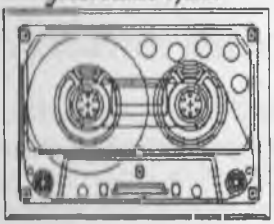
The Village Green

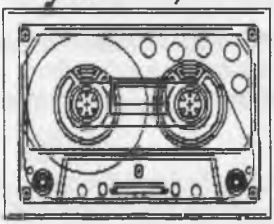
This tape belongs to
'Your Name here!'



Steal it and risk
termination!

Side 1.	Side 2.

This tape belongs to
'Your Name here!'



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Side 1.	Side 2.

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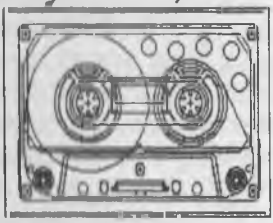
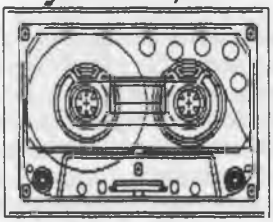
'Your Name here!'



Steal it and risk
termination!

Side 1.	Side 2.

This tape belongs to
'Your Name here!'



Steal it and risk
termination!

Side 1.	Side 2.

We have used this one many times
found on Q-Link, now on the BBS

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 Ronin 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, 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/May/2005ce. In Mohr Realmes Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

Snail Mail: A.C.U.G. #447 623 29th St. Astoria Oregon 97103
Voice: 503-325-1896 BBS: 503-325-2905
Inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de
aberonn@qwest.net

Notes from meeting of 21 Apr 05ce

OPEN: 7:00pm (talks already in progress)

NEWSLETTER: Approved

CHANCELLOR'S REPORT: Announced that we were to go for a fast department meeting. As there were to be a collection of demos this night. Pointed out that our original shop/club kitty was still with us. Commodore Kitty (part maincoon) had disappeared for several months. As one of the strays in the area. However he returned in Februrary and has now again become the shop and club kitty. (Spent most of the meeting on Lord Ronin's lap)

Newsletters first. We have three and a disk magazine. Which will be shown in the demo part. RYTE BYTES from the Kansas City group. In the Treasury Report, Jack mentions the demo of the envelope printer. Written by a club member. Bypassing all the features of the prg. We enjoyed the part where the author gave to the club members a handout of the Basic text. Was commented that this is the way of the C= world. Veep's Thoughts has a two column article about this prg. Lenard, the BBS here will gladly put up your prg for DownLoads. Yes RevDave at LoadStar might be interested in the prg as well.

READY from MACUG, one small complaint on our copy of this issue. Got wet and part of the colour ran. <S> Text is fine, ran on the logo. A sigh of pain went from our group. when it was read out that Marty had to dispose of some of his C= collection. Bummer is that the group here is too broke afford to have bought any of the items. Marty makes a positive comment about the changes in the Village Green. Thanks for the comment Marty. L.R. stated that as the group now has expanded in interests. He wants to reflect that in our newsletter. And yes that was Jeri Ellsworth that came to our impromtu MossyCon.

C=C=C=C= from Cincinnati, starts with an announcement from Snogpitch. Because of the budget cuts in his area (we know of those things here as well). They may lose their meeting time at the local library. He asks for input from the members. Mainly keep the day and time. But find a new location. Or change the day and time but keep the current location. The following two pages are on the upcoming LUCKI Expo in May. Written by Dale Sidebottom. Sounds great, and if we had the bread and the transport costs. Some of us would be attending. Alas that isn't in our budget. :-(

Going over the Villge Green next. L.R. confirmed that King Pelleas (BBS #28) has joined the A.C.U.G. Last months issue said the L.R. would write two alternate ending installements for the Red Cat story. He ended up writing three installments for the alternate ending. They are on this months disk. On the part about helping out with articles for the L.C.C.U.G. L.R. said he would cover that in his section. Other departments will update at their turn. Compliments on the section regarding what to Demo. Jokes about that is why there are so many this night.

#16 presented at this time, a print out of the current stock at Jim Scabery shop. L.R. will

go over that with members to place an order. Tis after all a long drive to his place, and arrangements must be made first to meet with him. #16 also presented a 1581 disk with all the current GeoPub tutorials from Bruce Thomas. L.R. explained that he does have permission to put these on the BBS, and in our newsletter. He is running them in the CML at this time. Commented on the fact that the group may want to work with them in a class theme at the shop.

