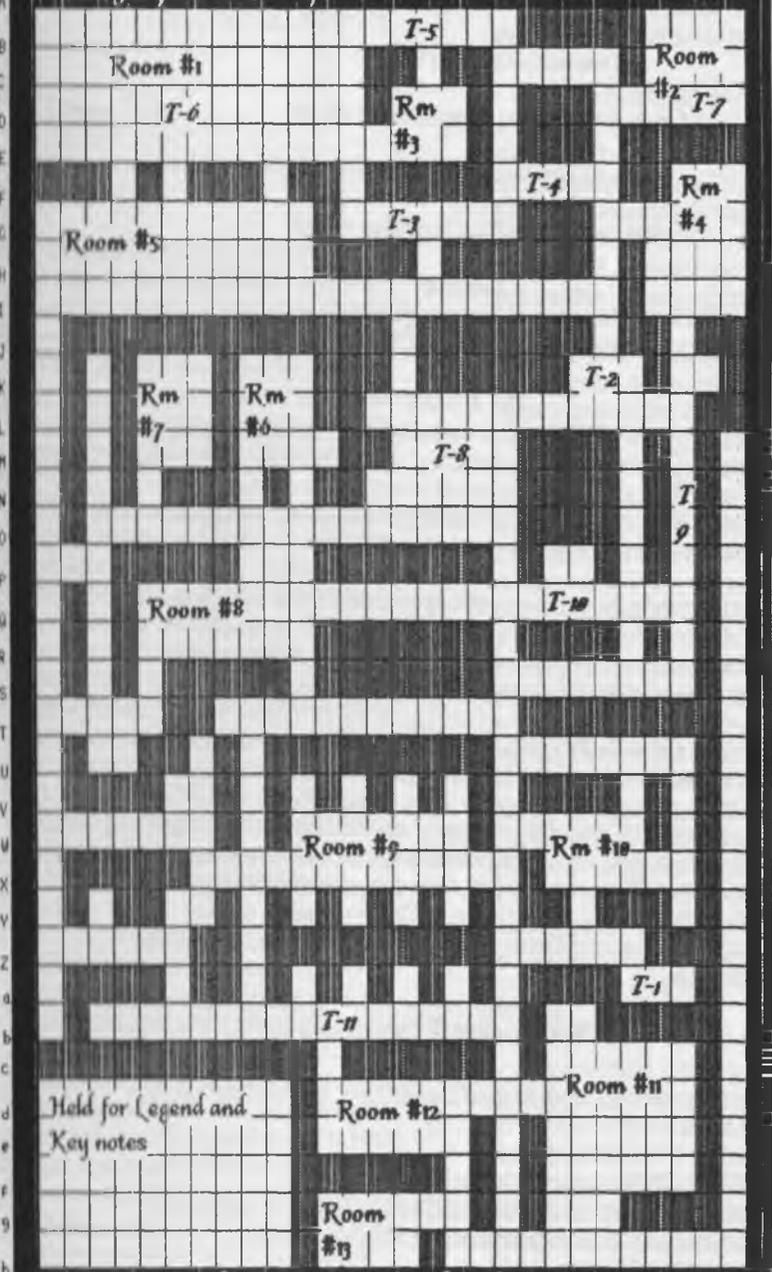


1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Sample A.D.&D map



for use in the GeoFaint map making lessons

The Village Green

Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sense) 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 #1>

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. 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 13/Sept/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 300-28.8 CG 40/80 Ascii 40/80 Ansi accepted

Inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de

alberonn@qwest.net

Notes from Meeting on 18 Aug 05ce

for the future.

Open: 7:00pm

Newsletter: Approved (What? no one wants to replace LR??)

Chancellor Report: Destine arrived Monday the 16th of August. Only here for a short time. Caught LR in the shop. A few hours before regular opening. As he was trying to make a pretty-pretty for the Penny Farthing disk. (Editor Note: Hope that my growling and frustration at not being able to make the tools function. Failing in my task for the disk. Didn't scare or offend Destine off)

They along with later Lord Alberonn talked about computers. The clubs idea of a pulp fiction style disk mag. Destine did try to assist LR with the picture packing and display. As well as the text packer, unpacker and reader thing. All from the Load Star Compleat Programmer disk. But they were unfamiliar to him, and alien to LR. Who did state at the meeting he appreciated Destines help and support on the idea of the disk mag. But Destine was tired, and after meeting with #16 about Jim Scabery and a CMD HD. Settling a tentative meet with Jim. #16 took him back to the motel early in the day. As he had to catch the bus to meet with the train to Spokane the next morning <early>

