

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) *Linux & General Destined* (#8)
WebMeister Balzabaar

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 in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now 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 \$8 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 38. Members are able to have the longest time and no U/D credit cost on the BBS (currently being rebuilt) Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in D64 through the net 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

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Next Meeting is 7:00pm 20/March/08ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Notes from 21:Feb:2008ce Meeting

Open: 7:00pm

Newsletter: Approved with compliments for the fast last minute job of turning it into a booklet. Over ridding LR's complaints at how shoddy it is for the rebirth.

Chancellor: Because of LR's health. Meeting was out of regular order. All demos were done first, and then meeting moved to the Kibbutz. Presented here in the more traditional order for the record.

MossyCon4 is to be held at Fultanos Pizza on 16/March/08ce. Set up is at 10am, and the con runs from 11am to 3pm. Thanks go to Robert Bernardo for doing the electronic leg work for this set up. As the library went from \$5 a day to \$35 per hour. Killing the idea that LR had for that as our location. Still the option of Kitty Box cake at the Kibbutz for afters. LR promised to not drink the bar dry at the pizza joint.

Our #8 (Destined - weridwolf) is moving from the Portland/Vancouver metroplex. As of the last bits of information. Looks like for a temporary period. He will be moving to Iowa. This may cause lesson problems for us. As it won't be possible for him to pop by as he has in the past. But in no way will it delete his membership. In fact he expects to be here at or before MossyCon4 for more teachings to us.

Newsletters arrived before the meeting this month. in no particular order...

AmiTechDayton Gazette: Lovely picture on the inside of a kitty and a squirrel, and the caption I love you, Food. Well have to be a cat lover and know the story of our #18 and her cat adopting a squirrel. Eric speaks on Amiga and moving to Morph and Mac. Speaks on many projects and items for the Amiga. None of which we understand without an informational source. Speaks on things for Amiga and Linux. Only part of which we could follow. Side note that was learned in the #c64friends chat. Eric has done a ne animation and we are looking forward to seeing the release.

Ryte Bytes: Lenard asks questions about what the readers would like to see in the newsletter. Mentions an article on his BBS days for our little cat box liner. Followed by the fact that he is setting up his website. All of the 2007ce issues of their newsletter will be converted from GeoWrite and then be psted on the CUGKC website. Needs to find a 3 1/2" internal drive. <Lenard, we get our parts for the linux system from freegeks.com out of Portland Ore.> After a bit he speaks on oldergames.com A company looking for games to publish. Lenard states that he is sending out the new version of The Envelope Addressor for beta testing. Here at the A.C.U.G. we received a copy and will be testing it shortly. Sadly our confirmation msg of receipt didn't make it to him. LR said that he has several mails that have

either lost or stripped of the contents. Maybe something to do with the squirrel mail writer on the linux system. Or the feds are monitoring him (BG).

Next session is from their newly elected President. He has a telnet BBS at net://eoblivion.dyndns.org. C= 128 and Amiga user. Speaks about his history with computers and tech. And yeah he too like us buys LPs. Ending parts are on the results of the meeting with the Amiga group on the plans for the merge of the two groups.

13-er: Came to us from the Cincinnati group. Is that a picture of the rare C=65? Speech starts off with getting "some state of the art Commodore goodies". They will be moving their collection from the current storage area to a new one. No it isn't our front door <bummer>.

Page #2 has a bit on a stockholders meeting and this comes from Current Commodore Corporation News. After that is a note about MossyCon4. Page #3 has some pix that on our copy are not that clear. Horizontal streaks on the pictures. C64TPC announcement. A device to connect the C64 to PC". Statement says that the "GNU/Linux will be released. Works with storage devices as CD/DVD, Flash Memory, MMC, and more. Page #4 covers the announcement of the "HardSID 4U". A SID synthesizer. Most of what is written is familiar to our knowledge. One thing that isn't listed is compatibility with Linux and other systems besides "vista". Page #5 starts off with a long part on a man that bought some new SID chips. Long and techy bit in the article. Suffice that they are either fake or defective. Bottom of the page has colour screen shots of a new NTSC Demo from STYLE. Called Pix look good for the screens twisted images and colour. Article says that there are 2 configurable. First release of 2008ce from STYLE and the second one in the past two months.

January issue, was shown and then more detailed information was taken for this report, after the meeting. Articles have a two part one called Music Bits 1 & 2. Written back in 1992ce by Kathy Cole. A girl with a good musical background and a student of the synthesizers. In these first two parts she gives information about Synthesizers, tracking and MIDI units for creating music. Along with a little history on the subject. (More is in the Feb issue with parts 3 & 4)

Saving Time: by Robert Baker from a 1994 ZC's newsletter. Robert talk about the trade off with certain tricks to make the Basic prg run faster. Although this may make the prg bigger. Some of his ideas are to use variables instead of constants when they are repeated. Put heavily used subroutines at the start of the programme and use goto statements. Use NEXT with out the variable index in some FOR/NEXT loops.

2007: Is Roberts statements about the CommVex for that year with quotes from Lenard Pach. Followed by a short statement by Charles Gutman of 8bit designs. Regarding his time at CommVex.

Last Gazette: A short piece on the last disk for Compute Gazette. Written by our LR. Who was upset that in his rush with all the projects. That he sent the work copy. Rather than the spell checked and proof read copy. Pointing out the typos and other errors.

