

for this year. A bit on Sky Travel and its use then and now, as we interpret the article. Another one on the Easter Eggs in Sky Travel. **030** wanted to know what these are/meant. Discussion followed on the Easter Egg concept and where the article lists them in Sky Travel. Looks like that is a future disk for us. Article on connecting a VCR to the C=. Along with several ideas for the use of the recorded tapes of C= items. Such as a record of high scores, presentations and as we once started to work upon. Making movies with the movie maker tool. A few Xmas demoes and then on side #2 is a collection of Xmas music and a SID player. **016** just had to have the Chipmunk song demoeed for the night {G}

From the AmiTech-Dayton Gazette. A Santa on the Chimmy cartoon. Zig Zag and Sabrina and the kids cartoon strips. Eric has his Xmas wish list. One that should be read by the members. Can mentally change the things about Amiga to Commodore. Ron talks about the year in review of the Amiga and corrolates that with the Mac people. Talks about the elections. Hmm, sounds a lot like our own. At the least here, we tricked our Commanding Officer into be elected for life. {SEG} There follows a piece about emulating. Hard to follow with terms that are unfamiliar and it ends abruptly as if a large part is missing.

4C's starts with a message from Snogpitch dealing with the next C=4 expo. More on this for space and rooms as it developes. Two pages dealing with the reasons eol won't release the Q-Link stuff. Mainly becasse it appears they are still using the stuff. Written by a tech man that worked on the original set up. Bit on the BBS and how the majority of callers are not members of the local group. **LR** hasn't had the time to jack in for a while. Talk about some screen contests and talk about getting a dial up connection.

Decided to have **LR** discuss The Village Green and the condition and style of the last issue in his section. There has been no word as

of meeting night from Marty. Regarding anything from the now closed M.A.C.U.G.

Treasurer Report: Still holding at \$23 in cent pieces in the forgotten secret stash. **016** has been covering the photocopy work and **LR** the postage and handling.

Commodore Librarian Report: Again thanks to the work of **LR** & **02**, we have two disks this month. Regular **04** Penny Farthing, and a special **0128** on a 1571 di for 80c. {At the demo section these disks were displayed.} On the **128** disk there is just one programme. One more that was transfered from 1581 disks of R.P.G. tools. Although this one appears to be one programme, and by some measuring systems that might be the case. There are quite a few sub programmes for this one. Screen turns a light green when loading up the information. Center of the screen says that it is loading up some tables. Jewelry and the like. **L** one on that list is "Meteor". Makes you wonder you wait to see what happens. Screen then changes to black with boxes, words, hot key designations and at the bottom a pair of approxamately 4 digits in the numbers appears. are not sure what they are for at this time. Over this one programme contains a wealth of information in character creation. Birth charts, Reaction charts, Encounter chart, M.U. Spell Books, Charter Generation rolls, Storing a part up to 15 characters {Sample P.C. was installed **LR**}, Quick Melee, and many more options. **01** noticed the "perception" score. Which is not a common one in AD&D. He remembered playing an adventure many years ago that used that stat. **LR** gave his opinion that it would be a helpfull tool in creating NPCs, as well as fleshing out the game. He still holds reservations on using such tools in the course of the game play.

Our *Penny Farthing* disk is a collection of sm: tools and a pair of games on side #1. These too are several different types of Calendar makers, Banner maker, Form Maker, Simple Spread She

with dox, KwikWrite and a demo, Doogie Diary with entry demo, Memoranda with Demo {all Demos are the fault of LR} along with some other simple working tools. Games are Space Fortress, and this time in the demo LR actually got off the first screen. The other is Saucer Attack. Nice GFX on this one, though for some reason LR at the demo was enjoying the aliens blowing up Washington D.C. {SEG} Side #2 has Operation Lost Cat installments #84-87. When LR stated that he was considering closing off the story world after finishing this adventure. There were some complaints and threats, as certain members want another story with Tommy & Trisha after this one. On the same side is QuizMeister from Load Star #105. This comes from the save file that LR made from what CMD placed on the HD when he bought it many a year ago. He also made a few quizzes for the disk. Q16 tested his knowledge on the Classic Traveller Quiz. Missed a couple out of the 25 multiple guess questions. Scoring around a 92% on the Quiz. More detail on how this works, may appear on the next months *Penny Farthing*.

