

MoonBase from U.F.O



# The Village Green

## Amiga & Commodore Users Group #447

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*Treasurer:* Gary Lee Dupuy ID #5

*Commodore 64/128 Librarian:* Imperial Warlord ID #2

*Amiga Librarian:* Mark Edward Reed

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*SysOp:* Lord Ronin from Q-Link ID #1

*Web Master:* Lord Alberonn I ID #4

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*BBS:* Vacuum Tube 503-325-2905 300-14.4Kbps. 40/80 Commodore, 40/80 Ascii, 80c Ansi.  
Support BBS for the A.C.U.G., Commodore and Amiga PCs and Role Playing games. Operates out of Astoria Oregon running Omni BBS system 24/7.

### A.C.U.G. Policy

Founded in 1978ce as a **PET** group. The A.C.U.G. has continued to be the areas foremost Commodore and later adding Amiga users group.

Dedicated to the spread of information and use of the Commodore and Amiga PC. Preserving files, books, hardware, software, magazines and all else relevant to our platform. To this end the A.C.U.G. publishes monthly **The Village Green** our newsletter. That contains information collected locally as well as on the Inet and from other newsletters. Included is the **Tally Ho** a section dedicated to the Amiga Users. Unless stated otherwise. All information presented is the property of the original authors. Reprinting the information is allowed for the expansion of C=/Amiga understanding. In short use what seems good for you.

This issue was made with Post Print from Maurice Randal and the Laser Lovers Disk from Dale Stebbottom. Printed through GeoPublish and upon an Opra-40 by Lexmark. Images used were found on the Inet at different sites.

MEETING Thursday 15/Nov/01ce. At 7:00pm at the Kibbutz, 623 29th Street Astoria Oregon. Smokers, Demos, Visitors Welcome. Got Coffee.

## Notes from the meeting of 18/Oct/01ce

Open: 7:00pm During a Demo of the P.B.E.M. Creation for the BBS.

Newsletter: Approved with many comments on the new style of Post Printing.

Chancellor: The new issue of the **Village Green** was gone over in detail. *Lord Ronin* promised to give the story about the issue in his report and in the next <this one> issue. Each image was discussed and the original master copy with colour pictures was shown. Giving an idea of what our new printer method can accomplish.

Current shop work has slowed down. At this time the outside walls on the interior of the laundromat have been covered with the plaster board. Several more sheets are needed for the inside area. *Lord Ronin* will have a updated report in his ramblings section. Since the major officers are going to the OryCon-23 in November. Funds have to be saved for the convention. Delaying the rest of the work. A set of chairs has been seen. But they are in a storage area and the ownership of them is not yet known. Hoped that we can gain them for the use in the shop for the meetings and lessons.

The exchange newsletters that came in by meeting time were shown and gone over in discussion. Sensei mentioned that we need to try harder on our C= work. As the M.A.C.U.G. only mentions the Tally Ho section in their reviews of newsletters. In some of the newsletters there was a report on the JOS system. The major work comes from Mihai Barbatt in Romania. Who has been using the JOS system and telling the wired C= community about it. *Lord Ronin* has downloaded the free file set. As yet he has not used it. "We have a report sent directly from Mihai that is buried some place." Said *Lord Ronin* about information in JOS that he has recieved personally from Mihai. Multi Tasking on a C=64 is one of the major discussion points. The biggest report came from the Lucky Report in a quoted article.

We also received a pair of Newsletters from the St. Louis group. Home group of the new president of the Meeting Through The Mail group, Linda Tanner. Their use of booklet form and colour is something that is still not known to us. But we will learn.

The 5C's group in Nevada sent two disks. Many nice programmes. Including an old one from Q-Link called Quickdraw. When Demoed *Lord Ronin* again made the 100% mark. This one made our disk many years ago. A fun game with simple C= gfx. One side is a slide show of pictures and a tool. The prefix of "GG" is familiar but we can't place the format at this time. Great images, some of them Manga based. Suggested that if possible they should be put on the BBS in the Art Gallery.

Treasury Report: \$6 since LR is not using the funds for the newsletter.

Commodore Librarian: This month the start of a trilogy of disks for the Penny Farthing Line. Phantasie #1 is our offering. One of the early Role Playing Games for the C=. We already have the manuals for the three games in the series on the BBS in PET format for DL. This series idea was by request from the members. Talk on the idea of some special disks of Geos and the full disk of GoDot upgrades and extras. Also the idea of the disk of U.F.O. images for the JPG viewer.

