

The Village Green



Shot with a Panasonic Black & White Camera. No Zoom Ability. Done in the shop. One of the original tests for the use of Computer Eyes. This is done with available light from a florescent tube unit recessed in the ceiling.

Converted to GeoPaint with GoDot

Interesting study in shadows as Lord Ronin was looking towards the light. Not a large amount of detail is seen on the Black Beret with the "WFO" and the "Judge Dredd" badges. Coat wear is the old Nam Issue M-65(A). Pipe is clearly visible.

This image was not retouched after the converting in GoDot. Done with a 2 colour display. Using only Black and White. Though the image in Computer Eyes was an eight pass video capture.

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy <ID #5>

C: Librarian: Imperial Warlord <ID #2>

Amiga Librarian: Mark E. Reed <ID #4>

Editor/SysOp: Lord Ronin from Q-Link <ID #1>

Deputies: #30 - C: & Amiga files. #3 - BBS files & hardcopy. #23 - BBS online games & general. #16 - C: & Amiga Emulation

A.C.U.G.

Founded in 1978 as a PET group. The current membership are interested in the use, understanding and preservation of the Commodore 8bit and Amiga Personal Computer platforms. For many these are the primary computers used.

In order to do this, we collect hardware, software and hardcopy. Operate a BBS and hold regular meetings, both the monthly business and weekly s.l.g.s and get together. All of this is open to the members. While the BBS is open to all.

Membership is open to all. Users of the C: and the Amiga and those that use Emulators. Fee is \$18 USD per year. This gives access to the items at the shop for members. The libraries, no credit cost on the BBS and a large amount of time on the BBS. As well as the monthly newsletter "The Village Green". There is a monthly 1541 disk that is an additional 75 cents. Amiga disks by request.

Next Meeting and Contact Information

7:00pm on the 19th of February in Mohr Realities games. 623 29th st. Astoria Oregon 97103. Smokers, demos, and visitors welcome.

Snail Mail: 623 29th St. Astoria Ore.
97103

Voice/Machine: 503-325-1896

BBS: 503-325-2905

Inet: lordronm@videocam.net.au lordronm@sceneworld64.de lordronm@pol-c64.de
alberonn@harborside.com

Notes from Meeting of 15 Jan 04ce

sheet.

OPEN: 7:05

NEWSLETTER: Approved

CHANCELLOR: Sensei read into the meeting log. The reasons for our last minute cancellation of the Portland Demo party. These being simply that the weather was bad, to the point that permission was withdrawn from #5. As Lord Ronin isn't on the insurance form. Didn't want to lose the car, or have LR be arrested.

Only one newsletter arrived by meeting time. The one from M.A.C.U.G. Marty mentioned that they were light in the exchanges at that time as well. Lord Ronin admitted that our own was a week late in posting. Marty also mentioned he had received confirmation from us about receiving the disks. As well as the scarcity of 3 1/2" <1581 disks>.

Shop has received several requests about the group and C-/Amiga items for sale. Most recent arrived on meeting day. Lord Ronin said that the original papers he and #30 had created were lost. He would do a new listing and make a mailer in GeoPub to send out to the people.

While going over last month's issue of the Village Green. Question about the membership certificates was brought up. Lord Ronin stated that he hadn't done much on that task. Previously agreed to projects have kept him away from more than an outline. Suggested that the group help design notes in discussion. Same for the new application form and group FAQ

Treasurer: \$0.00 Appears a lost receipt was found and covered. Lord Ronin has donated his spare change coin jars to be rolled and stored in the treasury. #30 has done some work on that task.

Commodore Librarian: S.E.U.C.K. games from Commodore Scene #42. Some are from 2003ce. Lord Ronin as a programming experiment. Made a picture in Koala for side one and used the ESI tool to make the intro. On side #2 he used Blazing Paddles for creating the picture. Then converted it to Koala for the ESI tool and made the intro. As well as the review files with some new effects. Games shown in the Demo section. Next month will be educational games.

