SubSector Map for Traveller R.P.G.

The Village Green

Sub Sector Name

X Boat

Bases

* I.M. Base
+ ISS Base
□ Research & May Station
△ Scout Station

Legend

Map Area
Starport Type
World Type
Gas Giant
KATZE
World Name
Bases

Border

World Types

Asteroid Belt
○ Vacuum
Water World

World names in OUTLINE are subsector capitals.

Travel Zones

Amber
Red

Pop Secundus under 1 billion
PRIMUS over 1 billion
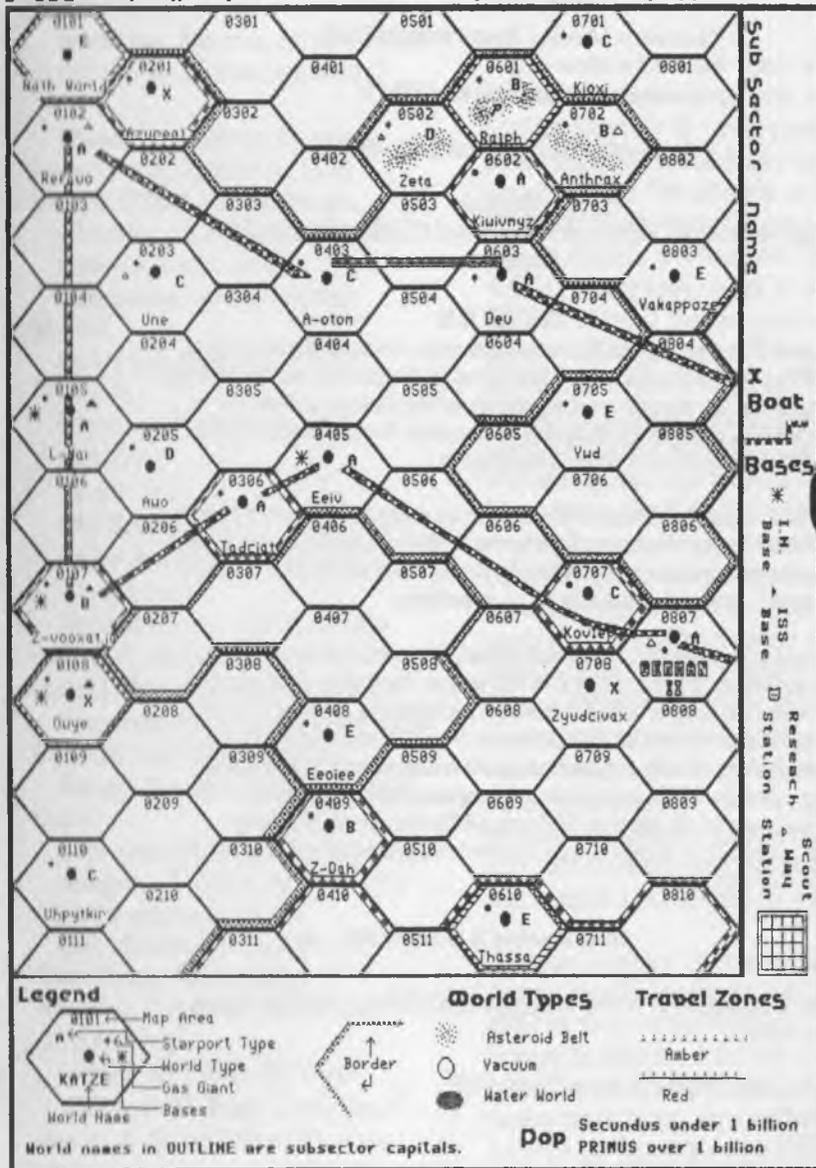
T9S Form 6.25   SubSector Map Grid

The Voice of the A.C.U.G.   August 2004ce Issue   C=1

Officers of the A.C.U.G.
(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Gary L.Dupree <BBS #5>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor☐SysOp: Lord Ronin from Q-Link <BBS #1>

Deputies:
#30 [Librarian, file testing] #3 [Secretary, general girl Friday] #23 [BBS games, general] #16 [Emulation]

The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, sorfware and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files o our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is $18 USD per year. This gives a membership card, certificate of membership (C=, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C= & Amiga items, purchased in the shop. The "Penny Farthing" is a C= monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at $1.00 each.

Next Meeting & Contact Info

Meeting will be on 19/Aug/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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Notes from the Meeting of 15:June:2004ce

Open: Around 7:00 7:15 latest

Newsletter: Approved, and no one wants to take over the Job from Lord Ronin :-?

Chancellor: Suspended the regular Business meeting. In difference to the Elections. Officers as of this date are...