Editor/SysOp Report: Lets go with the Editor stuff first. Last issue of "The Village Green". Problems in the printout. First and most noticeable are the streaks on the pages. Looks better after the photocopy work, than on the original sheets. Reason is unclear. That ink cart hasn't had that much use. Though it is my original one, meaning that it is the most recent one I bought a couple years ago. Did sit for a couple of months during the dead printer time. Used it on the parts printer. Perhaps that caused the problem? Cart was cleaned and refilled, and yet the streaks continued. In fact they still do to this time, after I have printed out the sleeves and labels for the disks and some maps for the game group. Looks like a save up for another cart and refill kit. The issue in your hands may be streaked as funds are low. Another problem isn't as obvious. Font not being accepted by Post Print. Horthern is the font name, and it was used in

the November issue in the adverts. Works in GeoPaint. Works in GeoWrite. Doesn't work in P.P. 3.8 when at the least using one imported file. More tests for the future as to how that problem may be bypassed. This was used for Ramblings header, department headers and for the C= page number in the last issue.

We had a lovely week before the meeting. {S} Starting on Thursday 14/Dec/06ce, wind & rain. Not too unusual for this time of year. Some areas were hit with 107mph winds. Stated that we had gusts up to 80mph in our area. However from where they measure to where we are at along the river, well you can add a dozen or so more mph that score. Lost power at about quarter to 5pm, the third time that day. Good thing I decided against working on the computer. Or I would have lost all my work as happened several days before this incident. Anyway I ran the shop game by kerosene lantern. Finally went to the house and continued to run the shop game. Using candles more lanterns. Nice effect for an AD&D game. I agreed to that idea. Almost a pity that we were playing the Zombie Horror game. {BG} That evening around 3am Friday morning. As an associate of show-vah {mark reed} arrived with some unintelligible information. Mainly it was that w as he was sloshed. Also bored to death since he couldn't play his video games without power. C power was restored around 20 to 5 am. However Inet was off for me till Sunday night. Making me miss the weekly IRC. Finally got hold of a live man on the phone at my ISP. Like many others account was felled. Got it working again, though it took three times to explain to the tech that I was using a Commodore. He is still at a loss as to what all of a sudden his system is case sensitive for login names. In the FWIW department, over 300,000 homes were effected by this storm. So places took almost a week to have their power restored.

Q8 have been having more difficulty than expected with the Free Geeks place, regarding HDs. This looks now to be close to a lost cause on the note of HDs. I shipped the controller to Eddie the One for the HD work he will do for me

Waiting to hear more on that from him after the holiday season. Then it will be the work on recreating my partitions on the HD followed by making the BBS again. Naturally that is going to take a while and help is needed from several members on file testing. Right and Yixen goes back to making the screens again {G}.

Feedback on the Geos/Maps/Adventure piece in the last issue has been weak. Partly because I haven't been able to contact the L.D. members with the power outage. Partly to the fact that my drivel is put on the back burner for the holiday season by the local members. There should be a something in the January issue on the next part of the Geos/Map/Adventure bit. As was promised in the last issue. Depending on the feedback, will that series continue for the duration of the adventure.

Deputies: Slow this month for the group. 030 has completed the conversion and reformatting of all 48 installments of Operation Red Cat. Preparing them for the booklet printout experiment. LR needs to have a better printout for that task and has agreed to rewrite the last three alternative endings to smooth them into a new section as the entry for the Operation Lost Cat story. 030 has also been working off and on with testing the Amiga disks that arrived from To'Barr. Finding that many of the ones that I tested years ago on the 1200 and marked on the disk that they don't work on a 1200. Do work on his 2000, I was hoping that they would, as they were originally created on or for the 2000. He has found some that gave him the msg "DF0:NDOS", which he is uncertain as to that msg meaning. 016 will be working on other Amiga disks in the shop. Now that we have the 500 set up for work/play. Many tools on the HD that none of us know what they do or mean. He has those to experiment with as well as a few more boxes of disks. As we try to sort out the new collection I bought for us and the one that I had buried for so many years of Amiga disks. Recreating a small Amiga software library,

thanks to the theft of our Amiga stuff by mark reed. 016 is still going over his Amiga Forever 2006ce CD. looking at and for the added material. We hope to have a report and a demo in the future from him. Also his attempt to backup the Amiga CDs that are/were in my collection for the group Meets with dismal failure. He reported that it is Amiga file names that are rejected by his heretic CD burning system. Discussed the need then for him to connect a CD burning thing to his AmigaOne, along with finding out how to do it the 200s and the 1200.