Games and Demos on this side were shown at the meeting. Some of them will return to the newsletter disk.

Quiet Afternoon: 1981 demo using just Key Borad graphics. Sort of a carton of building and space/air craft. A Basic prg that we looked and there are a load of FOR and PRINT statements in that prg.

Rainbow: Plays the Over the Rainbow song. Putting the words up with the music. Starts off in Black & White. Then moves to the text being in colour, after a screen scramble image.

Trains: Keyboard gfx, where you are to push the letter keys for the trains, and yes there are more than one appearing, so they can run around the tracks. Three levels of difficulty and when we tried it "easy" wasn't. Does have on screen dox.

Hi-Res: Takes a bit to set up on a not Jiffy Dos system. Slowly draws a 3D cube on the screen and then runs a saucer craft through it. Simple but powerful for the computers use, demo.

Slap Snake: Snake is to eat the eggs. Runs with JS in prt #2. Looks great on the screen with the gfx and colour use. On screen dox to explain the game. Bummer is that the JoyStick we used was defective.

Side #2 has Commodore Free issue #14. More information that this rag can present. Here are the briefs of several of the articles.

There is/was a poster competition. Where readers where to send in what they thought would be good to put in a time capsule of C= items and current household items. Winner would gain the poster of the history of C= machines. <We have one that was gifted to us> Problem with this is that the competition ended in February.

Beginners guide to the 64. Written I believe by Nigel. Starts with a bit of history on the 64. This issue has many interviews. In order on the disk they are: Lord Ronin, Stephan Egger <<http://www.scacom.de.vu>> who runs an online C= and Amiga museum. Fotios who works on a 128 erpom project. bourhill who is doing the vb64 emulator. mcdougall doing the FPGA 1541 project. laszlo on DTV64 mods. Followed by a Hardware list at <http://c64net.com/fotios/>. Article on DTV modding and HexFiles part 9

Those interested can read this issue at the shop or see the full pdf and other formats at <http://www.commodorefree.com>. LR looked at the .pdf version on line and said it was great and colourful.

Feb 2008ce issue, games were shown at the meeting. Rest was done afterwards. Articles start with Kathy Cole's part 3 & 4 of music bits. She speaks on the 3 voice SID of the 1A. Multitracking for recording on tape recorders. Books on/for SID, stereo SID and her Xmas presentation which accompanied her original December 1992ce article.

Connection: by John Rigali is on telecommunications. He speaks on modems and terminal programmes. Easy read and not that techy.

Program style/notes: Programming Style by Robert Baker. Speaks on user input in programmes. Gives some prg lines to use. Regarding users that do improper input to the programme that you have written. Speaks on one idea using a half box. We are interested in seeing that in our future. As the lines are given in this article. Along with more ideas. "make it idiot proof" is a lesson to learn from this article.

Library burning: Article on the loss of Commodore items hardware, software and hardcopy. Plus Commodore and their users being erased from history. Written by our LR.

Game are... The laws, not really a game but a strange word processor. Where you enter the words in the prg lines. Making you save the work and the prg at the same time. Does have the words show up on a black screen, in white. Starting in the center and spreading out to both sides of the screen. On this one there are 16 humorous laws.

The Ruler: is a tracing tool for measurements. Joystick (we found a working one) and you draw a line along a very good looking ruler. Making it to the length that is stated in the position. Say like make a 3 3/8 inch line. LR made it 10 out of 10 on the programme. Once we figured out how to use the joystick in the programme.

Free klords: A multilevel, ah 4 of them to be exact. upward scrolling shoot em up game. No story so it is hard to figure out what is happening and what you are to do in the game.

Atkpot: Think that it is a type in prg. Listed as being from an August Compute Gazette issue. Sit machine game. The payouts are listed in nice colours and gfx at the bottom. 4 types of "balls", the interesting part is the gfx in the window, their look and the different speeds at which they seamlessly go by the window. Almost can hear the clunk of the mechanical settings on the wheels. (does that show my age?)

Big ben: Has on screen dox. Loads of colour and is a platform/jumping game. Set up to work with either keyboard or joystick. LR did real bad on this one. Didn't get off of the first screen. Even though it is a side scroller. (G)

Side #2 has Commodore Free issue #15. Fast highlights are, catweasel mk4 with changes will be released. C64 mouse adaptor is returning, MMC64 with RR and RR-Net are now in one cartridge box. There is more on new releases and news of the Commodore world in that section.

Three interviews are on this issue. Really fast for they are full of important information. Kenz the founder of the binary zone pd, bill of vintage computer, the C- history poster and B128 collector, Rick of a website for C- PD CDs.

Rose tint is an editorial at the fond memories of our C-. History Museum is Roberts blog on the events that happened at the 25th anniversary last December. He makes us green with envy. He got a signed breadbox 64, signed by Jack Tramel. After that is a bit on a new project called CADPAD project. Part 2 of the beginners tutorial. Covers many of the C- parts old and new. After that is a bit by Andrew <merman> and Nigel. A reference guide on the Commie. But not what we expected. Here they placed commands. Not just stock, but Jiffy Dos and other add on system commands. Great mag and members can read the disk version at the shop, or can read it in different formats online, as well as grab the disk image. Remember that it is <http://www.commodorefree.com>.