Chancellor: {Sensei} David O.E. Mohr
Treasurer: Gary L. Dupree
Commodore Librarian: Imperial Warlord
Amiga Librarian: Mark E. Reed {Village #4 }
Editor: Lord Ronin from Q-Link {Village #1}

BBS SysOp: Lord Ronin from Q-Link
Amiga Resource: Lord Alberonn

The following were drafted, ah I mean conscripted, uhm press ganged, er ah enslaved, Oh I have it now "Appointed".

Commodore Librarians: #30 and Vixen. Hardware, Hard Copy and Software.

Amiga Librarians: #30 and #16 {Scott Farley}

Commodore & Amiga Emulation: #16
AmigaOne & OS4.0: #16 {New office created at meeting by #4}

BBS SysOps: #3 = Files, #4 = All Things Amiga, #16 = Emulation, AmigaOne, OS4.0, #23 = OnLine Games and general help.

Official Girl Friday: #3 {Vixen}
Winner of the Yearly Smeg Head Award: #8 {Richard Balkins} 4th year in a row.

The reports that follow are comprised from message sent to the BBS before the actual meeting.

Treasurer: Holding at $23 as L.R. covers the expenses

Commodore Librarian: There will be three disks for the annual party this year. Load Star Quarterly #3 for the game Epic. Done with permission from Fender from several years ago. This will not be on the BBS for DL! {SysOp Note: In 4 years it will be in the A.C.U.G. back Issue vault. Open to A.C.U.G. members only} A disk of more GEOS files. Most of them are games to be played in GEOS. Such as Draw Poker, Geo War, Couple versions of GeoBreak, GeoTacTo2, States & Caps, GeoSlider, Couple of Yahtzee's, Solo Poker, Cluster Wars and GeoNim. Some tool/utils are Mirror Mirror, GeoGlobe, 2 Analog Clocks, AnyPen, Convert I, Wrong is Write V6, 128 port 2. Three mega fonts, a large GeoPaint in Colour of a girl in a tent. Plus three zipped files to test, as the drenn out in Wheels. For the C=64 disk. Deputy Librarian #30 made "Battletech: The Crecent Hawk's Inception." He designed the lable and the sleeve for this as well as making the photocopy of the two pages needed for the game, and installing on that copy some of the commands. No idea for next month on a disk. Requests are welcome.

Amiga Librarian: #4 reported that he swapped the cable from his old Desk Top 4000 for the drives into his Power Tower. Showing the difference in the look of the cables. The one that was installed, looks monkey puzzle. In any case he can now access the new High Density disk drive that #16 gifted him. #30 loaned #4 the use of his Desk Top keyboard. Works fine, though it is

a Spanish keyboard and #4 is having "fun" learning where the keys are located. The short of it is that #4 can again use his drives and his Amiga.

Editor SysOp: Been writing the story for Load Star. Trying to keep up with all the other projects and failing. :-(Some new files were uploaded to the BBS by Mizar {#17} They are in the Amiga section. Not tested at this time by #4. Several GEOS files will be released in the next week. Spent a few days working on the disk from the salvaged files. Finding dox and the like for the files. Didn't clear as much as I would have liked from the test partition. Have a mess more to test from disks in the GEOS files. Some of these will have to be asked about on some of the lists. Most of my time has been writing that one frelling story that has taken on a life of it's own. We did recreate the lost programmes. When I stupidly formatted the wrong frelling disk. There are still some articles I have to re-create from the base notes. Not even been in the IRC or on line for that matter, much in the past few weeks.

Deputies: #30 discussed the disk he made along with the label and sleeves. His first attempt for the group. Explained using the 80 GeoPaint on making the sleeve and Label layout. Set all the mags <with #3's aid> that came in from storage. Now in cronological order and by publication. L.R. and Vixen are hunting for the box with the master copies of the unfinished index. So that #30 can continue on the task. #16 has been working on his AmigaOne. #23 has tested some game. Sadly she is ill right now and will not be able to call the BBS for a while. Speedy Recovery to you WareKitty. #3 is going through the "gunney sacks" of stashed papers.

Attempting to find all print outs for the Dungeon Creator. As that is the next task for the group. After L.R. finishes the stories and articles for Load Star. It was joked that Rev Dave is going to be flooded with files in a few weeks. Most of the disks for the prior work on Dungeon Creator have been found, and placed aside.

S.I.G.s: GEOS Converting files with Wrong is Write, then editing them and returning them to standard PET. Use of GeoWrite in 128 mode for #16 & #18, our newest Geos users. Testing some of the files for possible UL to the BBS.
Programming: Work on debugging the programme that #30 typed in from the book. Doing it in reverse from the type in section. As the problem happened towards the end of the typing. #16 is going through the 64 users book. Finding that the magic of the C= is still there, even after 22 years. His experiments with the test files have been interesting. Learning the common mistakes of typos in installing the characters on the screen.