Announced that although the new application and membership certificates, haven't been completed. The membership cards are ready and at the meeting. (Ed Note: Passed out to the members at the end of the meeting) L.R. was bugged to finish the other two projects. To which he replied he would when time permitted.

☐**TREASURER REPORT:** Holding at $23, as L.R. covers the costs of the group. #16 will demo his start on the Geocalc spread sheet for the groups treasury.

☐**COMMODORE LIBRARIAN REPORT:** The final episodes of Operation Red Cat. Coupled with the three installments for the alternative ending. As this was announced. comments were made about making a booklet of the entire story, in GeoPub and Post Print. The fact that it is a mature read. Mostly about another story from L.R. continuing the saga of Tommy & Trisha. This led to a discussion about styles of presentation. Chancellor suggested that hold till the discussion time. Next months disk is two sided. Contains "Cavern Constrution Kit". Side two are 6 levels that L.R. and Imperial Warlord created. They are testing those levels at this time.

☐**AMIGA LIBRARIAN REPORT:** #4's CD Burner went "kapootsky". He is rather bummed at the moment. Needs to score a new SCSI burner or a HD controller and an IDE burner. He will have more direct Amiga things in the Tally Ho! section.

☐**EDITOR-SYSOP:** Busy, really busy with things. Did put up a couple of files on the board. But have been writing articles and that eats up the time. Making a long story short. I have made around 12 articles for Pnacolada for his forth coming newsletter re-birth. In an irc chat. I discovered that he hasn't worked with newsroom and doesn't have the dox. Wrote a two page tutorial for him. That I suspect will make more questions than it answers. Luke, the man that did the retro reviews for SceneWorld, has resigned. Can you guess who is doing the new retro reviews? Really it isn't that hard for me to do. Just an expansion of the report that we write for the UL comments for a file on the BBS. No I am not doing any sort of rating system. Figure that isn't right to present my views on how good the game is in a rating style. O.K. I am making some reviews/editorials and the like for Commodore Gazette disk mag. This is one that we are exchanging with as of the April/May 2005ce issue. I made an error last issue. Because of time problems. I rushed page #11, of our Village Green. Gave the proper e-mail, disk style selections and cost. But overlaid one text on another. Cutting out the snail mail addy. This will be corrected in future issues.

Booklet of Red Cat and new ideas. I will cover in the discussion area. Didn't all

happen at that time. Only threads better that way. Yes if the group wants after reading the final installments, I will write another story. Working title is Operation Lost Cat. Should take a different twist and explain more things from the first story. Hmm, must have read too many comics in my youth. <G>

Right then, I picked up a couple of binders for the A.C.U.G. and the CML issues and exchanges. Cost me a whole 50 cents each at the cheap store. And you guys can stop the jokes about them glowing in the dark. Since they came from the Trojan Nuke plant. We haven't worked on the magazines and exchanges for a few years. #30 is willing to return to the project. If we can move the stuff out of the way. That is in front of the storage cabinet.

There were three boxes of disks from the Cove school buy. #30 tested each of the disks. Sorting them for me. I then gave each disk a full test. Finding the students work disks. Kept at least one copy of each. Espcially the GEOS one. As there may be some fonts and things that we don' have in out collection. The rest are being stripped and divided for the club. Task is now completed, on to the next one.

Showed the membership cards to the group. #28 should have his in the box with the disk notcher and his Amiga disks. These were made in GeoPub. Using a form that was set up for business cards. Think I found that one on GEnie. Font used is our Prisoner import and chancellery. Simple card that has place for the name, expiration date, officer that signed the card, BBS number and a place to circle for the type of computer that the members uses for the group. C=, Amiga or Emulation. All of this was created on the C= in Geopub and printed out using Post Print. Then photocopied onto blue card stock. Cut out by our #30.

As of meeting time. I have only a couple more articles to write for Pinacolada. Then I'll have reached close to the max number for the disk side. Must send two .D64 sides to SceneWorld of articles and interviews. Then finish off the disk side of retro reviews. Work a few more articles for Commodore Gazette and ship off that disk. Test more of the files from MHI and from NOstalgia. Place them on the BBS. Well never a dull moment. As I still have more to do for Load Star.

