

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



P.O. Box 9551
Louisville, KY
40209-0551



24 HR BBS
(502)933-5397

JULY
1996

Disk Of The Month

L.U.C.K.Y D.O.M. #F151
July 1996

SIDE ONE - 128 Programs

- Program One, READ ME-Information about this disk.
- Program Two, Auto Menu 128- List menu of programs on this side of disk.
- Program Three, Disk info- extended information about this disk.
- Program Four, Video Poker 128- Switch monotor to 40col, card game.
- Program Five, Phazer V1.0- Information for Phazer V1.0.
- Program Six, Phanzer V1.0- Fly an intersteller freighter though space.
- Program Seven, Labella Lucie- a solitaire card game.
- Program Eight, Csdos,CP.Msgs.seq- Lots of helpful info on CS DOS.
- Program Nine, Sector Editor- Will read write, edit, catalog etc..
- Program Ten, Reu Intro- Lots of information on the Reu, need seq-reader.

SIDE TWO C64 Programs

- Program One, Read- information about this disk.
- Program Two, Disk Menu-Directory of programs on this side.
- Program Three, Unzip 41 Fest- A 1581 unzip, has fastload program.
- Program Four, Scrollmaker 64-Make your own scrolls.
- Program Five, Quickformat.SFX- A formatter for your disks.
- Program Six, warriors- Arcade type game, one player, recover the crown.
- Program Seven, Aurall- Music and sound effects from games.
- Program Eight, Aurall2- More music and sound effects from more games.

L. U. C. K. Y. 'S OFFICERS	
Dan Kofeski (502) 7363-3693	-President & Correspondent
Dave Snyder (502) 7935-9639	-Vice President & BBS SYSOP
Bill Bunch (502) 7473-1674	-Treasurer
Marilyn Whitworth (502) 7422-4421	-Recording Secretary
Leonard Daugherty (502) 7966-5728	-Membership Chairman
Calvin Schindler (812) 7951-3094	-Member At Large
Roger Scrianni (812) 7883-3014	-Member At Large
Larry Bailey (502) 7361-5918	-Member At Large
Freddie Frazier (502) 7116-2100	-Member At Large
Steve Grassman (502) 7239-2268	-Librarian
Daniel Travis LU32 on LUCKY BBS	- LUCKY REPORT Co-EDITORS
Legacy LU2 on LUCKY BBS	- AT L A R G E !

LUCKY, INC., is a Non-Profit Organization whose purpose is to unite and educate users of Commodore computers and related equipment.

LUCKY in no way condones nor allows copying of copyrighted materials at any group function. Guilty parties will be subject to dismissal.

GENERAL MEETINGS are held the second Tuesday of every month at the Beechmont Community Center, 6:30 - 9:00 PM. Demonstrations are given on both hardware and software at these functions, with occasional guest speakers and a regular question and answer session. Also available to Members Only are Public Domain Program Disks from the Club's Library for a small copying fee.

BOARD MEETINGS are held at the Central Jefferson County Government Center, 7210 Outer Loop, from 7:00-9:00 PM, the Wednesday of the week following the General Meeting.

MEMBERSHIP is \$20.00 a year, per family, which includes access to the LUCKY BBS, Library, Monthly Newsletter, and special drawings.

The LUCKY REPORT (newsletter) is published monthly and is available at the General Meeting. DEADLINE for submissions to the REPORT is two weeks prior to the General Meeting. It is "manufactured" on 3 C=128s, various 15xx drives, Pocket Writer II 128, FontMaster II 128, and printed on Panasonic, Star, and C. Itoh 8510 printers. The LUCKY BBS is operated 24 hours a day and is designed with Commodore Users in mind. Special access is granted to LUCKY members, but all callers are welcome. The phone number is: 502/833-5397.

Participation and input is appreciated by all Members.

Treasurer's Report
 By **Bill Bunch**

June 1996

Beginning Balance...\$ 837.27

INCOME:	
Library.....	\$ 56.00
Raffle.....	\$ 68.00
Fees.....	\$ 60.00
Interest.....	\$ 1.46

EXPENSES:	
BBS for June....	\$ 30.00
LUCKY Report....	\$ 48.44
Directories....	\$ 31.27
Postage.....	\$ 23.46

Ending Balance.....\$ 889.56
 Variance: (+ 52.29)

An itemized statement of the above is posted at the Monthly Meeting.

DISK LIBRARY
 BY **STEVE GRASSMAN**

To avoid confusion, please direct all questions to the Library Assistants at the other end of the table. **PLEASE Do Not BOTHER THE COMPUTER OPERATOR!** This will minimize mistakes on backups being made. Thank you.

To order diskettes, fill in the order forms provided by the Library Assistants. Make sure you **PRINT** clearly the Information requested on the form. This will speed up the filling of orders.