Sensei, stated that it was moving to have a long distance member drop in for even just one day. Added that Destine may be moving closer. Added that he was told about the little cable others have used to call the BBS through the computer, through cable to cell phone. Like #13 & #17. Destine was going to look into that possibility. Or if he moves closer, pop by and log on regularly. LR added that Destine is interested in helping with the files. Including the ones that are in the box on disks that were preserved from Twisted Sky. A BBS that Destine used to call in the Portland metroplex. They had made some tentative plans on that project

Next was going over the newsletter exchanges. There were several that arrived by meeting time.

Ryte Bytes: From Commodore Users Group of Kansas City. We received two copies. The July and the August issues. July issue has a very nice piece on the first page. Lenard Roach starts off thanking the Commodore Community for the interest in the GABELPAK.64, the battery operated SX-64. He discusses the different battery packs that they have used in experimentation.

Next part is on "The Envelope Addressor". Lenard states that our member Robert Bernardo, also president of the Fresno Commodore Users Group. Had given him information about contacting Dave Moorman at Load Star. Regarding the publication of the programme. A note that we here at the A.C.U.G. are interested in "TEA". (Editor Note: This was written before the disk and nice letter arrived. Before we tested the prg at the July meeting) Lenard also thanks a Ken Clayton for the help that he gave in making "TEA" work. On page 2 Jack Kincad mentions that Ken Clayton is their newest member, and that a demo of his stole the show at the meeting. One was a tracer programme, another was a Spanish Dictionary for the C-64. Ending his section with his number and that they have more C- things there for sale. #16 took down the number and promised the group that he would call and see what we could add to our collection. Page 3 has a political statement from Jack. Along with a disclaimer from the Rytes Bytes. Group voted and agreed with Jack's opinion. And Jack there are Gulf and Nam vets in this group.

August issue starts with a note from Leslie Lacy, the groups President. Stating that the group will remain at the current meeting site through September of this year. Then decide on the future of the meeting site. Jack Kincad explains a bit more in his section about the reason to stay. Dealing mainly with the meeting night times at the other location and lack of certain materials. In Lenard's section, he gives a thank you to LR and the entire A.C.U.G. regarding the write up we did

in The Village Green, about The Envelope Addressor and the GABELPAK.64. Adding that he is waiting for the results of our tests. These were published in the last issue of the Village Green. (Editor Note: I'm still gaining information from the COPS list on how to run C-printing programmes on the Optra-40. So the TEA hasn't been tested on my Post Script Printer as of yet. Restoring a couple of dot matrix printers at the moment. They shall be used in a test of TEA as well.) Lenard continues that he has sent a .DBI of the "TEA" to Load Star. The ending of Lenard's bit, sounded a lot like our own LR with all the different projects he is starting or working upon.

READY: From Madison Area Commodore Users. Marty repeats that the P.O. Box is not being extended. Muskegon Area users Group exchange was sent back to him. There is a question regarding their snail mail addy. Marty continues with that he also received two newsletters from RYTE Bytes and ours. He wishes a Happy Birthday to our LR (Thanks Marty) and good luck to Lord Alberonn on his recent marriage. A slight complaint that nothing new has been mentioned for the C- world. At that point LR said he had some things that would be in his section and probable updates in the Ramblings on new projects. Marty also mentions about using a vid camera to see the IR from the remote control units and that at 455Kcps you can hear the sound of the pulses.

Infinite Loop: May 2005 edition. Mainly this is a photo issue. Covering the Lucki Spring Expo. Starts off with a picture of Jim Brain and his PSX controller. Page 6 has Raymond Day making a palm cradle ether net thinggy for the C-. Over on page 9 is more soldering and then a flat 128 with all the components inside and just the cat-5 cable and connector. Next there is a table shot that has the PSX controller other items that I don't understand and listed as having the compact flash to serial adaptor. Under that is a photo of a Pits/4 with some plug in things. One appears to be a REU. More pictures of tables and people working with the C- follow through out the issue. Made members of our group wish that they could have attended.