Making at least one copy of Red Cat in Goes Post Print, in the booklet format. That has been asked of me a few times recently. Need to grab help from #30 and #3 for this task. Might work out for just club members. Have to charge a little to cover the paper and the ink. Cheaper to print it out than to photocopy the pages? That is the current question.

Last month, it was reported that we saved some of the Cove shools math programmes. So that they can be used in our own group. Learning and re-learning our basic math skills. While searching through the disks. I found one that teaches about Calc programmes and one that teaches about filers. Since I personally know nothing on these types of prgs. Thought I would keep them for myself. Found out that the members also don't know about these either. Another thing for us to work upon. On that topic, to a degree. We need to set up a more structured

time and day for the different lessons at the shop.. Problem with that before was #16s chaotic work schedule. That isn't a problem When he returns from his Nat. Guard duty. We hope to have a calendar prepared for the days and times.

Zip Drive project hasn't progressed. Health has been a problem in walking into town for the parts. :-(BBS has has some clean up work in the files. Adjustments in the message bases. Notes made on some fixes to be made in the online games and the general work that has to be done. Still need to put up more of the files. Many plans and time isn't always there for us. Yet it is still fun for us.

DEPUTIES: #30 brought by his work on the Imperial Scout Service Form #8. The world map. He has done a great job in the borders, setting up the text and the boxes enclosing the text. But was having problems with the interior parts. Making the 20 triangles with the hexes inside. Wasn't mapping out right. Showed him a trick in measuring and a starting point. By meeting time he had it half finished. Saying that it was the hardest one of the 6 that he has done so far. More files for him to create. Vixen is working on the dox and the last of the set files for the UL to the BBS.#21 has been working on different fixes of disks for us. Two will be shown in the demo section.

#16, our AmigaOne and Emulator deputy. When asked about his work. Admitted that he has started to work on restoring an A2000. But now he is deeply envolved with the Commodore. Learning to use it and playing with the fun of the hands on of the C=. In fact he stated that his AmigaOne is now the platform for his 1581 and CMD HD. Lord Ronin takes credit for this change. (SEG) He did present the list of C= and Amiga items to L.R. from Jim Scabery. As well as the current listing of the GeoPub tutorials. Looking for more things of interest on the Inet for the C=.

S.I.G.S: Programming has slowed and rushed. Very roller coasterish at this time. The feeling is coming back. Now that our original kitty is here in the shop. Also since Fungus let us know that we have the things to learn what we want, for our programming desires. That has inspired a bit more interest.

GEOS: The work on the forms for the Traveller game. That has been #30s main project. These need to be made before the game starts in August. They will also be on the BBS in the new RPG- data store in the Geos node. Also work is going on for mapping his All Flesh Must Be Eaten game. L.R. is working on the GeoWrite editing of the Red Cat story for the booklet idea. Plus teaching about the map making in GeoPaint. As well as some themes for #30s games. PC sheets for the online games are being created in GeoPaint. Though it is a bit slow at times. #16 is learning about Geos. Finally was able to transfer his GeoWrite to his HD. Ready for more instruction in the use of Geos.

DEMOS-DISCUSSIONS-CLOSE: I'll do the discussions first. Just to keep things in context, rather than in order. Red Cat was a major topic of discussion. The desire for more stories was presented. In, ah, well a very loud and straight forward demand. For this I discussed and showed a small similar version of a book writing thing. At the meeting the original, called The City that Lost its Way or CLW. Was missing from the stack. This is a

Issue# 68
May
2005ce

The Tally Ho!

The ACUG
Amiga Section
& Comics!

AmigaEast Show has been cancelled
Posted on Amiga.org by Russ on 2005/5/1 11:54:02

We regret to inform you all that the AmigaEast Show May 28-29 2005 has been cancelled. Many people and companies had expressed interest in the show, but the money did not come in to support the $6000 needed to run the show.

As a result of not being able to put the additional $2500 prepayment the time slot was sold to another event in the hotel. All the work and logistics had been done, but too little money came in. There is still a possibility one could happen at the end of the year but it looks as though I would need to front most of the money myself. Anyone who gave a credit card # in to order tickets for the show or banquet have not been charged anything and any checks have not been cashed and will be disposed of properly. I would still like to look forward to doing another show in the northeast of the US and am open to ideas.

