

# The Village Green

Quantum Link  
Telecommunications User



*John Dennis*  
Signature



Graphic Environment  
Operating System User



*John Dennis*  
Signature



## Officers of the A.C.U.G.

(We didn't run fast enough)

**Chancellor:** (Sensei) David O.E. Mohr

**Treasurer:** Scott Farley <BBS #16>

**Commodore Librarian:** Imperial Warlord <BBS #2>

**Amiga Librarian:** Mark Reed <BBS #4>

**Editor/SysOp:** Lord Ronm from Q-Link <BBS #1>

### Deputies:

#30 (Librarian, file testing) #3 (Secretary, general girl Friday)  
#23(BBSgames,general)#16(Emulation) #21 (NTSC fixes and Hacks)

## 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, software 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 on 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 \$100 each.

### Next Meeting & Contact Info

Meeting will be on <sup>21</sup> 11/Apr/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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# Notes from meeting of 17-Mar-05ce

Open: 7:pm

**Newsletter:** Approved with some discussion over the published statement of Lord Ronin teaching Martial Arts, weapons and bomb making to protect the group from the anti-semites. A worry about the "thought police" in the Patriot Act people. Since it is for self defense against known attackers. Lord Ronin is convinced we are fine)

**Chancellor Report:** Small turn out this meeting. Sensei said that the members were probably at home pigging out on corned beef and cabbage for St. Patty day. (G) Most of the information for his report is in the last issue of the Village Green. He added that in a conversation with #16. That there is a message board on Maurice Randalls site. #16 has joined that list and will be posting about the Smart Mouse of Lord Ronin.

In a msg from King Pelleas (BBS #28), appears that he wishes to join the A.C.U.G. Lord Ronin has been in contact with him through the BBS. By the time the April issue of the newsletter reaches the membership. #28 may be our newest member.

Sensei reminded Lord Ronin that we need another collection of the membership cards to be copied. Plus new application forms and the membership certificate. Lord Ronin agreed and stated that he work on the projects as time permits.

Going over the exchanges. Rytte Bytes on the first page has a short report from the Scribe. Who was unable to attend the February meeting. He talks a bit on the upcoming 2005 Expo, and then that there is a change in their meeting for March. Page #2 has their Treasury Report and financial statement. Also an interesting bit about some one having C- items for a good home. Problem is that it appears in the "Got to our website" part, and only a phone number is given. Lord Ronin was interested in adding to our collective. But as many know, he doesn't use voice phone. nice comment in the "Veep's Thoughts". Regarding the comment about becoming a paperless society. Vixen agreed that we use more paper now than before, as she is slowly printing out doc from files for our library records. Lord Ronin remembers the stories about print being dead and everything would be on screen. Had a few things to say about that, and the fact he uses more paper now than before he had a computer.

Another part in the article is about the Veep' collection of disks. L.R. was wondering if he has more in his room than the Veep. Vixen asked him not to have a contest as to who has the most disks. He was already in the lead with Fender on who made it to 10,000 disks first. (G) Back page <#4> has a review of the game Sim City. This caught our interest in two points. first, we just gained copies of that game from the Cove school buy. Second is that Jim Searle wrote the article. Our group knows him better as "The Commodore Man" frome-mail and in the MTTM group. A suggestion of Sim City as a future disk for the club was mentioned.

READY from the M.A.C.U.G. This issue

has colour for the meeting date. Which is also the 17th of the month. Marty apologies for previously giving the address for the wrong Pizza Hut. In a msg to our group. Marty thanks us for remembering about the disks. Lord Ronin announced that he took the last of his money and sent it to Marty, along with a bit extra for waiting so long. He wanted the record to show that he apologise to Marty for sending the cheque to the M.A.C.U.G. address. Because it was the only addy that he had at the time. Losing the private addy in a shop clean up. :( He added in regards to the Huston Users Group. That #28 has found the group. He lives near by, and made contact with them. Current situation is that the Secretary/Editor is ill. No word as to the health problem. Through #28, he asked us to put them back on the exchange of newsletters. They will produce another one shortly. C.H.U.G. didn't close.