Amiga Librarian: "Amiga now on DSL Broadband Internet" When asked what the frell that was? "DSL = Digital Subscriber Link. A Phone line able to handle digital internet and phone line <voice>. Broadband is a superior high speed internet connection. Usually requires you to connect with an ethernet device."

Asked then what the Amiga uses for this sort of thing. "X-Surf II ethernet board allows Amiga connection to the DSL modem." Asked to explain a bit simpler for the group as to what this does. "inet connection way faster than before and doesn't tie up the phone line. Another thing that is nice about it, is that multiple computers and or other electronic devices can be connected simultaneously." Examples were given of things like the Play Station 2 and the Game Cube. Plus a short talk on connecting the 128 with wave.

When asked how it works for connection. "Another big advantage is speed. Dial up modem was 56k, getting around 49k on average. Broadband connection is a little bit weird. As you have two speed ratings. Up Load speed tends to be slower than Down Load speed. Current Up Load speed is 256k. Down Load speed is 640k."

There will be a fuller report in the Tally Hol section for February. Preempting the D.M. Review. <Editor Note: #4 had received the ethernet board and the modem. Only two days before the meeting>

Editor/SysOp: More projects for me to do in Geos/Wheels. The membership certificate and new application form. Plus the C-/Amiga inventory for the shop. May make a sale that way for some group funds.

IIRC it was the 20th anniversary meeting that we gave out some certificates. Some of them in house jokes. Most legit ones for members and their contributions to the group. These were made in Certificate Maker on the C-. Then photo copied to coloured card stock.

Perhaps I can make a something in Geos - GeoPub for us. Talk more in Discussion area. Same for the current application form and FAQ.

Problems with the January edition. Some how the clip art used did a grey background. That has happend only rarely in the past. I'm not fully sure as to why. Because I used some of the same clip art from the same photo album in the January

issue of the Commodore Mailink and it did not grey on me like that, at all.

Tried an experiment this issue. All right, each issue is an experiment. Changed from 14 point for the main body text to 12 point. Though more information can be inserted. Covering the loss of being in two columns. Made it harder to read. Going back to 14 point.

As a prime example. The Gamma World font, used for the department head titles. Well to be blunt, it was so small that it looks just bold faced. Destroying the desired effect.

OTOH the use of two columns has met with a very positive response from the group. Hope that the exchanges like the difference as well. The ink refills are doing fine. On the second of four. Only one problem to report. If the printer isn't used for a few weeks. Ink dries on the head and causes some rather nasty and stressful problems. Thanks to #4 for having the hands that work to clean the head. As well as the patience.

Shall inventory the C- and Amiga items in the shop. Not what is in the storage shed. Not till much later and when I can make a trip out to the shed. Have ideas for the catalogue in layout form. As well as a few other secret ideas. Have to wait on that a bit for the moment. <BG>

BBS has had one new caller. Though he hasn't jacked back in again. Guy from the comp.sys.cbm list. Will send him a copy of the February Village Green.

A.C.U.G. members, have all the known

back issue club disks from 1992ce in the vault data store in the A.C.U.G. node. By the time you read the February issue, at least all of the 1993ce issues will be in the vault.

Have to explain that these are from before our time. Found in local collections that I bought and what was in the library boxes. They **ARE NOT COMPLETE** years.

I showed at demo how the work was done. In fact was doing one before meeting started. That is why it opened five minutes late. In order to keep the flow of this topic and explain the point. I'll go over it in this part.

As you read in the last issue. There is media problems with the 1581 disks. My procedure for the vault files has to be <1> Test the original <2> D64 the sides with D64it, to the 81 <3> Zip the file with puzip.c64 <4> Unzip the file to 1541 disk with unzip 215.

On the really bad 81 disks. The drive will choke and give me a read 23 error or a write error. Generally in the same locations. However I found out by pure accident that the files that are finally zipped. May still be bad! As when unzipped they drenn out with a CRC error.