Total Amiga Issue 16 PDF Available
Posted on Amiga.org by rhino on 2005/5/11 15:06:45

A PDF of Total Amiga issue 16, which sold out a month or two ago, is now available for free download from the Total Amiga web site. This issue includes reviews of MorphOS 1.4, the ALGOR USB card, Hollywood 1.5, Perfect Paint and AmiAtlas 6. There is also the first part of our on-going C tutorial and a tutorial on enhancing digital images.

The Total Amiga web site can be found at: http://www.totalamiga.org

If you don't own this issue or would like to get a feel for a recent issue of Total Amiga, why not download a copy!

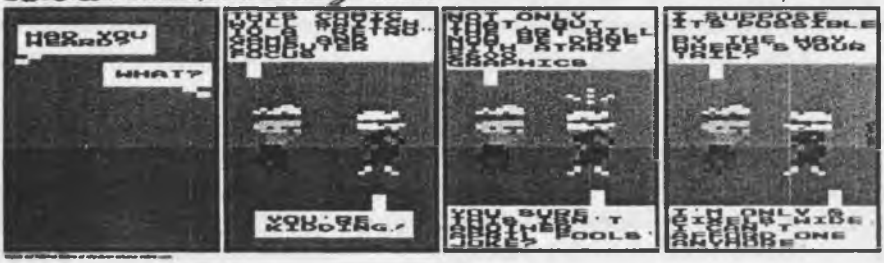
Quest of "Tales of Tamar": Barbarians of the southlands!
Posted on Amiga.org by PressTamar on 2005/5/11 15:05:32

How dreadful the Southlands are! After the Mosians and the Hombres almost went to war with each other, while their forces had already marched up

Eric Schwartz's Sabrina Online - Episodes 342-344

Sabrina Online by Eric M. Schwartz ©2005

"Graphical hack"



Sabrina Online by Eric M. Schwartz ©2005

"View from behind"

Sabrina Online by Eric M. Schwartz ©2005

"Oh look, a desktop screen!"

http://www.sabrina-online.com

Special Announcement from the Amiga editor

I, Mark Edward Reed, would like to announce my engagement to the lovely Norma Jean Shaw of Astoria, Oregon.

A March 11th, 2006 wedding is planned.

against each other, a message arrived in the last second.
A rider of the Hombres delivered it to the general in charge. As he opened and read it, he slowly began to laugh.

He spread out his arms and called out to everyone:

'Hear me, Lords! The northern border has been opened!
There is no need to fight each other anymore for land.
We can go and take the land to the north!'

The soldiers and recruits put down their weapons and the war was stopped.
For everybody knew that they wouldn't need to fight for new settlements anymore.

'Go and tell every Lord and Lady! In a few years,
we will ride together to the north and take all the land we need.
And if they won't give it to us, we shall take it by force!'

Rules:
This is a quest for new players starting after June 1st 2005.
If you want to join this quest, please enter the keyword 'Barbarians of the Southlands'
as a remark when registering your game.

The goal of the barbarians is to gain at least 150 acres of land each month.
That is, the land conquered by all 'barbarian' players will be added up and has to exceed 150.
The area where the barbarians settle will be kept closed for the beginning.
On August 1st 2005, the border will be opened, and the counting of conquered land begins.
While they gain 150 acres, all barbarians continue to play for free.
If the number drops below 150, the invasion is repelled, and the barbarians will be moved into Shareware mode.

Registration are possible from May 15th through May 30th 2005.

This quest is open to all platforms (PC, Linux, Mac, Amiga (including MOS and OS4).

Quest operator: Martin Wolf
Prize: play for free as long as the goal is met

http://www.tamar.net/phpBB/viewtopic.php?t=4529

Your ToT-Team

Amiga Editor's note:
This may be a Play By E-Mail or IRC game as far as I can tell. If I had the time I'd try it out myself to see what it's about. I find that it being open to Amiga users interesting though...

Amiga Future #54 (May/June 2005) out
Posted on Amiga.org by AndreasM on 2005/5/4 8:18:30

Today the issue 54 of the Amiga Future has been released.

This means that all subscriptions and preorders have been brought to the postal office today.

In this issue of the Amiga Future we can show you many interesting reports. Besides interviews with Juergen Lachmann (Scalos) and Robert "apex" Wahnsiedler there are of course reports about the Push 2005, Cebit and Breakpoint.