SC: July and August disks arrived. They were looked over at the meeting. LR was asked if it was possible to put the text information into the BBS Tomes & Scrolls area for DLing. He said that he wasn't sure, if the files were in TWS then it would be hard. (Editor Note: Read the files in Jiffy Dos F4 key and in Edstar. Don't see why they can't be put on the BBS)

July Side #1 has several text files and programmes. But LR pointed out that the BBS listing is out of date. Wanted to state for the Record that Mellinum 2000 <a.k.a. M2K> In Idaho is down till Mad Max finds a new home. Source: Mad Max when he was staying with us. Dream Factory moved to North Carolina. Gordon/Chameleon/CSD hasn't called us recently. But LR and he have exchanged some snail mail. LR said he will have to see if the new number was posted in the BBS Lister on the BBS. Source: Chameleon/CSD Deep Space 9 is now Renaissance City and has gone Telnet. Source: Dark Vulcan SysOp. StarShip Intrepid in Texas has folded. Source: comp.sys.cbm. Bass Planet in N.J. has folded. Source: Scratcher SysOp.

Astronomy was demoed from the July disk. Had crash problems with it on the test system. May not like a stack or Jiffy Dos. Samurai was demoed and played by our #16. That is one that is listed as coming from the U.K. Dungeon Tale, an "updated" version of Cinderella in a Computer theme was read. Bad Apple, was read, a story that gives background to the hacking word and history. A good text piece on REUs coupled with Geos caught the groups attention. Cursor animation was a prg that interested the group. Listed as 19 blocks. But the LIST in Basic was shorter as far as the group was concerned. Interest in that one for future work.

August has title trick, usr port, gfx 1 & 2, Friday 13, Tronic Cycle, Black Hawk and more. Title Trick is something that will be used later in our prg lessons. As will the text on the two graphic bits. Black Hawk was demoed by our #16. Who was slaughtered often. <G> Many more articles on the disks and a good portion will be on

the BBS for DL. Disks are in the club library for use in the shop.

☐ **Treasurer:** Holding at \$23. #16 needs the receipts from LR to record.

☐ **Commodore Librarian:** Installments 7-12 are on side one of this month's Penny Farthing. Side 2 has 35 GeoZipped fonts. Some, such as the Chess ones are graphic.

☐ **Amiga Librarian:** nothing new to report at this time.

☐ **Editor** ☐ **SysOp:** OK what can I tell you? Commodore Gazette is closing with the October issue. My double sided 154i disk. Containing a mess of articles. Well that won't be used. Chris has his final issue figured out in his mind. Sadly there isn't any room for my work. Still no word back from Dave at Load Star. Guess the work was so horrible that he doesn't want to contact me to even tell me that it is that bad.

I have been working on the Lost Cat story for the disks. Hey you guys asked for it. (G) I did try to use the tools from side #8 of the Complete Programmer disks from Load Star. Wanted to make the stories packed and show up on the screen for you. Along with a packed screen that I made. Well none of it worked and I have no idea what is wrong. As far as I can see, I have followed the directions exactly. But the files will not appear. I don't see what is wrong. Nor have a clue where or what to look for to correct the problem. Perhaps it is ML situation, and that is past me at this moment. This is what I was fighting with at the time. Destined arrived for his visit. Therefore I had to put in one more installment this month. Than I had planned for the Lost Cat story. Didn't want that many empty blocks on the disk. I hope to make an intro screen for next month. Using the NTSC fixed "TND Demo Maker" tool. No idea how to do more than have it show the screen. Run the scroll and play a tune. Second side will be more of the GeoFonts collection. Eventually all of them will be on disks for your collections.

Board has been quiet lately. Suspect that it is

the summer dulldrums. At the same time, I haven't done as much as I should on files and fixing areas, or as Vixen says "constant tinkering". Reason is health and too many things to do these days. Lost track of all the projects and even where I put the note pad of projects (S). Now since the group asked and wanted in the record. Here is the result of the trip to the Doctor in Longview. She was ticked that there has been no follow up since 2000ce. The disease was diagnosed in 1988ce. But no treatment etc has ever been designated. Another problem is those pills for my sinus problem. Well they are steroids. Not exactly the right thing for me to be taking with this disease. Anyway I have a couple of breather things to use daily. Works, but I feel a bit more laid back and am not moving at the warp speed as before. That just may let me finish projects. Like Roberts box of things. BTW Robert, there is no charge for the disks you wanted. The rest of the meds, well Care Oregon won't pay for them. So I don't get them. Oh what do I have? Sar-ka-dosis, that is the best that I can do on a phonetic spelling. I can't pronounce the word. Lymph gland disease. More common than I knew and no guys it isn't caused by smoking. In fact the cause is unknown at this time. Grows over the lungs, covers the air sacs, then crystalizes. Makes breathing a tad bit difficult. I have a breathing test to take on the 24th. Then in September on the 14th a "stress echo" Whatever that might be, and also a "CT-CHEST". Then on the 21st back to talk with the Doctor. Real bumner that they want me there like 2 hours before I usually wake up. So that is what we have at this time. Save that the Dr. isn't ready to confirm the Emphysema diagnosis of the local Doc.