Notes from the Red Room:

By: Dan Koleski (club president)

Fellow L.U.C.K.Y. members:

Just like with last month, I am writing this right after our regular meeting. Again, we will not be having an officer's meeting due to upcoming vacation plans. But, WE WILL HAVE AN E-BOARD MEETING IN JULY. As many of you know, I will be going to Hawaii next week and am going to get to attend the meeting of the On-Line computer club in Honolulu. I am really looking forward to this. I took a short vacation last month right after our meeting and have been scurrying around trying to get things done ever since. Will be a repeat next month, I'm sure.

We had a really good meeting last night and a relatively good turnout. There were over thirty people present and Larry Bailey had put together a good demo for them. More on that later. We did discuss upcoming demo's and our paper airplane contest. Since we have not had an E-board meeting for a couple of months, it was decided to wait another month so that we can get some rules together for the contest and work on some prize packages for our winners. We are looking at having the contest in August now. More on that as it develops.

Our attendance raffle was "lost" by Corey Hodge, so next month it will be worth \$15.00. You have to be present to win. If you use the club's bbs, you will always come out a winner. Besides all the bulletins, messages and programs to download, the game Empire is back up and running. It was decided to have a link to the club on the internet and George Veltman has decided to be our contact person. More on that when we get a better handle on it. We also plan to publish the addresses of all our members with access to the internet.

As I mentioned, Larry Bailey had taken the time to put together a tape demo of DCMR. This helped me out since I was scheduled to give this demo. Now, whenever someone wants to see how DCMR works, we can provide them with the tape and they can watch it at home. Also on the tape was a demo on using Maverick, the copy program. There is talk on doing more demos like this on such things as telecommunicating, word processing, and other areas. We have not decided if we are going to loan out copies of the tape, rent them or what. But, thank your Larry for putting this together for us. Also, thanks to Freddie Frazier for putting together our new Phone Directories.

There were still a lot of faces missing from the meeting last night, so we need to get in contact with these people and try to encourage them to come out and support the club in a personal kind of way. It makes my job more rewarding to see a packed house for the meetings. We had a plan at one time to call people who did not attend on a regular basis and I believe we may need to re-implement this program again. If you would like to help, please let me know and I can give you some phone numbers of people to call.

Thanks again for your continued support and hope to see you all at tonight's meeting and all future meetings.

Danny Koleski

FROM THE ROOM DOWN UNDER STRATEGY TIPS

ARCHON, The best strategy tip I can give you is to gain experience in Archon and read and re-read the manual. The old adage, "knowledge is power" is the gospel truth in this game.

You must be thoroughly familiar with both your own pieces and those of your opponent, understand their movement and attack patterns, and above all, play fiercely while remaining cool and calm. If that sounds like a list of heavy requirements, you're right. But then, Archon is a heavy game! Hang in there.

SUBMARINE COMMANDER, Your overall rating as a sub commander will be based on several factors: number of enemy convoys sunk, torpedoes used, fuel used, damage to the sub, total tonnage sunk, time taken to complete the mission and other factors.

Damage to the sub causes the heaviest penalty, so you should avoid this at all costs. Attacking while surfaced leaves you most vulnerable, and diving deeply helps you in most instances when the enemy is dropping depth charges. Be careful when diving, though, or you may beach the sub on an underwater sandbar or mountain, in which case you will forfeit the game. Good fishing.

SHINOBI, Here's how to play levels that you haven't been able to reach: Shut your disk drive off while playing on level 1. Play the level to the end, and when you advance, you still appear to be on Level 1, but the computer thinks you're on Level 2! Repeat this procedure until the computer thinks you're on the level before the one you want to play. Turn the disk drive on, and you'll advance to the desired level when you defeat the Boss at the end of "Level 1!"

TV SPORTS: FOOTBALL, To tackle the punter when he is kicking, get on the right side of the defensive line, in front of the offensive line. Go left for two seconds, then right. Pull left for two seconds, then right. Pull left and down on your joystick and press the button.

When receiving the ball on a punt, just pull down without trying to dodge the players on the computer's team. It is almost impossible to dodge them.

In the last 1 1/2 minutes of a quarter, the computer will run about 75% of the time. This is a good time to choose a 6-1 defense.

The computer throws more to the right than to the left, so make sure you have a good safety and/or corner back on that side.

MANIAC MANSION, To open the safe, go up to Edna's attic and open the painting. Then go to the observatory, use your dimes in the coin slot, and push the right button twice. Look through the telescope and you will see the safe's combination.