**SC's:** Their two disks arrived shortly before the meeting. March disk has for articles Decoder, which is a letter exchange in cryptology. Moving the alphabet almost halfway done the list. 128 Tips whith topics like 2300 more Ram without the 40c gfx, 128 Bell, 128 Error Trap, Screen Flash, Slow Scroll, Multitasking the 128, 80c B&W cable. Hide Lines discusses using the ":" to hide your prg lines from view. This has a sample on the disk. Article on compression at 12 pages. That will be in a text for the group in the future. Games are Pirate Cove. This is a simple text game and might be installed on the new starter disks said L.R. Dunk, which one should read the Dox before playing <BG> Zig Zag a first person 3D maze shooter.

Joker Poker a jacks or better poker game. Express Rail <can't read the notes of the name> Multi level game. In the demo had to jump on a wild west theme train. Fight the bad guys and make it to the front of the train for the gold. Second level is ride a horse and shoot at the guys in a rail car. Membership said that L.R. would play that all night. So we moved to another part. <VBC> Side two has a very good copy of the Star Trek game called Star Trek XI Xoplorer Incident. Uses the Busy Bee reader to study the long dox. This is the only game that we already have on the BBS. L.R. said that he liked this version better than the other one and may add or replace this one to the board.

April issue had problems on the 1541 with Jiffy Dos. When trying to read the article C< Ports I & II we received the msg of "Put proper disk in drive". When the "@" command was used to find the disk error. Received a "23,read error,18,00". Could not gain a full directory with the F1 command. Stopped at the C, article and broke. Error was the same as above. No directory on side #2. Same read error as before. (Ed note: While writing the meeting notes on the next day. #21 tested the disk on the MSD Dual Drive. Had some problems but was able to read the files, on side #1. He is copying the disks and will see if he can repair them for our use and library.)

**Treasure Report:** Holding at \$23. L.R. covering expenses. #16 now has his GeoCalc installed for his Wheels. Prior to meeting he asked for a list of the cells for the spread sheet. Though he had to work the night of the meeting.

**Commodore Librarian:** For this month there is episodes 25-35 of Operation Red Cat. On the disk and by request, is Ultra V8.1 with dox and font. Next month are the final episodes. But by request of the membership. Lord Ronin has agreed to write two new episodes for the ending he wanted to create. Calling this the alternative ending. Members stated that they would like to have a second story of Tommy & Trisha. L.R. stated that he will see what they really want when they finish the entire story.

**Amiga Librarian:** "Hoping for more news on the AmigaOne from our AmigaOne rep. who at the moment is playing with his Commodore." All new information that #4 has found, has been put in the Tally Hol. There was so much that to put in the comics and the information. He had to drop his comments this month, and lower the point size of the text.

**Editor-SysOp:** OK I will make the alternative ending. Also I have four quiz sections made on Red Cat. Taking us up into the events in this months disk. Over the next month. The fifth quiz will be created on the last set of episodes. One done on the A.C.U.G. history has been created. Plus one on our BBS. Well these were the first ones I did and are not as colourfull as the later ones. Just finished a quiz on the game Top Secret. This is more of an informative quiz on the game. Made it primarily for #16 who is interested in the game. As to the topic of writing another pisodes for Tommy & Trisha. I have the story idea. But let us wait and see what all want after reading the entire lot.

Possibly this part should go in the discussion area. However shall put it in here at this time. A project for some of the members is learning and improving their math skills. Since we have so many math programmes from the Cove school. We decided to start a math refresher in the group.

In the irc, Jim Brain told me that he is almost finished with the code for the Linux box. When that is finished, he will send it to me. I spoke with Victor shortly afterwards. He is still ready to assist in all the plans for our connection. Several members of the irc want to log onto the board when it is telettable.

On the same irc chat. Pnacolada of the L.C.C.U.G. asked me to write some articels for his attempt to rebuild their newsletter. He decided at this time to use Newsroom for the newsletter. I agreed to write a few pages in newsroom and send them as a .D64 to him. Now to remember how to Newsroom (VBG)

BBS is active, though Ator has been absent and twbrown the same. Ator has had communication problems after Verison made changes. Twbrown has to worry about the phone bill. I noticed that he has also been absent from the irc chats. King Pelleas has brought new life to the Empire mes. Good thing he has unlimited long distance. Right now he has been playing in a few of the Empire theme games. Bring back some of the older players to the game.