S.I.G.s: Mainly it has been Geos work this month. LR with much needed help from 030 and 016, has put out the 20 page newsletter, sleeve for both the 64 & 128 disks, along with the label. Past that it is a long task to recreate the All File Must Be Eaten maps for the game group. Suddenly it became apparent that all the ones that were originally done are missing from LR's set of papers. Matters are worse since the original 1 where lost on the HD that Maurice has in hand at this moment. 026 the only surviving member of the game in the group. Kindly loaned his copies of the old maps for recreation work and preservation onto disk. Seems to take longer to rebuild that maps in GeoPaint than it did to create them originally {G}

Discussion/Demos/Close: Talked on how to structure the programme meetings and Geos sessions. 03 did mention a thing about LR hogging the 128D all day long. Garnering a bit of laughter mentioned that the 64c is almost ready for use. Hunting the PS for it at the moment. Books are in hand for the lesson work as the group is at the Type-In books still for the moment. LR announced that it seems the disks and the books for the CB Basic Lessons <space camp ones> are missing when they moved things to the new computer room. A hunt for that and other items promised. People is on the way. Although a couple of the members have gone through books one and part way through book two in this series. Would still be a good thing to review the material and eventual

make it to book three. The one that deals with the 128.

Demos where the 5C's disks and the monthly club disks. Closed at 9pm for the nightly game. Must add that there was still C= discussion going on throughout the game.

Lord Ronin Rambles

Last day of Channukha, A500 on the lap, pipe going well and the big mug of coffee is beside me. Heater is on and the fingers are finally warm. Outside the shop it is cold, no wind and a threat of rain. Also this Saturday afternoon it is "dead" quiet. Business is bad this month for not just me. Makes one wonder about the economic indicators that are being used to tell us the economy is better.

O. K. What to talk about at the start of the ramblings? Well for one there was a point size change in the laest issue. All of the text was in 14 point VillagePlain. Except for the Adventure part, and that was in 12 point VillagePlain. I think that it would have looked a bit better if the streaks were not on the page. My intention for this issue is to run the cover with the map of the first level. Showing the difference between the two. All if not just a part of the adventure. Illustrating the way I used the tools to create the story and the adventure parts for the game. Based on feedback I will either continue with this or close it off as being completed.

Since 08 is having a seriously felled time with Free Geeks on the items he ordered. I asked Victor about a drive for the 1200. He will look into that for me and maybe also sell me a courier 36k modem. At the moment he is still working on the linux box idea for us and on 0166 A2000s. Talked with him in the shop on Friday 22/Dec/06ce.

Loads of work going on in the shop. But it doesn't look like a thing has been done. Stuff is little bit here and there as things are now past the dramatic move and into the fiddling

little bits of organisation. As reported in the minutes, we are hunting for the PS for the 64c. Another item that has fallen into the time space warp that exists in the shop, and the kibbutz. P= will show up a short time after it is replaced. ((At that time 080 will return to his magazine indexing. That long awaited project for us, and disk testing for the BBS. Plus his own Basic lessons and play time. Also mentioned in the minutes is the fact that the A500 (not the kity) set up and working to a degree. HD is acting fl= When the symptoms where mentioned to Victor, too was of the opinion that the HD mech was failing. Questionable if we can salvage the files from the mech or not. A thing that none of us are aware of in the procedure. More shelves are needed in the storage area and that will be a bit time to be created. Plans are also for the removal of one of the folding tables. replacing that with of 0808 computer desks. This to hold the A500 system and later the A1200. more storage space will be obtained by this change. Ah but it is all slow as we work under the current conditions.