Discussion Demo Close: Actually right after the elections were held. Chancellor declared it was party time. Kinks played on the Dream Cast for the night. Our guest was Robert Bernardo of the Fresno Users Group. So many things happened that night that it is impossible to relate all that took place.

For the C=64, there was some work shown on using EdStar II. On the 128, Robert was shown how to install a font to the printer in Post Print 3. Given all the steps. He was then given a disk of the two fixed fonts, and the tools with dox for converting "pfb" fonts to "pfa" for Post Print. We were also able to gift him with not only the disk of the demo

files we wanted to show at the micro palozza. But a disk of Star Trek fonts and images in Geos. We don't know if he has the Star Trek game we put on the disk. He was given membership in the A.C.U.G. Robert took some pictures of the group. But the first one he took was of the dreaded "Kitty Box Cake". FWIW: the cake almost disappeared that night.

Robert was tortured by sitting for a few attempts to scan him with Computer Eyes. Finally one was good enough to use. {If I can find the disk again} Lord Ronin used the full 8 pass scan and that takes around a minute to do each scan.

#16 was very happy when he arrived, as he had his AmigaOne and a working OS 4.0. His only problem is that his cat weasel thing. When installed it doesn't allow the system to boot up. He will contact Jens on that for more information. #16 with #4 and Robert. Spent time going over the new OS for the AmigaOne.

#8 arrived to pick up the SCPU from Robert. Appears that #8 has signed onto doing the 64Doom project and needs the SCPU. Robert came with a contract for a one year loan of the item. L.R. was trying to sell it for $500 to #16. Who would have bought it that night from Robert. If Robert would have sold it at the time. #8 left shortly after signing the contract, with #1, #4, #16 and #30 in witness.

Small in number for the meeting and party. The discussions were going on constantly. One of the discussions and demo work was on the 128 with GeoWrite. Robert had gifted Lord Ronin with Todd Elliot's new patch for GeoWrite 128. Now on the stock Geos copy there is the new

GeoWrite 2.2. This is also to be installed on the Wheels hard drive partition. Our thanks to Robert for the gift.

Bad news is that L.R. forgot the Challah <Braided bread> in the oven and had it for a burnt offering to the C= headed goddess. Yet there were snacks including the brain mold jello. #30 brought some cookies and several versions of Pepsi. #16 brought Mountain Dew, of course there was some beer and kosher wine for those wanting something harder. <No minors on site>. After the demos and discussions. The shop closed. But not the discussions. #4 showed Robert something regarding a kill filter thinggy in YAM. #16 discussed more on the AmigaOne and OS4.0. While L.R. was prepping for the AD&D game that is being playtested for Load Star. All in all it was a good time in sharing Commodore and Amiga information and interests. Guess we should start to think about next year? Thanks to Robert for dropping by on his yearly C= tour.

Lord Ronin's Ramblings

Oy what a month, or half a month as I write these lines. Never enough time in the day to do everything that I want :-(Let's start off with the problems for the month. I've been doing other things and not keeping up on the Inet E-Mail. Did some chopping the other day and found that there was an Error in header when I was indexing the mail in QWKRR. Had to send it to the BBS and ask #4 to DL it to the Amiga. Then I'll be able to do a chop and reply. Slowly catching up on things. Big blow happened the other day. Some people were working on the power to the duplex. Apparently the hot water heater to the adjacent domicile was malfunctioning. No one said anything about

working on the power. Well to make this horror story short. They turned off the power to our side. Ah, that was while I was writing on the C=128D in Wheels/GeoWrite. Destroyed all my work in RAM. Along with the selected files for this months disk (August). Let us just leave it at the point where I am yelling at the idiots that shut off the power without any notice, armed! Now I have to rebuild the Entire AD&D adventure. From the print outs. Along with a load of other things. Should have saved it to disk earlier. Only had 6 Megs in RAM at the time. So remember to back up, and when in doubt, back up again!!

Now good news things. As after I wrote those lines. I was able to find earlier works for most of the projects. Saving me a couple months of work. Now the repair work will take a few weeks.

Current status on projects goes like this. These being the work for Load Star. In the "Mature Reader" collection (Don't have any sort of measuring scale. Just playing conservative with the title) The Espionage/Sci-Fi story "operation Red Cat" has been finished. 45 installments at an average of 100 blocks. 2190ce, the Sci-Fi/Space story is completed at 8 installments also averageing 98-100 blocks each. Both of these are being spell checked. Seems my fingers like to spell from right to left. (BG) Fantasy T&T story is only at 2 installments at the moment. Outlines for stories in a more general readership line have been laid out and just have to be fleshed at this time. There are about 7 at this time in layout status. Programmes Being the Monster Maker from Q-Link and my modded version. These remade from