Amiga Librarian: "There is not much to say as people are waiting for 1/Nov/01ce. When the release of the Amiga One and OS 4.0 is scheduled". At least that is the understanding that we have from what Mark said at the meeting. "More information will be in the Tally Ho section". Lord Ronin decided that we will delay the issue so that this information can be fresh and not wait a month more for the Amiga news.

Editor/SysOp: Part of my report was also in Demo form. I'll cover what I did and leave the other Demo stuff to that area. Now to start of and try to keep this brief <Lots of Luck> First off I discussed what I did with the last issue. That I'll tell more about in the Ramblings section. Since it is a long one. Many print outs were shown of colour and Black & White JPG and EPS images. The JPG ones I got from past club disks, Lord Alberonn and some Inet Sci-Fi sites. EPS ones are from the BBS, and originally were on Arndt's GoDot site.

One thing that I did mention and showed in depth was a couple print outs of thumbnail JPGs. Acutally I showed three of them. One was the original unaltered size. Quite small. The next one was the stretched out one. Then I showed the same picture at the same size twice on the page. Asked the members to tell me which one was size converted at Videocam. They couldn't tell. All images on the BBS for JPG are now converted or will already fit the Steve and Adrian JPG viewer for the C=. Test prints show no loss of detail. At this time I am collecting images from the British T. V. Show U.F.O. that I enjoyed 30+ years ago. Vixen is a bit concerned that this will mean a new <it did cause this> area to be made in the Art Gallery section of the BBS. Perhaps a restructuring <no doubt anymore on this> needs to happen for the file areas in that partition.

Some of the images shown were of the Dark Judges from the Judge Dredd comics. The Dredd badge, Judge Death, Lord Ronin at the C=64c, Proud to be an American from a T.V. web site that Lord Alberonn found. Over 2 dozen U.F.O. colour and B&W images. Then around a dozen from the EPS files from GoDot. We discussed a tool that might be a EPS saver in GoDot. As yet we haven't seen if this is true. All that and ideas on booklets for the group and the shop were brought out and noted. Including my putting the paper in wrong for the printing. <BG>

Deputies: Vixen is still complaining about the illegible notes in LRs handwriting. The state of the paper files and her need to have printer time to make better re-prints of things. Large mess for her to go through in sorting. #30 has been working on the Wasteland Walkthrough and submitted several issues ahead, the inserts for the Village Green. Though the full file is not yet ready for the BBS. There is after all a large number of pages to work on. he has also done testing on some of the manuals on the BBS. Fixing problems that Lord Ronin and Vixen had not seen. And recently was able to test and upload some more game files for us from the collection of DLs that LR had gotten a few years back. Finding that several

were bad DLs at the original time. We now have the manual for Project Firestart. A game that was in the first group that LR ever played on the C=. He admits that he hasn't beaten it yet. Plus the walkthrough for it, which might help LR next time he plays the game.

Demos/Discussions/Close: Besides the large amount covered with the Post Print demos and the slide show from the 5C'S disk. Putting together a character for #16 on the P.B.E.M. on the BBS was covered and how the basic tenets of this type of Role Playing Game are run for our board. TALKed about the Centipede situation and the slow down of the testing work. *Lord Ronin* said that he would have more in his Ramblings this next issue. Ideas were presented on if it is possible to send and receive Encapsulated Post Script files to other platforms for mutual use. Though not tested at the time. We think it is possible. Meeting closed at 9:30

### GAELYNE UPDATE

G'day Folks, We finally have the full news on what's up with me, and it looks like I'll be pretty busy for the next six months or so with radiation, chemotherapy and hormone treatments. This isn't really much different to what I sent to the Homestead list the other day, so I figure it doesn't need to be posted again. What I did do this afternoon though, was add a news item to my Gaelyne.com site with an update (included below) I'd also like to thank all of the C= folks who've sent encouragement. We have a really fantastic community! I've had good days and slow days, and will be off work at least for the next month, probably longer though with all the extra treatments. -----Mastectomy results are in I had a right mastectomy with axillary clearance and sentinel lymph node biopsy for a 'multifocal cancer with 4 tumours'. Only one of a total of 14 lymph nodes showed signs of cancer, but the one that did show signs was the sentinel one - the first one leading from the breast to the lymph nodes. The cancer is Estrogen and Progesterone positive. What all this means is that I will be having chemotherapy to make sure any remaining breast cancer cells are killed off, plus radiation on the chest wall for the same reason, and after all that's done, I'll be on hormone therapy for the next few years as since the cancer was positive for these things, wiping out the hormones should keep it from coming back. I intend to be around to moan about housework and other things for a long time to come - have no fear of that! The surgery was on 26 Sept and as of today I STILL have the stitches in, but it is now healing much better than it had been. I'm on antibiotics and have to take it pretty easy while my body mends.

