

NO FAHEY COVER  
THIS TIME AROUND  
TIME AND SPACE  
ARE THE LIMITING FACTORS

**LOST THE PRINTER AND THEN THE  
REPLACEMENT PRINTER FAILED  
PARTS WERE NOT EASILY  
INTERCHANGEABLE**

Thanks to Sunfish, we have a new  
Optra 40 printer and a GeoCable II  
GeoPub Failed and again gave a  
duplicate page at page 1 on one of  
the parts for this issue.

That is why we slammed it all together  
into one bit 20 page thinggy for the members.  
Just not enough time to make it pretty for everyone.  
Since truth be told it is over a month late getting into  
your hands. Hope all of this works and that the wait  
was worth it as was the stress of fighting to put it out  
this last 40+ days. {S}

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

Those that didn't run fast enough

Chancellor: (Sense) David O.E. Mohr

Treasurer: Scott Farley (#16)

Commodore Librarians: Imperial Warlord (#2)

Editor/SysOp: Lord Ronin from Q-Link (#1)

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S.I.G. reps: *Amiga* Scott Farley (#16), *Emulators* Scott Farley (#16), *GEOS* Lord Ronin,  
*Basic Programming* Lord Ronin.

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Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen (#3) Imperial Warlord (#2)  
*WareCat* (#23) *Cracking PAL->NTSC* Mad Max (#21)

### A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is \$18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit cost on the BBS (currently being rebuilt)

Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS (both options are being recreated at this moment) We consider ourselves to be the most fanatical Commodore group in the multiverse.

### Contact and Next Meeting

Snail Mail: ACUG #447 623 29th St. Astoria Ore 97103

Voice/Machine: 503-325-2616

BBS (being recreated) 503-325-2905

inet: lordronin@videocam.net.au

Next Meeting is 7:00pm 21/Sept/06ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

# NOTES FROM 21 SEPT:06CE MEETING

OPEN 7:00pm

NEWSLETTER Approved, with correction see Editor section

CHANCELLOR A500 serenaded us with her howls. Not healthy enough for her "fixing" operation. Rubbed and wanted in everyones lap. Sensei wanted it explained for the record about the attending and no attending members. Information from non attending, long distance members, is gathered from e-mail messages. Presented in this record in the appropriate spots. "Crash" the SysOp of the late Tidal Wave BBS, was our visitor that night. Having been lectured to by LR on the sacred C- enough to now want one.

In going over the newsletter exchanges. The report on the passing of Jon at Madison Area Commodore Users Group, in Wisc. Was a sad notice, also sad was the fact that the group has now decided to disband. Our condolences go out to Jon's family and all his C- friends in the M.A.C.U.G. LR stated that he had announced that information on a couple of the C- mail lists and many others have passed along their condolences. He added that many don't understand why the group would disband. A question was made about M.A.C.U.G.'s C- library, what is going to happen to all the disks. Motion was made and passed that the A.C.U.G. should inquire about the library, and if it is going to be abandoned, that we should try to preserve the disks and any other items. LR was asked to send a copy of the newsletter to Marty at M.A.C.U.G.

LR insert: Marty, if the library is going to be abandoned. We would like to pick it up for preservation in our group, and eventually on the rebuilt BBS. Feel free to contact me via e-mail or snail mail about this topic. Sorry if this sounds like a vulture descending.)

4C's in Ohio is continuing with their new format. One piece of information caught our eyes and that was a piece of the cake in spirit for our LR, as it seems that the kitty box cake has become a staple for their events. Hoping that this is a good thing (BG). Their editor Six is interested in C- related articles.

AmiTech-Dayton Gazette carries an editorial from Eric Schwartz. One part was of great interest to the group. 15/September is the 10th anniversary of Sabrina OnLine comic strip. The goes on how things about the Inet and society has changed in the last ten years. Where the Inet has become to many people an object that "everyone" has and knows about. A small bit on the stealing of and music files, with the attitude that it is right. A point that bothers Eric. Ron, their president talks more on his growing Inet addiction. Geos into depth about problems on dating sites and then about some new things of interest on Amiga sites.

The Village Green will be reviewed in LR's section. As there are some questions and errors that he needs to correct.

**TREASURER** Secret cash stash in 1 cent pieces still holding at \$23. ~~#16~~ was unable to attend the meeting, because of his work schedule. His report is simple, as he is keeping the receipts for the photocopy of the newsletters. That being the only expense at this time. Records that had been started with GeoCalc, are lost on his dead HD. The one that felled out on us for LR's work. Fortunately he had just started making the layout and there wasn't any information installed.