the printouts. That I had used for writing the article on how the prg worked, and how to modify the original for other games. XP calculation has been restored and improved a bit, also from the print out. M.S.P.E. Char-Gen was found on a disk. Article. Just finished the M.S.P.E. explanation of the prg. Half finished on the re-creation of the XP Calc. Re-creating the Monster Maker one. Remember that the disk was accidentally formatted that held all the original work. Puts me in line for next years Smeg Head award. Introductory articles to the Red Cat and 2190ce stories have been finished. Explanation article on the TAS Form 6 and accompaning Hex maps in GeoPaint. That has been completed. Two different sized full page hex maps have been created. The Two versions of the TAS form and the demo Subsector example map. Those are not yet complete. Should be by the time of the meeting. Biggest task that has to be recreate the series on the pitfalls of learning to programme in Basic. That will take about a week of work. Only a few outline notes on paper exist for those articles. AD&D Geos adventure is completed now. Lucked out on finding earlier saves, of the adventure text and the maps. As we are play testing the game at the moment. I had the print outs of all the level maps and the text. Was able to remake in just a few days the files up to the level of the printouts. Still have to spell check and make some more adjustments to information. Yet we can say that that project is 98% completed. In the short run. After the two difficulties in losing information. The entire listed projects for Load Star has reached 85% completion. All will be shipped off to RevDave6. Dave, you may be seeing them in a string of E-Mail msg with one attached file each. As one is all I can install with QWKRR per msg. Expect a flood soon.

The Tally Ho!

Delving into Dungeon Master Part 10
Going back to Level #12
by Lord Ronin from Q-Link

Oh the joy of returning to level 10 and what you have to go through. Keep in mind that you will probably have to do this food run again in the future at least once more.

Though for the sake of an easier time later on, I suggest using those skeleton keys to open up the central staircase. Helps a bit in avoiding things.

Still, there is the fun of the trip back to level 12. Here I suggest that you try some of tricks in booklet. One of them is the use of the -pause- pressure plate near the entry. Where you can bring the knights to the are and then open the pits. The trick here is to step on it once. Then again. First time opens them, second time closes the pits. Hit it again and they open. You see how this could work. Didn't for me. I was running too much. <G>

One of the traps in this area is a set of pit traps. The image is that there is one that goes in a square of 4. If you don't time the crossing correctly. You fall to level 13. This isn't that bad. Well you take damage, then have to fight an elemental. Use the harm non material spell. Shortly after that battle is a teleporter that takes you to the other side of the pit(s) on level 12.

Oitus, Oitu singular. Though you rarely see just one. Look like across between a spider and an ant. They are also in different colours. In the booklet they tell you to avoid a place. Naturally I didn't. Must be the Gemini in me or that stubborn German Jew streak. In either case, went there and got killed a few times.

Keep in mind that you gain XP for levels in the game, by using the attributes for the classes. Throwing things is good for ninja. Hacking for the fighters, Fireball for the wizard and that healing potion for the cleric. <G> If you want to gain a level in each. Then go to this part of the map. Man oh man will you get the chance.

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Down a corridor, there is a button that opens up the rest of the corridor. REPEAT! GO HERE ONLY FOR POINTS AND IF YOU WANT TO FIGHT. Because the bits of treasure really aren't worth the fights.

Ahead of you there is a door. Just in front of it, you may hear a click. In any event. DON'T MOVE FROM THAT SQUARE. Turn left, there is a grate, turn left twice there is another. Yuppers three doors. They all have buttons to open and close them. If you move from the square. All three doors open and here come the Oitus things. They can hurt you.

Ah, did I forget to mention that there is an attack from the hall behind you? No not Oitus but those frelling Materializers. Seen one to four of them attack me. Have the harm non material spell ready and if you have a weapon or device that casts the same spell. Prepare it as well. Takes some time to take them down and you may run out of Mana. Don'T move from the square. Or you have the Oitus on your tail. No, putting something on it and moving off doesn't help either.

Fireballs work well on the Oitus. Gaining levels here is just doing the spells and fighting. I used the spells and some hacking along with the door. Gained levels in different classes for all four of the characters. A good spot to use for points. But you must watch out for the food and water. Want some levels, then this is a place. Just keep in mind it will take time and you may have to go back to the pain rats for resupply.

Tired of the Oitus? Why did you do this level anyway? Oh yeah the Ra Key. Well that is on the west side in an alcove. The bad news is that there is still some Armour knights about, also a few wandering Oitus and some more of the Materializers. Take careful look at the map. There are some places where the Armour won't pass. You can open up some short cuts, and try to out distance the Armour. They do move slow. But are really tough to take out.

Items for this level are over 25 in number. Some food items laying about. Find them stock up. Be a while before you feast on Dragon Steaks on Level 14. The emerald key is carried by a knight. Have to beat him to score the key. There is a skeleton key on this level as well as a master key and topaz key. A slayer arrow, boots of speed, morning star more armour parts of "Darc", potions, scroll and more.

