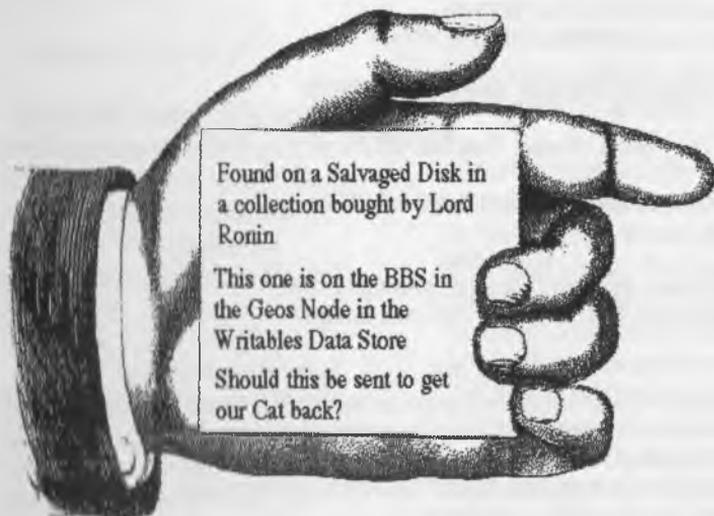


The Village Green



Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley <BBS #16>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

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

Deputies:

#30 (Librarian, file testing) #3 (Secretary, general girl Friday)
#23(BBSgames,general)#16(Emulation) #21 (NTSC fixes and 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. Not just 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/Feb/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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

Voice: 503-325-1896 BBS: 503-325-2905

Inet: lordronin@videocamnet.au lordronin@sceneworld64.de lordronin@pol-c64.de
alberonn@qwest.net

Notes from Meeting of 20 Jan 05ce

□ **Open:** 7:00pm

□ **Newsletter:** Approved

□ **Chancellor Report:** Sensei remarked that the meeting was official when the A.C.U.G. - Shop Kitty, Meewows. She did and the meeting was opened with laughter, as A500 the shop and A.C.U.G. kitty acted like the Constable for the group.

Because of the slump from the end of the holiday season. (Was the Channukha Zombie good to you this year, and or the Kwanza Bot?) Added to the late release of the January issue of "The Village Green". There isn't much that can be updated in the meeting. #16 was listed for the first time as the Treasurer that issue. His duties were discussed at the meeting. What software to use and platform for the record keeping of the A.C.U.G. financial records. Along with the new more accurate method of record keeping. Or the desire for record keeping. In order to see how far the club is indebted to Lord Ronin this year (BG). All of that was gone over, no word on what system to use. Though #16 has expressed interest in GeoCalc.

Added for the amusement of the members, and decided to record it for the exchanges. Astoria broke the state record for a high temperature with a 66 degree level this week.

Not really directly C or Amiga.

However it does effect a member. Our #30 has finally resolved the paper mess up at the NOHA offices. Where it seems the overworked and reduced staff. Through a mix up of names and addresses, had misfiled his paper work. That has all been settled and he is now receiving his rental assistance. After a wait and battle of almost a year from the initial start of acceptance.

Article in the issue of The Village Green, the one called Maurice and the Pigs, was discussed at length. Because the memory is still fresh of a friend of members of the group. Who was gunned down by the Pigs in his mothers home, early in the spring of 2004ce. Entire membership expressed joy that the same didn't happen to Maurice. Followed by some black humour on the mouse repair for Ord Ronin and #16s large order of products from Maurice. A tension release from a bad memory.

□ **Treasurer:** Office and the location of the secret horde of one cent rolls, was turned over to #16. Holding at \$23, as Lord Ronin covers expenses.

