



The Village Green

This was scanned with the Handyscanner 64 at 100% (or at the original). It took several scans to piece this large image together.
E-mail "PARSEC" on Q-Link for more information.

Original note to the left. The date on this one states it is from 27/Oct/90 at 11:18pm. One of the ones that I saved in the disk collections that I have bought over the past few years. Believe that it is from Q-Link.

The Voice of the A.C.U.G.

Oct/2003ce issue

Officers of the A.C.U.G.

Chancellor: {Sense} David O.E. Mohr

Treasurer: Gary L. Dupuy (To'Barr BBS ID #5)

Commodore Librarian: Imperial Warlord (BBS ID #2)

Amiga Librarian: Mark E. Reed (Lord Alberonn I BBS ID #4)

Editor/SysOp: Lord Ronin from Q-Link (BBS ID #1)

Deputy Librarians and aides: BBS ID #30, BBS ID #3, BBS ID #23

Emulator Help: Scott Farley (Daniel BBS ID #16) Currently serving in Iraq

Policy and Aims

Our desire is to preserve the materials that pertain to the Commodore and Amiga line of PCs. We also wish to learn all that is possible about the use of the systems of our choice. Without the discrimination that we face from users of other platforms. To accomplish this we collect hardware, software and printed materials. Our group holds monthly business meetings on the third Thursday of the month. Special Interest Groups meet during the weeks between months. Interests are varied at any one time.

Membership is open to anyone that wishes to learn about the C- and Amiga PCs. Be it straight or in emulation form. Dues are \$18 USD per year. Covers the cost of the newsletter. Members receive a large amount of time on the BBS, no credit need for DL of files. Release of specific files to members prior to release on the BBS to the general public. Access to an ever increasing collection of material for the use of the C- and Amiga PCs. Disks for the C- users are 75 cents. Released at the business meeting. L.D. members can DL the disks in zipped .D64 format from the A.C.U.G. section of the BBS.

Next Meeting and Contact Info

Next business meeting is at 7:00pm at Mohr Realities 623 29th Street Astoria Oregon. This is on the 16th of October. Visitors, Questions, Demos and smokers welcome.

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

Voice Machine: 503-325-1896

BBS: 503-325-2905 Inet: lordronin@videocam.net.au or alberonn@harborside.com

Notes from Meeting of 18/Sept/2003ce

Open: 7:00pm

Newsletter: Approved

Chancellor: After going over the last issue of The Village Green. Noting some cut off on the right side of the text page. Seems that a few things are being sold to mail list members through the shop. A pair of 1581 power supplies and the game Labyrinth. A nice help. Looks like some items are being bulk bought as well. Must see what comes in and how to distribute it through the group.

Sensei admitted that with the flurry of things, such as one of his sons down for a weeks visit. Prior to his marriage (Sensei a Grand Father? was the running gag at the meeting) The majority of the exchanges were mislaid. Including something special from AI at the 5C's group.

Marty at M.A.C.U.G. has been having e-mail problems. Forcing him to switch his account. Lord Ronin was able to communicate with him at the new account. Most of the time. Lord Ronin said that in the Ramblings Section. He would have something in the October issue, regarding e-mail problems. Marty is going to send the 22 boxes of disks. (Ed note: they have arrived and placed into the library. Several already in members hands. A request from another group arrived for disks from us) If Marty can find more of them, we will take them!

Treasurer: Still holding at a dusty cobwebbed \$6. Lord Ronin covering the bills.

Commodore Librarian: For our use this time around. Our Penny Farthing disk is the new release "Metal Warrior 4". Shall be on the BBS in a short time with the other three editions of the game. This is a double sided game. Many word balloons for the game. More actions. New/continuing story with the main character. Features are that it has music and sound effects. That you can turn on and off. I suggest that you turn off the music. That way you can hear more of the sound effects. Now you can save at any time or place in the game. Also it is NTSC/PAL capable, as well as being HD and FD with SCPU compatible. Game is to be demoed at the end of the meeting. Next months disk is up for requests.