That is what happened just before the meeting on a 1993ce disk. Used that as an early demo before the meeting. Showing that all files have to be unzipped before they can go on the BBS. Just to be certain. This does cause a worry about some that I made earlier that I didn't test.

First of the relocated walk throughs

from gamefaq.com, is now on the BBS. This is the Labyrinth one and the game is also on the BBS. I want to thank Scratcher of Onslaught for the .D64 files he sent of the game. As I was unable to preserve the copy that I sold through the Inet. #30 and #3 are going to work on more of them for the BBS and the Village Green. There will be a few parts to the Labyrinth one in the V.G.

Board has been backed up more frequently. Not as often as it should. Looks like we will soon be making some large changes in the File nodes. Specifically the Arcade Games. A new data store needs to be created. Something on the theme of "Action Adventure". Need something better in description than that! Since we have found a wider variety of education programmes. We are going to rename and add new educational data stores. These jobs are in the near future as it is a long testing process of the files. As well as a delicate adjustment to the settings on the BBS.

Deputies: #30 working on the new walk throughs. #3 also on the new walk throughs and note translation. Neither she nor LR can read his notes. #23 is testing all the aspects of Star Colony Deluxe, Star Colony, Empire Deluxe. Making notes for not only new review/help files. But any bugs. That in the future we can repair. <hopefully> #16 sent an E-Mail message about coming home soon. No further word on that joyfull event.

S.I.G.s: Programming; Working with the Golden Flutes and Great Escapes Book. Lord Ronin is on the third game in the book. Making some experiments with the game. #30 is working on completing the stock version of Mars. Then to debugging and mods. Simple use of little prgs found, tricks and

tools. That is the other side of what is happening in programming. Add to that a crack and scan of some Assembly books. Plus Rod at VCS is giving help and support on the Assembly information.

GEOS; Collection of salvaged files. These are to be tested by LR and #30. As some of them are not that responsive in Wheels. Plans for the reverse printing tests when funds allow.

GODOT; Decided that all files must be re-downloaded. That way the updates will be included. New disk will be issued and the files will be on the BBS. Replacing the current ones.

Demos: Making a "vout" file. #4 mentioned that he hadn't seen the puzip.c64 in action before.

Page Stream 2 and using the text and columns, in a special setting. As some work that #30 was doing needed explanation on the Amiga.

Koala Fede Ingen. A pair of tools from Civitas released in 2003ce. One is in German and we can't read the dox. The other is in English. The result is the same as the included msg. Screen seems to have two layers of data overlaid on each other. Yet the text looks good in the editing mode. Final objective is a screen writer - noter. That can be 30 pages in length. 8 different flashers, along with a part of a Koala picture at the top. I suspect it is that clip theme part of a Koala picture. Based on the size and the fact that in our test. We used the ACUG logo that is that size. Sadly the corrupted looking screen made the demo fail.

SID/PIC 1.2 from one of the 1993ce disks. Showed that it also came with a couple of SID editors. Allowing adjustments of voices and more. Demo showed this one could do words and pictures, as well as play music.

Cyber Video, also found on one of the old disks. A full side demo of a programme that is art, music and, well I don't know the term. Yet it can make a full disk side illustrated semi animated story. Like to find it with out the stated dongle. <yeah I mean cracked> As I doubt that the little company still exists.

Hole in One on the Amiga. #30 showed how to get 17 hole in ones out of 18. Some sort of undocumented feature.

Discussion: Starter Disks; creating a new one for members. But also making periodic updates. This one needs more thought and discussion.

New game data store name; most at the time went for the idea of Action or Adventure. When a larger description of the games that would be moved and installed in the area. Main them went back to "Action/Adventure". As the name for the new area.

Edu area names; Math, vocab are now in "Skills". If enough are found to demand subdividing the area. Then that can be done. The need to grow from just the two data stores of "Skills" and "History/Geog" is known. Not enough files yet to create a new area.