□ **Commodore Librarian:** "There has to be a better way to start off, than say "This months disk"". Imperial Warlord said as the disk was displayed. Multiple reasons for a change in the disk this month. As it isn't a disk of games or tools or the like. This time the disk is a product of a member of the group. Decided to start the Gregorian year off by putting out the writings of Lord Ronin. January has the first 13 of the 45 episodes of "Operation Red Car". The story that was written for the game guild and for Load Star. Though at this time. Lord Ronin has not heard back from Dave Moorman at Load Star on the flood of submissions that has been sent

in the past. He saw no reason not to have the story released to the A.C.U.G. Did say he wanted a review on how well it sickened or put the readers to sleep. ;?) Decided that this will be the disks for the next few months. Until the story is completed. Being the first run of anything made by a member of the A.C.U.G. In the past there was a dice roller made by our #30. As well as a controls demo from #8. Outside of that, there has been nothing on our disks that is specifically made by a group member, till now.

□ **Amiga Librarian:** #4 is moving his Amiga system to his new room. (After meeting members helped to disassemble and move the computer desk from the shop. Where it was used as a display shelf, to his room) Victor, a friend of the group, has gifted #4 with some network cable. So that the Amiga can be hooked up in the new room. This work has occupied much of his free time since the issue of The Village Green was released.

#16 gave #4 some CDs and information, in order that #4 could DL a something for the Amiga. #16 has also just recently installed update 1 & 2 on his AmigaOne. Stated that he needs to figure out what they do, before giving us a report. Stated also that there is a new firmware update released (Flashrom). Added that he has the E-Mail addy of a man in Tampa Florida that sells C= & Amiga items. As that is the man from whom he bought a few hard drives and other items. While on the holiday trip in December. #16 added that he is slowly DL-ing the

Genie files from CMDRKEY.COM for the members of the A.C.U.G. Yes he knows that there is a CD with the information. But he wishes to learn more on his Amiga and how to use it with the Inet. Mentioned that there may be some difficulties at his home on the use of the phone line for computers. Something about several people wanting to use the line at the same time.

□ **Editor-SysOp:** Decided that I would do the exchange information this month for the group. As the only one we received by meeting time is the Infinite Loop, and I have an editorial comment about the issue. This is the December 2004ce issue. Earl mentions in his opening that the Members of the UCUGA have two issues left of The Commodore Digest. Bruce Thomas is workig on them and will send the files to Earl. I spoke with Bruce in irc on 15/Jan/05ce. He finished one of the remaining two issues. Sated that the information on the end of the UCUGA and the digest was printed in the digest. Along with the information about Earl and Infinite Loop taking over the subscriptions etc.

Major interest in the Infinite Loop this time is a reprint from the New York Times of 20/Dec/04ce. About Jeri, more on Jeri than on the 64DTV or the C-1. Now you may ask what is my editorial comment? Earl needs more C= material in his magazine. I don't fault him for what he is putting out. His is a one man operation and he does a very good job. Making colour issues, installing information that he receives. I don't mind the computer related cartoons. But in the last issue. Well I am not interested in a reprint of some data regarding journalists and researchers, along with how they gain information from the web. As the article started to look like a "things I hate

about the web" article. There is even a chart with the #1 thing being pop ups. I've never seen pop up. But then again I only go on the web with the ☺. Several listings of the top 10 web searches left me wondering. Who the hell are these people it mentions?

My point is that IMNSHO there needs to be more ☺ related material. New as well as "retro". The fact that there isn't, well that is not the fault of Earl. That is the fault of people, myself included, who don't submit ☺ material to him for publication. Therefore I submit to the readers of the A.C.U.G. and to all of our exchanges. Send material to Earl at the Infinite Loop. If you don't have his addy. Let me know and I will send it to you. We should all help each other in the ☺ community. Sending material to Earl is just one of the ways we can help others in our world.