Amiga Librarian: Lord Alberonn was not able to do much as his Power Supply and fan for the Amiga 4000 Power Tower had not yet arrived. Hopefully he will have more information for us in the October issue of the Tally Ho! section and at the meeting.

Editor/SysOp: Been looking at the lists as much as possible. Some of the things that I mention. Should be in the Ramblings part for the next newsletter. As they need to be explored a bit more for the use and information for the members.

First off we have a new Decker to the BBS. "Ruth" from Texas. Returning to the BBS world after a period of time out of it. Don't know if she ever worked with the Commodore. But like all new deckers, she will be receiving a complimentary copy of "The Village Green". So then HI there Ruth, hope you are enjoying your log ins to the BBS.

Want to say a public THANK YOU to Gaelyne Gasson. She is posting the last copy of the QWKRR documentation manual to me. Must remember to reimburse her for the postage. After all it is coming from Australia to me. (Ed note: Manual has arrived and is helpful, there shall be a review of what I know in the Ramblings)

Mihai [Hannibal] posted information on a programme. I haven't grabbed it as of yet. This one is called "GNLYF" can be found at <http://ftp.padua.org/pub/c64>. A tool that will convert things like hypertext to a usable form for the C- user. Also does forms of Microsoft and RTF, along with other words that I have never heard of before. When possible I will grab this file in a data steal. Test it out, review it and pass it along. BTW: as I understand things. This runs on a C-.

As many know, the BBS was down for a period of time. Simply because I put the money into the shop. The phone was disconnected. Phone line is back up and at the same number. To let deckers know about the restoration. We have made a flyer about this and been posting it out to the addresses listed in the application file.

Something with the initials "X.G.S." is being lightly talked about on the comp.sys.cbm list. Exactly what this new computer thing is, is unknown to me. I haven't looked at the report/review site. Some talk about it being an educational tool. Other talk about it being like or using Commodore abilities, including the ability to run Commodore programmes. When I can find out more, I'll report it, as of this time the price is around \$99 USD. But I just don't seem to follow the discussions on the list that well.

If you have an IDE64 and want to know how to use it, contact Bert at www.museum.c64.org. He stated on the list that he has help and information there for users of the IDE64. I may have to go there for help on the one that Mad Max gifted me. On that note, a public msg to the Mad one. Did you get the e-mail I sent about the disks?

A new thing that I have found and given a bit of a test to at this time, may have more in the Ramblings section. Telnet BBS's, I have tested out Farpoint and Telery BBS. Both run the Wildcat BBS programme and are on the heretic system. As I mentioned in the past

issue. I'm there playing the Usurper games. Yes this is on the Commodore using Wave to directly telnet to the boards. Ansi graphics are a little blocky. Sometimes things lag a bit, over all it is fun and eats up a mess of time.

However there are some other events currently happening. <http://commodore.thebbs.org>. This is Land Over BBS run on an Amiga and is the oldest Amiga BBS in Australia. I have to work out some details with the account. The SysOp is quite helpful in the comp.sys.cbm list. They even have a regular mail list for information. Which I signed up for and received a couple of bits, that need more back ground to understand.

<http://www.warpzonebbs.com>. This one is the one that is most impressive to me. As you can tell it is one that can be accessed through the web. Well it is on a C-64 running at this time Image64 BBS programme. I have been on the board a few times. But recently, just before the meeting, they closed for some major overhauls. That may include a new BBS programme.

The site that interests me the most and one that I recently found. Has information on a new type of programme for the C-64. <http://www.petscii.com>. Here is where they have placed the information and the beta work of the programme, IIRC BBSLINKER is the title, that allows one to have the Commodore BBS through the Inet. At this time it seems to be for the C-64. But then who knows the direction things take? Perhaps we should think about going on the Inet with "The Village"??