REVENGE OF DEFENDER, The manual says that air buses don't appear in the Commodore version of this game, but I've found a way to get one. On the first level, leave one spaceship flying and land the Star Ray. If the spaceship lands on an installation, blow up the installation, but not the spaceship. The blue air bus will appear in 34 seconds. It will stay on your screen, so don't try to shoot it. Use your vaporizers, or if you don't have enough, hit it with the Star Ray.

FROM THE ROOM DOWN UNDER

Larry J. Balley

The Big Wheel in the Sky...

Welcome to summer. Ninety plus degree weather, and humidity to match. We are probably down on usage, most of us anyhow. But this is the time of year when people should try to work at least a little with the Commodores. After all, what is worse than sitting down to play a game on Thanksgiving, or to type a letter in your favorite word processor, and you turn it on, and nothing, just a blue screen (if that). It happens. If you forget about them, the sometimes try to forget about you.

Now don't get me wrong, it isn't any more fun to sit down on a regular day and turn it on, and all you get is that blue screen. It really bytes (couldn't resist it).

So, use it. Play a game or two. Call the BBS (imagine that). Type a letter, and print it out. Just do something.

Anyhow, so how goes it? I am on the Internet alot... write me. The address is: >>> Legacy@iglou.com <<<. Try it, I answer my mail, usually that evening.

What's that? You're not on the Internet. Well, then most likely, I'm hard to catch. If a message does not require a response, or a voice message tells me something, I assume that you assume that I will get it, and I take note of it, and ignore it. If it is important, I'll answer, but usually messages are just telling me that something was done, and sending "Thanx" is a waste of time.

OK, so there you are, in your little cubicle, working on the Commie, when all of a sudden, blowie, off it goes. What do you do? Well, you call the resident service technician (read DAVE!). He still has access to what parts are available, and if it can be fixed, he can do it. There is one catch. In order for Dave to fix it, parts have to be available, and they are getting scarce. If you have a machine that doesn't work anymore, get it fixed soon. Most of the parts are quickly being snatched up. If you let it slide, you are just letting one more Commie join the junk heap. Lawn sales are not reliable replacement sources. You don't know if it works, or for how long. And they are quickly becoming extinct items. Think about it...

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

RUMINATIONS...

Hello, everybody. This month marks the second anniversary of my joining LUCKY. It's been a great two years. I've learned quite a bit about my Commodore machines and at the same time been able to expand on my collection of hardware and software. My many thanks to all of those who have helped me these last two years. I feel fortunate to have had the opportunity to give something back by way of co-editing this newsletter. I hope those of you reading this don't feel like you got the short end of the stick.

Speaking of co-editing this newsletter, Legacy informed me the other day that, unfortunately, he will no longer be able to be a full-fledged co-editor with me. He did, however, agree to continue to contribute with Trivia, Big Wheel, and occasional other assistance. And it only took a little arm twisting and thumbscrew turning to elicit this agreement. (BIG grin) I think we should all take the opportunity to thank him for his tremendous efforts over the last year and a half. I know I couldn't have done this without him. THANK YOU JAMES!!! I will continue to edit and publish the LUCKY Report, assuming of course, that you all want me to.

I logged on to the LUCKY BBS the other day and boy was I surprised, pleasantly. Posts, posts, and more posts. GREAT! The only problem I see is that it is unfortunate that toes have to get stepped on and hands slapped in order to get this kind of usage. EMPIRE! is back up and running with quite a few people playing. It's really nice to see a lot of activity on the board. And here's one for Ripley's Believe It Or Not, I actually got a busy signal when I tried to call the board. More than once even!

Well, I guess I've rambled on enough for one month. Till next time...

LIVE LONG AND PROSPER, L.U.C.H.Y. PEACE AND LONG LIFE, Commodore.
TANSTAFL Dan Truitt

How to Make a Newsletter

Over the course of the past year and a half, Legacy and I have received a few compliments, and some complaints, about the LUCKY Report newsletters that we have put together for your enjoyment. One thing, though, that has been brought up numerous times has been the question, "How do you go about making the newsletter?". Well, here it is! The answer to your question, and the guideline for anyone who may wish to emulate our efforts.

The first thing you have to ask yourself is, "Why do I want to do this?". The best answer I can give would be to tell you why Legacy and I decided to do it. Since becoming members of LUCKY our interest in our computers was revitalized. In an effort to 'return the favor' we decided to do as Dan Koleski asks at every meeting. HELP OUT! The first opportunity came along when Roger Serianni decided to give up his publishing duties. In September of 1994, Dan asked for volunteers to take over. Legacy and I discussed this opportunity to give something back to the Commodore community and decided to give it a try. In November of that same year we submitted a trial, 'Premier' issue to the Executive Board and subsequently the membership at large. Sort of a 'Shareware' version if you will. The rest, as they say, is history.