Last issue I mentioned something about a Linux box for us. The trip is this, Jim Brain has a programme to let the Linux box be used to telnet in and out through a ☺. This can be used to make our BBS "The Village" a telnet BBS. Not a good thing by itself. As it would kill off some of our users. Including WareCat <#23>. However, the software thing will allow the BBS to be both telnet and remain direct dial. In short that means you can either call using the web, or just as you are doing now. Sorry I don't know all the techy stuff. What I do know is that I did it through the box in question on the 15th of January in irc. Working with Jim on

some problems. When they are fixed, then the box and software will be sent to me.

That above, is sort of a recap of old news. What I mentioned at the meeting was the official announcement that Victor. Who is a network, ah something title, guy in the area whom we have known for years. Well anyway, he is donating his time to help me not only try to understand a bit about Linux. But to also be there to help install and connect the Linux box. To that end he has gone to Jim's site and collected the source code for the software. He understands more on how it will do the telnet and direct dial. Add to that, he is convinced that we can have a MUD (Multi User Dungeon) game on the Linux box. Along with the prospect of having our web site there, and all of it could be accessed at the same time.

To this end, he has researched different MUD units and selected one that he figures this "Dum Ork" could understand enough to set up and run a creative adventure. I looked at the print outs and yes I do understand how to do the editing of areas, zones, rooms, creatures etc. True this is game related. But so is the BBS and the local users group. (G) Big thing is that I would be creating all of this MUD stuff on the ☺. So if there is a temple with a ☺ headed goddess statue, and clerics chanting "El Shift Oh". Hey you know who's game you are playing. (VBG) I'll probably have more on this in the later Ramblings.

☐ **Deputies:** Real slow for us at this time. Most have taken a short break after the big rush of the last month. Vixen is wondering about the dox and how to store them. Suggested that when possible. Both hard copy and on disk in normal PET. #30 has

been testing a collection of disks. Been issued another couple of 8Is to test. #23 is slowly returning to more regular calls to the board. She promised to return to her work on the games. As her health has improved. #21 has fixed several more files, that we need to test for uploading.

□S.I.G.s: GEOS: Work on the Geo Dungeon files. How to use them in creating an adventure map for the 60dpi printers. #16 has returned from holiday and been again picking up on the lessons of using Geos. PRG: Lord Ronin explained how his XP calculation prg works, and why he wrote another one to do the math for the number of monsters divided by the number of characters. Explaining that this is one of the features that make the G: so great. He was able to prg a simple little math thing on the fly. Can't do that with the heretic system. <SEG> #30s programming days have increased to Friday & Saturday. Where he is working still in the book "Commodore 64 Computer Programs for Beginners, by Howard Adler. There are many faults in this book. But that is to be reviewed after the work has been done in the type in programmes. #30 is slowly seeing the code patterns and has corrected many of the typos in the work on his own copies.

□Demo: With members under the weather for the past few months. The only demo this meeting was the Penny Farthing for the month. Lord Ronin showed how to read the text in Jiffy Dos with the F4 key. Showing that it needs to be set for lower case. Then in

EdStar II, Omega-Q and finally in Zed. This led to the ...

□Discussion: Story of the writing of operation Red Cat. How it was originally the Play By Electronic Mail game on GEnie. When Lord Ronin was the moderator for the Top Secret and Top Secret S.I lists for T&R on GEnie. Later it was used as an adventure at an OryCon <#18 or 19> When Dave Moorman at Load Star asked about fiction pieces based on gaming. Lord Ronin didn't want to start out with the classic and over done Sword & Sorcery type. So instead he wrote the fiction piece. Based on the Top Secret R.P.G. Being this Red Cat game. He said that save for the base story of the cat mummy, how it was stolen, a couple combat scenes and the final finding of the mummy. The rest of the story is a new invention. Several of the characters had played in the game in the past. They were modded into one and at times more than one character for the story. While other characters were invented as the story developed. Added that it took him over 4 months to write, not counting the editing and spell checking. Writing daily at the shop.