Save on this level as often as you see fit, times 5! You will die a lot on this one. Hey I did. That is with the maps at hand, and an A.C.U.G. member <#30> directing me through the level. Looking up the letter codes and information from the map listings. I saved at every door before opening it, after every raise in a class level. After picking things up. Saved me a lot of backtracking. Though I admit if #30 hadn't reminded me to save that often. I would have been doing this level a lot longer.

Except for the traps that I had to work around. Like the 4 pit one that looks like it revolves. The traps aren't as bad as on previous levels. Save for that one I talk about above. The one with the three doors that open at once if you move from the square. Guess by now, you figured out that I spent some time and re-loads at that spot. <BG>

One thing that I did and could have done better. That is taking out a knight, the one

with the Topaz key. I just fireballed him, hacked, shot and used a door on him. The booklet speaks about luring him to those "invisible pits". He will fall and be killed. Then you can climb down to get the key. Suspect that is why you have been carrying around the rope. I still have the rope. At the time of this writing I am at the last battle of the game AFAIK. Still haven't used the rope.

According to the info in the booklet. There are two areas that they call boundaries, where the monsters will not cross. Can tell you about one of them. I was directed through a mess of corridors to bring back the Armour to the spot. Yeah they will not cross that line. I tried to take them out. Pity that spot from my perspective is a turn in the corridor. I side stepped down the corridor, let off the four non material spells. Tried a hack, and side stepped back a few steps.

This sounded good in principle. In execution, let us say that you have to time it right. Stay too long and there are two of those Armoured things there, that means 4 swords hacking the front line troops. Even so, some healing potions and you are OK. That is if you move right. Getting frustrated and clicking on the wrong movement arrow does tend to get your killed.

There are two reasons not to bother with picking off the knights at this spot. One is the fact that it takes a lot of time, and you can bypass them with other corridors. The second is that at least one of the Oitus wants to play with you. He will be behind you and attack. Forgot to tell you that they do a lot of damage and you just used spells and haven't set up for a recast.

You will most likely meet him and at least one Materializer on your way around the knights. Avoid the desire to run through the corridors. You can miss the secrets that way. Find real easy the traps in the floor. Have monsters pop out on you. Even take damage from hitting the wall. You can also cause <on the system we used> The game to lock up, or more common, just kill the entire party. I suspect that it is just too much to process on the WB 1.3 system that we are using. Lots of gfx and computations in the background going on for the game.

By now you should have the Ra key. Time to return to Level 7 for the fire staff. That will be the subject of part 11. What you find on Level 7. Assuming of course that you survive some of the things on Level 7. <VBESG>

LEVEL 10 - ZOOOOM
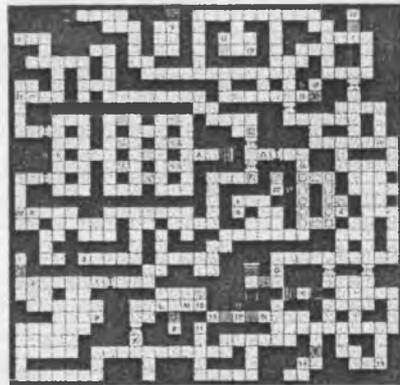
OVERVIEW: Dungeon Level 10 is an interesting level with many puzzles and plenty of decisions. It's also one of the tougher levels. Other than deciding whether to fight a Wizard's Eye or a Giant Scorpion when you choose to take either the left or right door near the beginning of the level, your path is pretty well set. (If you choose the right door and the Wizard's Eye, you will find 2 food items: the left door and the Scorpion rewards you with 3 food items.) You'll use a lot of Mana for combat on this level as Wizard's Eyes, Skeletons, Gigglers and Giant Scorpions are constantly thwarting

{VBG} Dungeon Creator work has not progressed very far as we are doing the rebuilding of what was promised and lost first.

We have a visitor at the Kibbutz. Mad Max from the M2K BBS {temporarily down} and a member of the MHI crew. Has arrived and is looking at moving to the Wet Astoria region. That just happens to be sunny these past few days. O.K. sun one day rain the next time of year. Mad Max brought several boxed games that have accidentally fallen into my hands. {SEG} He has mentioned that at the meeting he may be able to demo/display the Retro Replay cart and a 128 Tower. Plus other things he isn't mentioning. What is worse he says the Lord Ronin's cooking is Gourmet food. Poor sick man.

#16 & #4 made a trip to Clackamas Computers. Where #16 picked up several items in the Amiga line. Couple of A2000s, one of which was sold to #21 {Mad Max} to repair his A2500 with Gen lock. #16 also collected an A3000 with video toaster. #4 has been working on these units, as well as a 4000 and #30s 2000 and 4000. Testing and installing software along with hardware. They are working on making a flat screen monitor work on one of the units. #16 also collected from another source several 128 books and 1581 disks. They were given a contact to a C= sales and repair place. According to them, it would take a few D-9 cats and tanks to pull me out of that place. Factory sealed software, drives, computers and more. Now though I would like to keep this stash of C= things a secret. Must share it with the world.

jmus@comcast.net]im Scaberg
Commodore Sales & Service 2142 S.E.

