop. Another printing discussion was on #21s idea of a magazine. Working name of Retro Mag. On the printing lines of dieHard. But attempting to send out in more of a mass audience. Plans as well as his finances are still in the works. However the mag is to be devoted to 8bit computers. priority to be on the C- of course. Readership level is to be for the beginner. Meaning a lot of techy talk is not to be seen. #21 is working on the printing aspects. As well as the finances and distribution points. Somehow he conned Lord Ronin to be the Editor and for the start, the main writer.

#21 discussed how he does single filing. Went too fast and over my head to write all the data down. #4 and #21 discussed the CD format and the multi burn problem. #21 had done one for testing on his Risk system. That one was shown after the meeting at the kibbutz on the BBS computer. Failed to initialize the disk (Editor Update: #4 returned it Friday morning. I tested it before writing this report. Worked fine) #4 commented that for the non C- users to grab a text file from the BBS, with translation on. Use the buffer capture instead. As he has found that with his system at least. There is drenn at the top of the file and it will cut off at least one paragraph at the bottom.

#21 showed this big thing called a Power Pad. Has overlay for the pad. That worked with carts. He had cracked the carts to disk.

But found out that the disk must be loaded before plugging in the Power Pad. To me it looks like a 8 times larger than normal Koala Pad. Save no buttons. He and #4 worked a few demos with the music keyboard overlay. Showing the save and play options. Then to demonstrate the 128 Tower that he built. Having a 1581, 1 GB Jazz drive and a HD installed. He used the Golf game on the Tower with the Power Pad. Personally I am starting to like the idea of a Tower for my 128D. On the Tower he also demonstrated the fixed Forester game. Still some interlace on the title screen and screen flicker. But must be better than what we have on the BBS. Cute bear platform game. #4 groaned as it is his "favourite" theme, jumping game! <LOL>. Back on the shop use 128D (Thanks to #16) There was a demo of the Sonus MIDI cart. #21 has had it for several years. Just this last month he found that Lord Ronin had in the box, a Casio keyboard. That he had salvaged and never used, past testing. #21 bought it and in a day was making sounds. There was a question brought up about making music on the keyboard through the midi thing. Save it to disk and turn it into a SID for intros and games. #21 said it might be possible. But at this time didn't know any software that could do the job. Next was a demo of the Penny Farthing games. #4 was very happy to see his menu programme being used. That is why he was the one that Lord Ronin sent to do the demo of the games. When the games on side 2 were tested. #21 explained what he had done to break them from cart and put them on the disk. Techy stuff is still over our heads. But we can see a light now. Closed the official meeting at 8:45 to do more CD tests and Amiga things at the Kibbutz before the nightly game.

## Lord Ronins Ramblings

Not a lot from me this time around. I want to install this issue another walk through that I and Vixen have made C- friendly. Also I want to put in some pix of the rare items that Mad Max has brought to show us. From his tower to some strange joysticks, into the page fox and video fox carts. Won't be able to put them all in this issue. Just borrowed the camera to take the shots for Computer Eyes. Have to set up the scenes and work on the 128D for the pix. now to find the Okimate-10 driver again for the sample printouts. <G>

Well most of what we have done this month is reported above. I'm going to disappear for a few weeks from today (17/Sept/2004ce) Add a few more things as they happen. Put in the walk through and the pictures. Before this is printed and posted. So not doing it all at one time again. ;?)

Not a few weeks but at least a week has passed since the above was written. Felt the need to make an update of things that I have experienced. did some of my e-mail. Still far behind. So this isn't a late breaking report. Dale is closing the U.C.U.G.A. and the paper publication of the Commodore Digest. He stated this in the Homestead list, and is looking at some sort of Inet gate thing for C- users. Allan from Commodore Scene has seen the C-VGA thinggy. While he holidayed in the US. Stated that the NTSC is looking good, with a little fuzzyness at the corners in the NTSC one. PAL is not as far along.