The first thing we had to do was decide on a word processing or desktop publishing program to use. The 'Premier' issue was done collaboratively with each of us using a different software program than the other was using. This created major problems when it came time to put the finalized product together. Anyone who is doing a newsletter on their own would not encounter this problem immediately, however, you have to ensure that any files that are submitted by another individual can be imported to the software package you are using. There are numerous ways of doing this, but in order to make it as convenient as possible for prospective contributors, you must use something as versatile as possible.

We eventually decided upon Fontmaster 128 as the best compromise between our own individual preferences. This was not as easy as it sounds, because both Legacy and I can be very stubborn at times. But Fontmaster was able to do everything we needed. And, since neither of us had used it before it seemed to be an equitable solution to our disagreement, because I wasn't about to learn how to use the software of his choice and conversely there was no way he would learn mine.

The next step in developing a newsletter is to come up with things to include in your newsletter. In the LUCKY Report these fall into three categories. The first category is regular columns, such as Notes from the Red Room, The Bored Room, The Room Down Under, Disk of the Month, and the Treasurer's Report. Occasionally, we also had a column written by our secretary, Rosebud's Realities. The 'Red Room' is written by the President of the club, Dan Koleski. Most newsletters have something of this sort. The Treasurer's Report is, well, the treasurer's report. Most club's newsletters also have this. Larry Bailey is such a regular contributor, and every month he comes up with something pertaining to hints, tips, and/or tricks, so Legacy and I decided to make this into a column of his own. Thank you Larry for all your help! Larry also does an article every month listing the programs included on our club's disk of the month. We found that this listing fits quite nicely right there on the cover page. Since the BBS is probably one of the major attractions of our club, Legacy and I felt it would be fitting to have the BBS's Sysop

write a monthly article about the action on the board. With some trepidation, we approached Dave Snyder with this idea. Much to our pleasant surprise, Dave has come through with flying colors! Thus was born 'The Bored Room'. If you question the spelling of his column's title I suggest you talk to Dave about it sometime.

The second category of things to include in a newsletter would be feature articles. For us, these come from three sources. The first source is regular contributors (read-Larry J. Bailey). The second source would be other submissions. We have received a few of these both from within the club and from others who have come across our newsletters via our newsletter exchange. Sadly enough, we have probably received almost as many submissions of this type (read- non-Larry Bailey articles) from people outside of our club as we have from members. The third and final source is an article (such as this one) that either Legacy or I write ourselves.

The third category would be our other regular features. When we first decided to take on these publishing duties, Legacy and I wanted to give the newsletter our own "little extra". Leg has access to Jim Brain's trivia compendium so he came up with the idea of putting this into a format that we could use in our newsletter. And so we have 'Commandora Trivia'. I, on the other hand, don't have Leg's connections or wealth of knowledge. However, I do have some experience in creating puzzles, as solving puzzles is one of my daughter's favorite pastimes. So I came up with the idea of putting in a search-a-word puzzle at the back of each issue. We also each write an 'editorial' every month, sometimes light-hearted, sometimes not. These are seen as 'Luminations' and 'Big Wheel In The Sky'. More on these later in this article.

Now we're ready to create a layout for the newsletter. The first thing you have to do in creating a layout is find out just how much you have to put in your newsletter. To do this you simply count how many pages your finished items will fill. The things that are in every issue, columns and regular features, are easy. You already know how many pages they will fill because they are almost always the same. All you have left to do is figure out how much space your other articles will take. You can do this by pre-printing a rough draft of each submission. This should give you a good idea of how many pages your newsletter will be. Due to the way we reduce the copies for our newsletter exchange and for mailing to club members that don't make it to the meetings, the newsletter must have a specific length. The back page is always left blank for addressing purposes. Since each reduced sheet of paper actually has four printed pages on it, the total number of pages must be divisible by four, minus the blank page for the back. This means that the newsletter must have either 7, 11, 15, or 19 actual printed pages.

Have you ever seen someone else's newsletter? How about your daily newspaper. The front page always seems to have a banner of some type identifying the newsletter. So the next thing we had to do was come up with one of our own. Unfortunately, we were unable to contact Roger to get the one he used so, we made our own! The top three and a half inches of the front page are actually done using three different programs! The identifier that tells who we are and our address was done using a sign printing program. Then we added the club's logo, when we finally got the printshop graphic file, by printing out two copies of the graphic then cutting them out and pasting them in place. The telephone number and month of issue are printed out separately using a word processor. These are also cut out and pasted on. You have to be careful though when cut and pasting like this, because sometimes an outline of the paper pasted on top might show on the finished product, and we don't want that.

Another thing that almost all newsletters have is a 'mission

statement'. That, we always put on page two because that is where we feel it should be. The rest of this page also has our list of officers, the treasurer's report, and a note about our disk library. The only thing that changes on this page is the treasurer's report (obviously) or the occasional change in officers.