158th Portland Ore. 97233 503-761-2461 Ah if I had the time, money and wheels. I'd be there grabbing as much as possible. Will be sending some E-Mail to]im about some particular things of interest to me. Covox system, Animation Station, Page Fox, Video Fox {unless I steal those two from Mad Max} Ultima VI, Everything you wanted to know about the C= Vol 2 by Chamberlain. CMD P.S. and HDs, 128Ds and all the books and mags that we don't already have. I'm a real addict to the C=.

Things as you can see are moving along fairly well as we recover from the death of our friend. Still behind in many things. We are catching up. 330 has been working on the hex maps for the Load Star submission. As well as trying to find the bug in that programme. Worked before but now it dot. Mad Max is trying to find the line as well. One of those mystery things.

BBS: Quite a few files from #17 {Mizar} in Nevada, have been uploaded. #4 was slowed downed in his testing. While spending several days on the Amiga work for the members. He had a few difficulties in releasing the files. Not having done that before. Worse problem wasn't the fact that the files he thought he released, weren't. He lost all the teaser lines in a data store. That has happened to me several times. Good news is that the UL Comment is intact and only that short description, teaser line needs to be recreated. Takes him some time to DL the files test them on a couple of Amigas. Then release the file, regenerate the data store and write the news about the files. #4 does have to test on a couple of Amigas. Some files do not like his 4000 power tower.

My own file work had ground to a halt as I work on the writing tasks for publication.

There is of course a large amount for me to test and put on the BBS. BTW: in just 2 1/2 days we had four callers to the BBS. Three new and one returning. #33 (Tracker) had to rebuild his account as it was weeded. #9 (Michael Hall) is a multiplatform user from Tn. #36 (Ouija) is from In. #37 Ben Hur. III is from Germany. Welcome all to The Village. As our new deckers will be receiving the complimentary copy of this issue. Should state here for them. That this is all done on C: and related equipment. C:128D, SCPU with 65,215 blocks of RAM. Geos/Wheels 128, GeoWrite 2.2 and 2.2 for the text. Laid out in GeoPublish then printed through Post Print 3 through an Optra-40 printer. No heretic items used in the creation. Images used are either jpgs, eps or taken with computer eyes. Inserted in GeoPublish and Post Print 3.

Busy time for all of us. I'll end here as there are some things that I wish to install this issue from our work. As always I never can plot out the space. ;-?

Shop has more 5 1/4" DD/DS disk for 1541/1571 Factory Sealed Member priced for A.C.U.G. As well as friends

Thanks to Marty at M.A.C.U.G. We now have several sealed boxes of 3 1/2" DD/DS disks for the 1581, FD-2000 and for our Amiga Members and friends

