Moxie the undead. Cat I rescued 14 years ago from mistreatment

The Village Green

Part of the Amiga 4000 PT system

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy

Commodore Librarian: Imperial Warlord

Amiga Librarian: Mark E. Reed

Editor: Lord Ronin from Q-Link

Amiga Resources: Lord Alberonn I

BBS SysOp: Lord Ronin from Q-Link

Deputy Commodore/Amiga Librarian: #30 <bbs ID number>

Lord Ronin's Assistant:: Leiko <the Vixen> Wu

BBS Assistant : Sharon <WareCat> Walker

Emulator & WIndrone aide: Scott <Daniel> Farley [Take care in Iraq]

A.C.U.G. Goals & Policy

Continued education and support on at least the local level for the Amiga and Commodore PC platforms. We preserve as much as possible in software, hardware, books, magazines and anything else that relates to our PC choice.

Membership is open to all. C=/Amiga users and the less fortunate to have to use emulators. Cost is $18/year. Giving the monthly newsletter called "The Village Green" <most of the funds pay for the newsletter> No credit cost on the BBS. First refusal on files for the BBS. Voting rights, option on the monthly 1541 disk The Penny Farthing. Access to the book and magazine collection. Access to Amiga and Commodore Pc systems at the shop noon to 6pm 6 days a week. Study groups and long lectures from Lord Ronin. Penny Farthing is 75cents a disk. This can be gained at the meeting or downloaded in .D64 GeoZipped from the A.C.U.G. only file area on the BBS.

Next Meeting & Contact Info

7:00pm Thursday the 15th of May 2003ce at Mohr Realities Games. Snail Mail = ACUG 623 29th St. Astoria Ore. 97103. Answering Machine = 503-325-1896. BBS = 503-325-2905. Inet = lordronin@videocam.net.au

Notes From the Meeting of 17/April/2003ce

Open: 7:00pm

Newsletter: Approved

Chancellor's Report: As instructed by the Constitution. The announcement about the July elections and the offices that are open. All current electable officers were nominated again. Lord Alberonn stated that should be written as sentenced again. But said with a smile.

Not a lot to go over,as Sensei discussed the **Village Green** issue and any updates. There wasn't any of note in the issue. All agreed that the ability is there for us to install pictures. More practice is needed. Lord Ronin said that the May issue would experiment with the ones he took on film, and had converted to floppy. Interest in the reviews for both Amiga and Commodore programmes was stated. Decided to continue the Amiga ones. As space permits the reviews of Commodore files. As they are new to most of the members in our group.

July marks the 25th anniversary of the A.C.U.G. Time to start the plans for the party. Traditional Kitty Box cake and the Challah bread, are on the list. What else for the consumables? Sorry but no alcohol allowed as minors are allowed in the area. What events to plan? There has been some sort of computer game running in the past. Should Lord Ronin and Imperial Warlord look for a good C= party game in the collection? What for the Amiga section? These and the question of a disk for the party where all brought up at the meeting. #30 suggested a disk collection for the Penny Farthing that month. Imperial Warlord drafted him to help look and make suggestions for the disk.

Sensei stated that better care needs to be made of the "things" done during the month at the shop and at the kibbutz for the A.C.U.G. records. Way too much is known and assumed to be known to have occurred by meeting time. By those who where part of the events. More documentation is the order of the day.

Looks promising that we may be doing some beta testing as a group for a small company that puts out games for older systems. Home console game systems and the C=64. More on that as it developes.

Word reached us from a few sources that several weeks ago, there was a bit on tech/tv about the 64hdd. Lord Ronin stated that he did read the information at the web site. There were errors and he sent a mailing to them. Which bounced as undeliverable. Funny it was from their click on reply thing. Even non C= users have been telling us about that show.

Confirmed that the 24/25 of May is the Spring C= Expo. Being held in New Albany Indiana. Funs do not allow any members from our group to attend. Rumour has it that Jeri and the C-1 will be there for the Expo. The shop and the A.C.U.G. are looking into helping underwrite a show called Classical Rock on the local public radio station. At the meeting time we are still awaiting the forms. May just may be able to also do an interview on the radio for the "Alternative" Computer platform, the Commodore.

Treasurer: Still holding at the $6 base. Lord Ronin is using all funds and personal for the group.