Got a lot to do and I hope that it can all be done this year. Did make a collection of shelves in the shop. Where we are storing C- and Amiga things. More storage areas to be built and shop rearrangements. But the area for the groups items is growing and just maybe will become organized (LOL) A lot of little things have been done over the past month. Sorry to say that I don't remember all of them. We did discuss them in the shop at the times that they were happening. Lost

my notes on them in a paper shuffle.

□ **Deputies:** #30 has been working on different projects. Chiefly helping to setup the new C and Amiga area in the shop. Trying to make some space for our collection. Plus work on a few files. Preparing for the mega dump on him of a collection of note writers. These were collected off the net in the past by Lord Ronin. Sitting nicely on the HD and most of them have never been looked at since. Only a few are on the BBS at this time for DL. #30 agreed to do the testing of them. When LR cuts them to a disk for him. Also when ever the cabinet is open again from the stuff in front of it. Then he will be able to return to the magazine indexing work.

Vixen is going over a mess of recently discovered papers. Comments about LR not throwing anything out, rotten filing and unprintable comments about his handwriting abound. LR is having to go over many of the papers to see if they are of any further use. After she sorts them.

WareCat has requested that the Game "Murder Motel" be tested by as many as possible. Giving her e-mail on their feelings and insight to the game. She will use that to make her file on that game for the BBS.

□ **A.I.G.s:** Geos is dealing with the Paint Drivers, handy scanner, Scrap It! and general writing. While #30 is working on the Traveller forms in GeoPaint. We are seeing more on making and remaking the character sheets for the games on and off the BBS.

Programming is working still in the Computes book of kids games. Scheduled though is to work with the SDA making tool. This requires the dpaint prg. In order for a screen to appear before the decompression of the file. LR has used it several times in the past year for files on the BBS. He will show how he uses it and then have the others give it a go for themselves. Ideas fly about programming things, tools and utilities to learn. As always desire and ideas far outweigh current skill. It is planned that LR will again look at some

ML/ASM books. In order to discover the best one for our level of understanding. Then in a few weeks we will start on that aspect of programming. Once the mags are indexed. Type in work will start from them as well. In the theory that doing it enough times will make the feel at least stick in the mind.

□ **Discussion/Close:** Talked about putting up the text files from the 5C's disks. LR mentioned that there is a large collection of 5C's disks in the white plastic file cabinet in the shop. Talk about SDAing the files. Problems with the Compleat Programmer and how to make the pulp fiction disk mag. Questions on art work and colour use in the GeoPaint tool. Problem with imported font not taking colour in GeoPublish. Along with others where the topics of discussion. Main point was that a more definitive schedule of meeting at the shop during the month for the different members and their interests. That is to be worked upon. Every ones work and life schedules have to fit for this to happen. Closed at 8:45pm.

Lord Ronin Rambles

On the Cover

By request, OK Vixen threatened to wear trousers instead of her micro skirt. (BG) But seriously there have been local requests to illustrate the concepts of the map making lessons. Along with less rambling and "get to the meat" statements. (VBG). So on the cover is the start of a GeoPaint map. Done following the steps outlined in the previous issues of this cat box liner of a publication. More on the use of that in the proper section.

Inside

Well, that remains to be seen at this stage. Space is one thing and another is do I want to add more of the map making illustrations in this issue?

UAE4ALL Beta One Released

Posted on Amiga.org by wraggster on 2005/9/4 23:47:40

Chui has posted over at DCEmu UK (<http://www.dcemu.co.uk>) the release of a new beta of his port of UAE over to the Dreamcast, heres the details:

- FAME Motorola 68000 CPU core.
- A lot of code improvements.
- Throttle modes for speed up.
- Autoframeskip.
- Multi-disk support.
- Around 75% compatibility.