In an IRC chat, discovered that the man with the nick of "Pnacolada" is in the Eugene area. A member of there U.G. I posed the question about an exchange of newsletters. Though he is the "editor". they haven't done much in newsletters. Hoping that we can set up

Two new  $\mu$ -A1's models on the way!  
 $\mu$ -A1 scheduled for release 1st October 2004.

When we first showed pictures of the  $\mu$ -A1 last October it was of the first of a series of pre-production versions. Each successive version made was designed to make sure that the final specification of the pre-production product suited the needs of both Amigans and, particularly, large volume industrial customers. We used the pre-production prototypes to gain feedback from a range of such potential customers to ensure that the specification and reliability of the  $\mu$ -A1 met or exceeded their needs and therefore would ensure the commercial success of the product. That process is now complete.

## Two models of $\mu$ -A1 boards

What emerged was a need for two variants of the  $\mu$ -A1 board to suit different markets, which we are now calling the  $\mu$ -A1-C (for commercial) and the  $\mu$ -A1-I (for industrial). The  $\mu$ -A1-C is closely based on the existing pre-production  $\mu$ -A1's that have been quite widely shown over the last few months. The  $\mu$ -A1-I has some different features - and chips - and therefore requires additional software drivers writing. The detailed specifications for each board are given in the table below.

The first batch of production  $\mu$ -A1-C boards have already been made and are now on their way to us. Hyperion are currently finalising an updated version of OS4 for the board - we will begin shipping boards to dealers when we receive the new OS4 CDs. We expect dealers who have pre-ordered to receive their first  $\mu$ -A1-C boards/CD's at the beginning of October. We anticipate that the  $\mu$ -A1-I - which will need a further update of OS4 to support the new chips - will be with dealers in early November.

Initially both versions will be available to dealers as board-only, although we are also investigating the feasibility of having a batch of factory manufactured, ready-to run systems made complete with hard drives and CDWR/DVDROM combo drives. If produced these will come in high quality, distinctive cases and be made available via the usual dealer channels.

In any event most dealers will also sell their own ready-to-run systems using cases and other components which they have sourced themselves.

The suggested end user price for these boards is as follows:

$\mu$ -A1-C - gbp349/euro499/USD599 (ex VAT/sales tax)  
 $\mu$ -A1-I - gbp399/euro599/USD699 (ex VAT/sales tax)

Although the boards will only be sold as complete entities, we have been asked several times to give an indication of the cost breakdown of the various components of the boards. Please note that this is NOT a price list - you cannot buy these parts separately. It is just an indication of where the main cost elements lie for those that are interested.

# Eric Schwartz's Sabrina Online - Episodes 319-321

**Sabrina** Online by *Eric W. Schwartz* ©2004

"Pegasos meets pornography"



**Sabrina** Online by *Eric W. Schwartz* ©2004

"All files acquired legally, I'm sure"



**Sabrina** Online by *Eric W. Schwartz* ©2004

"From Galaga to Gauntlet to Gals Panic"



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

For the  $\mu$ -A1-C boards the approximate breakdown in end-user price, in UKP, is as follows:

- Motherboard including video controller and KMOS 'Name' licence - £130.00
- CPU module 750F $\times$ @800MHz - £170.00
- 256MB SODIMM - £39.00
- CPU Cooler - £10.00
- Total - £349.00

Both boards include cpu, 256MB memory, cpu cooler and on board graphics and sound, but exclude OS4 (-OEM or -PR as appropriate) which is an additional cost (euros 100 or equivalent), compulsory purchase item. The

revenue from OS4 goes directly to Hyperion to fund past and ongoing development of OS4.

### Additional A1XE-G4 boards to be made available

We anticipate shipping a further small batch of A1XE-G4 boards to dealers during October, against forward dealer orders. Suggested end user prices will be the same as previously (ie base on gbp500 ex tax). Please note however that these new boards will not be 'Earlybird' systems and OS4-OEM (or -PR as appropriate) is an additional cost item.

As previously stated we will eventually produce the micro-ATX form factor A1-XC with updated specifications (DDR memory, more on-board peripherals etc), mainly to provide a development platform - always assuming that the  $\mu$ -A1 is successful in volume markets.