Treasurer: Still holding at the secreted away \$23. Sort of waiting for our #16 to return and freak out over the lack of paper work for the last year. (G)

C= Librarian: Now that we have connected a working FD to the HD and I28D. We were able to look at some of the disks. Sorting out ideas for the BBS. But we also found some files for this months disk. We are presenting two of Nostalgias releases. Side #1 has Movie Monsters. PAL-NTSC fixed, with dox. Also a fast note from LR on the problems that he had in testing the game on the I28D. Same problem that he had for the side #2. Where we present Steel. Hard game we think as it will take practice to move that droid around. Even with some of the "cheats" applied. There was a few comments about the return of the stories by LR. Who said something about he had though everyone had forgotten about them. That was followed by the comments and requests (editor comment: sounded like demands to me) for the return of the stories.

Editor/SysOp: Last months issue was drenn. Thanks to all that praised it off and on line. But it really was a fast rush and I forgot so many things in layout and the final presentation. Had to do it all in just two days. Write the extra, and print it and then take it to the copiers. Forgot that they may be able to properly staple and fold it for me. Laid out the back page wrong, and that is why it was put in an envelope for posting. Forcing people to see my horrid penmanship. Perhaps this issue will be better? At the least, responding to a request from a member. Point size is raised from 12 to 14 for the main text for this issue. Seems that it was 14 and not 12 that I had been using in the past for the booklet issues. Save for the series installment sections.

Many things to relate, just where to they properly go for this issue? Well lets get to editing, or at least the concept that writing something falls under the catagory for the Editor (G) We were wondering what we could demo at MossyCon4. A question that we are stillpondering. Since no one locally things that anything we have done is worth people seang. In or out of the C- world. So then what have we done by meeting time? All of the sections for the 1st ed. AD&D adventure have been re-edited, semi proof read. A novelty for me we all know.

leaned up a bit, and some extra pages inserted. Making the page count for this adventure at 68 pages. OK that is bad news as it means that I did find the 1581 disk with the files for the original and now I can continue the series this month. Unless I bubble on too much.

First question I can hear being asked is why these extra pages. Several reasons for them. Added information, well for the D.M. of the game. Giving some tips and hints and explanations that were not in the original document. Places to put in the immediate notes during the course of the game. Most of all for page layout count. My first attempt was to put it all into one GeoWrite document. Leaving pages blank for inserting the maps from Copaint. When all was assembled in Post Print. Slight problem in this idea. Page count was not at the ultimate level of 62 pages for GeoWrite. Not even sure the hopper for paper on the printer will handle that many sheets at once. Scrapped that idea and went to making each part of the adventure a separate section. Intro, Outside, and the 5 levels. Containing maps, and text. But as I have not received my restitution from the German government, or won the \$1000 per week from publishers clearing house. Now way can this go out in full pages. Meaning that I am putting this out in booklet format. 4 pages per sheet of paper, double sided of course. That should make the final copy at 17 sheets of paper. Desire is to have each section copied and then folded and in some manner put into one unit. Have to go to the copier place to see how this is done. Gonn cost me a bit, so after the first this will be attempted. Maybe can afford to have 3-5 copies for the MossyCon4. Showing what we can do in relation to our interests on the C=. Granted not everyone shares our interests in RPGs. But we can do this sort of thing for ourselves and with our PC choice. Besides it will help me with the final idea for the shop and the group.

At this moment the pages all 34 of them are in a stack on the monitor. I decided to use the reported font. Can't do the back side printing when that is the case. There are some problems with the printer and how it does the last part of a page. nothing that I can do at this time about the angle it creates towards the bottom. Mainly it is still readable for the people. Next is to see how much I can afford to have a master one and extras printed.

Another project is to make a game using the Dungeon Creator from LoadStar. On this I have a bit more experience. Still it will take a few days and time is running out. Because at the moment the current demo task is to create a text adventure with the QuestWriter from LoadStar #77. Yeah the theme is games in the RPG nature from us. But that is where our heads are at, at this time. A fair representation of our interests with the C=.

Sorry to add that health has slowed me down on the projects. Had to take some down time again.

Now then to the BBS. Collecting the component parts for the BBS. Byt that I mean the manual, lost and strayed papers with notes. Disks that are partially done holding the support files. At the moment not much has been done on the actual BBS. Eddie the one is sending me some hardware things (arrived on Saturday 23/Feb/08ce) in order to possibly fix some

problems that he has also discovered with his duplicate mech. I am preparing to transfer all of the recently created Geos files from the new mech. Before I do the dredged LLFORMAT and start from frelling scratch. Thanks go to Eddie the one who sent me the older mech. Which I can grab some of the BBS files. Littl worried about the REL ones for an Fcopy-copy. That is an upcoming project. Since I haven't given up on the idea of the saving what is on the current mech. If I can figure out this partition table problem.

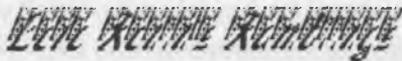
Deputies: Nothing in a bit from our #21. We are expecting some more files from him in PAL-NTSC fixes and trainers. Must se if all is right with him, or is he on his way back to our area? #30 has taken on the project of file getting from the inet. A taks that he will start once we can copy the other linux HD to the current one. This one holds several megs in a folder of C= files that LR collected. #30 agreed that he has more time to do the inet searches and can score up the files that sre selected from sites for us. Proved his organisational skills for folders in the folder. By his collection of Asian girl pictures that he has collected online (BG). All of the C= files will be burned to CD for us when there is a full disk to be burned. Increasing our collection, and rebuilding it from the loss of that HD.