Screenshots and more info at Chuis Homepage
(<http://chui.dcemu.co.uk/uae4all.html>)

E3B: new production run of SUBWAY

Posted on Amiga.org by mboehmer_e3b on 2005/8/18 4:56:10

E3B is pleased to announce a last production run of its famous USB controller SUBWAY. After its introduction in 2002, this small clockport USB card has established a defacto standard for USB on the Amiga classic.

Due to numerous requests from the Amiga community E3B is making the SUBWAY available again.

Please read the details on our website. (<http://www.e3b.de/usb/>)

AmiPodder 1.1 Released

Sabrina Online by *Eric W. Schwartz* ©2005

"Toy story too"



Sabrina Online by *Eric W. Schwartz* ©2005

"The Beast Wars toys knew how to keep their mouths shut!"



Sabrina Online by *Eric W. Schwartz* ©2005

"Closest you'll get to political humor from me"



Sabrina Online by *Eric W. Schwartz* ©2005

"The U Pay Us store"



A new version of AmiPodder, the only podcast receiving software for the Amiga, is now available.

This release includes lots of enhancements and fixes, many of them suggested by users. Some of the major ones include:

- * "Smart" channels to summarise podcasts from many feeds.
- * Much improved support for Bittorrent feeds.
- * Redesigned interface with graphical toolbar and tabbed preferences.
- * New program and toolbar icons by Ken "Ken's Icons" Lester Jr.

AmiPodder is freeware, download the latest version from:
<http://www.amipodder.com>



PSP UAE v0.31 kbd 0.1

Posted on Amiga.org by wraggster on 2005/8/26 9:15:30

Attila has released a new build of the port of the Amiga emulator UAE for the PSP with support although early for the Keyboard, heres what he says:

How the keyboard input works :

- Press AND(!) HOLD the □ - Square button.
- Press the Up / Down button (on the left side of the PSP) to change the selected key.
- Press the Left / Right to jump to the beginning / end of the keylist.
- Press the () - Circle button to actually "Press" the selected key. (still holding the □ - square button !)

At the moment no simultaneous key input is implemented (like pressing a key while holding this and that).

I know this is not what you had in mind, but it kinda works for now...

I am designing the proper GUI... etc...

Cheers,
Attila

More details and download Here:
<http://psp-news.dcemu.co.uk/pspuae.shtml>

From Amiga-News.de:

29-Aug-2005: Guide: How to connect an Amiga to an arcade cabinet

At <http://www.cling.gu.se/~cl3polof/arcade/amiga2jamma.html> you can find a guide how to connect an Amiga to an arcade cabinet conforming to the JAMMA standard (Japanese Amusement Machine Manufacturers' Association). Furthermore an Amiga menu called ArcadeGameSelector is provided, which allows the selection of games by using the joystick.

02-Sep-2005: Vesalia: Joysticks for Classic Amiga available again

For a long time it has been nearly impossible to get new joysticks for the Classic Amiga. Now at Vesalia there is equipment for Amiga player, too. The following models are deliverable:

Boeder Bitstar - http://www.vesalia.de/e_bitstar.htm

Power Play Cruiser and Cruiser Colour -
http://www.vesalia.de/e_cruisercolour.htm

Tecno Plus Amiga Control Pad TP511 -
http://www.vesalia.de/e_tp511.htm

[Editor's Note: These are also good for the classic Commodore 64/128 as well.]

Besides this there are Pegasos II-systems with good prices as well.

Q-Link

Now many readers know that I was not only on Q-Link in the last days. But also a member of the hastily created preservation team. I was preserving the 64 arcade dungeon games areas. You may also know of my absolute hatred for aol and the lies that they told about their reasons to end Q-Link. One of them was that they couldn't exceed 1200 baud. Which some may know I was using the beta test of the 2400 baud front end loader.

Now that all said. What happened to Q-Link? Well the files that I scored (note: we were to also grab all the ul comments about the file) are in one of the 79+ disk boxes in this computer room <Read that as G+ shrine> We lost contact with each other over the months that passed at the end of Q-Link. I went to GEnie, while others took on different ISP units. Contact was faded. I do have contact now with BrendaG4. Who was my coordinator for the preservation work. Also remet with Sir Fritz. Who gifted me with a few megs of SID files from his personal collection. That is a project in and of itself for us to set up. All Zipped into one file at this time.