Application Form & FAQ; current one made about four years ago. Contains four pages in booklet form. Two pages are

Amiga Editor makes it to Broadband

Hello all, here's the promised article on my experiences with getting my Amiga on Broadband internet. *Delving With Dungeon Master* will continue next month.

Well, one thing that got me back to catching up (again) on my e-mail is I just got my old A4000 on DSL. (Digital Subscriber Line, IIRC) I know some of the Amiga guys would be interested in how I got on.

My system:

A4000 desktop motherboard in a Power Tower case
Stock Commodore 68040-25mHz processor board
16MB Fast, 2MB Chip RAM
PicassoIV RTG board - Picasso96 Software
AmigaOS 3.9
X-Surf-II Ethernet card
A2091 SCSI Card with GuruROM (For a SCSI CD-burner)
Miami v3.2b
Genesis (OS3.9 CD version)
iBrowse 2.3
Actiontec 1524 DSL Modem/Router

Ok, I have a bunch of other software running, but it's not too relevant here.



I had ordered my X-Surf from Compuquik, but due to the fact that we had a big snow/ice storm hit the North West, it was a few days late. But when it came in, it was sitting next to the box with my DSL Modem/Router. All the parts were there on the same day so I was ready hook some stuff up.

First the X-Surf II. From what I've heard, the only difference between this one and the first version is that the first version also had the BNC (Coaxial cable-looking) ethernet connector (The bit that sticks out on the right side of the picture above,) as well as the TP or Twisted Pair connector. (That one looks like an over-sized phone jack,). BNC has fallen out of favor I guess since all computers are talking on one wire.

Installation is as easy as any other Zorro-II/III expansion board. This board was a bit of a tight fit, so be careful. As usual for a board by Jens Schoenfeld, the board is very clean-looking. The install CD however didn't have a label and just looked like one that the vendor may have just burned on the fly. The board also has two IDE ports (one for the 3/5" drives, one for the 2.5" drives) that are non bootable. (It requires me to have the proper file in my Workbench's expansion drawer to get them going.)

The X-Surf II also has 2 clockports for expansions such as the Silver Surfer (a high-speed serial port) or a Catweasel (allows use of floppy drives made for Windoze boxes.) There is a 26-pin expansion port suitable for the VarIO board, a board that has a high-speed serial port as well as a fast parallel port. Full specs, ect can be found at <http://www.jschoenfeld.de>

The X-Surf ran me \$135 + \$10 shipping (USD) From Compuquick Media Center.
(<http://www.compuquick-amigadirect.com/>)

The Actiontec 1524 modem was really nice. It has a built in router so I didn't have to worry about Miami not supporting the PPPoE protocol. The router dealt with that so all I needed was a good ethernet connection to the modem. The modem has 4 ethernet ports, 1 USB port, and expansion slot(s) on one side for a wireless adapter. This is a leased modem from Qwest, so I have no idea how much this thing costs.



I also had in the modem box some special filters for use on my phone lines. This allows me to use the phone while I'm connected to the internet. However, since my only phone jack is right next to the computer, all I had to do was connect my modem to the phone jack and my main phone line (to a splitter I use.) into the modem. It seems to have it's own filter built into the modem so I didn't need any of the external ones.

I'm currently having trouble with my CD-ROM so getting the X-Surf CD to read was a bit of a pain. In fact my drive had completely given up the ghost, but not before I was able to copy the CD's contents to my Harddrive as well as do an install. The install of the software was as simple as running the usual Amiga install script and answering the prompts. The install gives you a choice to have it set itself up for Miami or Genesis. Since I use Miami to connect to the internet, I selected Miami. I messed up on the first time since I gave my computer the same IP address as the router (192.168.0.1). Rerunning the install script fixed that quickly. (If you use the X-Surf software to setup your network, do not set you computer as #1 if you have a similar setup. LOL)

The X-Surf software also installed Samba (some file sharing software for easy exchange of files between an Amiga and a PeeCee.) NetFS (Amiga-specific file-sharing software) was installed as well.