At this time I am saving up a large amount of money (approx. \$300). This is to be used to pay the shipping of over 40kg <Anyone care to contribute for me?> of rare to us mags. English written AFAIK, some with disks. But all pretty much European. These are coming from a MTIM member in Athens Greece to us. Take me about months to save that much up. But it will increase dramatically the library and the indexing for 0E (BG)

Been asked to again talk about the Newsletter the Disk for the group. OK did the newsletter a little while ago. So here is a fast recap. Done in GeoWrite, usually the Friday or Saturday after meeting. Written for the main body text in Time Roman/Bold. Stuff for it is whatever is going on from the meeting and the group. Plus things that find on the Inet and from other newsletters. Subject matter for each month is subjective. Run through Post Print 3.8. A little GeoPublish is used for the cover and the address page. Post Print 3 is where it is all assembled. Printed on the Lexmark Optra-40 Colour printer. Submissions welcome from members and other groups.

GeoWrite in GeoZip preferred. But we have tools to convert Ascii and standard Pet to GeoWrite.

Penny Farthing is the name of the regular monthly disk. Stuff stuck on that is also subjective to the mood of the group. At the moment the Operation Lost Cat story installments are desired. Along with games and tools. These latter ones are found on the disks in my collection. Tested for functionality and a small review is noted. Depending on space these review notes will be in some form on the disk. One question that I was asked is the availability of the disks to L.D. members. Well that is semi covered on page #2 of each issue. Full depth hasn't been done in this drivel. Disks themselves are 75 cents in the group. These are blanks or the regular monthly. We get to problems after that in L.D. work. Cost is around two 1st class stamps. Round that up to 80 cents. A decent stiff mailer is 99 cents at the local Safeway store. That jacks the price up to a bit over \$2.50 per month for the disk. Like \$30.48 per year for the disks. Couple that with the membership of \$18 and you are dumping \$48.48 per year. Not a very economical way to go. When we finally get the non profit status. Which was mentioned at the meeting and not recorded. <016 has done some prelim work online and looking for more information including ways to bypass the \$1,000 fee> That would cut the postage off. What we have done in the past is send in attached e-mail the two sides of the disk. As a Zipped .D64 file. At this moment that isn't possible. Since there is some problems in the UL to my home directory at vcsweb.com. The more regular method is to call the BBs and DL the zipped .D64 files from the A.C.U.G. data store. Cost for this is the \$27 per year for membership and the monthly disk. Along with what ever is charged for the phone call. Area is opened to only those that have covered that charge. Being fair to the others in the group.

OK that brings me to the A.C.U.G. data stores. On the old BBS we had the basic policy

of putting up all the disks that we have found as created. As zipped .D64 sides into what we term the Vault. Cut off time for this was 4 years. Meaning that from the most recent Vault entry to the current disk of the month. There was a four year gap. These files were and will be again, accessible only to paid up A.C.U.G. members. Allowing the members to have their own collect of the club disks to around 92ce. Yeah all of this has to be done again. {S}

OK some time has past since the above was listed. We are getting a new member. More on that later in this collection of babbling drivel. Eddie One does have the HD controller. According to e-mail received on or about the 27th of Dec by 1 He has done the LLFORMAT, created several partitions, installed the files for the BBS OS, terminal prgs along with the utilities for the CM. He has also done a bit of programming work with the Centipede BBS prg. Where he has created a way for a msg screen to show up when going in the message bases. A something that we had for msg bases and sub areas on the old Omni board. Both of us are still discussing how that can be done for the file areas. So then shortly we expect the HD back and then it is time to recreate the BBS. Oh I can hear the local members screamin terror at the work load already. {SEG}

****Deleted Several Pages on Geos Game Store and Map Making****

Short bits right now as I fill things in and up date. Al Jackson has given me some information how they make the monthly disk newsletter. That may work well for the start of our disk magazine idea. He mentions that he uses the Kwik-Write for some of his work on the disk. That sounds like the one we have on last months Penny Farthing. Based on the information that he gave me. One of our upcoming projects is to open up files he stated and try to learn how they work. At this time, the idea of packing and unpacking the files is past us and maybe the file device as well. But it can be a start on the idea of the pulp fiction disk mag.