What now? You may ask. What does this lead into for this report? I'd love to sing a song called Welcome Back Q-Link. But I can't at this moment. Suffice to say that Jim Brain of Brain Innovations has started a site. This site is the rebirth of Q-Link. Going through some growing pains at this moment. I know that he will be using the F3 key for the reading of the uploader comments and the reports/reviews from those that DL the files. Oh how do I know this? I asked him in a recent IRC. Forgot to ask if F7 will be used to DL the files. Or some of the other things that I remember from Q-Link.

Now before we light the candles and sing praises for the return of Q-Link. Let me tell you what I know at this time. As I haven't looked at the creation as of yet. What I have heard is that they are using the old Q-Link disks, in some form. Those that don't have a disk anymore. Well I have a few. But they came to me from buy outs. My original was destroyed by my careless

understanding of how things work at the time. There is a way to score a copy of the disk. That is geared to you. Can't say more at this time as I really don't know more and haven't applied for that disk as of this writing.

The other thing that at this time prevents me from reporting more, is the access to the site. I'm not certain exactly how this works. I am reporting here, the things that I heard and asked others about, as well as reading their responses as they were attempting to connect. I'll explain that part in just a bit.

What I understand at this moment. You need Jim's "tcpser" or something of that ilk in initials, programme. Then it appears you need a heretic or Linux system. Through that and the Q-Link disk you can connect to this special site. There were things being said at the time I read this information. About settings, including making one of them at 1200 baud. Jim has my 2400 beta disk copy.

Right then, where did I hear about all of this? I mean a lot of the above is written as if it is current tense. Seemg it as it is happening. Well that is correct. I did see the questions, answers and tweaking stuff, as it was happening. This was all going on at the weekly man meeting of the #c64friends on the 27th of August this year. I was able to be there for a short time. Doing the connection and other gear head things. Where the major topics of the night. Now when Jim sends me that Linux box for the BBS. Well then I may be able to do something with the Vice that was mentioned and become Lord Ronin on Q-Link again. Lay you odds that this will be a place where we will be able to be G+ people in a G+ environment again.

TEA, A.C.U.G. & The Village

Today (6/Sept/05ce - 2/Elu/5765) I got the post. Late as always in the day after a Monday holiday. Besides the Games Quarterly magazine <RPG Games Retailer mag> and several "opportunities" to have a credit card for the business and myself. There was a cardboard

mailer. Now I really need to find where people are getting these mailers. This held a disk. Which I haven't looked at yet. Holding the updated file of "The Envelope Addressor" from Lenard at the Kansas City users group. Added to that was the September issue of their newsletter and a very nice letter.

OK there is on the first page of their newsletter, a reprint of my review of "TEA". In the letter as well as the letter. Mr. Roach <By the gods me that formal in writing?> Does mention the topic of permission for the reprint. OK guys, here is the statement from G.O.D. (Games Operational Director. Yeh da joke is lost on non RPGers.) Anything in "The Village Green" is fair game for reprinting. Just give the blame or credit, to the original source. Our aim is to present and spread the word of the most holy and sacred C- to the unenlightened community of windrones. Saving them from the evil heretic system.

OK if you don't buy that radical revolutionary stand.(VBESG) How about, spread the word, it is groovy with us. We claim that all the stuff we do and write here as copy - left. Take it, use it, berate us for it, comment on it and have C- fun.

Now with the meds, and the beer and lack of sleep and the stress rush to present this before my next lab tests and the meeting. I may have misread a section in the newsletter from K.C. Lenard mentions our BBS, The Village. If I read it right, he suggested to the membership that they contact our Board. Which is very nice thing to present for us. But what I may have read wrong, is how to connect. My impression is that he was saying to just use the C- to connect. Well that is the best way of course. NovaTerm 8.2-9.6 have been used, as well as CCGMS <not great on W/D> and DialogueSL. Those for the C-64 & 128. JCom is the best we have found for the Ansi connection of Amiga users. heretic users, have jacked in with hyperterm and some other term prg whos name escapes me. Had a caller that would only use the Ascii setting. Now idea what the one Mac caller used. Anyway, if I mistakenly read that part of the newsletter. One doesn't have to use just the C- to connect. We take CG in 40/80, Ascii in 40/80,

Ansi, RipTerm and SuperRes. Oh yeah the BBS is free. Callers have used phone cards, unlimited L.D. plans and the 1010 numbers to call the BBS.