Discussed the possible MUD and the style of game that Lord Ronin would create. He stated that it would be a "multi genre" game. Meaning more than one game style/world. Only gave the illustration of AD&D into Gamma World. #16 when asking about Geos stated that he was overloaded in all the things he has seen for Geos. Wanting to play with all of them of course. <G> Upcoming projects, such as Dungeon Creator and the adventures for that system. Final work to be sent to Load Star. Desires to increase programming skills. Despite the fact one must crawl before walking. Ideas for many

Internet News : US Copyright Office Examines "Orphan Works" Issues
Posted on Amiga.org by Argo on 2005/2/1 13:30:55

SUMMARY:

The Copyright Office seeks to examine the issues raised by orphan works," i.e., copyrighted works whose owners are difficult or even impossible to locate. Concerns have been raised that the uncertainty surrounding ownership of such works might needlessly discourage subsequent creators and users from incorporating such works in new creative efforts or making such works available to the public.

This notice requests written comments from all interested parties. Specifically, the Office is seeking comments on whether there are compelling concerns raised by orphan works that merit a legislative, regulatory or other solution, and what type of solution could effectively address these concerns without conflicting with the legitimate interests of authors and right holders.

DATES: Written comments must be received in the Copyright Office on or before 5 p.m. EST on March 25, 2005. Interested parties may submit written reply comments in direct response to the written comments on or before 5 p.m. on May 9, 2005.

ADDRESSES: All submissions should be addressed to Jule L. Sigall, Associate Register for Policy & International Affairs. Comments may be sent by regular mail or delivered by hand, or sent by electronic mail to the e-mail address orphanworks@loc.gov" (see file formats and information requirements under supplemental information below). Those sent by regular mail should be addressed to the U.S. Copyright Office, Copyright GC/I&R, P.O. Box 70400, Southwest Station, Washington, DC 20024. Submissions delivered by hand should be brought to the Public Information Office, U.S. Copyright Office, James Madison Memorial Building, Room LM-401, 101 Independence Avenue, SE., Washington, DC 20540.

FOR FURTHER INFORMATION CONTACT: Mary Rasenberger, Policy Advisor for Special Programs, Copyright GC/I&R, PO Box 70400, Southwest Station, Washington, DC 20024-0400. Telephone (202) 707-8350; telefax (202) 707-8366.

Read the full notice of inquiry at:
<http://edocket.access.gpo.gov/2005/05-1434.htm>

Eric Schwartz's Sabrina Online - Episodes 331-334

Sabrina Online by *Eric W. Schwartz* ©2005

"Victor Carol"



Sabrina Online by *Eric W. Schwartz* ©2005

"Time to make the donuts"



Sabrina Online by *Eric W. Schwartz* ©2005

"The robot master"



Sabrina Online by *Eric W. Schwartz* ©2005

"Not exactly Machiavelli"



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

Software : AFPL Ghostscript 8.50 for 68k and x86-AROS released today
Posted on Amiga.org by whoosh777 on 2005/11/27 15:02:07

The 68k release is a 68020-nofpu AmigaOS build, this will run on the maximum number of systems. It has been tried out with success on OS4, WinUAE and Pegasos II Morphos 1.4.3.

The x86-AROS build is an i386-AROS build, and I have used it successfully on AROS on my i686 machine.

On 68k the program has full Turboprint support, as well as truecolour viewers for PS and PDF documents.

AFPL Ghostscript 8.50 is a forwards port of my original port to 68k of AFPL Ghostscript 8.00.

This is the current major release of AFPL Ghostscript and contains many improvements not available in any earlier versions of the program. It is both faster and has better rendering quality than any earlier version of the program. eg it contains some advanced new optimisations for the rendering of very low resolution fonts.

It so far seems to be a particularly good release of the series.

The 2 most popular uses of Ghostscript are for printing and viewing PS and PDF documents. A lot of people who print with it use the Turboprint facility as it produces particularly good printouts.

Currently I am continuing 68k development, but intended to be run on 68k emulators, I currently use WinUAE.