Commodore Librarian: The real name for the disk is Wizard. I gained the wrong information when I had the sleeves and lables made. This one though it has a construction level option. May not actually create the levels. Deuputy Librarian #30 is going to test that feature. The second side is the Zipcode2 that woks. In the past we had a frelled copy of the utility. Thanks to Scratcher/Onslaught SysOp of the Bass Planet BBS. We have a full working copy with the help files installed. Next month it was requested that we have Bard's Tale. This is a three sided game. What do you want on side #4?

Amiga Librarian: "No new news on OS 4.0 at meeting time." Was the sad report from Lord Alberonn. He did state that the extra work by #30 and Lord Ronin on the Amiga reviews is a great help. Since he is not able to write the reviews himself. This helps keep the Amiga a main part of the group. Rather than being dropped to a S.I.G.

Editor/SysOp: Been helping track down the U.P.C.H.U.G. Their P.O. Box closed and we were asked by another group for information. I didn't have it , but did ask around. Found that the group still exists. They let the P.O. Box expire. New editor and such, sent the information including the snail mail addy to the group that requested the information. Also asked if we can exchange again with the U.P.C.H.U.G. group.

Saw on the Inet about a new game release for the C=. Wrote the name down on a paper and promptly lost the paper. The web addy is wd8izh@beanstalker.com. I haven't yet looked into this one at all. Speaking of games. Zak McKracken <sp?> related material is now on the BBS. Thanks to project64. One of the deckers was interested in some information for his copy of the game. We didn't have the information at hand. Found it at project64. Found a lot more for the game than just the manual. Decided to DL the mess. All text had to be converted from ascii to GeoWrite 2.1 with Wrong is Write. Then edited, and that takes time. Since paragraphs have to be created. Words at times separated and the thing formatted. Then converted to pet from GeoWrite 2.1. This then made into an OnLine read file, and a SDA file for DL. All with the bad 1351 mouse. Be real glad when Maurice sends back my SmartMouse. Anyway, the manual and two walk throughs are up on the BBS. There were some other files that I experimented with from this batch. Something about a visa code. Well there was a text file and a html file and a gif file of these codes. Text and html frelled on converting. But the gif came out O.K. when I converted them to GeoPaint. Since I found a while ago a C= gif viewer on stuff gotten from Lord Sagan. I have decided to put the gif files into a new area. Along with the tool. But I will have the converted files for Geos users in the Geos data stores.

RamLink owners have been talking on the Homestead list and on the BBS about the battery. Maurice in mention to a question. Did state that a sealed 6v motorcycle battery would work. Personally I don't yet have a RamLink and am not following the converstation that well.

By the time this is read by the group. Most of the personal life difficulties will have ended and the stress level back to normal. My apologies that I have been so far behind in e-mail on the Inet and my duties to the group. This will be caught up soon I hope.

Deputies: Much the same as regularly stated. Vixen is shuffling papers an constantly trying to have Lord Ronin translate his handwriting for her. A task that he can't do himself. #30 has been working on Amiga items for the newsletter. At the same time testing and learning the abilities of the A2000HD that is for sale in the shop. #16 is still in the military and we haven't heard if he has shipped out for the Iraqi rebuilding job.

S.I.G.s: Geos group is experimenting with the GeoDos. Haven't figured out how to install the English dox file to replace the german. Lord Ronin keeps forgetting that it is a 40c programme. Many difficulties with the dieing mouse. Prayers for the soon return of the SmartMouse from Maurice. Work in the R.P.G. with Geos group has slowed on the Gamma World 1 & 2 merge. As more work had to be done for the Amiga section. Same for the Electronics soldering part. Programming is slowly returning to the regular schedule. Problem is that there are so many interests, so many projects and too few people. We do become sidetracked at times <BG>

Discussions/Demos/Close: Demoed the current level that Lord Ronin is on in the Amiga Game Dungeon Master. As that is the one that he has started doing a multipart review for the Tally Ho!. Showed how he does game movements and then moves over to the 64c to write up the information in the EdStar II. He explained that he then converts this pet to GeoWrite 2.1 for editing. Then to ascii to be placed in the SysOp area on the BBS. Lord Alberonn then DL the files and installs them in the Tally Ho!

Wizard and Zipcode2 also where demoed and discussed for the use of the group. Fast look at the game Sword of Honour that was sent to Lord Ronin by Ultimate Hacker. Sort of like the Last Ninja series at this little look see. Discussion was centered on things for the party in July. The new setup of the Amiga and C= systems for use in the shop. Adjustments that have to be made for the magazine collection to be transported for the return to the indexing of the issues. As we regain the levels we lost when the old place closed. As to closing that happened at 8:15pm for local happenings.