209.151.141.59 port 23 is one that I just wrote down from an e-mail message. This one is called the Negative Format. I am not certain if it is Commodore or Amiga at this time. This one, I'll have to give a try, in the near future.

ratsdenbbs.dyndns.org is one that is run on an Amiga. Friendly SysOp at this one. Pity I have to kill him in the Murder Motel game. <SEG> Been helpful and when he returns from his vaction to Thailand. I'll have some more questions for him. Since it runs on the C/Net for the Amiga and Lord Alberonn was interested in that one for himself.

Now for the Ultima lovers. I found a web site, <http://TomMage.com/> He has an assortment of Ultima items on the list. Not much in the way of downloads. Some buy and sell stuff.

www.Silo64.com is where you can sign up <I did> for a forth coming Commodore 64 game. The author, I met on one of the game lists. Wasteland IIRC, and after the flame war on platforms. He contacted me about his new game. Scheduled for release in early 2004ce. Seems a bit like Wasteland in the Post Apocalyptic format. Have to see more on this one.

If you have Inet access and want to know more on the above mentioned X.G.S. thing. Try http://www.xgamestation.com/view_transcript.php? This is dated 8/15/2003 for some sort of review. But as of the meeting, I haven't been able, with time lack, to give it a try out.

Fast notes: From comp.sys.cbm Whiteflame was able to make it to 57600 baud through the users port on his C-. Stated that the programme would be posted soon.

Over on the homestead list. Dale Sidebottom mentioned that some new tools, Linux hookup and CD Burning with the Commodore are all in the works and hopefully will be released in a short time.

Cameron Kaiser has stated that a new upgrade to his hyperlink 2.5 is being released shortly. Though the rumour is not confirmed. Looks like it is to be Wings/Contiki compatible.

Demos: Naturally we crowded around the I702 to see Metal Warrior 4. Lord Ronin had one hell of a time with the game. Trying to figure out how to get out of the enclave. Took another read of the online dox to understand about how to equip an item. This is one game that you won't win in just one setting.

Some new features on EdStar II were shown. Line movement and what they call glueing the lines together. Sensei stated that it will save him some work. Since he uses EdStar II for the shop orders.

Jiffy Dos command for printing out a basic file. Took time to remember to add the ",7" for lower case. We printed the game Asylum. Which is one that doesn't work on the BBS and is a small game. This will be used in programme lessons in the future. Will be discussed at the next S.I.G.

Parts of the type in game Mars, the project at this time for the programming group, was shown. Discussion on how it makes the areas for play. The use of a large collection of IF-THEN statements and the question of could it be put on the BBS? Once it is polished to the level we want. That may be another interesting project for the class.

Electronics class has a mess of things to practice upon. Lord Ronin pulled out many items for work. Lessons for desoldering and soldering into a board. Clean up of items, rewire of items and component Identification.

Amiga demo things, were on the 2000HD which #30 has purchased. He displayed more about the Eye of the Beholder game. Lord Alberonn helped him with the problem of his



Delving into Dungeon Master Part 5 By Lord Ronin from Q-Link

Man you are glutton for more punishment than I. I for playing the game and writing this stuff. You for making it this far in the review. <BG>

Before I go into the next rant of the game and the story of how my hair is going greyer. There are a couple things that I discovered. <A> an editor for the game. Supposed to remove the key doors and make them gates. looks like you can redraw the level maps as well. Scared to use it as a few attempts on the A2000HD did a arithmetic overflow. Not a clew as to what that means. Need the missing doc file. If you finish this game. Don't fell too complete. I just picked up Chaos Strikes Back. Takes place three months after this game. A new dungeon. But with the same characters from your save disk. If I understand what was written in the booklet. There is also a something "Prison" game that is in this line as well. Got me on that one.