Download it at <http://www.whoosh777.pwp.blueyonder.co.uk>

Announcements : Jabberwocky 1.5
Posted on Amiga.org by DJBase on 2005/11/25 11:36:05

We are happy to announce the availability of Jabberwocky 1.5 for AmigaOS 3.x, AmigaOS 4.x and MorphOS.

Download it at:

<http://jabberwocky.amigaworld.de/index.php?menu=download>

Amiga Editor's comments or What is it? Why do I want it?

Well the info from the website says:

"Jabberwocky is a jabber client software for Amiga Computers. It is open source and released under the GNU GPL License.

Jabber is an instant messaging system, similar to ICQ or AIM, yet far different. It is open source, absolutely free, simple, fast, extensible, modularized, and cross platform.

Server modules (transports) allows cross messaging between other networks (AIM, ICQ, MSN, Yahoo).

You can also login on different (or even the same) computers at the same time by changing the resource info."

The cross messaging mentioned in this blurb and in the doc files suggest that you can use Jabberwocky as your AIM, ICQ, ect. client to send/receive instant messages just using the Jabberwocky client program.

Since some of the servers have the "transports" for some of the popular Instant Messaging (IM) protocols, the user's client software doesn't need to worry about the proprietary protocols used by AIM, ICQ, ect. The servers can be quickly updated and your software will still work OK. This allows a smaller group of Amiga programmers to maintain a good, compatible Jabber client since the hard work of reverse engineering is being done by a large group of mostly Linux programmers.

So you end up with a good IM client that can access multiple IM networks and it won't go out of date 5 minutes after downloading it. It's getting good reviews on Amiga.org and I'm gonna give it a try, but I don't know who I am going to chat with. LOL

The Amiga Editor rambles

Well, Lord Ronin is working on his idea to get his BBS prepared to try having the ability to take telnet calls in. On my part, I upgraded my DSL connection so we shouldn't have too much lag on our end. My DSL reports a 1m up and 1.5m down for my connection speed. This will also help me in getting anything I need off of the net a bit quicker. I hope things go well for his experiment.

are vast. Skills are low. New membership cards, application forms and certificate. Were reminded to Lord Ronin. Who said that he might just draft the idea up, and let the Geos S.I.G. make some samples for him. All this while A500 (The Kitty) was being petted and played with, with her new toy, an old shoelace.

□Close: 8:37 members went to the kibbutz to assist #4 in disassembling the computer desk, moving it up the narrow stairs and reassembling it again. Lord Ronin showed how he puts files on the BBS. #4 & #16 discussed more on the downloading project.

Lord Ronin Rambles

Chaos Reigns, I said in the last issue. that still hold true the day after the meeting. A500 is demanding attention, wanting to play with the I28D keyboard, disk drives and my tobacco bag. Sleek, silky shiny furr, bright eyes, attentive and filled out. A far cry from that fluffed, dark cold wet and starving little cat that conned me into taking her into the shop back in November. She still has a couple of vet trips to make. One of them is to be fixed.

Now what has gone on that didn't get reported in the meeting. First off, #13 <Atoz> has volunteered to help test files. As an old SysOp himself. He understands the swamp of files on our preservation BBS. His main task is to make certain the file in question will decompress and operate. Then give a

run down on the file contents. I have to decide from that where it will go on the board.

Speaking of files, a mess of Data Management ones have been uploaded. These came from a salvaged I581. The header of the disk was simply "eacug". This was the first disk of files that #30 tested on his own for us. Most of the files are the afore mentioned data management. Things like FICA, Invoicers, Stock things, gas mileage and that sort of file. There were a few that I termed Word Processors. Causing a new area to be created on the BBS. Things like Speed Script 2 & 3, along with some support files for Speed Script. Minor note makers and writer prgs. Some tools and general creative programmes, these latter ones I am still wondering where to place on the BBS.