Though I have a few disk boxes of prgs to text from Mad Max <#21> I haven't had the time to do that and put any files up at the moment. I did release some files that Ator had put up in the Geos areas. Anyway in a

few weeks, expect to see an explosion of files uploaded to the BBS.

Not much to add at this time. As most of what I had to say was in the newsletter. That came out shortly before the meeting. I'll have more in the Ramblings part.

**Deputies:** #30 has been checking the disk boxes that came in the Cove school shipment. Most of these are student work copies. A few of each topic, in these work disks have been saved for future research. Disks are being split between #30 and the group. Coloured ones are to be used for the new master disks for the library. #21 in his new apartment has returned to preserving the files on disks and e-texting documents. This saves Vixen from doing that task. <big cheer from the girl> #16 has been working on the C- more than the Amiga stuff. No problems at this time for the emulator people. As we don't have any in the club at the moment. But do need more on the AmigaOne field for the newsletter.

**S.I.G.s:** Geos one is the most active at the moment. Besides Lord Ronin's regular forays into Wheels. #30 is working on the Traveller forms and starting on the base maps for his All Flesh Must Be Eaten game. #16 is working on installing Wheels onto his hard drive. Having problems with the Geowrite and Geospell files. His Geocalc and Geopublish have been run through Maverick and are now ready for use.

Programming is going slow for the stolen cat reason. Just a tad bit here and there in the Compute book. Plans are to

take the finished prgs and then have the gang start to mod them a bit as we go over the lines and see how they actually work. Part of this plan has been done with L.R. and the quiz making prg.

**Discussion & Close:** Mostly about the Red Cat story. Not all members had made it to the level of this month's issue. Talk about what to do with the A.C.U.G. message base on the BBS. In regards to the long distance members we now have and future members. L.R. needing to finish the Geos projects for the group as mentioned by the Chancellor. The new math lessons group. Also what is a good thing to demo at the group. Lord Ronin made that a simple thing. If it is new to the user. Then it is something for them to demo. He said that in Ramblings he would explain more on that subject. As to Demos, only Ultra V8.1 was shown this night. Closed at 8:30.

## Lord Ronin Rambles

**DEMOs:** In discussions before the meeting, and then at the meeting. The subject of what is and what to Demo have been a recent topic. This little bit is to explain more in depth what a demo is and what is to be demoed to the group.

Term "demo" is the short jargon word for Demonstration. Simply meaning that a "thing" is shown to others. In regards to our group. This can be hardware or software.

OK then what type of hardware? I've shown off the Covox Voice Master, two versions of it! Computer Eyes, Flexidraw light pen, MSD Dual Drive, 1581, FD-2000, CMD HD, CD Rom Commander 128 and other things over the years.

Amigaworld.net News : Follow-up from Garry Hare  
posted on Amigaworld.net by DaveyD on 22-Mar-2005 0:15:42

As many of you know I don't spend much time on public boards. But when I woke up to full e-mail, jammed cell messages and many of my people pointing me to specific posts, I made an exception and have now spent several hours reading your comments and speculation. I certainly didn't mean to set all this off. My motivation in agreeing to the IRC was clearly my insanity - hopefully temporary. One disadvantage to this means of communication is it does not allow for quick follow-up questions. And, as an aside, the bot cut off some of my best and most controversial comments. But I guess the ones that got through filled that bill.

I would like to "clarify" a couple items. Please appreciate that I cannot and will not violate confidentiality, with anyone. I hope that I am not doing so now.

1. Is Amiga, Inc. planning to kill off AmigaOS 4.0?

No, no, no and NO!

2. Does Hyperion (I refer to AmigaOne Partners) have the right to extend OS 4.0 to say 4.1?

Yes they do. In fact, for you conspiracy theorists, that is the wrong question. Disclosing details of exactly what this means is confidential. Bottom line - they do have that right and I hope this comment doesn't violate our NDA.

3. Will they (extend that is)?

That is a business decision. I would assume if AmigaOne Partners find the market, we all hope to see, this decision is obvious.

4. Do I have AmigaOS 4.0, do I have an Amiga computer, do I know how to turn it on? And, if I have it, what do I think of it?