In the XSurfEthernet drawer all I had to do was double-click the StartEthernet icon and my network was up. StartEthernet is a script file that fires up the Samba and NetFS software as well as Miami. The script was setup to have Miami load a special config file, leaving my old default config untouched. This was a nice touch in case I had run into trouble.

Now I had to setup the modem. I fired up iBrowse and typed in the IP address of the modem. (192.168.0.1) Remember that this address is only valid on your local network and not accessible from the outside. (IIRC) I got the html startup page for the modem. Clicking on Setup/Configuration brought me to a page that included the option of Non-Windows setup. Thanks go to the people that realized that Bill Gates is not in all computers. LOL Anyhow I filled in the proper configuration as outlined in the ISP "worksheets". I then nit the "Save and Restart" button on the page and the modem was setup.

All I had to do now was wait for the "Internet" light on the modem to stop blinking. When it turns to a steady light, I would be on the Internet. When it finally stopped blinking, I gave it a try.

I had immediate trouble. I wasn't going anywhere online. I could get the modem, but nowhere else. I had the sudden inspiration to try adjusting th settings on Miami to see if that fixed things. To make a long story very short, I discovered that if I went to "Interface -> SANA-II Configuration" and change the "IP Type" from "Static" to

"DHCP" I was able to access the web.

As an experiment later, I tried using MiamiInit to setup the network without all the Samba/NetFS settings added to Miami. MiamiInit at the end said it couldn't find the DNS servers at the end, but I hit continue anyway. Comparing the difference between the working settings and the MiamiInit settings, all I had to do was in "TCP/IP" uncheck the box by "Use ICMP". iBrowse had no problem accessing the web.

Another experiment was to setup the network to use Genesis. This is a bigger problem. The X-Surf and Genesis Wizard setup couldn't get me web access. Setting the IP Address to "dynamic" on Genesis didn't work so I'm a bit stuck on how to get it up and running. This wouldn't be a big deal if Keyfiles for Miami were not impossible to get. Perhaps some help here so non-Miami users can do this would be nice.

On to the Internet itself. Webpage loading with iBrowse is very quick. Most of the time is probably waiting for iBrowse to render the pages or getting them off of a slow server. But still very fast and very nice. Downloading a file of around 1.5MB got transfer rates of around 50k cps. I'm working on tweaking my setting for iBrowse a bit to see if I can speed up loading of websites a bit.

YAM, my e-mail client is a bit quicker. However, since it downloads each e-mail message one at a time, it creates a big bottleneck on my download speed. Large e-mails do benefit more from the faster connection though.

When I signed up for Qwest DSL I had some choices for who my provider would be. They were M\$N, Qwest.net, or a third party provider. (The latter being the most expensive. Since I didn't like the idea of having MicroSloth as part of my e-mail address, and the fact that Qwest.net had a Usenet server (for Newsgroups,) I went with Qwest.net.

I'm keeping my old provider for a couple of months as I start to change over to the new e-mail address. However, Qwest.net is having trouble with their computers and cannot change my (or anyone else's) user name or set up other email addresses right now. When that's fixed, I'll start using the new e-mail address. One nice thing is that I can still grab my e-mail from my old provider using the DSL connection. This gives me a good idea of how fast my e-mail handling is going to be.

How fast is all of this? Well I was using dialup with a 56k modem. When they fixed my phonelines so I could get DSL, I was getting connections of around 49k or higher. (Before that I was around 26k-28k.) My DSL connection is rated at 640k download and 256k upload. Why is sending information slower then receiving? This is pretty common since most users are downloading much more information then they are usually sending up. It's still much faster then what I had before.

I hope this was informative to those of you who are thinking of going Broadband. I don't know how tricky hooking up to Cable internet is, but maybe this will give you some ideas.