Gameoverview issues 1-13 have made it to the BBS. These were presented to us by #21 <Mad Max> Where he found them on the Inet I don't know. The author of this little disk mag. Started out it seems in 2004. Shortly after playing Metal Warrior 4. His stated desire is to make a little disk mag reviewing the new games that are released. I personally find his editorials to be ... well in short negative and he appears to have a fascination with a certain four letter word that rhymes with truck. His reviews are also mainly short and negative. Complaining about games not finished and mindless waste of time and space. Based on his writings, I suspect that he is a coder of some sort. Not the type of guy who should review games for gamers. Still it is an opinion and he does spend the time to put out an almost monthly issue.

Right, it is a space or two down from the above paragraph. Also a few weeks since

those words were written. The evil bitch entered the shop and stole our A500. We are working on getting her back. This has gone to a no holds barred situation. Updates will be in future issues. Many members are trying to fix the situation.

Things on the C- front have moved along well. First we have a new BBS decker. The new #34 (twbrown) has joined the The Village. #34 has put some life back into our Empire Games. Remanding Vixen to return to the games and work on making the new win records. Some rotten SysOp mentioned to #30 and #18 about the new activity in the games. This may slow down Vixen's attempts (VBG) I met #34 through the weekly irc chat (#c64friends). He gave us a try out and has been a regular caller. Note that he is also calling us long distance. Welcome to The Village #34, and thanks for jacking into our matrix.

#13 (Aton) has uploaded a few of the 50+ files that he grabbed in the data steal from the BBS. This was in a special area I created for him to find the files. A few difficulties in the first uploads. Nothing major and it can be fixed easily on our end. T'was the first time. He will be doing many files for us in the future. Taking a load of pressure off of Vixen, #30 and myself for the files on the BBS.

Next I want to thank Richard Thew <sp>. As well as #16. Reason for this is that #16 met through a manner unknown to me, Mr. Thew. Around 28/Jan/05ce. A mini van that was half

full and a trailer that was full. Arrived at the shop. Hundreds of bits of software, several printers, 128D, three 1084s monitors, one 1084 monitor, two different Covox Voice Masters, Super Snapshot V4 still sealed and much more!

As I understand things. Mr. Thew saved these items from the Cove School district. Where for a period of time he was an instructor.

Members flocked upon the items. #16 and #30 now have a 1084s each. Connected to both the 128D and their Amigas. #30 needed some printers and as he gifted me a few years ago, with an FD-2000. While his own died. The FD-2000 in the collection went to #30. Found out that it has a Real Time Clock. That he will have to set. (G) #21 has been going over stacks of software. Preserving it for the library and e-texting the dox. He has stated that many of these are not on GameBase, Arnolds and Magaray. They will be on The Village in the near future. I can say that I have both the v1.3 and the v2.18 Covox Voice Master systems. Tested the older version. That one plugs into the users port. Just finished with the newer version. Which plugs into the Joystick port #2. This one is more responsive, has an easier way to programme it to work. As I did for this months Penny Farthing disk (BG) There is a something called voice recognition. I haven't messed with it yet. Shall do so in the future and make a report for both SceneWorld and LoadStar on what I find and do with the new toy.

I kept one of the 1581s and the Aprroteck cart port expander. At this writing I haven't used the expander. From a scan of the dox and a play with the board, unconnected. This looks more to my level. The switches are just

on/off. While the one I had before, the CMD 4 port one. That one had all those hex terms. Which I didn't understand and couldn't make the expander work with the Super Snap Shot V5 and the 1750 Super Clone.