Thanks go to #16, who will be loaning the use of one of his Amigas to the group. He will also have some Amiga things for sale at the shop.
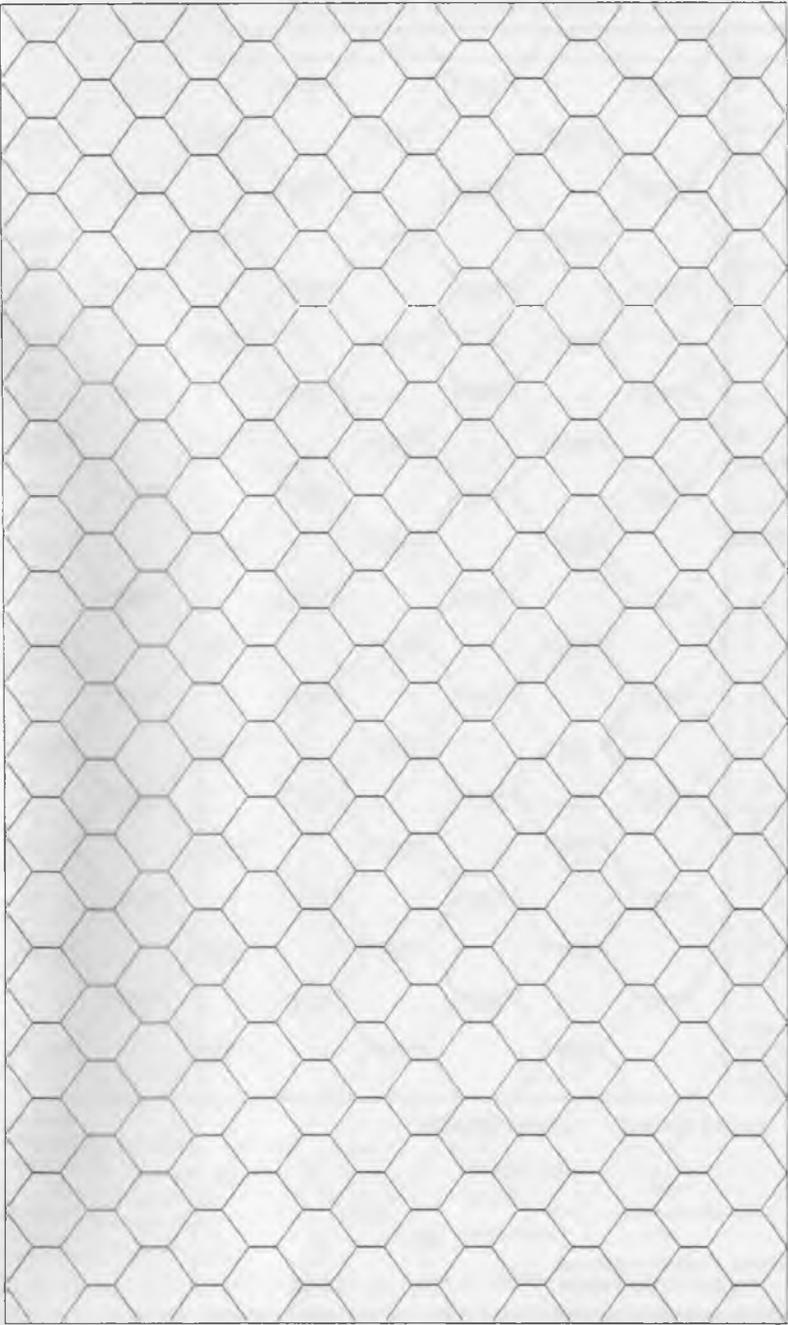
Thanks again to #16. For the new 128 Books for the library. And the use of the internal CD burner. #4 has been able to back up his HD to CD. More work to be done on preservation
There will be starting on the BBS a new PBEM. This one is a little different as it is run by #30. But it will also be in the new Adult area for PBEM games. Game is from All Flesh Must Be Eaten. A Zombie horror game. On the list is also a Basic D&D game and a M.S.P.E. game by #30. Files are being created. The PC sheet for A.F.M.B.E. has been made in GeoPaint.
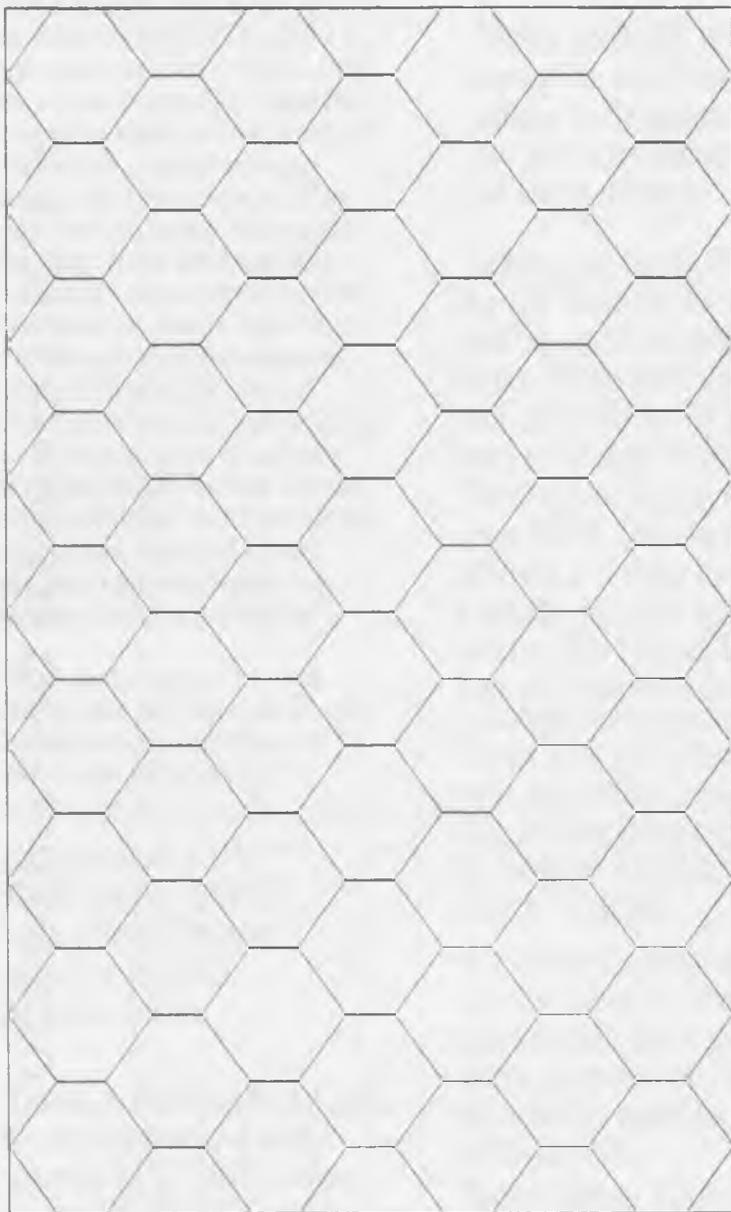
Reason for GeoPaint is that it is now a free DL from cmdrkey.com. But it also works on emulators. This will make life easier for all: of the players.
Shop is gaining a large order of game material. Being ordered on the day we print this newsletter. Dice, R.P.G.s and some Anime's DVDs