Cottonwood BBS is operating and to the best of our understanding it is the only one running as direct dial on real C= equipment. More on that on the facing page. {G} Final Frontiere is again changing their BBS OS. At the last update Cobra was going to change from C/net to Renegade. As of this writing, I haven't logged on to see the new OS. Reminder that it is emulated Amiga BBS. Personally I want to state that Cobra watches and monitors his BBS. A something that long time readers know is a major point for me and boards. Having been on several that were unmonitored, well maybe the SysOp checked it once a month or so. Deckers to "The Village" may remember that I was on it in the morning and the evening every day. Cobra will also send you Inet e-mail about things happening to the BBS. Even personal msg about things. I like this type of personal approach to the deckers on a BBS.

No word back from 021. Last heard he was having to live in his camper, and was trying to make the journey back to the land of "MossyVania" {G} Do wish him well and are keeping his copies of the newsletter for him. Although why he wants them is past this freaked out old hippies mind. I am like a month and 27 pieces of e-mail behind in my writings to 03. What I do have to report is that there are still problems with the Free Geeks and attempting to score up the 50pin 5 or less GB SCSI drives. He asked about 10GB and if they would work on the CMD controller. A fact that I don't know and must present to the lists. Will the size that is "seeable" by the controller, ignoring anything over the 4.5GB limit? Good question and I don't know if it has ever been asked. On that same sort of topic. Waiting to see in the long stack of mail if heHD for the A1200. 016 is waiting and trying to collect the things needed for installation. Robert Bernardo said he picked up the roms for me for WB 3.1 and there is a place to score up WB3.9. Now to find the files and after all that is done, bring the 1200 to the shop for Amiga use. As 030 and I have agreed

on a price for the A500 {not the kitty} with the external HD and two extra drives. OK to the adverts now {SEG}

Well not exactly to the adverts. More to the explanation of what the frell happened, so that there is a different format for this newsletter. Along with why the deletion of Geos RPG adventure writing and mapping. The freaking printer gave out on me. All it wants to do is make two passes and then stop with the left hand light flashing. Every once in a while it will do half a page then stop and flash. Yeah and it still streat So I am sitting around, sick physically, mental and emotionally. Wondering what to do with the printer in regards to putting out a newsletter.

Thankfully 016 laid on me a couple of printers while back. One of them we can't figure out how to load the paper, so that it will feed. The other is HP DeskJet 680c. I had asked about drivers for Geos. Got one suggestion. Finally tested it other day. Hmm, it worked, ah sort of, well if : like an 80dpi page printed in 100dpi. Sort of looks like a 60dpi 1525 page printed on an 80dpi printer. About 2" on the right and almost 3" at the bottom are blank. I was thinking heavily about printing the pages and then doing handy scans and little word boxes. Cut and paste them in the borders : order to fill the pages. A possible idea, but with only 48 hours to create all of that, time was the enemy. So I sent Email to 016. Asked him to do a search with his heretic and find anything that might work as a driver for Geos and this HP. Well he found the same one that was sent to me weeks ago. Along with a couple of others. Two of them are exactly the same, with the same author and exact same creation date. According to the dialogue box. Well the first one I tested in GeoPaint worked. Printed out the entire page for me. Bit wet with ink. I heard that is a common feat of the HP printers. Right my next idea is that I should use GeoPub to make the newsletter on full sheets. Well, there is a problem in that idea. Page #1 for example is a map, the footer and the Newsletter name. These are actually three separate pages. (GeoWrite, one GeoPaint and one GeoPub. All laid over each other in Post Print. Not gonna happen

GeoPub. OK ad to that the page count is way past the budget to do that many pages. ☺ isn't that rich.