Operation Red Cat

OK, this freiling story thing. Well it hasn't died. You frellers have me writing the next book. This disk takes us up to instalment #17. But that you will see at the meeting. Point here is that a couple of days before I wrote these words. Got an E-Mail from Mad Max/MHI <aka. #2> He attached the final work on Operation Red Cat. Placed into files and compressed. I cut that from the msg. As it wouldn't work on my end with QWKRR. These files will be tested and placed on the BBS. Now don't go asking for this pulp fiction thing to be on a club disk. We already have had the story, uncompressed released. These files will follow the first one. That he did before leaving the area.

Operation Lost Cat

Nope not gonna tell ya 'bout the story. What I want to relate is that through a stroke of luck, and a mess of work. I have an intro screen for this months disk. Also it will load a reader for you. Just follow the prompts on screen and you are ready to read installments 13-17 of the story. Now if we can make a compression tool work. One that will also make a reader for the stories... Well that would get us closer to the pulp fiction disk mag idea. I do want your feed back about this issue of the Penny Farthing. Having the intro screen and seq reader loader.

Map Making Part 4 of ?

Hmm, page 6 in GeoWrite already. I really have to stop writing this rag when I am sleepy at 3:30 in the morning. (VBG) As I tend to ramble on more than normal (LOL) O.K.I Time to get as serious as possible for me. Last issue covered a review of generals in map making. I have been asked to structure this more with examples. As I covered all the main points in the past three issues. Illustrations and examples have been asked for and

explained. Since this is at least page 8 in GeoPub. I need to compress and be brief. OK you can all stop laughing at that last sentence.

On the cover I have the block map. My term for just the filled in areas. This is what I will use for the step by step illustrations of this report. As you can see I am using a 1/4" <when in full sized> squares. I made this one, based on a 1/2" one found on Q-Link. As you can see, I have a black border with a name in the border. That part is created by putting the font into reverse, and then typing in the words. Also you see that there are Numbers for the horizontal and Letters for the vertical. These have two main purposes for me and mine. First is that I can move around in GeoPaint. When I make the map from the scratch map. Which I use a print out of the same grid sheet. Second and most important. The Mapper in the game can follow the directions easier. Ah, yeah, new term to some readers. Fast explanation about the Mapper in the game group. This is the guy that is drawing the map for the players. As they adventure through the game. Sometimes this is done on a map board. Where the players use little figures for playing pieces. Or just on a sheet of graph paper. Marking the import things of the game at that time. He is in charge of keeping track of the teams progression on that "dungeon" level. By using the same page. Makes life easier to say that there is a door between T & U on 15. I've given directions in the past without these markers. Goes like this, From the north left corner of that room. Go three squares right, skip a square and continue for another 5 squares. Head south for 8 squares. Turn left got two squares, and turn south... OK you see the point of over complication. Players miscount the squares and other problems where, hours or days later, in game play. They find out that they missed a something because the map was off. This X & Y markers help smooth that part out.

As you see on this example, I used the grey fill in for the walls. Like I said last time, looks better to my eyes. Not as thick and dark, easier for me to work with the maps. This is a personal choice. Looking at the cover, doesn't show a lot. Just a collection of open squares and filled in ones. Sort of a strange maze looking thing. That is what I was

talking about in the last couple issues. Next one is where we start putting in the bits that show something about the map. On this one, just to illustrate and catch up a bit on what I have written. I have done just a few areas and those only is sketch form. They are not yet filled out as I would do it for my games.

That leads me to another point. One that we are broaching upon at the moment and will be a sub line throughout this monograph collection. How much and what to put in the map? This is biased by how detailed you want your maps. Let me explain that as it is going to pop up often as we progress. Having seen a large number of factory published game maps over the years. I can bunch them into two main types. First is the overall map. That is what we are dealing with at this time in the discussion. The overall area of game play on one sheet of paper. As you see on the cover, this is a "level" of the "dungeon". The rooms are small squares on the paper. A style that goes back to 1978ce when I started to game. This type is what was on the inside cover of the factory adventures. <In blue so it wouldn't photocopy> Another one would be on the inside back cover, and there may be some in the center, in black. Those where more of the second type of map. Call it the complex term of "specific". These types of maps, we will work with later. For now, the point should be made that this style of map, deals with a smaller area of the main map. By that I mean one of the rooms on the cover map. That can be made onto an entire sheet of paper. Placing all the objects <furniture etc.> in the room, in the exact scale, in the exact place in the room. Great for playing with the figures on a map board. Taking that one step further. You can make a map of a place, in this type map making. Which can be at the scale of the game play. Side note scale is 6' = 1" = 25mm. I have some that are scale maps <large sheets of paper> for several of the Traveller Star Ships. For those that want to make this type of map. Using my grid sheet, just remove the black bar and numbers/letters. Extend the lines to the end of the page. Make several maps of the area and stick them together. More on that and on making large colour maps for game areas, in the future.