The Wasteland walk through: part #22
Translated to pet & Geos by #30

First, you have to kill the robots around the outside of the Base. The safest approach is just move east along the border, then north along the eastern border! Approach and Kill smaller groups of Robots you encounter, but returrn toward the border quickly! When you reach the north-east corner, continue west, along the northern border. Soon you'll encounter a few distant robots (including a Chopter or two) at about 90 feet to the west.

Just switch weapons to Laser Rifles or better, and kill them with full auto Beamer/Rifle and single cannon shots! Switch weapons back to Chainsaws or Proton Axes. Return to the "desert" to rest when ever your "Con"/health is running "low"! Now enter the location and go west along the southern border, then north along the western border. Approach and kill smaller groups of robots you encounter, but stay close to the western border. In the north-west corner there's a tough group of robots, but you should be able to handle them okay. Once you've been all around the border (not venturing more than 5 or 6 steps inside to kill robots) and are fully rested! It's time to approach the Main Gate. As you approach, a first group of robots appear.

More robots appear farther north-east and north-west as you go after the first group, but concentrate on the first group and get back to the desert for rest as needed! Next, enter the location and move 2 or 3 steps east. Move to the north and kill the groups of robots you encounter. Use Chainsaws/Proton Axes on the robots, your clones can switch to Laser Rifles/Carbines for any "Chopters" encountered! Try to clear out the east side of the building (if possible) before resting!

Now, enter the location and move 2 or 3 steps west. Move to the north for the group west of the main gate. If your health isn't too low, head for the Main Gate - only to be ambushed at the gate by more robots! Kill them and retreat back to the desert for health! Enter the location and try to clear out the west side of the building, trees and walls require maneuvering around. When the west side has been cleared, return to the Main Gate. Use the "picklock" skill on the outer gate, use Secpass B to open the inner gate, but don't enter the base yet!

First, return to the desert for full health!

Second, you have to kill the Robots on the roof of the Base. Although there are only 4 groups of them, as you're attacking one group you come in range/under attack from another group of robots! Enter the location and proceed to the front wall just east of the main gate! Use the climb skill to get up/over the wall to the roof. (level "4" skills may require a couple tries to be successful, level "3" skills would require many tries!) As you approach the "dome" near the center of the roof, the first group of robots attack.

Concentrate on the nearest group (the south-east area of the dome) disregarding all others! When these robots are killed retreat east to avoid further attacks. Climb back over wall and go to desert for rest! This time, enter the location and proceed past the east side of the main gate, climb over the east wall along the back side of the base.

Move south toward the dome, concentrating on the first group to appear (either north-east or north-west area of the dome). If you're really "lucky" you can finish both of these groups, otherwise just one, then retreat north, climb over the back (north) wall and go north back to the desert to rest! If there's still some robots on the north side of the dome, go back after them first! Then the robots at the south-west area of the dome - use Laser Rifles/Carbines on these Chopters! When all the robots on the roof have been killed, retreat to the north, climb over the north wall, continue north back to the desert for rest! Third, we're finally ready to go into Base Cochise itself!

We'll be going in through the roof first, just to create a "second" escape route for any "emergency" in the future! Enter the location, climb over the wall to the roof. Walk on the weapons pod covers where you killed the robots! Note that the pod covers are "jammed by the broken robots and cannot retract fully." Use a "tnt" to open a "pod cover" and make a "hole" in the "dome"!

Use a rope on the "pod cover" to facilitate your descent - it's a long way down! (Enter a new location!) There, we're in and there's that rope hanging there! In any emergency, we can climb the rope to get back to the roof or go out the main gate, whichever is safer or closer!

Base Cochise - level 1: there's nothing here to interest you yet! To the south there is an "escalator" (stairs) to/from the main gate. To the north a large "computer screen" and a keyboard waiting to "spring another trap"! So, just go to either the east or west end of the corridor. Walk along the end and "discover" a "3 foot by 6 foot panel" in the wall! Use a crowbar to pry the panel open! There it is - the "safe" entrance to Level 2!