### $\mu$ -A1-C specification in outline

The  $\mu$ -A1-C is closely based on the specifications of the A1XE board, modified where appropriate for the mini-ITX form factor and to get round various quirks which have surfaced on the existing XE boards. It will be shipped with a 750Fx @800 MHz cpu module on a standard AmigaOne MegArray connector, and a single SODIMM socket populated with 256MB. Graphics will be provided by an onboard Radeon 7000 with 32MB memory. 6-channel 5.1 surround sound is provided by a CMI 8738 chip.

The board comes with a single PCI slot which is capable of taking a -1, -2 or -3 slot riser card. This will not be supplied by us, (single slot risers should normally be supplied along with the case), but we will be making the specifications available to third parties so they can produce, for example, a riser with 2 PCI and 1 AGP (operating in PCI mode) slots. These should then be available directly through your local dealer.

We are only shipping G3 cpu modules with the board at this stage, due to the high power consumption of commonly (and economically) available G4 cpu's, and the resulting cooling problems when the board is mounted in a mini-ITX case. It is our intention to have upgrade G4 cpu modules made for this board using lower power G4's (like the MPC7447 cpu) when these become available at reasonable prices in smallish quantities.

### $\mu$ -A1-I specification in outline

The specification for the  $\mu$ -A1-I is very comprehensive - we really have tried to include as many on board peripherals as practicable whilst also including what we believe are unprecedented expansion facilities in such a compact design. The main expansion slot is fully documented and 'open standard' so that specialist hardware interface companies (eg Individual Computers) can produce and market a range of add-ons - in true Amiga tradition. This expansion port has been designed to be PCI-104 compatible resulting in a wide range of all manner of expansion cards already being available off-the-shelf. The PCI 104 bus is a 'stacking' bus which allows more than one expansion card to be used simultaneously. These expansion boards lie parallel to the main board, simplifying the implementation of robust, reliable mechanical fixing - which is essential for high reliability industrial applications.

On-board peripherals include USB, IEEE 1394 (firewire); ATA133; Gbit/100/10 ethernet; 5.1 6-channel surround sound; SVGA, SVHS and composite video output and the usual array of legacy connectors (games, 2x serial, parallel). Several of these I/O functions are supplied on headers, making interconnections on industrial systems (eg a serial touch screen controller) much easier to implement.

In addition the single standard PCI slot will support a 1 to 3 slot expansion riser as with the  $\mu$ -A1-C above.

The board will also incorporate 256MB of on-board memory plus an expansion SODIMM socket, passive cpu cooling and a CF (compact flash) 'hard drive' slot which. These features taken together will allow for completely solid-state operation - essential for the high reliability needed in many industrial applications. AGP graphics will be provided by an on-board ATi 7000-series graphics processor with 32MB of DDR memory.

With all this added functionality board space is extremely tight, and something had to give. The chosen candidate was the exchangeable MegArray-based cpu module as used on the AmigaOne-XE. There simply was not room to fit it in with all the other stuff.

However the good news is that the  $\mu$ -A1 will now come with an 800MHz 750Gx cpu as standard, which represents an upgrade to the 750Fx used in the AmigaOne XE-G3. We rejected the option of using a Motorola G4 cpu as the higher heat dissipation meant that passive cooling was not possible - and it is cpu fan failure which is one of the major causes of unreliability in computer systems.

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### The Amiga Editor's rants on...

Earlier this week, I got to see history happen on the television. On the morning of Monday, October 4th, 2004ce, a small space craft made a suborbital flight. SpaceShipOne, built by Burt Rutan's Scaled Composites team won the 10 million dollar Anasari X-Prize. The prize given to the first totally-civillian-funded spacecraft to make it into space with 3 passangers or the equalivant, has shown the world that going into space doesn't have to be beyond the reach of non-goverments. It shows us that putting man into space doesn't have to be as expensive as it has been in the past. It took the dreams and sweat from some very smart people who could "think outside of the box" to do this in our life time.