[Some stuff I worked out after writing the above:]

OK, I got the static IP setting to work. What I needed were the DNS numbers to put in the right section of Miami in order to get it to work. Strangely, Genesis is still not working. More figuring out to do there.

I got my Broadband adapter for my Gamecube. When I'm grabbing e-mail and playing Phantasy Star Online, I don't notice any interference or lag on either system. So far so good.

The ISP hasn't yet fixed their system so I can get my user name fixed. I'll call them again soon.

history, goals, aims, stuff we have for the members. Other two pages are for C- or Amiga members. This is about the third version of the application. Discussed ways to clean up and improve with the new fonts.

Membership Certificate; Agreed to be given with membership card <all ready created and issued> When a new member or a renewal happens. Basic layout was covered. More in the design needs to be done. Sample to be shown at future meeting for a discussion and vote.

Alter the addy lable; #4 suggested a new way of setting up the address lable for the posting of the V.G. Lord Ronin explained that the idea of putting the Zip Code on the same line as the state. Caused the issues sent to M.A.C.U.G. to be returned. Agreed that the tape idea was better than the rubber cement. Also agreed that some new alterations need to be done to the return as well as the recipient parts. Examples to be shown during the month.

Reset 1571 to 1541; while working on a file in the demo part. The drive was stuck, for some reason in 1571 mode. Eventually the jiffy dos code was found "UO>M0". Mind now that it was finally found after everything was turned off and reset.

CLOSE: 9:00pm

Labyrinth

(prior pages in January Village Green)

The third time you see Alph and Ralph (assuming there is a third time), just remember that they're both lying this time, so take the door they claim will lead to Certain Death.

Back again for a fourth visit? This time, either Alph or Ralph will lie to you. The other one will tell the truth, but who do you believe? To solve this one, get one of them to tell you which door the other one would say led to the castle. No matter which one you're talking to - liar or truth teller - they will say the same door (which actually leads to Certain Death, so you know that the other door is the safe one). Got it? Good. On we go...

THE WALL OF HANDS

This one's easy - just Congratulate the Wall and you're outta there. You can Ask the Wall a few times before Congratulating it if you like. (Don't Insult the Wall, or it'll drop you into an Oubliette! Also, if you ever land in here after obtaining the Shears, DO NOT attempt to give the Wall a manicure, as this will only damage the Shears, rendering them useless.)

For fun: Keep Asking the Wall to hear its full boast before Congratulating it. Also, try Using the Camcorder on the Wall! Do this only if you're not planning on making a Rock Video for the Firey you'll encounter later.

THE STONE CORRIDOR

Not to be confused with the Brick Hallway (which it resembles), the Stone Corridor has more items to be picked up, plus another, less aggressive Goblin (he won't attack you unless you provoke him by Hitting him, Throwing a Rock at him, Insulting him, Calling him or

Adumbrating him).

Take the Rock and the Peach that are lying on the floor of this section. Go through the open doorway on the far right. Take the Shears that are on the floor nearby (this is a vital item – don't miss it!). Go to the left (past the standing Goblin) and Take the Crystal Ball that's on the floor.

The following is optional, but it adds a little variety to the game: Give one of your Peaches to the Goblin. He'll eat it (sucker!) and promptly pass out. You still won't be able to enter the door he's guarding, but now you can walk up to him and Take his Helmet! If you Wear the Helmet, you won't be able to take it off for awhile, but it may have its uses . . .

Go through the open doorway next to the Goblin, and you will find yourself transported to .

THE HEDGE MAZE

Take the lone Crystal Ball in this first section of the Hedge Maze. Go through the opening on the far right. Another pesky Goblin starts chasing you, but you'll stay ahead of him if you go left immediately. However, when you see a hoop-shaped object under your feet, be sure to Take it as you go by! (The Take command should be cued up before you enter this area, ready for instant use at a press of the Return or the joystick button.) Keep going left, away from the Goblin and go through the opening at the far left of this section.