Demo: These were done at the actual start of the meeting before it was moved to the commune. Because of LR's health. Penny Farthing for this month was shown in brief. #30 was the only attendee that had ever played the game. Liked the "trainers" as he died about the 3rd building on the untrained game in the past, for Movie Monsters. Steel was more complicated than time allowed to have a real feel of the game. Games, demos, tools from the 5C's disks were shown and tested. As seen in the Chancellor report. Pages from the AD&D adventure where passed around. Couple of the play testers from 4 years ago where at the meeting. Made several positive comments about the printout. Never seeing it before in total. Fast show of the current work done with the QwestWriter prg. not a lot but enough to have the general idea. A comment about the fact the words that are used are listed on screen. A positive thing for the members that are not fans of text adventures for just that reason. Never knowing the proper words to use for the input.

Discussion: Plans for this issue of the Village Green. Ideas for articles, which the group wants LR to write. <What no one else can write around here?> When will either or both of the Tommy & Trish cat stories and the 2020 Zombie story be released. <readers must be more sexually perverted than I to want more>. A report was wanted from LR on his tests with GeoDos. A couple of disks have been made in heretic format. Upon these have been put different versions of one level of the Adventure. these are to be sent to our #8 via the Kajira. Once we can figure out how to have the machine se the 3 1/2" disk drive. If that idea works, then it will be possible to send files including .D64 files to others on the inet again. But at the moment it doesn't see the drive. He reported a horror story of trying a shut down and reboot, with a disk in the drive. Locking up the screen with German writing that he couldn't translate. If this problem can be overcome. This will work also as a way to bring files to the C=. Idea of using the Kajira for a DreamCast server for the Phatasy Star online game has reached the point that we cannot do it with out understanding and it appears that some sort

of heretic emulator needs to be used. Idea has been shelved for a long time if not permanently.

Close: Around 9pm for the game.



That covers a lot of what went on at the meeting. I still feel bad, days later on being so ill that we had to move it to the commune. My inet has also suffered with my e-mail. But this is not to be a repeat of the commonly known problems as to why the illness and the rectification of a good portion of it for this issue.

Nope what it is time for is an intro to the series. Been a couple of years since we had anything for this, or the ability to do the work. But now if the great C= headed goddess is nice to us, well at least to me. There will be the chapter that was to be in the December 2006ce issue on the next page. The map should be on the front cover. If all works out right that is to add. (BG)

I had a few comments come my way from the last issue. That poor attempt at going back to the booklet. They sort of run the questions of the why, and the how and more importantly the start. Well the WHY is to show that it can be done for us. Remember that adventures for these games were written in the age of the PET. As the first game was the Blue Book Basic D&D game and released in 1977ce. Original game was released January 1974ce. But really to the purists, it isn't exactly a RPG. During those three years, other games came out. Many of them nothing more than smoothed out, less charts to read, sword and sorcery games. Taking us up to the year 1982ce, the year of our sacred C=. At that time, we had the Blue Book Basic, the Pink box set, and the start on the Red box set. Plus an uncountable amount of other games, by other companies as well.

What does this have to do with the C=? Gamers are also computer users. But for this little bit of history. Previously these published adventures for the games were done in many ways. All the way from pretty type setting, into mimeographs. Colour card stock glossy covers into simple newsprint 2 tone colour covers. Professional, amateur and home created adventures. When the C= arrived and was a computer that the masses could use. Naturally the gamers decided to do game work with it, as well as games. What was professionally written on the C=. I don't know but suspect that many were set up that way. Many had to have been written for local game groups. I started with Word Writer 3, then to Word Writer 4. Then to Pocket Writer. Later to the NewsRoom. Using FlexDraw to try to make the maps. As you can tell from previous articles. Geos is the best that I have found for this work. GeoPub with some tools is a big help. While Post Print puts it all together for me. What I didn't find in either the catalogue or online. Though I was ignorant at the time of the possibility. Were any adventures on QLink. Just hundreds of tools for the games. So now to the few pages of the

adventure and back to my drivel of comments.

This is the first level of the adventure. Only have 4 more levels after this one to print and discuss. Wonder if it is worse to have it spooned out this way, or the full thing at MossyCon4? (VBESG)

LEVEL 1

DM: The big doors from the outside funnel quickly into a passageway. This passage enters Level #1 on the map at column 0 row 1. Antiseptic sounding I know, best way we found to give the game mapper the starting directions for this map format. Twenty feet ahead of the party is a door. This is like all doors unless the text states differently. The stock iron bound wooden door. All doors have locks and a lever handle. There are no markings on the doors. Not even from the battle. Once past the first door. The party finds a corridor to the North <party left> another to the south <their right> and another door in front of them. At this point where they go is up to them.

TRAPS

T1 = Located in room #8 on the last square. From the north wall a flexible bar, like a springy branch, swings out of the wall in an anti clockwise manner. Going into the east wall. Catching any one in that square just below the knees <human size>. Doing 1D4 temp/stun damage. If trap rolls deadly that is then 1D8-2. Have effected members make a dex or less roll at -4 to the die. Or they are swept off their feet and onto their backsides.