Base Cochise - level 2: there's going to be plenty of "action" so be prepared! After "falling through that long, slippery tunnel", you're in another room. First, use "picklock" on the door to the north. In this next room are your "doorways" to exit the base, to the west, and to the next level - level 3 - to the east! But, our attention is drawn to the "loot" in the room further to the east! So back to the south to find the "route" to the "loot". As you go around the corner, 3 robots attack - concentrate on one-at-a-time! When all 3 killed, go to the "control panel" and "extend the bridge"!

(If it's night-time, you can see the "radioactive waste" - only the bridge offers "safe passage" - your Rad Suits won't protect you from the robots! After the bridge is in place, go back north to begin the next level. There are four "training areas" here. At the end of each there is a control panel to open the next doorway. The first three training areas offer you a safe place to rest whenever necessary! Also, "Radio Base" for your Promotions, you've earned 'em!

Fully rested? Back to the drawbridge and across it. Just follow the corridor east, then north, to the "locked" door to the "loot"! switch weapons to Ion Beamer, Meson Cannons, Laser Rifles or Laser Carbines (if nothing

Delving into Dungeon Master - Part 1
<Lord Ronin From Q-Link>

FTL Games 1987. Version 2.2 was the test game, and a b/u copy.

First of all you must have the book to play the game. The information on the symbols and how to cast spells is in the book. Without that you are lost.

A long story is in the start of the book. Giving you the history and setting the mood for the game. Yes this is a game and not a D.M. tool for createing dice and pencil games. I term it a R.P.G as you gain levels with experience giving the characters more power and abilities.
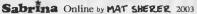
One disk for the game. Though you will need to have a blank disk for your saved game. This game will format it for you.

At the start you are at the Dungeon door in the mountaian. Press with the mouse, as all things are mouse driven, the "enter" or "resume" buttons on the door. Takes some time for it to read and load the first up stuff for you. Since this is a first person view from the characters vantage point.

Moving ahead space at a time with the mouse. You are able to turn left/right back up and even side step. I found that to be helpful. Cop out here, I also have a copy of the hint book.

As I suspect this to be a long and possibly multi part review of the
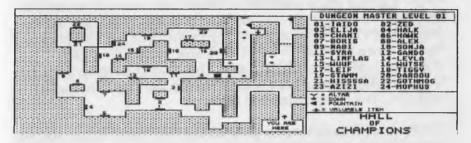
game. <I'm playing a bit and then writing these notes on the 64c>
I'll enter at this point that I played this as one of the first games.
When I picked up an A500. Thought it was great. Got locked up on
the level with the cells. Put the game down for a while. Sold the 500
and haven't picked it up till now for the past oh I'd say 8-9 years.
This then is a restart for me. I did find the old character disk.
However for this review. I am going step by step with a new party.
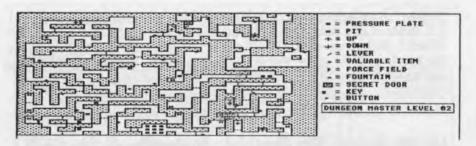
One thing I forgot. This game has to be direct booted. The three
fingered salute type. I tested it on the A2000HD in the shop.

Select the team can be a trial for those of us with little experience in
such things. The hall of Champions as it is called. Here you find a
mirror. Looks like a painting to me. Then put the pointer on it and
click. This gives you the name and stats of the imprisoned
character. There are men, girls and different races as well. If you
decide to keep the charcter as is, no problems. Or you can
reincarnate them. Give the character a new name. They no longer
have the stats they did before as they are starting with blank
memories so sayeth the book. The up side of this is that they will
have better characteristics. That remains to be seen at this time <G>

Just finished doing the in game format of the save disk. In that part,
the options are save and play, save and quit, cancel and format
floppy. Nice to note that it wanted DF2 as the drive. As that is where
the disk was placed. No DF1 on the system. There is a DF3 BTW.
That done I told it to save the game and return to play. This after I
created the team.

My selections were Wu-Tse now Syn Hoi Manchu. A fighter
Priestess. Mohphus now Kali Dass. A priest semi fighter theme.
Azizi, now Twandue fighter with some magic La Dodi priest it
seems. I am not sure on this right now. Practice will tell. That is one
thing I do remember. Practice in the safe areas will help bring up
your scores. Better there than when in a battle. Which I did the first
time. As the fights are in real time. No planning stage at all!!