This is just the start. Starting in New Mexico this next Summer, there's going to be the First X-Prize Cup. Where different teams are going to compete for cash and bragging rights with thier space craft. Prizes for such thinga as Altitude, distance down range, and number of passangers carried with in a period of time. It seems that we may be witnessing a new era in our history. An era where spaceflight becomes reachable by the common man.

I, for one, am happy that I'm seeing it in my lifetime...

a something with them. Another one I met was Caricon, who is in Michigan. Same group as Eric/ Yes the same Eric that draws the Sabrina strips you see in the Tally Ho! section of this newsletter. I asked about exchange as well. We must see what happens in the future, and perhaps we will have more places to exchange?

Most of the daily work on the C- in the shop has been in taking images of things from Mad Max's collection. That will grace the inside and covers of the Village Green over the next few months. Been "fun" (note the dripping sarcasm) in doing the images. Apparently now there is some sort of situation. Where the image is fattened. By that I mean it is wider than it should be in the Okimate print out and on the screen. Why, I haven't a solid clue. I'll adjust in GeoPub to try to make the images a bit more true to form.

A new experiment looks good for a way to burn the BBS to CD. #16 has left behind for a period of time. His Syquest system. There are four 88 meg disks. Lord Alberonn was able to format them through #21's CMD controller, and my 64c. They now read like a small HD to the controller. Around 5 full 16 meg partitions. So this will be done slowly. But it is a test at this time. I'll be using Mcopy to transfer partitions from the HD to the Syquest. Then #4 will use his A64 thinggy to copy (he says it will be slow) the files from the Syquest to his HD. Then burn them to a CD. After that I will be testing the CD through the CD Rom Commander. See if this idea will work. As one part is my fear about #4 being able to access the subdirectories. more

experiments to be done in the near future. Once the Zip Drive unit arrives. Additive note for the moment. Dracosily in Wisc. A man I met on the IRC chat #c64friends. Took me up on the offer of a complimentary copy of The Village Green. Hoi Dracosily, this is just a sample of the things we do each month in the A.C.U.G.

Next part is the first of a new Walk Through. One of the ones that we had recently created for the BBS and the U.G.

## LAST NINJA #1

### Last Ninja Solve

This is not completely mine but I have added and corrected some things. The Doctor.

Some hints for the game:

\*Very important : save the game before you fight or cross the rivers!!! (It's like a little cheat, you can restart after you lost your life or power) The Doctor's Hint on Fighting: I am not good at things like this so I developed the following. Enter a screen where there is to be combat. Get in a telling blow without getting hurt and then back out. Save the game and then repeat until you kill the guy. If it is a screen where the guy revives after you leave (yes, it happens alot) don't save it here but wait for a save screen. I did it this way and won - killed the master without doing this but I had little of my three lives left.

Level 1: The Wastelands. Get all the flashing objects. You don't have to kill all the enemies. However, you must pick things up in

order. You don't have to cross the rivers in this level, you will end up circling around. After you get the sword, numchucks (chamed sticks on a dead body), smoke bomb, key, and a little bag. Then you go to the place where you found the smoke bomb. The color of the river is red (probably lava), jump to the upper right corner (you will be at another screen). Then, you will find the apple (extra life, if you still have 3 lives, you will get a total of 4 lives. Also if you have low power status, press contrl-H to kill yourself (get the apple first), then you can get another apple). Later on, you will find the ninja star (these is limited, save them). When you get to the screen where you see a pink dragon, the only way to pass this screen is to throw one of your smoke bomb (you must throw the bomb to front of the dragon), then the dragon will fall to sleep, walk over and you have passed the first level.

Level 2: The Wilderness. You have more things to get, I don't think that you can enter the house in the first screen of the 2nd level. Get the claw in that screen (it's very small, in front of the stone lion (right side).) Later on you will find apples again. When you reach the screen with a tall cliff, you have to climb up the cliffs (with the claw, of course). When you get to the screen with a brick wall, climb down backward. don't forget to hold the claw. (Do it on the right side of the wall, the white part on the bottom of the wall is ok.). Cross the river on the next screen. In this area you find the glove and ninja magic which makes you flash. Get the glove and then the magic. Hurry to recross the river, go up and cross the river again. Hurry, fighting if you have to, and

find the two stone dragons, the second one will fire at you but if you have ninja magic still working fast enough you can get by. You have passed the 2nd level..