T2 = Located at row "A" column #14. This one is a "click" plate on the floor. Usually it is just the noise of a "Click". If this rolls deadly. Then taking the foot off the plate will cause a 10'x10' portion of the ceiling that is 7" thick to drop over the square. Give the players a dex or less roll at +2 to the die to avoid the falling ceiling. Make that a -4 to the die for the one that set off the trap. Damage is 1D8-4.

T3 = Located at the door on row "D" column 14 1/2. A successful roll for find trap will discover it hidden in the center of the door. Non lethal and it is the scent of a male goat in heat. <makes a skunk smell good> If this one is lethal. Then it is a poison gas. Damage is 3D4, save for half. Either effects the 10' area in front of the door, from either side.

T4 = Located on the door on row "C" column 14 1/2. If the roll to find trap is made. This one is on the lock. Non lethal, is a bright glow in the dark pink that covers the hands and front of whoever is in front of the door. Lethal is an acid that does 1D4 per round to the victim and his items, till washed off with water. Items do get a saving throw.

T5 = Located on the false door on row "G" column 14 1/2. The door won't open. Trap is on the door handle. A contact poison. Non lethal and it does nothing more than itch exposed flesh. Or slowly soften the leather glove that grabbed the handle. To the point of the leather

disintegrates. Lethal causes the false front of the door to fly <on a big spring> to the opposite wall. Doing ID12-4 to all on the square in front of the door.

TB = Located on row "J" and column 14 1/2. Another one that is a false door. Trap is on the lock. Add 10 to the dice roll of a character doing find trap. Making it just that harder to discover. Non lethal is a mist that comes from small holes/cracks in the opposite wall. Girl characters may like the soft flowery perfume. But the men in the team may object to smelling like a courtesan. <SEG> Lethal is a collection of darts from the opposite wall <ID12-4 for number>. They are barbed and do ID6-1 going in, ID4-1 being pulled out. Have the party worry about barbs breaking off and poison. Attacks as a 17th level fighter.

TT = Located at row "L" and column 0. At the end of an apparent Dead End. Trap is on the west wall. Non Lethal is a blast of air from the wall, that contains a greenish slime. One that glows in the light sources. Lethal is the same. Except that the green slime IS GREEN SLIME! (MM-1 pg #49) AC-8 HD-2 #of attacks-0 Damagespec Alg-N Size-S Will in ID4 rounds turn creature/party member into green slime. No resurrection possible. Eats through plate mail in 3 melee rounds. Must be scraped off, exised, frozen or burned. Cure disease spell kills the slime. All other forms of attack. including weapons or other spells do it no harm.

TB = Located on row "M" and column 14 1/2. One more of the false doors. Give a +10 to the trap roll dice to make it harder to find. The trap is the level handle. Non lethal and the handle snaps off, releasing a cloud that fills the door square and one to the north and one to the south. The cloud is a dye and makes everything it touches turn ghostly white. Lethal and when the handle snaps off, the cloud is a dusty poison. Inhale and contact. 4D4 damage, save vs. poison for half.

TS = Located on row "M" and column 4. Click plate, non lethal is a bladder of foul smelling fluid shot from the east wall. <as 18th level monster>. Bladder will hit someone in the first 20 feet of this corridor. Lethal and the bladder is filled with a powder that ignites upon contact with air. Like right after it hits someone. Damage is 2D6 for 5 rounds or until washed off with the the amount of water from two water skins.

MONSTERS

M = Unless notated in the text. This is a specific spot for a random monster. Doesn't replace your regular roll to check for random monster. Adds to it for the location. FWIW: I use two numbers on a D6 for my encounter numbers. Roll these numbers new each game session.

Random Monster Chart

Roll monster type on ID8
HD & HP are different than book

<D> Aboleth (up to three can appear on this level)

AC-3 MV-3"/18" HD-8D10 (each) #Att-4 Damage: ID6/ID6/ID6/ID6Int-High

AL=L.E. Size=L. Special Attacks: Strike (save vs. spells) or skin turns into a clear thin membrane. Takes 2-5 rounds and a cure disease will stop the change. If change takes place. Victim must be kept damp with cool water or take 1-12 in damage each turn from the pain. Cure serious wounds spell will reverse the change. Generate illusions, charm humanoid spell. Mucus around body negates water breathing spells and magics. A slime covered fish like body, having three horizontal red slit eyes. Fluke like tail and four tentacles that are 10 feet long. At 30' it can attempt to enslave a single creature. Illusions have visual and audio components.

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<2> Annis AC=1 MV=15" HD=7D10*12 #Att=3 Dam= 1D8/1D8/2D4*1 Int=Exceptional
AL=CE Size=Large

If all attacks hit in one round. Then it automatically hits all attacks the next round. Can cast a fog cloud and has change self spell. Edged weapons do -1 damage, blunt ones do -1 damage. Immune to illusion & phantasm magic.

In normal form it is a dark blue colour. Looks like a 7 1/2' tall night hag. Eyes are dull and generally green. Hair and nails are dark black.