Now to what has been happening on the game play. I'm getting frelled! OK back on level #8. Those ghost things are a bummer. Maybe that is why it is called "The Void". Mummies go down fairly well with a fire ball. Ghosts with that immaterial spell. Have healing potions ready. Those warp things. Some just spin you around. Others move you I think. Then in the south. Ah you did keep that compass right? There is a long corridor. Real long if you don't know about the fact there is a through back teleporter. You can spend hours thinking you are going in one direction. Well you are, but over and over again.

Interesting treasure in magical items found. Don't know how they work or for what creature to use them on, spend too much time trying to do that in a battle and you die. Did learn that the poison bottles and fire bottles work good as a missile weapon. Throw them on the enemy!

Giggers!!!! These things are the work of a mind sicker and more demented than mine. Don't know if I want to shake the hand of their creator or skewer him.

Little cute looking buggers. You will hear them approach and then a giggle/laugh. The frellers rip you off. Now you have to kill them to get your stuff back. I mean who really needs shields armour and weapons in a Dungeon Crawl? Just as I hunted one down, and this will take time to find them, or they find you. Get nailed by another one. Running out of weapons. In fact my party leader, the ninja girl was out of 9 shakens. Had to use a thrown away sword found on the floor.

Finally after a few days of hunting in spare time. Killed off the one and found the rest of my items. Then and only then on my way to level #9. Ah by the stairs this time. Remember the big problem with level 8 is the massive open area. Almost 80% of that level is open. Hard to figure your way around.

Now on level 9, where I am currently getting killed off, are two things I have found. Vexirks, who look like little black robed dwarves/hobbits. They are mean and

Eric Schwartz's Sabrina Online - Episodes 276-279

Sabrina Online by *Eric W. Schwartz* ©2003

"Interrogative"



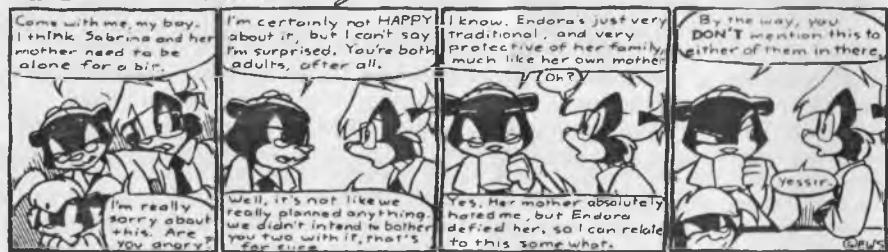
Sabrina Online by *Eric W. Schwartz* ©2003

"Bombshell"



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"On the sidelines"



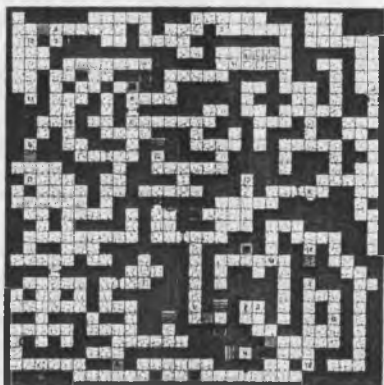
Sabrina Online by *Eric W. Schwartz* ©2003

"On the frontlines"



<http://www.sabrina-online.com>

LEVEL 9 - PAIN RATS



OVERVIEW: Level 9 has several hidden chambers and illusionary walls to confuse you. You will find a fireball corridor to warn you up and some menacing Pain Rats to nip at your heels. Other than that, it's a pretty straightforward level without a lot of mind-boggling puzzles. Do not ignore the Vexirk in the hidden chamber to the Northwest as he carries one of the skeleton keys you'll need to open the entrance to the central stairway on this level.

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use nothing but magic on you. If you hit the right room first. Then you will have the magic formula for lightening bolts. A few of these at 4th level of higher will be wonders in saving your tail. As well as physical hits.

Next we have the pain rats. They are a pain. Though the poison bombs work well to slow them down. They take a lot of hits from weapons and spells. One at a time is OK. But when there are two of them, well things get hairy and that is where I am at right now. Trying to take out two of them at the start of this level. But there is a Ra key here and there is water. In fact got nailed by the pain rats at the first water fountain.