Now for the 'meat and potatoes' of newsletter editing: editing individual articles. EVERY column, article, and feature must go through this process. Pre-print a rough draft of the article in question. Now, select what fonts you want to use. We use different fonts for the title of the article and for the body. It helps make the article stand out. Also, if it is a regular column and you use the same font for the title every month, it helps the reader to quickly scan through your newsletter for their favorite column.

Next, decide how you want the page or pages of this article to be formatted. One wide column to fill a page, two columns, or even three. The use of two columns can sometimes come in handy if the article you are working on will take up an extra half of a page. It makes it easier to do your newsletter layout if your half page article sections are in columns.

Now that you have set this up, it's time to go over the body of the article correcting grammar and punctuation. This is where, if you need to change the length of your article (shorter or longer), you can re-word sentences, add sentences, or delete them altogether. Just be very careful that when changing someone's words that you do not change or lose the concept the author is trying to express. The quickest way to ensure that someone never submits another article is to put words in his or her mouth that don't belong there!!

After this is all done, it's time to run it through your spell-checker. Being reasonably competent with the use of the English language, Legacy and I like to use two spell checkers on every article we edit. We use the spell checker built into our word processor and also we slowly read through each article we are editing checking for words that are actually spelled correctly but the wrong word is used. For example: to, two, and too. Even doing this, however, we find in the finished product every month something that has slipped by us. We're not perfect, nobody is, but we do the best that we can.

As for the Trivia page, any questions will have to be directed to Legacy. I have absolutely no idea how he comes up with this. I don't know where he does his research. All I know is that every month, without fail, he hands me a printed page with the trivia questions and answers on it.

The puzzle on the other hand is mine. It is a simple, straight up process. The first thing I do is select a subject. From this subject I make out a list of words to include in the puzzle. I confess that sometimes I have had to resort to asking Leg for help in coming up with enough words to fill out the puzzle. Next, I load up my puzzle maker program, input my carefully (giggle) chosen words, hit <RETURN>, and voila, my trusty little commie prints out a puzzle and solution for me. Well, it's not quite that easy, because the printout that is done by the puzzle maker program won't fit the format used for the rest of the newsletter. So, I have to type in every word and letter for the puzzle using my word processor.

Somewhere along the line when Leg and I were first discussing the possibility of doing this newsletter, one of us came up with the bright idea of each of us writing a half-page editorial. Nothing specific, just write down whatever we're thinking. Yeah, right! Simply put, that is how 'Ruminations' and 'Big Wheel...' were conceived. During the course of the

last year and a half we have: Thanked, prognosticated, informed (well, tried to), cajoled, whined, griped, pleaded, told little stories about ourselves, and in general just plain rambled on. We hope you have enjoyed this, or at least been affected in some way.

Back to the newsletter. We've gotten our submissions. We've laid out how we are going to include them in our newsletter. We've edited them. We're almost done! Now we are ready to print everything out. My recommendation is to print out each page sequentially. Start with your banner and first page article. Then do your second page, etc. Eventually, if your printer doesn't give out first, you'll have the basis for all your pages. If you have any empty spaces you might want to fill them in. You can place graphics, quotations, quips, or cartoons in to 'fill the gaps'. Once everything is printed out you may have to do some 'cut and pasting' in order to get each page ready for copying.

Page numbering. Boy did we stir up a hornet's nest with this. At first we didn't even number the pages, but when we started having articles that were continued on second or third pages we found that sometimes the separate sections of one individual article might not be all together. In order for the reader to follow an article through from beginning to end, we needed to reference what page it would be continued on. Consequently, we needed to number our pages. Being the individualists that we are, we decided to do it a little bit differently than everyone else. Since we are a computer club, and our computers (in machine language anyway) are programmed using the hexadecimal system, we thought it would be a nice touch to number our pages the same way, using hexadecimal numbers. Although some people were, shall I say, a bit disgruntled with this, it eventually was put to a vote and overwhelmingly approved. Thanks for the vote of confidence!

Okay, everything's ready to 'go to press'. Take your pages, cut and pasted and all, to your local (or not so local) office supply or copying store. We take the LUCKY Report to the Office Depot on the Outer Loop. Once there you have to make 'original' copies for each page. Any page that has a piece of paper cut and pasted on it will jam if you tried to run it through the high-speed copiers. So, make a single photocopy of each finished page. This copy is just how your newsletter page will turn out. Get your pages in order, then all you have to do is give them to Carrie or one of her many competent assistants, and they will do the rest.

A couple hours later you can go back and pick up the finished product. Office Depot will staple the full sized copies for you using their machine for a very nominal fee. However, the reduced size copies will need to be stapled by hand. For this you need a long-throw stapler. Once the reduced copies are folded and stapled your job is done. Oh yea, I forgot, you still have to deliver them to the meeting!