Reviews of SBase (OS4) or WinUAE for instance are also not to be missed as an in-depth report about the experience with the µ-A1.

You can read about the actual status of developments at AHT, a walkthrough, programming workshop, specials and much much more.

A more detailed description of contents of the Amiga Future 54 can be viewed on our homepage in the "HEFTE" section.

http://www.amigafuture.de/heft/heft.php

We have started the "invasion of full versions" series with this issue on our cover cd.

Under this slogan we will offer you in the coming issues of the Amiga Future over 50 (!) full versions on the cover cd. On the most recent cd you can find the first 9 full versions.

The Amiga Future can be obtained through your local amiga dealer and directly from the homepages of the APC&TCP and the Amiga Future.

http://www.amigafuture.de

http://www.apc-tcp.de

book on disk thing. Using some sort of prg on Busy Bee's TWS. I haven't worked with TWS at all. However the feature is that by pressing a key. The page changes. Rather than the scroll up that we have in EdStar, Ultra and Zed. The formats currently being used to read the installments on the screen. #30 was more interested in the scroll style. Saying that his eyes would have to jump from the bottom of the screen each page. #21 said that this book writing thing is in TWS. #4 was wanting to know if it was possible to convert TWS files to standard PET and back again. As to the TWS book writing thing, which doesn't require the TWS prg to be loaded. #21 stated that he used it in the past for a doc reader on his fixes. I know that there are some tools about that will convert TWS/PET. Remember reading about that in a CML in the recent past. After some discussion. The idea was voted upon to give it a try. That was followed by the concept of selling the story on disk to others. Suggested that might be done through the upcoming telnet

Then during the demos there was some disussion on the things seen and experienced. That fits more in the demo area.

Right then we had a few demos this meeting. First off I showed alittle bit on the use of newsroom. As I am doing the articles for Pnacolada, and had just written a retro review of it for SceneWorld. A few of the screens and the printouts. Discussion from #4 was that it is a bitch to use at times. Talked about the disk swapping on a single drive. And the panel by panel writing style. A good tool for one to start out. When learning to do a newsletter or a report. As I was able to make mine in 94ce on my first attempt.

Next I showed the final disk of Compute!'s Gazette. February 1995ce. This came to me from Chris Ryan of the Commodore Gazette. Many thanks Chris. After looking at the start of the issue. Which is like many of the others we have in boxes. We spent time reading the doc file and starting the prg for "Mapmaker". This generated interest from the group and requests for that prg in the future with examples.

Not in actual order. Showed off the April/May 2005ce issue of Commodore Gazette magazine. Went through the reader, then a few of the music pieces. Showed the long and almost full directory of programmes etc. Members said that they wanted to see more and will pop by the shop to look at the disk in full. As my 1581 was set for #9, and this disk mag only boots from #8. This was demoed after #30 showed.....

Pool of Radiance! OK this is on the BBS. Played it myself and the first RPG that I ever finished on the C=. Took three weeks at 6 hours a day with the hintbook. What makes this any different than before? The fact that it was played on a FD-2000. All 8 disk sides with the save disk are on the one FD-2000 High Density disk. #30 did some sort of file copy of all the sides. Using the MHI crew crack of the game. There is no need for disk swapping. A few times in the demo it asked for another disk. Just pressing the return key moves the game to what it is looking for in the files. This game can be put on two 1581 disks. Something about the number of file names. Reaching the max for a 1581. Can also be played from a Hard Drive. Comment was

made about me playing it on my BBS 128 with the H.D. and the SCPU. This set up can not use the fast load. As that will crash it, with or without the jiffy dos operating. Tested on a flat 128 with jiffy dos, 64Kvdc and #30's FD-2000. Game seemed to run faster to my eyes. Not just the loading part between disks.

Demo was done using a full 6 charcters. Showing moving from one area to another. That took less time than I remember. Had already set up during the meeting the genetation of three of the characters. Then did the remaining three for part of the demo. Ran a long battel with the characters. Which also seemed to go faster to my memory. Showed what to do when prompted for another disk. Then how to save a party. That part seemed to me to take a longer time than before. Closed out of the game. Shut things down. then fired up the computer and the drive. Ran the game opening and loaded the saved demo party. Worked fine, and I want a copy for myself. We do not have other cracks of this game. So can't say if the trick will work on them. Doesn't work, according to Mad Max/MHI on a factory copy.