Yes I have OS 4 running on an Amiga and elsewhere (that ought to start a new thread). As an aside it was pretty difficult for us to get delivery in the US., even after pre-paying. I have brought this issue to Eyetech. I turned it on all by myself and am currently figuring out how to turn it off.

I think Hyperion's work is very impressive. Particularly so when you consider the limited resources available the Frieden bothers, and many other developers, have to work with. As an aside, the Frieden brothers are very talented and yes I like them. I release them from any confidentiality if they wish to comment on me.

And yes, AmigaOS 4 has utility in markets beyond the desktop.

5. Will AmigaAnywhere be on OS 4.0, when, who pays?

We hope 1.5 and future versions will be. It makes sense to me. Remember, we released

# Eric Schwartz's Sabrina Online - Episodes 339-341

Sabrina Online by Eric L. Schwartz ©2005



Sabrina Online by Eric L. Schwartz ©2005



"Is this a trustworthy source?"

Sabrina Online by Eric L. Schwartz ©2005



"Parents just don't understand"

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

1.5 last week. Hyperion is pretty busy getting 4.0 to all of you. If Hyperion wants it, it will be there. And we do the work. We pay and do the work for all AA enabled devices and to be honest we have a minimum installed threshold before proceeding. This minimum does not apply to AmigaOne and AmigaOS 4.0. It may make sense to wait for next version.

6. What is the best thing any of you can do to support AmigaOS 4.0?

Go buy and AmigaOne and AmigaOS 4.0. If everyone concerned about extensions and the like either has or is buying the AmigaOne, it goes a long way toward those extensions.



## 7. Does Fleecy still work for Amiga?

He certainly does. In fact, he better be working right now. I make the staffing decisions.

## 8. What's up with the web site, its design, etc.?

We had to have one aspect of the site ready for a specific reason last week. I suggested the IRC be next Sunday. David pointed out that was Easter (good point). We moved the IRC forward, perhaps we should have moved it back. Knowing that many of you would be our first audience, we added several sections. Like all sites, amiga.com is a living project. It will change very frequently. In the near term daily. Titles are being added all the time, and the like. Our immediate focus is ease of use.

I did read many of your comments. I agree with some, disagree with others. We will make many changes ( a couple based on your specific feedback) but the site will focus on consumer marketing, most significantly the storefront and front page. As all of our developers know, the devnet portion is being designed with their input.

## 9. What's with all this AmigaAnywhere talk? Why should anyone care?

For those of you only interested in the desktop, skip this. AmigaAnywhere is not what it used to be (DE). This, and future versions, not only extend the market but as I said, literally change what removable media is and does. It is a big deal to us and some in the industry. Some people really like this whole ease-of-use, cross device, scale anywhere solution. Some of you see it as some sort of distraction. It is not. BTW, I did not mention Capacity Networks in my comments. We are not using them in the solutions we're working on. We very much like what they do. We no longer own them.

## 10. Would I please disclose our strategy, features lists, partners, plans and the like?

No.

## 11. Will I be doing another "interview" anytime soon?

I refer you to my "Temporary Insanity" comment above. But if AW asks and it is around a product release, or other major development, I will do so. Other than this note, I won't be on public boards.

## 12. Finally, several comment like this, "What makes you think you're qualified to be CEO of Amiga or most anywhere else? I don't think you're up to the job."

Believe me, there are numerous days when I agree with you.

My best to all of you. Don't panic things are going pretty good. Robots was good, especially if you are a kid.

Garry

#####

Participants C: show April 16th  
Posted on Amiga.org by ronvs on 2005/4/4 8:13:12

Theres now a schematic picture of all the participants on our Commodore show and Amiga Party of april 16th.

Look on our website:  
<http://commodore-gg.hobby.nl/april16.htm>

This times there is an 'Amiga Party' (this because the Amiga celebrates its 20th anniversary). But please pay attention: the theme is extra, all other Commodore lovers and computers are still welcome as well!