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<3> Juju Zombie <x3> AC=5 MV=9" HD= 3D10*12 #AT=1 Damage= 3D4 Special Attack:
As 6 Hit Die Monster. Int=Low AL= N.E. Size=M

Immune to illusions, charms, hold, poison, electricity, magic missile & cold spells. Turns as Spectre for Clerics. Fire does only 1/2 damage. +1 or better magical weapon to hit. Blunt and piercing weapons do only 1/2 damage. Cleaving weapons do full damage. Climb as a 6th level thief <92> Attacks as a 6 HD monster. Can use missile weapons, and moves faster than regular Zombie.

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<4> Zorbo <x4> AC=1 MV=15"/9" HD=4D10*2 #At=2 Damage= 1-2*11 Magic
Resistance=20/ Int=Semi AL=N Size=S

At first glance it looks sort of like a Koala. Not cuddly though as it loves the taste of human and demihuman flesh. Danger of this creature is that it absorbs the armour class of the item it touches. As well as a damage bonus. If it hits something of a lesser value. That item, be it magical plate or shield or ring. Will turn to dust. In this instance it will have already gained an armour and damage bonus when the team finds them.

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<5> Stone Guardian (x3) AC=0 MV=10" HD=4D10-4 #Att=2 Damage 2D4+1/2D4-1
Non AL=N Size=L

Large Ogre sized special golem. Takes only 1/4 damage from edged weapons. It is immune to normal missiles, poison and spells of charming, paralyzing, fear & holding. Takes 1/2 damage from cold, fire and electrical attacks.

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<6> Pech (x11) AC=2 MV=9" HD=4D10 #ATT=1 Damage= By Weapon +3 <either a pick at 1D4 or a hammer 1D4+4, in addition to the +3 above.> Immune to petrification Magic Resistance=25% Int: Exceptional AL=N.G. Size= S <4>

Each Pech can do Stone Shape and Stone Tell spells. Four of them together can cast a Wall of Stone spell at 16th level. Eight can cast a Stone to Flesh spell. They have long arms and legs with broad hands and feet. Wish to be left alone and hate open skies. They have infra & ultra vision. They are lost in this place and very uncomfortable. Hostile only if they are wrongly approached. They have no information that they will part to the party.

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<7> Drelb AC=0 MV=6" HD=5D10-3 #Att=1 Damage=3D4 Int=Very AL=N.E. Size=M

Recently released from stasis and works like a guardian. Protecting something, like maybe a thief? They look very much like a wraith. But are not undead and can not be turned. Special form of attack is the "Chill". Causing the victim to fall to the ground shaking. Dropping what ever was in hand and unable to do anything till the chill passes. Which is about a full round or so <EG> There is no saving throw for this attack. The Drelb is tricky, when facing greater power or a turn attempt. Looks like it is racing away from the team. This is the illusion created by it reducing its form. There is 90% chance the viewers will think it is retreating. While it is actually gliding forward for another attack. Magic weapons only will harm the creature. Silver is useless, unless it is a magical silver. Then it will do double damage.

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<8> Centipede (Megalot) <x4> AC=3 MV=18" HD=3D10 #Att=1 Damage=1-3 Int: Animal AL=N Size=M

About 5' long. This creature is a relative to the giant Centipede. The poison toxin is save vs poison or die, as with the giant Centipede. In this case though, if the save is made the victim takes 1D8 from the burning.

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The Party: First thing you see after passing the main doors, is a funnel like room. That leads to a passageway. No signs of the others in this funnel shaped room.

Once into the passageway, you see that in the distance there is a door. What strikes you as strange is that the 20' ahead of the door, everything is coloured slate grey.

Room #1: Strange room that is in the shape of a triangle. A long corridor from the west leads into this room. The eastern side of the room is 60' long. Broken bits of wood from unknown things litter the room. Looks like a door in the North West Wall. There are also two large mounds in the room.

DM: There is not only Treasure in this room but monsters. The two large mounds are a pair of Monsters Otyugh <x2> AC=2 MV=6" HD=8D10 each #Att=3
Damage=1D8/1D8/1D4+1 Special Defense= never Surprised Int= Average AL=N Size= Large

Eat just about anything, does like fresh meat, such as the party members. Hate direct light or sunlight. Large 4 legged thing with the two tentacles that have sharp ridges. Mouth is sucker like and has many teeth. If a bite hits, there is a 90% chance of being infected by the disease Typhus.

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Treasure in this room is Sword +1. +3 vs. Lycanthropes & Shape Changers. This is a two handed sword. Scale Mail +1 in Elf Size and a +1 Mace.

Room #2: A long corridor 20' wide and 20' Tall with large pillars in the center and half pillars on the walls, makes several turns and eventually ends up at a 20' wide iron looking gate. The gate is locked <add 10 to the dice roll for difficulty> But it is not trapped. Behind is a dark area. The only place that has floor walls and ceiling painted black.

DM <Magic detection will have the entire 20x20 area glow. Not really a trap. This is a semi functioning teleporter. Once would take a man to any room on any level. But now it only will port someone to a room on level 1. Roll a D10 for a random room on this level for each party member that enters. There is no monster or treasure in this room.

Room #3: There is one of those arches with tattered ribbons hanging down from it, at the entry to this room.

DM: A monster is on the arch. That will drop down on one of the party members as they pass underneath. Executioner's Hood AC=5 MV=6" HD=6D10+6 #Att=1 Damage=1D6 Int=Semi AL=N Size=Small Surprise others on 3 in 6, inflicts 1D6+ additional 1D6 for strangulation. Immune to sleep, Victim will suffer whatever spells are thrown and the damage from weapons. General way to remove it is strong brandy poured upon the monster. Then it will fall off in about 4 rounds. Hunts like a lurker above, and is a black flat thing. Dropping over the head of the victim. Hence the name.