You should be back in the safe area of

the Hedge Maze. Go to the opening that's overgrown with vines. Use Shears. Enter the cleared opening. You should now be prompted to turn your game disk over, because you've reached.... (Ah but that is in the next issue)

Lord Ronin's Ramblings

What is a little different this issue? Besides a lot of things that happened at the meeting? The rest of this issue is devoted to the GeoPaint images. Ah now these are a bit special images. Yeah I know that I don't do many graphics in an issue. This is a special case for images.

I have waited nine years for a bit of hardware and software. Called Computer Eyes. This is a video capture system. What follows on the pages are images that I created with the help of #3, #4, and #30 in the shop with two different cameras. Then they were converted with GoDot to GeoPaint. True more practice is needed to make them better. Shall be spending the time in the future playing with this new toy.

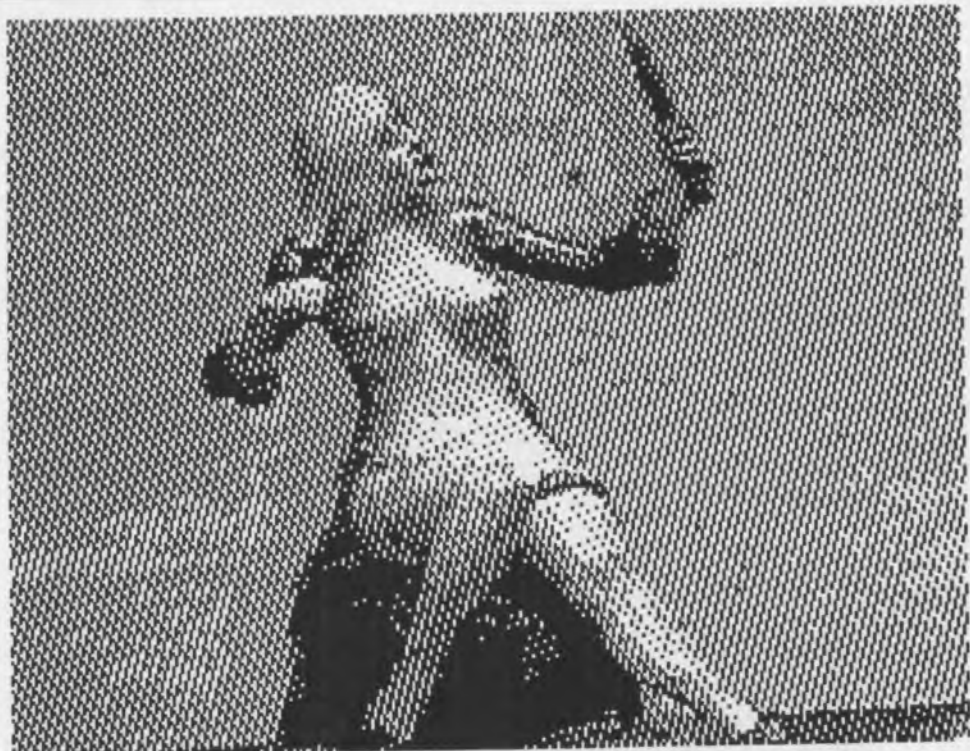
I have written in GeoPaint some explanatory notes about the images. This will be done as more work is completed for the images and we learn how things operate. Plus now we have more reason to build that little studio on the table top. So we can present the diaramas of our miniatures. I can see many uses to put this to over the next few years. As of yet I haven't tried the video tapes or the DVD capture part. That will be a future event. The work is a bit complicated to set up the machines with the system. Also I haven't tried the direct Geos input driver for Computer Eyes. More later on....



A photo from Computer Eyes. Using a Statue that she said will represent her good enough for the Newsletter. Vixen our Files SysOp and #3 on the BBS. All i can tell you is that the statue doesn't do the girl justice. But then again i am a bit biased. (VBG

image was captured with Lord Alberonn's (#4) camera with some in camera adjustments. Used the available light, a compensator and the built in light on the camera for this shot. Actual statue is one that i collected and painted for Vixen.