Point at this time, is how much to put into the "room" on the map. That is up to you with the following suggestions. As I wrote before, I have my own map codes for room numbers, treasure, traps and monsters. Works for me, you will find what works for you. What else to put on the map? Again that is personal choice. I keep mine stark, just the above things I've mentioned. Others place more than I on their maps. To them my maps are too empty. For me they make cluttered maps. Some have told me that my own maps are cluttered. Well as we go along with things. You can make your own decision. (G)

Speaking of making your own decisions. What is the scale of the map? 1 square = ? Sure generally it is in games 10'. Old Basic D&D used 1 square = 5'. Some current games do the same. Then there are others that use metric as a measurement. You though are not chained to the game scale for the maps. For me, I make the over all maps at 1 square = 10'. That is the way I started and most of my overall maps are set to that scale. Though I do make different scale maps for the rooms in my non Sword & Sorcery games. Anyway there should be some place on your map. Where, even for your own sake. There is some sort of legend or key. Not only the scale of the map. But which way is North and any other code notes that are needed. Sometimes and on some maps. I will give a key of the symbols used on the map. Example is in the Traveller game. Where things like the iris doors need to be marked, overhead and floor hatches. That sort of thing, ah but that is a type of map we haven't discussed. Those that are laid on the players as handouts. Which is part of the "specific" type of map.

So then, we have covered some concepts. Defined some terms and explained some principles. That puts us on the track for the future installments. But for the cover partial map. That will be used each lesson as we progress on the parts. Here we have just the lay out and only a little of the room work done for the map. Next time we will have the rooms completed. Meaning all numbered and items coded. I'll cover that then, rather than bore you more with it in this issue. Where I needed to cover some things and recover

some others. Thanks to points and requests made by the members. This has turned into more of a lesson plan than a rambling discourse. Now we have a track that you asked me to run. Hope that it is informative for you, as well as putting ideas into words is for me on this subject. Study the cover map to see the topics I have mentioned and then next time more specific depth on the maps. Future articles will cover the use of the "colour" aspects of mapping. No I don't mean making a map in colour. Though that is possible. I mean the notes on your map that add colour to the game. Then we will move to the writing of the adventure, using the map and your codes. Followed by maps for non Sword & Sorcery games. Such as the Traveller one I've mentioned in the past articles. Along with Top Secret as the Espionage example and perhaps Morrow Project for the Post Apocalyptic game maps. Though the general approach is the same. There are slight differences in making the maps.

I'll end it here, with this note. The graph paper sheet I made is set for 80dpi printers. C- ones at 60dpi, like the 1525. Will not print this out correctly. There is a 60dpi map paper that is on my BBS. Saved from Q-Link, called GeoDungeon. 60dpi games are encouraged to use that one for your maps. Comes with the authors doc file. OK gang see you at the meeting or in the Matrix.

Commodore Gazette

\$36 for one year \$60 for two years Either 2 1541 disks or 1 1581 disk. Cheque or M.O. in US funds to Christopher Ryan 5296 Devonshire Rd. Detroit Mich 48225 Or PayPal to frinits 48224@yahoo.com

Note that unless subscriptions increase. October is the last ISSUE.

Shop Stuff for Sale

35mm D20s in stell, brass and copper

Rose Quartz 7pc dice set

Red Jasper 7pc dice set

Onyx 7pc dice set

Mini dice tubes 7pc sets

Hundreds of loose dice D4-D%

Arms & Armour for D20 V3.5

D&D Players Handbook V3.5

D&D Dungeon Master Guide V3.5

D&D Dungeon Master Guide II V3.5

D20 Gamma world PHB and DMG bundle Slayers Guide
to Yuan Ti

Traveller books 0-8

Traveller Suppliments 1-13

Traveller Classic Games {complete}

Travelr Journal of the Traveller Aide Society part one

C= 128 in the box with disks and PS

C= 64 in the box with book, disk, PS

C= 64 out of the box

C= 64 power supplies

Serial Cables of different lenghts

Catalogue being created {slowly -G-}

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