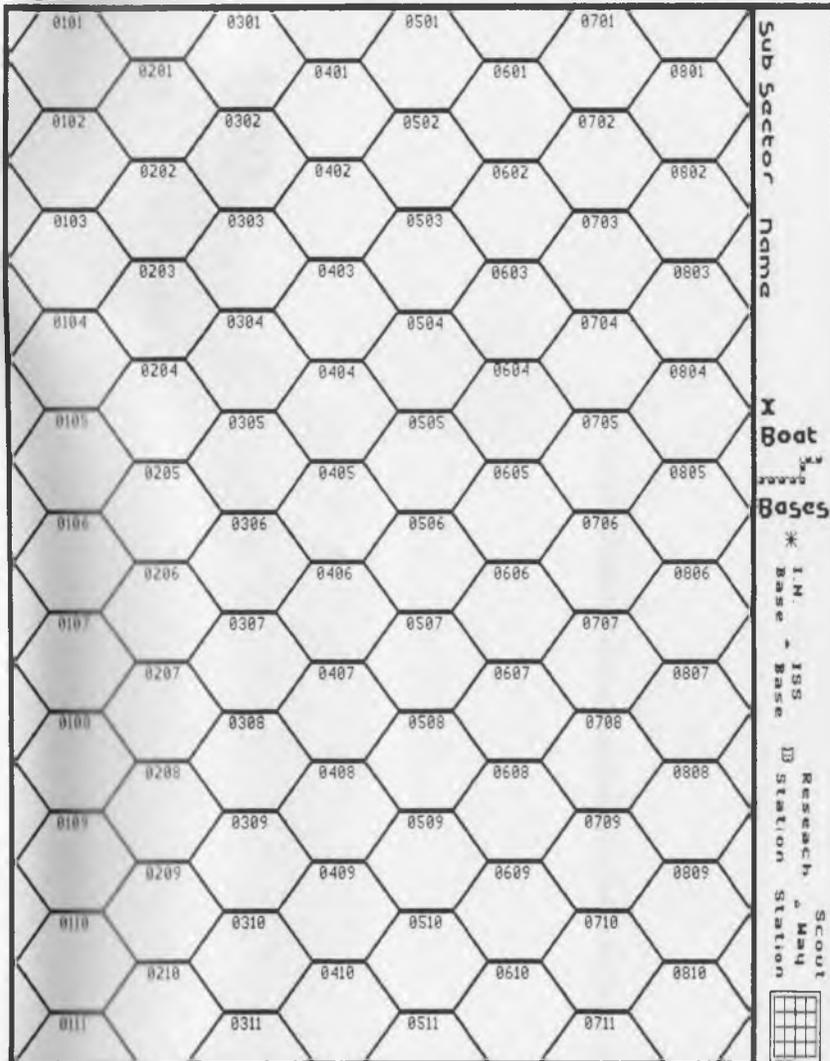List will be in a future issue.

1/4" Hex created in GeoPaint by #30

1/2" Hex created in geoPaint by #30

TAS Form 6.25 Created in GeoPaint

Sub Sector Name

0101	0301	0501	0701
0201	0401	0601	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303	0503	0703
0203	0403	0603	0803
0104	0304	0504	0704
0204	0404	0604	0804
0105	0305	0505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406	0606	0806
0107	0307	0507	0707
0207	0407	0607	0807
0108	0308	0508	0708
0208	0408	0608	0808
0109	0309	0509	0709
0209	0409	0609	0809
0110	0310	0510	0710
0210	0410	0610	0810
0111	0311	0511	0711

X Boat

Bases

* ✱ I.N. Base
* ◆ ISS Base
* ⊞ Research Station
* ~ May D Station
* Scout Station

Legend

- 0101 — Map Area
- n — Starport Type
- — World Type
- — Gas Giant
- KATZE — Bases
- World Name
- World Names

World names in OUTLINE are subsector capitals.

↑ Border ↵

World Types

- ⊛ Asteroid Belt
- ○ Vacuum
- 💧 Water World

Travel Zones

- .... Amber
- —————— Red

Pop Secundus under 1 billion
PRIMUS over 1 billion