Inside the room are 19 Banderlog AC:5 MV:6"/12" HD:4D10 each #Att:1 Damage:1D4-1 Special Attack: Rock throw for 1D4-1 Int:Average AL:N Size:Small . They are similar in appearance to a Baboon. Though more intelligent with their own language. They can throw the rocks up to 30 feet. Also bite with their fangs. Green skinned with brownish fur. They are looking for home. Not real happy with this group of adventurers.

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Treasure found here is a what is left from before and hidden by the Banderlogs In green lizard skin bags will be found 24,000 Electrum pieces. Scattered about and looking like sticks, maybe the monsters threw them at the party, are 18 -1 Elven made arrows. Wadded up in a corner is a Scroll, Protection from Lycanthropes. Laying under some of the trash is another scroll Unseen Servant M.U. first level.

Party: Past the archway, there is a 30' long entrance to the east that leads into a large room. 30' north to South but 130' West to East. The floor is covered with sand, to about 6". What you can see from bits of cloth, paper, sticks, rocks, broken weapons and other trash laying about. At the eastern end of the room there are things stuck in the wall. Arrows, knives, spears and blast marks. Reminds you of a target range. There are also several figures in here as well.

Room #4: Something about this room is familiar to you. In the North is a door, at the room is 40' West to East and 30' North to South. This was some sort of theatre. As in the Southern section, the last 10 feet of the room, is the remains of a stage and a door in the south wall. Smashed piles of chairs and the torn curtain lay on the main floor.

DM: On the ceiling of this room is an Executioner's Hood. See Room #3 for stats. There are two pieces of treasure in this room. A potion of Giant Control <Frost> and a cloak of protection. This though is for a girl. As it is a Gossamer see through lite pink colour. There are two nearby rooms that are mainly for colour and therefore not numbered. From the south door, through the secret doors to the west to about the center of the map. <Column 7 rows F- to D> This room is the theatre storage room. Old costumes, fake jewelry, stage weapons and that sort of thing. From the North of room 4 is a T shaped room. There is nothing in here, unless you feel the need to fill it with something for the party.

Room #5: Large room that is 40' north to South and 80' from West to East. There is a door in the East wall. One in the South <that leads to one of those arches with the ribbons> And an open corridor also on the south wall. This place was trashed. Not enough to lose what it was in the past. A gym - work out area. Mats on the floor and walls. Now torn and have old dark reddish brown stains. Stuffed human like dummies. Made out of canvas and stuffed with some sort of hay. Weights are scattered about as are the remains of ropes from the ceiling and climbing bars. What type of things were going on in this room?

DM: Treasure here is in one of the martial arts dummies, a green lizard skin bag with
The Voice of the A.E.U.G. March 2008ce E= Page #6

8,000 G.P.

Room #6: Frel, but it is DARK in here.

DM: A small room that is only 10'x10'. Can be entered through the secret doors, or by the teleporter. This room has a permanent Continual Darkness spell.

Room #7: Room is 40'x40' with a door on the West, East and South walls. Remains of a large rounded stone table is in the middle of the room. Smashed in the past. Around it are 13 ornate wooden chairs. Or what is left of them, as they are smashed.

Room #8: Really interesting shaped room. A door is in a recess on the Eastern Wall. There is also a small door in the East, in the South of the room in a 5' wide corridor. May have been a place for storing scrolls. As the fragments of scrolls and books are laying knee deep on the floor. Dry and a fire hazard. Shelves line the walls for holding books and scrolls. Even in the nooks there are shelves and the destroyed books/scrolls. What looks like small tables and chairs, now smashed are in the middle of the room.

Room #9: 30'x30' with a door in the west wall. What ever was here is gone and or destroyed. The remains of a large desk is smashed in the center of the room. Torn tapestries and broken statues litter the floor.

Room #10: A long room about 50' from West to East and mostly 10' from North to South with two 10' recesses on the North side. There are two doors on the south wall. Hundreds of smashed glass bottles and vials make the floor hard to walk upon. As it is uneven <dex roll to keep balance> Sharp glass fragments are up to 8" in some areas. Walls have shelves that would have held these bottles and vials in the past. Now they are empty and many were hacked with bladed weapons.

LORD RONIN EXPLAINS?

Reading the parts of the December 06ce issue. I noted that this was the month that #30 had to be taken to the hospital, and I had to stand for a few hours in the elements. All do to their discriminatory policy towards smokers. Like not outside the doors, but on the street in the ice rain. Appears that this made me ill at that time.

OK political statement about equality over. What is all that stuff above really about? There is one difference between this publication and the previous two. Intro & Outside where left in the original 12 point font. I raised this to 14 for this issue. Now of course everyone has saved all their issues of the Village Green (G). Meaning that the older readers know about the terms and all the other confusing bits. But that isn't going to stop me from going over the items again (SEG)

Thankfully I only have two pages left for the explanation. Well not for me, but for your minds to deal with this drinn and drivel. Lets go to the set up. First page of this issue is the map of this first level. Now this isn't the superiour map that I made in GeoPaint. That was mislaid at the time, lost on a disk and then after the work was half done, found again. Reference points in the text are for the codes on the map. Giving a very good idea of the place here these items are located. Mainly for the traps in the adventure.