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■ = PRESSURE PLATE
▬ = PIT
↑ = UP
↓ = DOWN
✓ = LEVER
▲ = VALUABLE ITEM
▶ = FORCE FIELD
▲ = FOUNTAIN
▒ = SECRET DOOR
▪ = KEY
▪ = BUTTON
DUNGEON MASTER LEVEL 02
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Ah the fun of trying things in real time. Gues who's party died?
<BG> Limited space even in a serialised article to tell you all that
happened. Jumping right into the play of things. Yes I did find the
water skin, two scrolls, apple, torch, bread, corn and the cheese.
Made it down the stairs to level #2. There I didn't find many
monsters. A Mummy behind a gate. That was O.K. some items and
food. Running around after that, even with the map. Err ah, didn't
help a lot. Too many twists and turns.

On this level there is time to practice the "ful" spell. Better known
as mage torch. Each of the characters can cast magic. Some just
better than others. Time to practice and gain some levels with
swinging and throwing the weapons. Gained a Ninja level for Syn
Hoi. Continuealy casting the "light" spell. Till the mana or power of
the character ran out. Eventually gained a couple of them a Wizard
level. As it is a Wizard spell.

Found many items of food. Hint book says to not over feed the team
at this point. Keys abound, finding the locks for them is another
matter. Stocked up on the food items. Checked the water needs.
BTW: the girl characters make an unfeminine gulping noise just as
do the men when watered. <G>

Hunting for the switches on the walls. This is a "fun" task. As the
walls also have a nice collection of meaningless hooks that at a fast
glance can and are mistaken for the switch, and then after being
fooled so often. You can forget to bother to look for the switch.

Monsters to battle. A few according to the hint book. I took out a
couple green topped mushrooms. They were in individual locations.
Then opened the next door went around the twisty hall and into 4 of
them. Well not to go into the gory details. Got confused on the
controls. Killed three of them. Couldn't spend the time hunting for
a spell. Nor to change weapons after running out of the shaken. End
result is that I wish I had saved earlier than the Hall of Champions.
Now starting from that area again.

better)! Use "picklock" on the door and "open fire" (full auto, except the cannons fire bursts!) on the robots there! Reload while attacking with cannon bursts again, if necessary! As you step into the doorway, more robots appear! Fire full-auto (even with cannons when only 4 shots remain)!

Reload (while anyone with a loaded weapon attacks. Here's hoping most of your Rangers are still fairly healthy! As you step through the doorway, still more robots appear - inside to the east and west!

Now ojnly 3 parts remaining. See you next month as we continue our work. ;-)

Lord Ronin's Ramblings

Ah another month gone and what have we done? Much and not much was recorded. Something we brought up at the last meeting. We are doing C= things each day. Not listing for our meetings or newsletters what we are doing. Yeah I am one of the biggest culprits myself.

So to look at the few notes that I have and my embalmed memory. Since the meeting these are the things that we have done, I have some Inet news to place in this section as well. First though the local news.

#30 and I have been messing about with the A2000HD. Just recieved the word from the owner that #30 can buy it on a payment plan. He may not hear this till he reads these lines <SEG> I have been looking an playing the game Dungeon Master. Doing a multisectioned review of the game play as I go along. This we demoed at the meeting. Currently I am at part five of the article. Each one may fill 80% of the Tally Ho! space. #30 has been helping me with the map, spell symbols, areas to hunt, things to collect all from the adventurers booklet. At times he and I change roles. As he is playing the game and we are testing an editor with his party. Yeah this takes some time to play and then review/write. The group is bugging me as it seems that I am the only one that can flow out the words onto the screen. Pity I can't type.

#30 has also been looking over the gigantic collection of disks that came into my Amiga collection over the past few years. Picking ones to make reviews for a back log for the Tally Ho! as we wait for more official mainline information. Plus he is also working on some of the C= games and files that I am testing from the M2K collection.

Lord Alberonn has been working on repairing the software that was found on the A2000HD. A freak repair of the blocks destroyed all the data stored. Finally he had the tool make a specific area of the bad block locations. Or some sort of thing like that, I'm not certain of what happened. On the plus side all of the data was replaceable from his and my own collection. On top of that, he added updated versions of some of the data. Plus we had to have the game Char. <G> Panasonic printer was also tested by Lord Alberonn. Has a good looking print out for a dot matrix system. Not sure if it is 9 or 24 pin.