End result you are holding in your hands. I had to delete the Geos+map+adventure writing section. Cut and paste the text originally written. Cause I am too lazy to rewrite it over again {BG}. Make this explanation and in a moment the updates of the updates. Then lay it out in columns in GeoPub. Just to make it easier to read in full page sheet. Right this has to be done in under 24 hours. In the shop, with the kitty that wants to be in my lap and help. Need the 11 hours of sleep as well, plus run a game at night. Busy day for this sick old man. Obviously it has been done. Or I have learned to be a high level Psi agent and have implanted all of this in your mind {LOL}

Updates to the Updates: Now if all works out right in my mental layout. You will see an advert for the CottonWood BBS on the second to the last page. Along with the Sabrina strip. In case it is unreadable. Not just the strip but my msg under it. I did some fast clean up of the word balloons of just the last panel of that strip. If this makes the text more readable to you. Please send me feedback. Only a test to see if there is a way to make the text easier to read, after conveting from gif to GeoPaint. Without having to type in the word balloons with a small GeoFont.

Back to the CottonWood BBS. Balzaabar is the SysOp and has a web site up for the BBS. Where there are several C= gfx term prgs for heretic users to DL and use for connection. I do remember from my fast trip there that they are listed as DOS and won't work in windoze. What all of that means I'll leave to the more informed on the subject. Long time readers know my shield wall that forms when it comes to heretic systems.

On this site there is also a Lynx version with a doc file, and the Micro Cookbook. I'm still hunting for the disks ☺ gave me {factory} of the extras for this system and the bartenders

guide. ☺ confirmed that I didn't send them to her, either originals or copies. Like I was supposed to {S}. They are around here in the sl someplace in the boxes. What I don't have at ha is the url for that site. Hope to present that to y later on. Let you take a peek at what he has put. Do want to add that Balzaabar has contacted Nic Smith who is the author of the All American BB system. There was a something in a mail list abt the prospect of scoring up the most recent upgr to the system. One other thing that I must add a this time. Balzaabar {Andrew} in Calif. has join the group for two years. Can't seem to scare him off. Guess I am losing my touch {LOL} Welcor to the most fanatical ☺users group in the multiverse. Though sorry this issue isn't as good as the last one you read.

Printer ideas have come to me from the COPS at vcsweb. One is that we should try out testing top and bottom only in printing. Where we are to make a couple of lines of text at the top. Try to print that and then make a couple at the bottom of the page, give that a print try. Did that first part and it felled. Haven't done the second part of the test. Another option is to try to score up a Lexn Optra 45N. I know that this will take the larger paper for some of the inhouse printing jobs for shop. What I don't know as of yet, is will it take the same board of 16mb ram that is in the Optra. Since that is needed to run with the ☺. That something that I need more information on, before I can make a commitment. While I still have to go up for the boxes of ☺ magazines from Greece. Doesn't look good for the shop orders for the next couple of months of so.

A box is coming to me from Robert Bernardo. Should be some newsletters in it, the disks with GeosFiles, maybe the PS for the photocopier device, and the 3.1 roms for the 1200. That will be the start of putting up the 1200 for use in the sl. ☺ has the software. Others have offered the software for the internet access. Slowly it will be up and running. Hey we might even learn how to use it in the group. {G}

This is to be printed and posted on Friday

5/Jan/07ce. Well if all goes well with the work and printing. But that is also an important date for that is also the day we expect the CMD HD controller with the new mech from Eddie the One. According to the email that I read last night {Wednesday 3/Jan/07ce} he sent it 2 day priority. Also he installed a new 4GB mech. Made 200 16mb {65,215 blocks} in native mode. Installed the files for Centipede, along with some other tool files. Now it is up to me, when it arrives, to make the time and recreate the BBS.

First part of that task is to of course set up "The Village" BBS. SysOp account, all the known err remembered msg bases and file areas. Start off the msg bases with a couple of stock msg. Place the holder in the file areas. So that over time the files can be inserted. Open up some games. These I can tell you will be the Empire and related style games. As they gained the most play on the old board. At that time the BBS will be announced as being up in a barebones format. More games and files will be added, with the pretty pretties as time passes. Right local members that means file testing time. {VBESG}

What I need from the readers that were deckers on the old board, your numbers, handles and PW. I will reassign them to the accounts. Numbers 1,2,3,4,5,6 11 16 18 23 26 and 30 are known. Numbers 8 10 and 13 are not known for handle or PW or both. Other numbers of the Village are unknown in any form for the user. Number 6 is the guest account and the PW is "Guest". So if you need to send a msg about you account, getting you number back etc. You can use that to send me a msg and I will set it up for you. Certain personal info, will be asked for later. Like name and ady. So that if this happens again. We can send off a letter via snailmail to let you know why the bbs is down. As this time, the records where all kept on the HD. Hard to send off that information when the HD is still with Maurice.