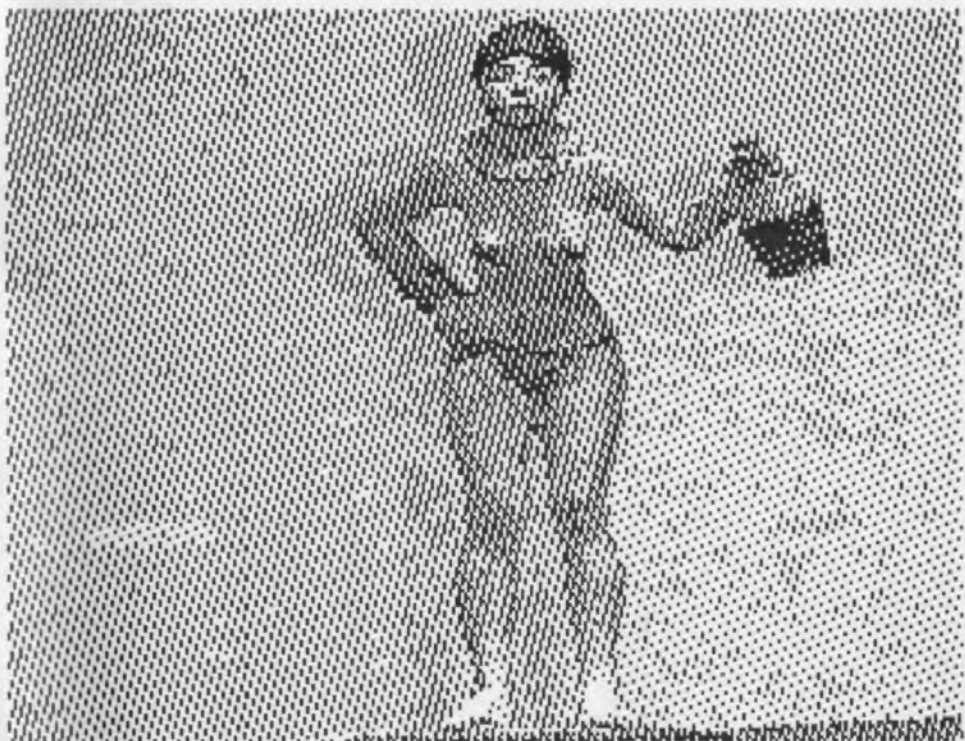
The scale is around 75mm. Or in short the statue is about 3" tall. Gloss painted with some "Silk + Satin" paints. Done in a 4 pass on Computer Eyes and un touched after the GoDot conversion to GeoPaint.



As she won't let an image out of herself. Our No. 23 selected this statue as a representation of herself. Something about her younger days (g). Like many of the others. This one was painted in the 1980s. The statue is about 4" tall in this seated posture.

hair is a straw blonde. The dressing gown is a different matter. This one us a purple. [Shades of S. Holmes] The paint is a silk and satin. As can possibly seen with the slight shine on the arms in the image. Maiden flesh was used for the body.

high detail on the shoes and garter belt. Which are lost in the image. The actual statue is used for a character in the game Heroe's Unlimited by Paladium Games. A super hero game. Or in her case, Super heroine [G]



Another one of the statues in the collection. This one is about $2\frac{1}{2}$ " tall. Slightly bent over at the waist. One thing that we have noticed. There is a tendency to fatten out the image. New tests with an in Camera feature will be used in the future for experiments.

This character is named Lunatay. Plays in the AD&D version of the Thieves World Mythos. Colours used on the painting were "maiden flesh" the hair "jet black." "G-String" silver/purple.

Figure was painted back in the 1980s. Probably could use a repaint sometime (G). This one does not have a clear shine sealer. Keeps a lot of the light problems down on this particular shoot.

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The Voice of the ACUG February 2004ce Issue 12