Format for the text is in the old style. Broken into these parts. Rooms are given a number on the map. I try to not only use the number in the text, but the same font as found on the map. Makes it easier that way and is sort of a code system. Yes the measurements are given as well. This is for not only the DM to announce, but for the use of the players visualization and the art that is doing the mapping. This is done either on a game board, or on graph paper. When I playtested this adventure. We used both and I gave out a blank sheet of the graph paper, that I used for the adventure map.

If there is anything in the room of importance to the DM and players. This is brought out in separate sections. Like any specific traps, monsters or treasures. Stats for them are given in these parts.

Monsters, called wandering or random, are presented at the start of the level. DM can roll to see if there is an encounter. This is done with a D6. I used two number that if rolled up would be a monster encounter. Book ususally states a 1 in 6 chance. That of course is variable for the intensity of the adventure. Suposed to roll once every 30 minutes or hour of "Dragon" time. A term coined years ago for the passage of time for the characters in the adventure. Really I just rolled when it felt right. Some of the litter and colour of the adventure made a room feel right. As the party experienced the area. They gave me ideas to use on them (SEG). If monster does appear <I used 4 and 6 on the D6> Then the DM rolls off of the monster chart for wandering monsters. Just because the number gives a monster. DM doesn't have to use that specific one at that time. A nasty trick is to roll the dice, smile a little and write something down. Even if there is really nothing to write down or a reason to roll the dice. Players don't know that it is just to put them on edge. Stats for monsters are basic. Page number for most of them and the book from which they were pulled are given for those that have the books and want more intel. As written they are playable.

Treasure also is listed in the rooms and if needed just laying about from the monsters created. These were rolled up either out of the DMG or with some C= tools. Except for any that came out of the Mayfair books. Since I don't give points for the monetary treasure. In my game what they did with the coins etc. is relevant to their class types. Most of them would by class donate the money to their respective temple groups. This is my overall trap for the character class as portrayed by the players. Magical items are rare in the world, or they should be IMNSHO. They too do not get points for finding them. Having them is its own reward. At least in my world. Magical items are not deeply explained in this adventure. Reason is that it would be too long of an adventure than it is already. Plus the point is that to play the game these bits of information, the DM should already have in his possession. Magical items will help to defeat many of the monsters. If the party doesn't have enough or

the right ones. Then of course this is addressed by the DM to stock it up a bit more. There is a joke from experienced players. Even made into a tag line. "Don't worry this is just the first level. Nothing bad can happen here, arrrrggghhh!" As you can see this first level is a bit dangerous for the player characters. sure there is some combat, but a bit more investigation as they are to put the pieces together. Exactly what they will come up with, that is the flow of the game.

Now to the other point. Hey really this was all done on a C=. Maps were drawn in GeoPaint, text done in GeoWrite, printed out here in Post Print 3.8. Full printout for MossyCon4, was printed out in PP3.8 as well. OK I know that a few of the readers are into the game world of RPGs, or once had been in the past. What we are presenting here is the simple fact that an adventure for a 30 year old game was written on a 20+ year old computer, with programmes that are less than a decade old. Played with some people that are older and younger than not only the game, but this PC. Why? Because we can do it and we wanted to do it. Sure not an easy task in any format. Actually making the maps was easier with pencil and paper. Not as good looking or neat or even readable at times. But faster isn't always the thing. Nor is "new" always better than what we have at hand. Remember, if it works don't fix it (G)

Point is of course in your hands. Something that we wanted to have was made on the C=. Done by rank beginners. What can those more experienced, talented, skilled create along this line of thought? Could this lead to a fanzine, house adventures, books, pamphlets and more? Ideas run wild, skill is lacking around here (G)

OK then to the work itself. Just a touch for this issue to put us back on the track. Fonts used are all off of disks and Q-Link. Except for the main body font. Times Roman from the laser lovers disk was used. But then replaced by villageplain as the imported font. Exactly the steps made to make the maps. I will present later on, after a few more have been presented. Story writing ideas, are the hard one to explain. They just came to me as I did the maps. An idea came first, but the map creation made more ideas for text, which made more map ideas. Will admit to times of staring at the paper work sheet, note pad and the screen. Wondering about the next part. More on all of that after we have refreshed ourselves with the adventure creation in Geos aspect. Been over a year since we presented this topic at this level.

Little space left and a few other things to bring up. #8 sent me a contact that came through Moloch. Regarding learning programming and the pulp fiction disk mag idea. I have sent an email to this guy. Awaiting a reply at this time. Might be what we need to make that disk mag a go for us. Gained some contact information on some scanned C= books. May be sending some of ours to this project for preservation. If they don't already have them in electronic format. Got a copy of the a computer wars book. At least i think I have it someplace. Not sure how it Dled with the linux system with konqueror. Can't find it at the moment. But did DL it during the IRC chat. Or so it said on the computer. Have to hunt for ink refills for the Opra. My usual source doesn't carry them anymore. Be needing that real soon. A test of the GeoDos and the Linux system has worked to a degree. More on that if I can ever get the new disk to be seen on the system. Looked OK but couldn't get past page #1. More later on :-)

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