O. K. that can sit for the nonce. Things for

this month are chaotic, like always. There is a 1 R. P. G. tools disk made. 64 Penny Farthing is 1 yet created. Feedback asked for more informati on the second side for the Quizmeister. Perhaps couple extra Quizes. I would like to try out wha mentioned and have a something on/about that o the disk side. Side #1 is still up for grabs. Ther have been requests for tools and for games. We shall search out the disks and see what we can 1 {SEG}

A500 the kitty is on the lap. A500 the PC is on the table and will be used for disk testing. Sice have firmly found out that disks I tested years t for Amiga. failed on the 1200. But worked on t A2000 with a lower WB. Several hundred disks can be sorted this way from boxes that I once swore I would turn into 1581 disks. Maybe they can even find the Wings and Knights of the Sky games. Unless mark stole those copies as well. 016 will be doing some of that testing at the st as well as 030. Starting off on what we can salvage from marks attack on us for an Amiga library. Where the PS for the 64c is hiding is a mystery, as is the samr for my Super Snapshot cart Still hunting those items in the piles. Whic are slowly being organised Naturally after that ' won't find anything {BG} Still it may look like are well organised. But it will be only for looks {G}.

If all works well, we will be back to normal n month. Then you can have the regular Geos Maj Adventure writing part. Which was the map and first level of the adventure. After the team enter the mountain. 'Tis written up, just on the other file. Making it fairly easy to install when we ca do the post print work again.

I know that some have said that since the mark atack. That I am not well enough to take on the BBS again. Perhaps so, and perhaps it is what I need. So to those that have been saying "don't t mark fixes things". That is a no can do, must p the BBS up again. Maybe this time I will print c the programmers manual and fix a few of the ga that we had trouble with before. Maybe make th intro screens and learn about the script thinggy.

Officers of the A. C. U. G.

Those that didn't run fast enough

Chancellor: {Sensei} David O. E. Mohr

Treasurer: Scott Farley {#16}

Commodore Librarian: Imperial Warlord {#2}

Editor/SysOp: Lord Ronin from Q-Link {#1}

S.I.G. reps: *Amiga* Scott Farley {#16}, *Emulators* Scott Farley {#16}, *GEOS* Lord Ronin
Basic Programming Lord Ronin.

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen {#3} Imperial Warlord {#2}
WareCat {#23} *Cracking PAL->NTSC* Mad Max {#21}

A. C. U. G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active 1983 as a functioning users group. A. C. U. G. stood for "Astoria Commodore Users Group". This until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore U. Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga p Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group n stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform Cost is \$18 per year for North America. Though the attack upon us has cut back many resources th are being slowly rebuilt. Members will receive a membership card, Certificate of membership and starters disk. All created on a Commodore or hardware that works with a Commodore. Members al receive the monthly publication "The Village Green". A newsletter of group happenings, interests & very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit on the BBS {curently being rebuilt} Local members have access to the software and hardcopy libr and all members have a discount on Commodore and Amiga items bought through the sponcer sho Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copi are 75 cents each month. Regardless of the amount of disks issued. Long distance members are abl gain the disks in .D64 through the Inet or from the BBS {both options are being recreated at this moment} We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting

Snail Mail: ACUG #447 623 29th St Astoria Ore 97103

Voice/Machine: 503-325-2616

BBS {being recreated} 503-325-2905

inet lordronin@videocam.net.au

Next Meeting is 7:00pm 18/Jan/07ce at Mohr Realities Games. Demos, visitors and Smokers welcome.



Here is Sabrina #374. Another test for us. Last panel is the only one the tried to fix the text. What is your opinion of the experiment?

Classified <Sort of> Brenn

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30/Dec/06ce: In todays post we received the graphic disk side for the November 5C's disk
Thank You Al. This is the type of people in the Commodore World!!!!



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

#21