That's it! That's all there is to it. It is quite a bit of work, but it is very rewarding. Especially when you're late for a meeting and you almost get mugged by people who are eager to see your latest compilation. This article is meant as a guideline only. It is not absolutely necessary that the newsletter be done this way, but this is what works for us. When Leg and I hand over the reins for the LUCKY Report the next person may find a better way. You never know.

Dan Trauls

The Bored Room

By Dave Snyder, SysOp of LUCKY BBS

Hot, hot, hot, that's what I'm feeling these days. Not only the weather has me down but the BBS as well.

Don't get me wrong, the BBS is running fine. The problem is with users and complaints:

The games are back, and so are the problems related to it. We have people trying to use more than one account to access the system in order to be able to play the games more often than they are allowed.

If I post a message of most any kind then I get accused of running a "bully pulpit" because I am the SysOp. Let me tell you here and now: I have never used the BBS as my own forum to achieve my own ends. I have however, taken responsibility in the past to make sure that there were posts for users to read when they log on. I want to make it perfectly clear...

Just because I post on the BBS does NOT give me any kind of advantage over anyone else. EVERYONE with access to the BBS has the same rights and ability to post messages and make their own ideas and concepts known to all who come and read.

I never delete messages which are contrary to my point of view. In fact I don't remember more than a couple of cases where files were deleted, and those were either obscene or in one case a voting topic which had only one side represented, with no way to disagree or to abstain.

Dan is right, this stuff is getting old. People would rather call everyone in the club and complain rather than sit down and respond to a message that is right there in front of their faces.

Now on to the other topic of discussion. Multiple handles or accounts. There are a few users that enjoy the games so much that the five normal turns aren't enough. By one means or another they are bound to find a way to cheat the system and make it difficult for the rest of us. We

do allow users to have several accounts on the system but have revamped the system to allow only one handle to have access to the games. If you have problems accessing the games, then you must PERSONALLY contact the system operator and access will be granted. Furthermore, anyone caught using another persons account other than their own for the purpose of playing the games will be punished by being temporarily restricted for a period of a month or more. We have set up a system to check and see who is calling, and from where. The system operates at random and will be printing out suspicious accounts to be called and verified by officers from LUCKY. It's a shame that people feel that they have to cheat. But we can't allow it to ruin the games for everyone else. We have a few players that have dropped out or don't play very often anymore because of problems like this.

Well I guess I had better come down off my high horse and wrap this thing up. Of course those of you who have opinions contrary to my statements above, do us all a favor: either submit an article to the newsletter, like I did, or post on the BBS to let EVERYONE know where you stand or sit on it. Don't be bothering the officers with petty bickering. You have already driven most of us out of office with this kind of stuff.

I was cruising the Internet last night and found the Commodore World homepage and I'm afraid I have bad news my Commodore friends. CW's Online Horizon News has not been updated since 8/27/95. If someone as big as Commodore World doesn't have anything new to say about Commodore, we are most certainly in trouble. It's going to mean that we Commodore users need to stick together even more now. Jameco (the main parts source for Commodore chips) has sold out to the bare walls and is not gonna

carry the Commodore chips anymore. Our sources are fast drying up, and in addition, people aren't willing to pay to get them repaired. They seem to want to go to a flea market and take their chances on NOT buying another broken one, rather than paying \$50.00 to get a unit that is tested and warranted.

There are a lot of Commodore sites out on the Internet, but they seem to be talking rather nostalgically about the past rather than the future. It's like a walk down memory lane rather than a run through technology's cutting edge.

I even located a site that has color pictures of antique Commodore equipment. They have just about everything that Commodore made, in jpeg format for download or viewing online.

It's too bad that we can't count ourselves among the few clubs that have a viable home page on the Internet to help others find their way.

--*SysOp*--
.s

COMMODORES STROLL IN USE!

"ABOARD THE K27PER AIRBORNE
OBSERVATORY"

I found this article in the CEBUG CHRONICLE newsletter: A group from East Brunswick, N. J. They had gleaned it from the Philadelphia Inquirer.

"A University of Arizona research astronomer is aboard an aged C-141 jet, soaring 41,000 feet above Nevada. Sticking out a forward compartment is a 1 meter telescope aimed at a battered piece of rock called Mercury - 50 million miles away.

A Commodore 64, an old computer made originally for electronic games, controls and fine tunes data collection from the telescope. Fred Witteneborne, who directed the operation of the instruments connected to the telescope, says, "It works."

And here's more proof that our old standby is still in there pitching:

A year or so ago, several members of RVUG (Rancocas Valley Users Group, NJ) visited a local radio station, and saw the "old C-64, via telephone lines, controlling several remote transmitters for the stations extended transmitting points. The station also used a 1541 drive and a 1702 monitor. The station manager wrote all the programs he uses for control and data input commands.