### **The Wasteland walk through: part 3**

Agricultural Center - our second stop is just north-west of Highpool, on the east side of the mountains. There's even less here, mostly animals for fighting experience and a lot of fruit to be gathered and sold for cash. When you first enter Ag. Center, "Picklock" the 4 outer gates that lead into the fields/gardens. In the "loot", you'll find a crowbar for "Jackie" and 15 "fruit".

\* Take the fruit to the Highpool "store", sell all your fruit, jewelry, hand mirrors, and matches! "pool" your cash with one ranger - there's the \$500 for your engine!

\* Go to the "Desert Nomads", buy an "engine" at the "Trading Car"!

\* Return to Highpool, use the engine to "fix" the "water purifier pump"! You'll receive

"sincere thanks" and "loot" (worth about \$1,500)!

- 4 leather jackets
- jewelry and cash
- 1 mangler
- ammo clips

Just keep the mangler (a 1 shot Rocket) for now.

\* Equip the rangers with the leather jackets, basic "low-grade" armor (for some protection), and sell the jewelry at "store"! With the "jackets", the animals at Ag. Center harm you less! You should be able to fight them without stopping to "rest"!

=====

Back to Agricultural Center - If your rangers have already earned a "promotion" or two, walk in the area behind the "sales booth", between the fields. Your "perception" skills increase as you "spot the fruit showering down on you". Proceed into either field and around the edge to "picklock" the 2 gates that connect the two fields. Return to the "booth" you saw as you entered the settlement. Approaching the booth, you learn that "the varmints are stealing the farmers' food faster than ever, and appear to be massing for another attack. The farmers have been unable to kill the varmints with their simple weapons and don't know what to do next."

Ask about payment (for a chuckle) or just passing through until you get hit by a rock (you can't make any bad choices here), but the best response (if you're good rangers) is to "offer to help". You'll be "transported" into the south field to kill the animals and "Harry the bunny master". Kill "Harry", take the cash, - Miguel appears in the north-east corner to show you his "Root Cellar", the "booth" changes to a "store", and the area between the fields is now safe to walkthrough. This "store" is only for clay pots, fruit & jewelry.

In the "Root Cellar", use "perception" on one of the dusty consoles to find a "hidden diary"

and info about this location and other locations in the game. (After the war, Las Vegas is still intact, some flooding occurred in Needles when the river rose, Quartz suffered a lot of damage. The people here deactivated the alarms and electronic counter-measures before abandoning the satellite installation and joining the farmers.) Find some loot in four of the boxes in the next room. Exit the Root Cellar and kill more animals in both fields and the "deranged farmer" in the north field. Explore the underground cave in the south-west corner of the south field to gather four more fruit and a grenade.

\* Just keep killing the animals until you're totally bored! (this is a good place to gain

## AmigaOne & OS4.0 update

*For immediate release*

Its nearly November and the AmigaOne is due to go on sale at the WoA-SE in London, England on November 3rd 2001 - right? No, were sorry but the AmigaOne wont be on sale until the New Year. Is this the ultimate disaster to befall the Amiga community? Is the AmigaOne another Boxer? Is this the real end of Amiga as we know it? Certainly not.

Before you rush out and declare that Nostradamus was right in his predictions about the Amiga all along please take a few minutes to read the inside story of what has really been going on behind the scenes with the AmigaOne and OS4.0 development and why, despite all the odds, it is actually all going to happen very soon.