At this point I suggest that one save very regularly as they go along. You should also have some adept level characters at this time in some field or even multiple fields.

Pain Rats are still a pain. Poison bottle for a slow down worked for me. Then nail them with fireball at

4th or higher level. You will have no time to really set up spells after the first batch are used up. Start hacking away with your front liners. Missile attack with the rear ones. Also be ready to retreat and fight again. FWIW if in one battle you can get the rat to the door. Takes a lot of hits and spells to take him out. They do leave you at times two drumsticks. But if you are hit. Just move and heal as fast as possible. These rats do 50-64 points of damage in one attack. Seen that much on the screen.

You don't know it, but it has been some time since I wrote the above lines. Been working on C= projects for the shop and the BBS. While our Amiga Editor has been completely reinstalling the files on the A2000HD that #30 is buying. That has been done and I can return to the game.

The game gets harder, or I am not a great video game player. Level 9 is one that you will spend some time going up to Level 8 and back again. Here is a tip that took me a day to learn. One point in the game you find a green gem. Now there is a gate that wont open. So you have to flip the lever, hey there is a pit behind it. Fantastic!!! <S> What you have to do is go up some stairs to level 8. There is a couple of corridors. You won't make the main area. Toss the gem into the open pit. Problem is that you have to have the pit on level 9 in the correct position for the gate to open. Took me a few reloads to get it right.

After that area is pacified. The corridor takes you to the 6 pressure plate. I think there are 6 of them. I was too busy dodging. Oh what was I dodging, you may ask? Fire balls from the far wall. The hint booklet says to put something on the pressure plates. Torches work well, so do rings and water bottles. If you are real careful you can retrieve them later.

This is the problem in here, as the prior pressure plates are rectangular in shape in the dungeon. You won't see these at the start. As they are little buttons on the floor. Look carefully for them. There is a line down each side of the 20' wide corridor. Don't fall for the idea that you can dodge to the left and right to avoid them. I tried that, and it was a good thing that I saved just before that area. <BG>

See the first one and put something on it, I suggest torches as the first choice. And then quickly move to the other side. As this trips the device. But only once. So

missing maps. #30 had spent hours making the maps for the game. Eventually to be on the BBS. But they were lost. No icon for them was the problem. Lord Alberonn fixed that and now they are easily accessible. #30 has been using Page Stream 2 and Final Copy 2 for his work on the project. We hope to see it and the games on the BBS soon. A few <read that as a lot> of bugs still in the way. Or for the windrones, not bugs, undocumented features. <SEG>

Discussion: Mostly on the programming of the type in things from the Golden Flutes and Great Escapes book. Some of us understand a part of the information. While others have an affinity towards other parts. Animated discussion on the desires for things to create in games for us. Great desires and ideas. Just not the skills yet to make them. Though we are getting closer.

Request for a more scheduled electronics course. Lord Ronin mentioned that this would be with books and a lot of theory. He has his old college books and many others, including some old Popular Electronics mags. Perhaps the group will start constructing things from these sources and at the same time be working on more (Ed note: but older) Electronics knowledge.

GeoPublish was a topic that came up. Simply because of the extreme use in making the membership cards, A.C.U.G. cards, Business cards, character record sheets and other non newsletter activities that are used in the group. Lord Ronin stated that he would show members, at the Kibbutz, in the computer room (Dubbed the Green Dome) how things were done for the cards and character sheets. As the system at the shop/meeting zone doesn't have the important components. Like a functioning hard drive. A project for the electronics S.I.G.

Close: 8:57pm

Lord Ronin's Ramblings

Wow man, the events of last meeting took five pages in GeoWrite. Add a page for the cover and that means that this is page seven. Actually it will be higher as the header and footer for each page eats us some space. Last meeting was one of the most packed that I can remember.