SATAN'S HOLLOW

Well guys and gals here we go again. Another great game to review. How many out there have been up a hollow? Not to many hands going up. Well let's review the game and see if you can figure out what a hollow is.

The game is played via joystick, with options for either one or two players. There's also the option to use the fire button either to fire missiles or activate shields.

You must build a bridge over a fiery river to cross over into a bonus round, where you will do battle with Satan himself. You are given an initial armada of three ships, which come into play one at a time. You will be awarded a (and this is the only one) bonus ship at 10,000 points. Overhead, there are pterodactyls circling and dive-bombing your ship.

You fire laser missiles from your ship's cannon, and for each pterodactyl that you kill with either your laser missiles or your deflection shields, a section of bridge appears at the lower left side of the screen. You must then transport it from the left side to the right side, still under siege from the pterodactyls and their bombs.

When you've cleared the screen of pterodactyls, a bonus flag (worth 1,000 points) is placed atop the castle in Satan's Hollow before the next wave of attackers descends upon you. When all sections of the bridge are in place, you cross over it in your ship and do battle with an extremely angry Satan, who hurls lethal bolts at you.

If you're successful in defeating the devil, your bonus score is metered out according to how many flags you have on the castle. Then it's back to the other side of the bridge for a fresh round of either pterodactyls or another type of demon, who randomly spews forth fire in an attempt to incinerate you. The only protection you have from this is your shield (which is activated by pushing or pulling the joystick) or evasive action (moving rapidly to the left or right). The shield is most effective, but its protective power is depleted in a matter of seconds. It takes slightly longer than that to recharge it. You are vulnerable to virtually everything on the screen. The challenge just does not quit in this game, and there's provision for recording your high scores to disk.

Now what is a hollow? Didn't give us a clue in the above game information did it? The American Heritage Desk Dictionary defines hollow as (Having a cavity, hole, or space within: a hollow wall. A valley or depression. Imagine if you will, two mountains coming together, a valley between them, and there is usually located a depression in the ground back into one of these mountains. A hole, etc., this is a hollow. Have fun.

Larry J. Bailey

WHAT THE HECK IS CP/M?

(Extracted from material posted on Loadrunner by Paul Vuchetich, NMCUG's resident CP/M expert.) Via NMCUG Aug. 1983

CP/M (Control Program for Microcomputers) was the forerunner to MS-DOS. It was THE standard control program that linked your keyboard, monitor, disk drives, and computer brain. Have you ever heard of the following computers: Osborne Executive, Kaypro 2,4,10, Xerox, Intel? There were hundreds of more brand names and their common link was that they all used CP/M. Programs were developed for CP/M that were applicable to all the machines out on the market at the time, like Wordstar, Dbase, Multiplan, Perfect Writer, SuperCalc and many, many more. Most were applications programs but there were a few games like Space Invaders and the like.

In 1981/2 these were the premier machines and they worked great, people loved them and they could cost as much as 4 to 5 thousand dollars new. Now you can buy one for 50 to 60 dollars and get plenty of use out of them. Most of the machines have 2-360K disk drives, a built in monitor and a detachable keyboard. I have several brands even now and love to play around with them.

The came 1982/3. CP/M was slow in coming out with their latest version to be packed with the latest computers and MS-DOS came out with a stopgap control program to fill the void. The MS-DOS machines could use either MS-DOS or CP/M to make them versatile and desirable to those who owned the CP/M machines and software. However, so many machines were bought that SUDDENLY and SURPRISINGLY, MS-DOS based programs began to glut the market and people began to lose their taste for CP/M based programs. The foothold given to MS-DOS by the slow footed CP/M folks has never been taken away. However -- all of the major programs mentioned above work and look the same in both the MS-DOS and CP/M formats. The difference is really transparent to the user.

THAT'S A VERY QUICK LOWDOWN ON CP/M HISTORY!

I've used and still use CP/M. Osbornes, Kaypros, TRS-80 Model 4's, and C128 and all the programs are transferable between formats. Many of the machines had multiforamt programs that came with them that allowed you to use disks from other machines with no hassles. Real nice. I am familiar with Wordstar, Dbase, Perfect Writer, Multiplan and many of the utility and terminal programs.

CP/M is actually close to working with MS-DOS machines. CP/M is not recommended for the C64, but works very well with the 128 and 1571 drive, 80 column mono- or color monitor. Works GREAT with the 1581 drive and even better and with more versatility if you have a RAM expander to play with. I have them all and use CP/M extensively on my C128.