Amiga Inc took over the Amiga intellectual property (IP) in December 1999, at the very height of the dot.com boom - and Amiga Inc, although not a dot.com company themselves, were very much part of the technology sector. They easily got their first round of funding - but when they needed more cash 8 months later - and as predicted in their original business plan - technology companies were about as fashionable as British beef. Even the most sensible, conservative business plans from proven companies in the technology sector failed to raise any significant cash. What is more, not only were the venture capitalists unwilling to invest but, in many cases they themselves were also fighting for survival (and this included one of Amigas and TAOs main backers). Bill McEwen has never made any secret about how tight things were financially at his widely reported banquet speeches at St Louis and Sacramento this year.

To their enormous credit Amiga Inc have not only managed to survive the last 14 months on not much more than fresh air, but they have managed to deliver some - though not all - of what they intended in terms of technology and some high profile contracts. Remarkably they have also managed to befriend some significant new investors - Amigas future is now looking very positive. But in order to survive on a very tight budget finance spending has to be prioritised very carefully - in todays financial climate potential investors are only interested in very lean companies that think at least 20 times before committing to any expenditure. Amigas clear priority was (and is) making the Amiga DE a success which inevitably meant that OS4s funding had to take second place. And OS4.0 is fundamental to the AmigaOne.

Unlike Amiga, Eyetech is privately financed. That means that our resources are based on past profits, and we are not set up to raise funding from venture capitalists or the public. On the plus side it means that we can take decisions quickly without investors painstakingly examining every facet of our business. The downside is that one big mistake could be disastrous for the company and our employees. Our funding of the development of the AmigaOne project was a calculated risk, but one we believed would pay us an adequate return in the medium term. We went into this venture with our eyes wide open, knowing the risks associated with the two main program dependencies which were, to a greater or lesser extent, outside our control. The first was Escenas ability to develop the custom chipsets needed for the AmigaOne. And the second was Amiga Inc's ability to deliver OS4.0 by the time the hardware was ready to go into production.

It is true that we had some early setbacks with the hardware development.





This was mainly with the AmigaOne PCB layout, which was not strictly speaking within Escenas field of expertise, but which was so inextricably linked with the custom chip design that putting it out to subcontract would have been both counterproductive and very expensive. And why, whilst we are on the subject, did we decide that a custom chipset was necessary in the first place? There were, and are still, three compelling reasons.

No suitable PPC north/southbridge chipsets were available in small (less than 100k production quantities) when we started the project.

Such chipsets even when available (in 1000s quantities) only have a supply cycle measured in months before being superseded. This would have made any small volume design based on such chips obsolete virtually immediately it was completed.

Without a complete rewrite of the Amiga OS - rather than an incremental porting as with the whole OS4.x strategy - the ability to access the classic Amiga chipset was essential, and no commercial chipset could have provided such a bridge.

This has also been quite complex to implement, but is based on pre-tested core modules which form the core of Escenas expertise.

However in May this year, although some work had already started on OS4.0 it became clear that the Amiga Inc had other priorities for the limited funding that they had available - that is for the DE development. This meant that the funding that was needed from Amiga Inc to finish OS4.0 was not available on schedule and this was starting to have a material effect on its development timeframe. Hope was still high that funding would be imminent, but venture capitalists do not make investment decisions lightly or quickly in the wake of a tech stock melt down. Without a guaranteed delivery time we, Eyetech, effectively suspended the development of the AmigaOne pending a resolution of the OS4.0 developments. Escena in the meantime undertook some mission-critical (and far better paid) contract work for some internationally renowned blue chip companies. And just to make it absolutely clear, I have absolutely no issues with Amiga Inc's decisions in allocating their priorities in this way - I would have done exactly the same in their position. Similarly the decision to suspend the AmigaOne development was ours, and ours alone.

Since then we have been working hard with Amiga Inc to seek a practical resolution to the development of OS4.0. After many months, and more than a few dead ends we have finally worked out a tripartite agreement between ourselves, Amiga Inc and Hyperion. This allows the development of OS4.0 to start immediately - and at no upfront cost to Amiga Inc - whilst allowing them to build on the work done in OS4.0 for the development of OS4.2 and beyond. As well as guaranteeing a path to allow the AmigaOne development to be finished and for it to go into production, it also gives an absolute guarantee of the development of the operating system for the AmigaOne beyond OS4.0. And as part of this agreement Hyperion will also be releasing OS4.0 for the CyberStormPPC accelerator for the A3/4000, which must be this year's best news for owners of these Big Box Amigas.