All things we have planned so far on a row:

- A. ComputerCity, the only left official Dutch Commodore and Amiga supplier, will attend the party showing various hard- and software. Also they will show a beta version of AHT Ariana.
- B. From Germany: Individual Computers. These people still develop new hardware for the C64 and Amiga. They will show the new MMC64 card, Catweasel, C- One, Retro Replay and many other things. A presentation with beamer will be given in room 3.
- C. Audio Evolution will demonstrate how to make music on an Amiga.
- D. There will be an exhibition of almost all types of Amigas that have been produced like the A500, A600, A1000, A1200, A2000, A3000, A4000 and CDTV.
- E. Marvin Droogsma will come with his Amiga Porsche with a quite interesting interior....
- F. Mark Jansen will demonstrate his new AmigaOne
- G. Robert Sprokholz will give a presentation (with the beamer) about 20 years Amiga.
- H. Jan Kaptein will demonstrate how to convert a Gameboy SP game to Amiga.
- I. Computer City will demonstrate a beta version of AHT Ariana.
- J. A few guys from the Dutch Amiga games developer group Team Ho1 will be present and give demonstrations
- K. Nevertheless this is a normal meeting as well, all other C64, C128, CBM, C16, Plus/4 owners will attend as well.
- L. Our beautiful magazine 'Info Bulletin' will contain quite some Amiga information this time.

As to software.... Nah I won't try to go over the things that pop into my mind at this time. Instead I'll just explain to all the reason for the statement that I will make in a bit. As to software, doesn't have to be the newest demo or game or tool release. What you are playing with now is fine to demo. That goes the same with the hardware part. OK time for that statement. Since we are a group of primarily beginners to the C:, 99.99% of the stuff out there is NEW TO US!!! Your outlook and use of the hardware & software is new to the rest of the members of the group. Good chance that we never heard or saw what you have collected. Add to that your books and mags for the C:. Anyone ever see the first issue of Compute Gazette? Before I found it in a box and showed it to the members? Adverts in it are a time cube of information for us. Reviews, new products at the time and in some mags there are tips and hints for games and utilities. All of that is new to us. Find a programme that will work as an indexer for books? Hey I saw one once and lost it. Well bring that in and it will go on a club disk and the BBS. We need it for the club library, and I have around a thousand books that could be indexed in my collection. Your copy could be the same one that I had or it could be a new version I never saw.

All right you can see the premise here, if it is something that you are doing, using and enjoying. Bring it in for all of us to see and enjoy. Have a problem with a game or tool or hardware? Bring it in and perhaps we can all learn how to use it and help you out. As well as ourselves! That is what the demo part of the meeting is for, all of us to see different

things for the C:. Remember it is NEW to us.

## -MossyCon-

Early in the morning of the 23rd of March. OK it wasn't as early as they had planned. Not the 8am early. 11ish early is when they showed up at the Kibbutz. KlrPir, from Canada, Fungus of N0stalgia and a rescued Destine. Popped by for a visit. KlrPir joined the A.C.U.G. last month. A friend from the #c64friends chat. I met Fungus through the same irc. Destine I met when I had started to call BBS's in 94. There was a local one that supported FIDO. Met Destine on the CBM Fido Echo.

Immediately we entered into the C: talk. Of course I had to show off my collection of items. Destine already had been by and knew of my fanaticism. Fungus & KlrPir learned that I really do, only use the C:, and saw the computer room. Had to show off the A.C.U.G. impression stamp. The one that came from CBM. Now I write this the next day. A bit hung over from the beer and a good time with C: users. Having that many experienced C: users around, was a first for me.

As #21 (MadMax/MHI) dropped by a little later. Sorry fight fans. Fungus & Mad Max didn't get into any battles. From what I overheard, sounded like they were doing some good techy talk on some aspect of code work. Later #8 (Wildstar) arrived. YES HE DID RETURN ROBERT BERNARDO's SCPU!! No the group didn't thump him. Although Fungus & KlrPir had been shown where the guns and blades were kept. (SEG)

Fungus received the long awaited copies of Operation Red Cat. I had made the sleeves and labels the night before. Glued them together while I copied off the 4 disks. Yeah Chummers, Fungus got a copy of the disk for April. Doesn't break my rule of pre-releasing the disk. Simply because I had promised and tried to send the entire story to Fungus on a .D81. Months before we agreed to put the story on the Penny Farthing. Sadly the D81 that I made with GeoBeap. Then used the Base64 encoding in QWKRR. What Fungus saw on his system. After opening things up. Just a collection of "aaaaaa"s. Bummer man on that, as RevDave at Load Star couldn't open the .D81file that I sent to him.