The programs Wordstar, Dbase, Multiplan, Perfect Writer, SuperCalc and many more were the same programs as are now available in MS-DOS. You can still get the latest releases of CP/M versions of the programs and run them on your Commodore 128's. The games work well, too, from CHESS to Space Invaders to FROG and many more that were the first video arcade style games.

(Courtesy of COMM-LINK, the official publication of the Hub Area Commodore Club, in Marysville, Ca. for all of northern Ca.)

SEARCH - A - WORD

THEME: Making a Newsletter

Find the following words in the puzzle below either across, up-and-down, or diagonally:

article	editor	mission	roomdownunder
banner	exchange	page	ruminations
bigwheelinthesky	feature	paste	spellchecker
boredroom	grammar	publishing	staple
cut	graphic	punctuation	submission
column	issue	puzzle	treasurers
desktop	layout	redroom	trivia
diskofthemoth	luckyreport	review	wordprocessor

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b h a u i k w o t v r l i r e v i e w u
e e g a p h c o v n v m m e p m p q h e
u c e d a i b e r t o o o n l l o t e l
s j t b h g d s d d o i m o r c n q t z
s m l p i i k f p r p i t r r o i r w z
i q a v t g e d d e s r o a m d o t j u
x r j o m a w e i s l o o e u p e m r p
g r r p t t r h i a m l h c e t n r c a
t h a u v o l o e d i t c r e o c y r p
s r r m b p n l o e f v y h b s c n x q
u e e s m w u w s o l k i p e k s r u u
b t i a o a n b k e c i d r o c l o z p
m l x l s u r s l u x v n h t t k v r q
i v q y n u i g l i l c u t h j k e r a
s c s d d d r l l w s a h m h v l s r m
s l e p a s t e e g s h y a y e w f e p
i r r p y q p s r f c k i o n s s c t d
o q f b a n n e r s c i g n u g g k h k
n s n o i t a n i m u r g p g t e f y l
e d f a u f n m u l o c i s t a p l e w
    
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Trivia Answers

A \$080) The magazines were originally called "Commodore Microcomputers" and "Power/Play: Commodore Home Computing". They never did seem to nail down the name of the latter as I see "Power/Play" and "Commodore: Power/Play" used as the original names as well. Anyway, Commodore Microcomputers started its life in 1979, whereas "Power/Play" started in 1981. Both magazines were published until around 1987, when they were merged to form "Commodore Magazine". Then, around 1990, the magazine was sold to IDG Communications and was merged into RUN. RUN was continued for a while, but was finally pulled out of circulation. Creative Micro Designs purchased the rights to the magazine, and now Commodore World is being produced by CMD.

"The Transactor" is also a correct answer, and info on it is below.

A \$081) The infamous "Transactor". One of the noted C64 hardware-hacking magazines, it was originally published by Commodore Canada, before being sold to an individual named Mr. Hilden. As far as I can tell, this magazine, died many deaths, but ceased to exist in 1989-90. Its first issue is dated April 30, 1978.

A \$082) No! The newer 128 compatible chip (VIC-IIe) has 8 extra pins to perform timing functions specific for the 128. In addition, some of the registers have extra functions. However, a suitable card to make it compatible can be made.

A \$083) Phase Alternating Line is the answer I was looking for, which describes the video encoding used in Europe, but Programmable Array Logic is also correct, which describes the family of chips used as "glue" logic for the C64 I/O and processing chips.

A \$084) 5; Play, Rewind, Fast-Forward, Record, and Stop/Eject. Later models separated the stop and eject functions into two buttons.

A \$085) When you change the volume of a voice. The voice need not be outputting anything.

A \$086) Take your pick:

Control Program/Monitor

Control Program for Microprocessors

Control Program for Microcomputers.

The last one is considered by many to be most correct.

A \$087) Normally, the user cannot enter a line number higher than 63999. If you want to be tricky, however, the numbers can be made to go up to 65535.

Commodore Trivia

Commodore Trivia comes to you compliments of Jim Brain. Jim posts a monthly trivia contest on Internet. His address is: BRAIN@MAIL.MSEN.COM
Thank Jim!!!

Q \$088) What symbol, clearly printed on the front of a key on the Commodore VIC, 64, and 128 keyboard, is not available when the lower case character set is switched in?

Q \$089) How do you get the "checkmark" character ?

Q \$08A) On the PET computers, what memory location holds the Kernal ROM version?

Q \$08B) The Commodore computers have 2 interrupts, called IRQ and NMI. What does IRQ stand for?

Q \$08C) What does NMI stand for?

Q \$08D) The 6502 line of microprocessors has a number of flags that can be used to test for certain conditions. One of them is the N flag. What does it stand for?

Q \$08E) How about the D flag?

Q \$08F) The shorthand for the BASIC keyword PRINT is ' ? '. What is the shorthand equivalent for PRINT#?

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