Of course Hyperion are not developing OS4.0 alone, rather they are heading a consortium of well known and respected Amiga developers, including Haage & Partner, the Picasso96 team, Matay, Olaf Barthel and many others.

So the best news of all is that this agreement - which will finally and unequivocally fix the path forward for Classic Amiga owners everywhere - will be signed this weekend at the London-based WoA-SE show on 3rd November. It has taken many hours of negotiation to sort out the details, but now it is in place the last major hurdle to the Next Generation Amiga has been overcome. All parties are now working flat out once more to ensure that OS4.0 and the

AmigaOne can now be launched in tandem early in the New Year.

Thank you all for your patience and understanding.

Alan M Redhouse

Managing Director, Eyetechnology Group Ltd.

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### Amiga announces first release of its AmigaDE Player

October 24, 2001- Snoqualmie, WA - Amiga announced today that it has released AmigaDE Player 1.0 for both Microsoft Windows® and Linux.

The Amiga Digital Environment Player is the first step towards its vision of the Digital Habitat and is core to the foundation of binary portability and delivery of content to different platforms and products.

The AmigaDE Player is built through a partnership with the Tao-Group of Reading England and utilizes the intent® media system as its foundation.

Using this technology, Amiga is able to provide users the ability to access applications written for the Amiga Digital Environment on standard desktop computers as well as other devices; such as the Compaq iPaq, Casio Cassiopeia, Sharp Zaurus or the Psion NetBook in the very near future.

The first release is for the Microsoft Windows and Linux platforms, with AmigaDE Players in development for PocketPC, EPOC, Palm, WinCE, and other systems to be released in the coming months.

Current applications written for the Amiga Digital Environment were targeted for handheld devices but will also run on desktop computers. The content created is binary portable. Content currently available and being created will run on Set Top Boxes, Information Appliances, HandHeld Computers, Cell Phones and Digital Televisions.

"We see this as the beginning of a digital revolution where the user's computing experience is more simplified. Developers can focus on creating great content rather than having to focus on writing applications for specific devices," stated Bill McEwen, President and CEO of Amiga Inc. "Users will see and use Amiga content, in cars, planes, homes, and offices. This is only the beginning."

Along with the release of the AmigaDE Player, five applications were released to run within the new environment (Please see associated Press Release) . Amiga has over 3,000 developers creating applications for the new AmigaDE.

The AmigaDE Player and applications can be purchased from the AmigaDE shop website at <http://de.amiga.com>.

#### About Amiga

Amiga Inc. provides technology to developers for writing and porting applications to a new multi-media operating system which is hardware agnostic. AmigaDE is a joint development effort between the Tao Group of Reading England, and Amiga Incorporated. AmigaDE based applications can run unchanged on x86, PowerPC, M Core, ARM, StrongARM, MIPS R3000, R4000, R5000, SH 3, SH4, and NEC V850 processors. The AmigaDE can run hosted on Linux, Embedded Linux, Windows 95, 98, 2000, NT, CE and QNX4. Amiga is based in Snoqualmie, WA, 28 miles east of Seattle and has offices worldwide. Amiga can be reached at (425) 396-5660 or visit Amiga on the web at <http://www.amiga.com>.



#### Editor's Ramblings

Well, as you see we have moved to the new boklet format. Let me know how you guys feel about how things look now. I'm always open to suggestions as well as reader submissions to my section of our group's newsletter. I'm disappointed at the delay in OS 4.0, but perhaps this will ensure we get a much superior product. I wish Amiga Inc. well with sales of the new AmigaDE system.

experience, to earn promotions early in the game. If you've got the patience, you can stay here until all "I.Q.'s" reach a "24". I usually stop when Thrasher's reaches "18".)

\* Note: There's usually a "Grenade" in the cave! On rare occasions it hasn't been there. I suspect that this may happen if you visit the "sales booth" on the way in, but don't kill everything in both fields and explore the "Root Cellar" before exploring the "underground cave" here!

\* If you haven't done it yet - press the "R" key to "radio base" for the promotions your rangers have earned! At this stage of the game select "IQ/Intelligence" for the points you distribute. Continue selecting "IQ/Intelligence" until each ranger has an "IQ" rating of "24"!