Mad Max/MHI had two fixes to demo. First was one called JailBrak. He placed the dox in a reader on the disk. There are three trainers. Yeah I chose the unlimited lives one for myself. The short story is that you are a cop. There has been a jailbreak and you have to stop the escapees. Didn't say that they were armed. <G> So now it is a shoot them before they shoot you. This requires a lot of skill in moving and firing. I didn't make it to the rescue parts - levels of the game. First level is a side scroller. Bad guys are shirtless in striped trousers and the ball and chain. Shot better than I did. Oh yeah there is a voice intro to this one.

Second one that Mad Max/MHI presented is called Feud. There are 6 trainers in this one. As there were two sets of dox. Being slightly different for each one. He included the pair of them in the onscreen dox. A long intro story is given and then the game starts. Simple story is that you must collect herbs to make spells to use to defeat the evil wizard. Running around the different screens. There are some people that show up. Well I didn't do very good as I selected the boots of speed trainer. Move way to fast to do much of anything. <G> There are a couple bugs left in the game. As Mad Max hasn't yet fixed them. Major one is the inability to kill off the evil wizard at the end of the game. Something about him being dead yet still there and active.

Last one that Mad Max showed was Tornado Dos. This one is on disk. F7 gave the directory. The file is in PAL and he is working on the NTSC conversion.

Last demo of the night was by #16. Who showed his current work in GeoCalc. where he is making the file(s) for the groups finances. At this time, ideas were presented for some of the cells/fields. BBS expenses, misc printing and L.R. reimbursement. Decided to do it as a monthly thing for us. Still more layout work for him to do to keep things set for his ease. Talked that others had made PC sheets for games using a spread sheet programme. He was thinking of trying that out himself. I mentioned that I had heard that PC sheets had been made using GeoFile. b had never seen them or tried that prg. #16

added that he now has figured out how to put his GeoWrtie onto the HD as well as the FD disk. Along with Wheels. There will be lessons for him in the GEOS sig in the future. For Wheels/Geos work.

Disks were presented, and the membership cards passed out at the close. A discussion happened about finding someone to draw panels and make the Red Cat into a manga type graphic novel. No one in the group can draw. So the idea sits in the pile of ideas. <G> Requests for more combat in the next story. Officially closed a 9:10pm.

Lord Ronin Rambles

That took up a few more pages than normal. Really hectic night with many converstaions going on at once. But the meeting was a good one. Much converstaion on the C=.

Time to go over the things that have happened since I last wrote those lines above.

#16

Scott is gone for around six weeks for more training in the National Guard. Our hope for him is that it will help him gain his promotion. He was in a saturday IRC on #c64friends.

ZipDrive

Parts arrived from Maurice. Have the screws that were missing from the case and board. Also gained the power sockets for the circuit boards. I need now to make the time to solder in the socket on the PCB. Then also rewire the plug. Install the Zip drive for a test. If that works, then it is cut the front panel. Make the platform for the drive to sit upon. Fire it up again. Fingers crossed that all things work. Next project is to format the disks through the HD tools. Then use Mcopy to transfer the files to the Zip disks. Sadly there is a delay in the next task. Where we intented to put the files onto CDs. #4's CD burner has gone out on him. Add here that the current issue of The Infinite Loop. There is an article on doing the Zip Drive conversion with photos. Well Timed Earl. (G)

On The Cover

Been asked, that when I put a GeoPaint thing on the cover to explain it a bit more than a few notes on that page. OK Vixen and WareCat. This month we have a page of lables for your cassette cases. I scored this long ago, before I even had GEOS, from Q-Link. Used it a few times for my own tapes. As well as some that we sent to Mihai in Romainia. File is currently in the GEOS Node, Writables Data Store. On the BBS. Works best with the 80dpi printers.

Inside

Now I am not certain at this point. How many pages I can give to this one. What I do want to present. The work that #30 has done for us in the Traveller game. He has been converting the 6" x 9" booklet format Classic Traveller forms. Into 8 1/2" x 11" GeoPaint files. These will be used for our local games. The PBEM game (upcoming) and for those that want the files for their own use. That is why they are on the BBS in the Geos Node, Geos RPG+ Data Store. There are may more to be presented. Some of his most recent work should be in this edition.