GeoDos: As I hope you see in this issue. There are some more photos installed. I say hope as I am writing now and don't put in the pic till the last stage before printing. These are the main project we worked upon this last month in a mutual C= and Amiga function. I have mentioned the idea before this time in these pages. Now we did the job. Last issue we took digital pix from Mad Max. That he had sent to us. They looked OK but turned out to need a lot more lightening in the Grey Scale part. This time the images are from a cheap roll of file from a cheap camera from the 80s. I shot them just to fill off the roll of film. The other pix are of the shop and were required for renewing the account at the game distributor.

I had them converted to a 1.44 floppy. Then brought over to the Wheels environment with GeoDos. Next I put them into the file area for SysOps on the BBS. Lord Alberonn DL-ed them. We looked them over on his A4000 Power Tower. I selected the ones for the issue. He then used a tool to Grey Scale them and lighten them up a bit. Put them back on the BBS. I took them and gave a little printout test. Didn't raise the size of the images. Later I needed to fill a booklet page for some BBS Dox. Get to that in a space. Size them much larger and they look quite good. How they will photocopy is another matter. Keeping the fingers and the eyes crossed. Someday we hope to have the financial ability to do colour work. If we can find the correct refill kits.

BBS: Even with all the house projects and running the shop over 28 straight days. Still tried to do some work on the BBS. Kept the P.B.E.M. games running. Sometimes a bit late on the e-mail. But not as late as I am on the Inet. <G> Put up a few new files. Have so many more to look at that I am losing track of what we do have, might have to start making alist of that stuff. Guess it is time to learn how to use GeoFile.

Well recently I was able to pull down the files that Dynamite <SysOp of Twilight Zone and hub of the ComLink network> sent me of games and tools. Discovered that not all the packs are the same as what I grabbed from the Centipede web site. In fact there was a 13th packet. We now have a log in lotto game. Three more lotto games in the gambling area of games. Battle Mechs, Warrior World, Boxing, Pro Wrestling and User Battles are now in the different game areas. Sadly there were two packets that didn't open. All library programmes that I tried, said it was an unknown/unsupported format. The help file on MCI commands opened and so did the spraypaint tool. More for me to learn and to play with on the board improvements.

A few glitches on some of the menus were discovered. Simple fixes on command information. How that occurred I am not totally sure at this point. Have a few ideas of things to look at as we progress.

Bad time in the disk mag testing. My 81 file storage disk frelled out on me. Lost all that I had tested and compressed. Have to start that over again. Some of the files that I have worked upon don't function at all or fail to open. Most of these are in the LZH/4 pack collection. Making a list of them for Mad Max to see if the file is frelled or it is not one that opens up with strict C= only tools.

Shadowland

The following is tidbits that I found on the Inet lists. Things that struck my interest at the moment. Can't say much on them, as I am not up on all the current terms and such. Besides things can also change from the time I see the info to the time you read these lines.

64k vdc If I have things correct. Apparently there is a chip that can replace the 16k vdc in the flat 128. I am not sure of the number. If I can relocate the information. Then I can possible continue on this with a pin out diagam I saw on the net.

C-1 The first board shipped out on 28/Apr/03ce. Mager Valp recieved it on 29/Apr/03ce. There are pix of it on line at http://www.cling.gu.se/%7Ec13po:of/c1/ <not certain I wrote this correctly> Word is also that Jeri and the C-1 will be at the Spring Expo in New Albany Indian on 24/25 May. The estimate cost is under $300 U.S. Dollars. The order site was cm_easy@yahoo.com There was a cut off date for them to be brought to the U.S.A. that has past now. Though this may be

active a bit later.

Individual Computers & Radwar Enterpises are <did>hold a C-One release party on 4/May/03ce. information is posted at www.amiga www.c64upgra.de/c-one. English if I have it correct is... http://www.go64.de/english/frames/commodoreone.html

New C= shop: http://www.8bitdesigns.com is the site, e-mail to 8bit@designs is a new C= support company. I gave this one a try out, yes it is OK in Lynx. Saw for the C= system adaptors for joysticks to work on the plus 4. Used chips and several othe items of interest. No bread now to buy. Did log it in my bookmarks.

Videocam: Now has VCD's of several past Expos and Vintage computer shows. Thanks to Robert Bernardo of the Fresno Users Group. Sad to report that Videocam was defaced. Some one from Brazil put in Portuguese anti American statements on the site. Gaelyne announced that and is working on the repairs. So far it seems that no actual data damage was done.