Desert Nomads - The second "settlement" north-east of Agricultural Center. We've been here for the "engine". The first "settlement" is the Guardian's Citadel. You may enter the Citadel and proceed along the southern border, to use as a "short-cut" through the mountains to reach Quartz, but stay away from the walls if you value your life! As you enter, the "Brakeman" invites you to visit the "Caboose" before leaving!

Don't wander around here too much yet! The "Hobo Oracle's message" tells you all about the game, but doesn't make any sense at this stage of the game. Go to the Caboose and offer to deliver a message for the Brakeman. Get the "VISA" card to take to "Head Crusher" in Quartz! There isn't much here. The "outlaws" and "animals" are stronger, so you'll earn more "points", but your "armor" offers less protection!

Now that we've gotten off to a decent start our next destination will Quartz. Here is where the game starts getting a bit more difficult. But if are careful you should be fine. See you next month. <VBESG>

### Lord Ronin's Ramblings

Ok then, my turn again for writing. I do want to thank Gaelyne for allowing us to share her experience. She and I have been in contact on the Inet. Since we are both cancer survivors. #30 is working well on the converting of the Wasteland files for us. Be a long time before we have them all printed in the Newsletter. <BG>


Now what for me to say? How about, did you notice a difference this issue? I hope so as that means my experiment worked. The objective was to try the booklet size for this issue. Using GeoPub and of course the Post Print system. Previous experiments have shown several things. Like not putting the paper in correctly for the back side of the printing.

This issue is an experiment and that brings me to the last issue. That was an experiment and I promised I

would mention what happened. Simply stated the copy that you received is the actual first printing. I liked it at first. But wanted to do better for the final print out. Fix some of the images so they would be inline better than they are in the issue. What I didn't remember is that each time I ran it through the GeoPub. Things happen to the document. Where it is reformatted. By the time I had a bit more experience in the work. The original had been saved in a reformatted form. I ended up with a file that was useless. Leaving me with the first draft that I had printed as just a test.

This issue is an attempt to do a booklet format. How it will turn out I don't know in reality. What I want to do is type up these bits of information. Then run them into GeoPub and from there into the booklet format in Post Print. The images will be added at that time. I am not yet able to place them in the actual text. That is why they are at the beginning and end of the booklet. At least if all works out correctly. <fingers crossed>

Early tests were great in the booklet format. Once I learned more about the images. I was able to place them in the right area for just a booklet of the pictures. I tried a few pages of text. What was amazing is the size reduction. The text was done in this font Times Roman. and in 10 point. The print out was very small. A reason I increased a few points the text for this issue. Yet it was quite readable. Some said it was tiny and needed a magnifying lens to read. Not a single blur or jaggy in the four pages I tried out. Right now I have sitting for a print out the new Application form for the A.C.U.G. This one has the history and purpose along with the form for C= and C= emulator users, Amiga and Amiga emulators. I hope to have this work out, in order that the prospective member can just return the filled in part and keep the information section. Well it is an idea.

 Many things are going on with our BBS. Thanks to #30 we have more files tested and up. He has a large amount to work upon and will be busy playing the games to make sure the files work right. <BG> I have found some sites with Geos manuals some in Programming. That I have grabbed for future work in the group as well as being on the BBS. Also I found again the site that has CP/M tools. Including the one that lets the 128 do over 140 different types of CP/M. I lost the original DL a couple years ago and some one on the lists reposted the addy for me. That is now in my bookmark file.

We decided in a spur of the moment idea. That our disk magazine collection needs to be fixed. At first we had just a few random ones that we had gained from the TSBBS file collection. Now I can go to a German site and collect a large number of disk magazines. Many full series. Right now we haven't done much that you can see on the BBS. When completed though the Disk Mag file area will be quite different. Currently we are making separate areas for each of the long series that I can or have collected. Driven is the one we are doing first. A new area has been made for just Driven mags. Another thing is that we are taking them, and making them into .D64 image files. Then zipping them. This is to allow non C= users with emulators to see what is happening and what has happened in, well to be truthful a longer computer history than they have. <SEG> The Driven mags are 29 separate issues. We can put about 3 on an image file for the .D64. Other disk mags are in that format already. A long project that will benefit all users of the BBS.

Slowly files are being taken down from the areas. They are then being checked over and repacked.