Level 3: The Gardens. You will find another apple tree...get it..more life..yea! First you have to get a golden necklace on the budda's neck (where you have to cross the river through the rocks on the river)..this river has a blue dragon, don't pay any attention to it, it won't fire at you..After you get the thing, go back. Find the flower. Pick up with flower with your glove. Keep going ahead. when you see a small river (with no rocks), jump over the river (it took me few times to do so) Later on, you will find a golden Budda Statue, kneel in front of it with the golden necklace and you have passed level 3.

Level 4: The Dungeon. This is the fun part with nice graphics, don't even think about fighting the gaint spider, or killing the ghosts or mice (you don't have to kill them anyway). (The easiest way to kill the skeletons is to kick them once) Again, find the apple and a rope. Walk around until you find a chamber with 2 rows of steel rings on the wall (like a ladder), kill the enemy and climb up with the rope.

Level 5: The Palace. Get the apple again (This is the last one). On the same screen, use the key to enter the door. You then want to go left. In this screen, you can get by the guard without fighting and he will commit hari kari. Sort of neat. You will then be in a room with a giant statue. Save it here. Get next to the statue and slowy (clinging as closely as possible to the statue and facing up - toward the statue) work you way slowly around the statue. The sword will eject and

you will be safe. (This part provided by Ed "Apple Guru Moore" - TSEMM@ALASKA) This next part is crucial in my opinion. Proceed forward to the next screen and almost (not quite) kill the guy there. Then go back to the statue screen and go up. (Note if you save the game on the screen with the statue, you will have to get by the statue again). In the upper screen, kill the guard and get the Ninja magic. This is short lived and you have to move quickly. Return to the screen where you almost killed the guy, finish him off and exit using the red stairs. If you do not have sufficient magic, you will die on the stairs.

Level 6: The Inner Sanctum: Warning: there are no more apples. This level starts as a hallway in which there are four rooms. The fourth contains poison (needed later) and the third the passage to continue. Each room has a guard outside and there is one in the third room. Trying to figure it out, I found that the level is a wrap around. Therefore the best way to go on (with the least amount of fighting) is to exit up the screen instead of down. This puts you in front of the fourth door. Kill the guard, then go get the poison. Come back and kill the guard again, go to the third room (exit up), kill the guard, enter the room and kill the guard. The exit the door way up and hold the flower. Walk to the last big vase at the end of the room. The flower will be put in the vase causing a secret passage to be revealed. **SAVE THE GAME.** The next part takes practice. Hold the poison bottle and carry no weapon. In the next room, you see a grey dog, walk slowly and when the dog wakes up, throw the poison bottle. You must

throw it right in front of the dog. Then you enter another room with a giant statue with a big arrow. In the upper side of the corridor where you enter, there is some red (blood?) on the carpet. This is concealing some ninja magic. Get it and you are by. Don't save it now, wait for the next screen. There is one guy to kill and then the master. He is tough (wearing armour) but beatable. Then you are in the last screen; save your game. Put away any weapon. There are two squares - you must jump and land inside the smaller. Then take the scroll and watch the ending.

## At the Realities

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### Lord Ronin

The CMD 1750 XL cartridge. A 2Meg Ram Expansion Unit for the Commodore 64/128 system.

At the time of this writing. We have not had the time or the ability to have done any playtesting of this unit.

#21 didn't leave it in LRs hands for some strange reason {VBG}

Photos are done with Computer Eyes and the BSW Geos input driver.



Here we have another from the collection of #21. That Lord Ronin wants to "liberate" for his own collection. The Videbyte II. Cartridge system.

As of this writing, we have not had the time to demo and play with this unit. :-)

#21 has not let Lord Ronin have it in his hands for long. Wonder why? {G}

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