Despite the fact that both Fungus & I were suffering from lack of sleep. He was able to explain some simple things to me. In regards to programming and aspects of the sacred C. He doesn't know how much it means to me to hear that he thinks that I can really learn to programme. Eventually reaching the goals that I have set. Fungus did let me know for the group knowledge that we do possess the books to learn to programme the themes and styles of games and utilities. Fungus that means alot to this group of rank beginners. Thanks for the vote of confidence and inspiration. But we aren't forgetting you did say you would take the data from Vortex and re-write it for Centpede. In order to have FIDO on Centpede. (I wasn't that drunk or tired -SEG- )

KilrPuir enjoyed hunting through the stacks of things in the shop. At times with help from Fungus. Had to point out the

Load Star boxes. The ones hanging on the wall, from the days when the mag was bought in stores. Hope that you found some good treasures KilrPuir. Despite hearing the shrieking voice of Lord Ronin shouting "mine, it's all mine"(G).

Was very good to see Destine. Who is recovering from some medical difficulties. Also thanks for joining the A.C.U.G. Becoming our newest member. Hope that you will enjoy that Shogun game. I almost kept it for my collection.

There is much more that I could add for the 7+ hours we spent together. All that really needs to be said is that the gang was able to handle me and we had a great time in the reality of the C. Mad Max went out to his shed and brought in his 128D dual drive prototype. Yeah it really exists. Not only have I seen it twice. I'm using it at the moment to type this report. Now to figure out how to "liberate" it from Mad Max. ;)?

Shop stayed open a bit later than norm that night. But after a while, we did go back to the Kibbutz. KilrPuir and the others were interested in looking at my collection again. We were also waiting for some others to arrive.

Robert Bernardo and Jeri popped by for just abit. Or so they thought. Things went up from that point on! Jeri had a look see at the tiny shop. Where she wanted a promo item of mine. Still sealed in the bag. The giant sperm for the film "The Seed of Chucky". Now there was all night long a running gag about Jeri playing with my sperm. As I gave it to her. Been five years. Since she was last at the A.C.U.G. After all the jokes and bantering. Might be ten years

before she returns.(G)

Should now give the people that were at this meeting. Lord Alberonn, Mad Max/MHL, #16, Fungus, Destine, KirlPir, Robert Bernardo, Jeri, Mahtzoid (#26), PizzaMan (Game Guild Member only) and myself. My mind is a bit fuzzy. That lack of sleep and large quantities of beer. Groups formed in the living/game room, the computer room, Lord Alberonn's room and in the hallway. Where PizzaMan has his heretic system. I know now the function of the heretic system. Collect spyware, as Robert was doing a something to it, in order to remove some horribly high number of this thing. Victor, the network man for us, had done that same task less than a week earlier.

Jeri went on the #c64friends chat on my 128D. Through Jim Brains site and on the linux box there, responding to some comments. Destine at one time was on the irc chat, on Lord Alberonn's DSL equipped Amiga 4000 tower. Have to add now that by Jeri's request. Wildstar was brought to the late night meeting. Adding one more to the mix for a short time.

Great talk and wonderful people. Discussing many things, from antique radios, which I found out Jeri likes, along with older electronics, which happens to be the field I was in for a few years. Fungus too is into the older tube operated items. We had good talk on that line. Showed both of them the old Hallcrafters. That eventually will be restored. Jeri explained some things to me about the C-1 project. I explained why I don't read the list anymore after

the flaming a long time back. BTW: I must meet the people that felled her on AD&D. Thump them for being such Smeag Heads. In the way that they treated her and her characters. Must convince her to try one of our games sometime.

As you can tell. There was a group of C users having fun just being together. Finally it did have to end. Jeri needed to be at work around 7am. This was discovered at close to 3am. Robert needed to drive her back to Yamhill and that is at least a 2 hour trip. Poor girl was so tired that she not only agreed to marry me. But also be my Gorean slave girl. Wonder if I should hold her to that promise. (VBESG)

KirlPir, Destine and Fungus had left a little earlier for the motel. Having been up since around 4am. (S) Anyway, before I run out of space. I can state that #4, #16, #21, #26 myself had a great and groovy time. My hope is that all the others could handle the weird, loud, obnoxious and socially unacceptable Lord Ronin. Thanks all for popping by and making this little impromptu convention. Thanks for the support, the sales, the good C company, joining the A.C.U.G. and those Nostalgia releases. Wish that we could do this more often. T was a blast guys.