This is because we didn't know anything when we started. We have game files that are in the 4 pack zip. Making 4 separate files for one game to DL. Some are in a difficult LZH format. Some are in LZH that is then 4 pack zip. All of these are being pulled down and will then be put up in a more stream lined manner. Many in .D64 and zipped. The text files are being looked over by Vixen and #30. They are to be re-edited in the Wheels environment and then converted back to Pet. Either then they will be .wr3 or SDA made. Depending on size.

Empire IV, the most active game on the board at this time. Here we have finally renamed the Quests and re-wrote the Quest files. There is some programming work that needs to be done as well. That hasn't happened yet. New in game menus are on the list of things to be done as well. More on that after they are completed and installed. The tenor of the game is slowly reflecting the game style of the R.P.G. world of the game group.

Other games will be modified as time goes by. This is helping us to learn more on programming as well as the system. The Centipede tests have yet to continue. Though some help is being given on the Inet. Time and situations have not allowed for that yet. I have been placed on some sort of list for an English Editor for Go64. More on that when I hear more about it. Might be interviewed by a Canadian journalist about Commodore Groups as well.

**Commodore Victim:** Might as well get this messy stuff over with and then back to creating this newsletter. As many local members know. I am part of a Sci-Fi/Fantasy convention. Have been for almost 10 years. So are other members of our group. Our part has been in many forms, running the Game Room, committee work, security work. set up, tear down and just general help. We have been made members of the Oregon Science Fiction Conventions Inc. A non profit group. This year we were members of the OSFCI, OryCon-23, Games and I was the Games Guest of Honour Liason for Mike Stackpole. Who besides writing an R.P.G. and novels, also worked on the C=64 game Wasteland. This is all over now.

The reason is simple. A file of information was sent out to the members of OSFCI. This was in pdf. One man complained that the lay out was bad. I added that it was in a format that I couldn't read. Being a Commodore user. Flame war erupted. Because I don't use the currently used system. I then did the usuall defend the Commodore and what we can do reply. More flames and hate mail arrived on the list. When the list moderator requested it to be dropped. More arrived off the list to me in private e-mail. I announced that if this is the way they treat others. When they are such a group that announces that they are not discriminatory. Then I and my group of four are resigning. No positive responses were froth coming. No retractions either. just as we were going to drop the con this year. One of our Canadian friends. Who is in charge of security for the con. Asked us to stay and work for him. We talked about it and agreed. Though the discrimination against Commodore users is bad. Some of us are Amiga users as well. The idea that if we don't have the same toys as them we can no longer play in their sandbox. That does seem depressive after all these years. Piece said now to put this all together and hope it comes out right. See you at the meeting or in the matrix.

# Shadowland

Jeri is working on the SID of the C-1. Work is on centers and Multiplexing. There is a possibility of having more voices "16/32". Lots of talk on this since Jeri first mentioned it on the Commodore One list

Jeri will also be getting in, and by this date should have the new Retro Replay Cartridges.

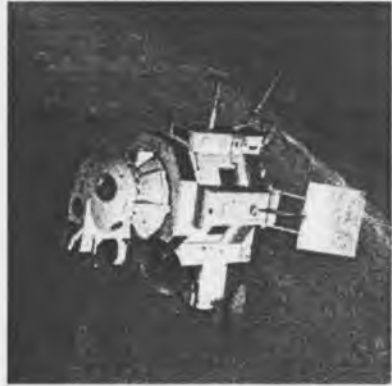
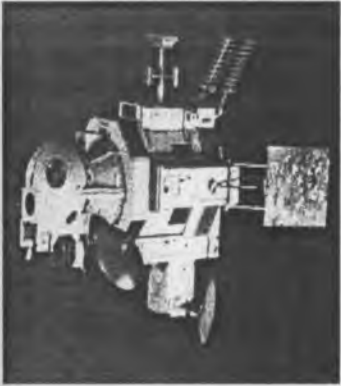
On the COPS list there has been talk of a CD player for the C=64 for sale shortly.

From the Homestead list: Maurice is considering reintroducing the CMD1750 at 2mega byte form. Need to install a REC Chip. Wants to revitalise the SID Cartridge as well.

Raj Wurttemberg has stated on Homestead list about some new information on a possible Ethernet system for the C= Regarding serial stream to the TCP/IP stack. This is a response to a new item found.

Mihai, Nate and others on Homestead list talk about a mutual IRC chat, mod file exchanges and other multitasking work done on a Saturday through the Inet with JOS.

# Selected Images from U.F.O.





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