Which reminds me. There were a couple 1750 REUs in the collection. Both were factory upgrades from the 1764. #30 & #16 now have those for their Geos work. A 1750 in the box and a 1764 in the box with power supply are in the shop. Several serial boxes and one that looks like the printer switch box I had in the past. Plus many more items. A full inventory of remaining items will be published in a future Village Green. Must add that there are at least 8 sealed copies of Geos 2.0

Zip Drive: This project has been on slow simmer for months. Thanks to Victor, I have the 100mb internal SCSI Zip Drive. An Iomega, refurbished unit. Along with the little power cord converter. Despite the fact that the 50 pin ribbon cable has to be turned over to fit. There is a major problem. The socket for the power supply is frilled. #21 & I took the socket off the board. Disassembled it and discovered that the little "U" shaped pin connectors were bent out of shape. No wonder it took a hard press and twist with a wiggle to power up the system for a few seconds. OK say I, go to Radio Shack and buy a couple new ones and plugs. No such luck. The guys at the Shack had no idea as to what this thing was, not in the stock or in their catalogues. I'm going to send e-mail to Maurice asking for help <and remind about my mouse> See if he can

direct me to the parts. If not, then I'll hardwire the power cord to the board and silicon up the hole with the wire.

In any event in a few weeks we will have the Zip drive set and running with the BBS. That will allow us the tasks of doing the BBS to Zip to Amiga to CDs. Preserving the Library of files for us and the BBS.

NEWSLETTERS: After the meeting we received the disks from SC's. These will be shown at this February meeting. A page from READY the M.A.C.U.G. newsletter. This was in colour and states that there is a change with printing. As they are no longer using the printing company for the newsletter. (Marty, haven't forgotten about the disks)

Just the other day. We received the newsletter from the Kansas City club. Nice to see a Newsroom newsletter. That was the first tool that I used back in August of 1994ce, when I was made the editor, for the new newsletter. Just from the one three page newsletter. I can tell that they are a small, but very active group. This is the group that Marty suggested we exchange with in a previous newsletter. I shall put them on our listing this issue.

As to many of the other projects. Like usual, ideas are faster to create than the actual object. (S) #30 & #16 have been working on Basic and working with Geos. #30 decided to convert all the Operation Red Cat stories from the disks into Geos. #16 switches from programming into Geos. Though he did recently say that he is more interested in his C-128D than the Amiga. In the recent irc he was given the address for the last two years of the C- GENie files. That Snogpitch saved. These are not at the GENie

area on Maurice's site. #16 just presented a CD of GENie files and GoDot files for us. Along with other C- things that he has found on the Inet. Did I convert/corrupt him? (LOL)

#30 has started the inventory of the items in the shop of the C-. Though I scored up a mess of software. OK I admit that I took the teacher versions of the "Where in the ... is Carmen Sandiago". Plus all the Flexidraw accessories. #30 did gain the basic Flexidraw set and an Inkwell light pen. Which tested does work on his Geos disks. The remainder of the items are up for sale to C- members. Not just locally, but to all of our exchanges and that does include all the members of the MTTM. Spread the C- material around to those that will appreciate the items. Now if there was only some space in my computer room to walk. After I scored up the software (VBG). #16 did get the GeoCalc as he will use that for our records. He gained the GeoPublish and the GeoFile systems. Both #30 & #16 chose a factory sealed copy of Geos 2.0. So yes our group has benefitted from this delivery and thanks again to Richard Thew for bringing the items to our little militant C- user group.

JEAN'S ITEMS: In an e-mail that I recently saw, well it was a few days old. As I have not been on the Inet as much as I should. That the collection from Jean Nance. A very nice C- lady from the MTTM. Who helped many in that group, including me when I started as the managing editor. Anyway, sadly her eyes have gone. She offered her collection to a member. I jumped on it

for #30 and myself. This should be at the shop before the meeting. Some of the items are already claimed by members. As we pitched in for this shipment and the one from Mr. Thew. The rest will be up for members interest and offered to members of the MTTM.

The shipment of C- items from Tom Adams. I haven't heard anything more upon. As his health is a factor. I am not going to seem pushy. I know he will ship when he is able.

OK more at the meeting. Need to make a short list of some of the items in the shop for those interested. Well it also justifies the cost to the shop of the newsletter <BG> So then see you in the matrix and or at the meeting.



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