Now onto things that have happened during the month. Like the Amiga Story. Which at this time is not good. Oh Lord Alberonn did get the power supply and fan for the Amiga 4000 Power Tower. But his printer, my old Canon isn't working right. Meaning that if there is a Tally Ho! insert this issue. That is because we were able to use my system, with

Geos and Wheels and the Post Print 3 part. To take his work in layout. Send it to me through the BBS. Where I copied it to the SCPU RAM for Geos. Then installed what will be either EPS or Post Script. There will be a test on this and that will tell us if it is possible. Meaning that if there is a Tally Ho! part. It was created on the Amiga. But transferred and printed through the Commodore. <VBEG>

So then, what has been happening with the group?

Golden Flutes & Great Escapes

This is the book that the programming class has been using to learn more about how to programme in Basic v2. Over on the comp.sys.cbm list. This was discussed as a great source for learning about the text adventure games.

As we were burned out on the dry and non connecting books by CBM in programming. Since the examples didn't apply to us in the least. This book has been a boom to our understanding. True that we have more books, type in games included, that we need to go over in our quest for more understanding. This one has been a great benefit to our needs. Granted that the entire group is not turned on by text games in the least. However it is showing us how certain things in programming work for what does interest us!

For myself I am working on the third of the four type in lessons/programmes. While the group is still at the first one. Already I have modded the second game. The Pirates Treasure Hunt. By adjusting the hit points, the screen and border colours. As well as many of the names in the print statements. Reflecting a more local aspect for the game. The biggest problem that we have found is the Dredded <sp is correct for the in house pun> typo situation. Along with the hands type one line, but the eyes are looking at another.

Our minds race at the possibilities that we can create in the future. I hope that this level of enjoyment doesn't end too soon.

The BBS

Well, there have been good things and bad things. The good things are the new users/decker for the board. Along with returning deckers, like Scratcher from The Bass Planet BBS. Dark Vulcan from Deep Space Nine BBS. Bad things are long and horrendous to mention. Yet these things need to be presented.

Starting off, the fan was going bad on the 128D. OY that is not such a good thing. As the C-128D in on 24/7. Not only for the BBS, but for the Newsletter, snail mail writings and lest us not forget the Inet drenn.

I mentioned this on the comp.sys.cbm list. There was a bit of debate on the topic. Some of the list members have not installed a fan. While others are most assuredly pro-fan. Thankfully Widstar (BBS ID #8) gifted the group with a new fan. As well as scoring up one for his own 128D. This fan was installed into the BBS 128D. The heat that I felt on the metal case is now gone. Rather quite, though not an exact fit. The bolts are not the right length for the fan. Yet it is a semi snug fit in the housing. We should have a few more years before this fan needs a replacement.

The old fan, which had been in the 128D for the last 5 years. Was gummed up, so tight that it was difficult to manually spin the freller. This was saved for the electronics S.I.G. to examine. The insides of the 128D was a collection of dust, dust bunnies and kitty fur. Amazing there wasn't any pipe ash or residue. Guess I will have to work harder, or smoke more!

Lord Alberonn worked on the system. As my eyes and hands are not what they once were.-(He also gave some attention to the internal 1571 drive. Which has been defunct for many months. Ever since I unknowingly tried to format a Single Density disk in the drive. A simple manual adjustment of moving the head. Caused the drive to function correctly again.

Another bummer news is a strange event. I was installing the subpartition for the Scene World disk mag data store in the Centipede set up file. Something happened, we think that the line that I plug into the splitter box was not in securely. As a call seemed to come in during the procedure. Lost the main parameters. All the files, messages, games and e-mail is correct. At least in the areas on the Hard Drive where they are held. However the use of an outdated back up of the main parameter. Well it is out of date. We are looking at the messages and trying to recreate the msg base areas. Long job, we also have to reinstall and regenerate several file data stores. Not that hard of a job. Just a bit of look and figure out where it goes. A great lesson that I needed to make more frequent backups of the BBS.