Chips: Right found some of the notes on the chips. What I have on the 64 from 16 k vdc on the flat 128 is that the chip is the 4464 which one of those replaces the two 4416 chips. I found the ay fo Ray Carelson where more of this information is listed. Must check that out first.

Speaking of chips. A message came through the list. Apparently can't use cetain chips on the Rev2 64 board. The 4464 is 18 pins an the 4164 is 16 pins. Can use 41256 and they can be gaine fom Centsible of gutted fom an Apple gs ram card. hope I wrote the number stuff down correctly. Was late at night when I made the handwritten notes. <G>

SVGA: According to a late report from Allan at Commodore Scene. The man that is working on the new SVGA adaptor for our C=64 units has had delays. Based on his regular work schedule. However he reported that things are back on track again, just behind schedule.

Jacking out of the Shadowland

Back on the local scene a bit. We have just gained the new Scene World #7 disk mag. Can't tell you what is on it at this time. Still have to find an 81 disk that works to copy the file. Then I can take it to the other system in the shop. Open it up for a review. Do want to pass along a couple bits of very recent information about the Scene World. Joerge there in Germany is sending us the cover via airmail. Since it was created in a format for the heretic system. Mind now this is at no cost to us. Also afte a couple of e-mails not only is he allowing us to put up the mags on our BBS. But also asked me to write some things on the local group an the BBS. If this keeps up I might actually be convinced that I have some modicum of writing talent.

I also heard from Scratcher of Onslaught/Xennon group. That the Contiki has no direct dial up and is mainly for the ethernet card connection or on an emulator. Way above my head, though if I can find the site again. I'll see what I can do with the FAQ part for our own information.

We also recently took in on consignment a tricked up A500 with monitor, modem, second drive, mouse, joystick and factory software. Arkhive stuff went into my collection for the group. This unit is still under testing and Lord Alberonn needs to open it to see exactly what type of Adram and accelerator was installed. Price is not set on the full system at this time. But hey this covers the advert for the shop to call the publishing of this newsletter as a biz feature. <VBG>

Request time: As always we are looking for 5 1/4" DS/DD soft sectored disks. New or used, as we not only use them ouselves. But pass them around to other groups in need. Part of being that clearing house resource place for the MTTM group. We are also looking for 3 1/2" DD disks for the 81 and Amiga users, new or used. I have requests for Ultima 6 <factory dox not equired but would be nice> Bard's Tale after the first one for the C= and the Amiga. The SSI T$R games for both the C= an the Amiga. For myself, I am hunting for Computer Eyes. Found some disks, no dox or the hardware. Also an Animation Station and items for the Scantronix items like Videofox and Page Fox.
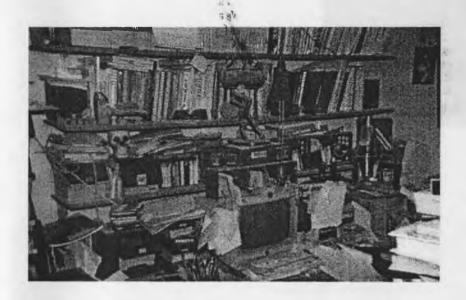
If any of our exchange groups have these items, and want to let them go, please let us know. Also if there is a need for hardware and or software. We may have it, so also let us know and we can keep our systems geared to the desires and levels we wish.

One last thing that just happend the other day. Mizar an Amiga 1200 user from the old BBS and our Mail List at yahoo <acug0477@yahoogroups.com> Popped by for a short visit. He rejoined the BBS and thinks the Centipede system is better than what he saw before on his Amiga. He logged on with Lord Alberonn's system, but used the same term prg. One of the reasons he drove a few hundred miles to us is to look at his A1200. After some testing and cleaning. Looks to us as if his Power Supply has gone out. A stock 1200 supply from CBM running a 1200 by Escom. That has the IDE HD an some other additives in ram and such, plus the CD unit. We tied it out on my 1200 from CBM. All it did was make my HD beap. Reminds me to look at my big foot power supply sometime in the future and see if I can repair it.

Right then, time to run this into the spell checker and then do the GeoPublish lay out, followed by the Post Print lay out, where I put in the images. If there is some left over space. I'll see what else I can prattle about to fill it up. <LOL> Till then, see you in the matrix or at the meeting.

If I did this right, below is Terror Kat, A.K.A. An La Shoc 2 years old from the Shelter. Big Cat!!

Dicey Bag 14 years old another one I save

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