Palm Cradle

This is a big topic on the Homestead list. Does something about connecting the C= to the Inet. Sadly I can't report anything more on that, as the talk went over my head. Only thing I can tell is that the unit is inexpensive. I'll try to learn more for the meeting, if possible.

Cannon Printers

Thanks go to Roger Hoyer at "Cinti Commodore Computer Club #292". He sent us hardcopy of a series of articles from Maurice Randall. Dealing with how to use the Cannon Printers. That don't have the standard dip switches. With the C=. There is instruction, background and some short programmes to type in for the systems to function. We will go over this more at the meeting. Thanks again Roger for the information. Hope that we can put a normal PET file of this on the BBS.

The Village BBS

Over 20 new files have gone up recently. Not counting the seven from our #30 in the Geos area. New games from Remember. Released last year. A few from Mad Max/MHI. This caused two new Data Stores to be created. Action Adventure, one we had long thought about making. The other is called Puzzle games. Metal Warrior 4, with walkthrough from MIAD and the Untouchables-7 have gone into the Action Adventure area. Gem X went into the Puzzle data store. Slowly we will test every game on the board. Deciding if they need to be moved. This will cut several out of the misc game area and the three Arcade game Data Stores.

We also have three new Deckers to the BBS. #41 from California. Who is also wanting to create his own C= telnet BBS. #42 from New Jersey. Though the cost of contacting us L.D. will prevent frequent calls. He did find us through a listing on Yahoo. Where he maintains the 80s BBS list. #44 gave us a ring up from Canada. Hope to hear from him again. We also have a returning decker. Scratcher is now #43. Sadly he did shut down his BBS the Bass Planet. Glad to have all of these deckers on the BBS.

Future Articles

Even with missing spell checking on issues of this publication. Like what will happen with this one (S). My little run on "demos" got such a response both local as well as from exchanges. That in the future, I have been conned into doing more articles on specific things. No not just game stuff, for The Village Green.

Writing

Can't seem to get it over to the others. That I am not a writer. Can't even get a rejection notice from Load Star. Let alone an acceptance. However! By pressure from the group. Yes I am doing the sequel novel for Operation Red Cat. This one is called Operation Lost Cat. Though the title has little to do with the story. As of a week before the meeting. Up to chapter #5 in this story. Yeah guys there is no end in sight for this one yet. Note it takes up after the alternate ending installments that I did for our group. Not the story that was sent to Load Star.

OK under pressure right now. Change in time stuff. Got one big thing to state.

Engagement Announcement

Our #4 (Lord Alberonn) has announced that he and Miss Norma Shaw will be tieing

the knot on 11/March/2006ce. There will be more in his Tally Ho! section.
Mazeltov #4!!!!

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Weapon Data

1. Date of Preparation
2. Weapon
3. Weapon type
4. This weapon delicate a
5. Weapon weight
6. Weapon length
7. Tech level
8. Price
9. Required attribute and DM
10. Advantageous attribute and DM
11. Weakened swing or blow DM
12. Maximum effective range
13. Applicable skills
14. Special features

Ammunition

If this weapon uses ammunition, indicate the various types available for use with the weapon.

15. Ammunition type	16. Ammunition weight	17. Rounds per load	18. Price per load
19. Ammunition type	20. Ammunition weight	21. Rounds per load	22. Price per load
23. Ammunition type	24. Ammunition weight	25. Rounds per load	26. Price per load

Firing tables

These tables provide the DMs required for the use of a weapon against the various categories of armour and range.

Ammunition	Target armour: Bushing	Jack	Cloth	Reflex	Ablat	Combat	Target range: Close	Short	Medium	Long	V. long	Target Bits

TAS Form 42 — Weapon data

Cargo manifest

1. Date of preparation
2. Ship name
3. Registration no.
4. Ship type
5. Cargo tonnage
6. Homeworld

CARGO LIST

Cargo acquisition and disposition information for customs and accounting purposes

7. Trade goods list — Purchase — Sale

Quantity (in tons)	Trade Goods	Price	World	Price	World

TAS Form 14 — Cargo Manifest

Equipment data

1. Date of preparation
2. Equipment name
3. General description of equipment operation or function
4. Dimensions (Height, Width, Length)
5. Tech level
6. Weight
7. Volume
8. General availability
9. Manufacturer or producer
10. Skills required
11. Additional information (including sketch or diagram if necessary

Equipment data

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