E-MAIL

I used to say that the windrone virus stuff doesn't effect the Commodore User. As it was geared to the heretic system. That part is still true. However, a lot of my mail was lost. Over 50 messages in one day. Add to that the fact that my own mail is going to my dead letter file on the home directory. What is causing all of this????

Videocam has to pay for the stuff that comes in, even if it is deleted. So in order to keep the server running. They have had to install new filters for the recent virus drenn. Though the virus isn't something that I can get or pass along. Being a Commodore only user. The fact that these things arrive. At the tune of over 1,000 a day to Videocam. Means

that they are losing one frelling load of bread. The new filters are looking for things that are trigger words. Some of these can even be too many spaces in the e-mail subject line. Therefore in short form these spammers and virus senders ARE hurting the Commodore User. Simply because the Inet is going to fall if this continues. Those are not my predictions. I heard it on the National Public Radio a while ago. In regards to spam being the thing that will kill the Inet.

Computer Eyes

A few days ago, well from the time that these lines are written. I had a conversation on the telephone with Al Jackson of the 5C's group. He had sent me some Computer Eyes disks. They will be shown at the next meeting for the Demo section. They have a couple of systems. If the group agrees I just may end up with one for our group. Be glad to trade if we have something that they would like. I hadn't seen the actual disks before. Still need the hardware of course. Wasn't aware that the full and very expensive system came with a Black and White Camera. That is not something that I would expect in a trade deal. <G> May the group agree to the idea. As this will help our own work. On one of the tool disks for Geos that I picked up in the buys over the last few years. Ah, well, there is a tool that will convert Computer Eyes to GeoPaint. You can see how this would be to our advantage in our work.

QWKRR 5.1

Now that is an interesting title. But what is this thing that I write above? Why it is Rod Gassons off line reader for the Commodore 128. By using this tool, I have been able to speed up my Inet E-Mail. Despite the problems mentioned above.

There isn't space to do this review all at once. Nor have I fully understood everything about the system. Suffice to say at this point. I can grab my mail. This is the regular E-Mail that comes to me. The game and Commodore lists that I am on, as well as personal mail. Also it grabs for me the fido Commodore lists that I am on and the newsgroups that also I have in my subscription stack. Primarily comp.sys.cbm and alt.c64.

I can read them quickly and reply in a manner similar to what I did online. Though I wish there were more lines open for the signature. There is the ability to quote the message. Not only in the whole but in parts. This I use for almost every message that I respond to in the stack of things.

You can import, or on other systems, merge text. This basically means that you can upload to your message a prepared text. You can save, export, messages. Save them in either ascii or in normal, standard PET.

Files can be attached to the message. I have sent out some that I had made into a .D64 and then PK Zipped them. You can also receive files this way. But there is a slight difficulty that I need to mention. You can only do one file per message. Sure you can put more than one file into a packet type thing. Like a few games/utills into a single compressed file. Such as Zip or ARC or WR3. Also at the same time you only can have one attached file per message that you received.

These received files are in either Base64 or uuencoded. QWKRR will revert them to normal for you. As an Example. Geoff Sullivan fixed the font that is in current use for this newsletter. He sent it to me in a message. Actually there where two fonts in the Zipped file. I was able to decode the file. Then unzip the file. The first part was in QWKRR. The second was through the Geos Environment. Result is the font used in the newsletter.

There is a lot more that I can say. Things about the address book and the editing abilities. All of that can wait till the next issue. Suffice it to say that I can now do the mail much faster than before. No lock ups and now major lag problems. More on this later on... Till then, see you at the meeting and in the matrix chummers. Roll a 20!

Game Stuff for Sale

New edition of Axis & Allies

1975 Dungeon Board Game

Monsters and Character figures

in 25mm scale

New Dice, colours and styles

Computer Items for Sale

Amiga 500, 14.4 modem, eternal drives

Assote C= & Amiga software

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