**Addendum - Errata:** (Couple days later, Beast of the Bonzo is playing on the Reel to Reel. Mr. Apollo for the trivia guys -BG-) Head is a bit less fuzzy, after scoring some well needed sleep. I'm not 25 any more. (S) GeoWrite 128 2.2 isn't as blurry today on the 2002. Here are a few more things that "think" I remember. A possibility of Jeri at OryCon 27 this November. Assuming her schedule works for her. If not there is still

the possibility of having some of her items on the table in my booth in the dealers room. We didn't talk about items. However, I remember Fungus saying he had several 64DTV units. Maybe we can have a collection of them at my booth in the dealers room, and the ☺ fanatic can present and try to sell them? Destine, in all the wonderful excitement of the day. I forgot to tell you about our elubs open mail list. [acug0447@yahoo.com]

KilrPir and Jeri took some photos. I'm not certain if Robert and Destine took shots. Guys feel free to select some and send them to me in jpg <under 50k please> I'll have them converted to grey scale and put them in an issue of the newsletter. Don't have a contact for Jeri. If she would like a copy of this issue. Let me know how to send her the issue.

OK here is the serious part. Yeah I know me being serious is a strange concept. But here goes. Do you the readers think that it is a topic to consider worth considering, about a con/expo here in Astoria in the spring for the ☺? Nothing big, I'm just seeing that there are people in Washington & Oregon. Who could make one here on the coast. Where the travel time, distance and Expense to the big ones. Well is prohibitive. Should this idea be considered in depth or at all?

## Final Bits

Not a lot of space left this issue. Will have the main text done early this month. So before jacking out, a few fast bits of what is happening with the group. New inspiration to programme, has helped to recover from the downer of the stolen

cat. New cat in shop. Another stray, part maincoon, and responds to the name "Commodore Kitty". Still doesn't replace the loss of the stolen A500. But he needed a home. <Sitting on my lap asleep right now> #16 is more and more each day becoming a ☺ fanatic. Not that I feel any shame in the least for converting him to the ☺ (SEG). Still awaiting Jim's final OK on his code and the linux box for our telnet and direct dial experiments. For the new members. This will allow the BBS to be telnettable and direct dial. No idea how that works. But our network guy Victor is certain that we can add a MUD and some door games. Along with a paypal link for those that want to join the ACUG. I have already read the basic print out of a MUD he selected for the "Dum ignert Ork" to run. Stumbling through the Slackware manual at the moment. April disk, for the group is the last of the Operation Red Cat installments. By request I have added three installments in what I call an alternative ending. After you guys read the entire story. Then I will consider writing the next book, just for the A.C.U.G. As sadly the work wasn't even worth a rejection notice from RevDave at loadstar. And you guys say I am a writer, phah. Geos in the group has moved to making maps for the RPGs and working with #16 on Wheels installation to his H.D. As well as bit by bit helping to become familiar with the component parts of Geos/Wheels. Parts for the ☺ headed Egyptian goddess diarama have been centralised. A few more unexpected items need to be garnered. Like the Bast and anubis statues from my figure company. Coupled with the mummy coming out of the sarcophagus. Need to paint the figures, latex the doll, create the costume, finish the columns, build the box and in essence

complete the ruined temple scene. Not too mention the research in my book by Sir Budge on the Hieroglyphics. Most of the local members want to work on the project. OK there is more too add. But space is short now. Ran this paragraph long for compression. Need to add for AI at 5C's. Mad Max fixed the April disk for us. I am not certain what was the problem on side one. He stated that it appeared to him some sort of problem with copy protection on side 2, the Zag Zag game. All works now. Fungus: I have to make a full report. But a couple or so of the copies of the NOSTALGIA releases you brought failed. I'll have more on that after a full test. Now to jack out. Late breaking stuff and adverts to follow.

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Lord Ronin note: We are exchanging with Commodore Gazette. Though this advert is for the CML. I felt it right to present in our little newsletter.

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