**COMMODORE LIBRARIAN** Thanks to Al Jackson at 5C's for a programme that he included on a recent disk. Side one has, besides the little intro screen, a fast and simple one, then the resurrection of the Cat Fish mega menu, a collection of slide shows. These were created by making fast scans from the Classic Traveller books, Monster Manual VI, and High Colonies. Transferred as usual to GeoPaint and then to Blazing Paddles. That later conversion lost a large amount of detail. Images in the slide show were not altered from how they arrived in the conversion. Colour screen and some story line text where created for effect. Showing in a crude way how the slide show prg can be used for an illustrated story, and for educational purposes. A three screen slide show is also on the disk and it has some tips on how to create the slideshows, as the tool is also included on this disk. Hope to see some work in the future from the members. Second side has the intro whic this screen has a bit of colour for the Operation Lost Cat stories on this side. A novelty screen/loader arrives after the intro screen that loads the Load Star reader prg for installments 78-83 of Operation Lost Cat.

**EDITOR SYSOP** OK there is a problem with the last issue of the Village Green. Hmm, now what can I blame it on? Won't believe it is Dicey Bags fault (local in house joke) Could I say I was blind stinking drunk? Nah that would be a lie. Well then guess the truth is in order. Cover says that there is a Handy Scanner article inside. Nope it is the thing on Geos for making maps. Having all of the lovely little problems with the ink cart < sarcasm heavily dripping > The cover had to be done a few times and I was looking at my notes from last month. When we finally have one that worked. All was rushed to be done and out in one day. Time constraints and pressure where rather high at that time. I simply entered the wrong information. Fault is all mine on this one, not even the booze as I was < sadly > sober at the time. Careful look through the edition show where the ink cart was playing havock with us as parts of pages are not completely printed. A new cart has been ordered and we expect it to arrive before the printing of the October issue.

This was our first 20 page edition. Feed back on many of the changes has been good. Switch to full page over columns. This has been stated by several to be easier to read. Even had some compliments on the use of the Prisoner font. Speaking of the font, the 14 point size appears to be well accepted as easy to read in the booklet format. BryanP in NJ, suggested that we try to rotate the GeoPaint image of the Sabrin Online comic strip. At first I had no idea on how that could be accomplished. As the files are on a heretic formatted disk. GeoDos is used to copy the files to the SCPU ram. The a gif2geos tool is used to make the gif file into GeoPaint. Last

issue I added the sales information (well the shop does sponsor the group) into the GeoPaint page and then inserted that into the Post Print document at page 19. Uh, like man after a few wondering why it was in the wrong place covering text, problems. Very coincidentally while I was hunting through disks. I found a tool that I have no memory of seeing before. Way too many burned out brain cells, if any still exist. Tool is called rotate. OK I gave it a thought and copied it to the ram. Tried a test, but there where the printer problems, coupled with a two power outages. Meaning that I haven't seen a print out and now must find that frelling file again. Outcome of the test did take a Sabrina OnLine and rotate it so that it was along the right hand side of the page. Great for left handed readers. Will it stretch it out more, as BryanP suggested in his idea of rotating it? Can't tell you, as for Geos 80c users in GeoPaint, you are aware that the screen isn't true, being longer than wider. However it looked good to me, with my bad eyes.

All of that means that I will try the experiment in the next issue. Intention is to try to use GeoPub at 12 pages. Then make an 8 page secondary part that will go in the center of the issue. Semi like what was done before with the Amiga part. Both being created separately. Still working on trying to see how it will all fit together. If the idea passes muster. I might be able then to use the paint scrap prg to convert a Sabrins OnLine, if under 27k, to a photo scrap for the album. Then install the rotated image on the page. Must be tested in the Geos S.I.G. Perhaps we have found some new things to try out?

Thought strikes me about our newsletter. 20 pages for September 2006ce, 12 years ago it was one page folded over and the other side of the paper was the wrapper. Sadly I find some other newsletters dropping, or cutting page count or just going bimonthly. Can't tell you why, just a thing that came to my besotted mind.

Ideas that have been presented for future issues, and improvements to the current style. Don't use the font that we used for departments last time. That was called cubic, and IIRC is 10 point. Scales o.k. in post print. Does become a bit hard to read when it is reduced. More than one has asked for more on RPGS with or without the Geos connection. So shall it be! (VBESG). Destined has asked for a review on QWKRR, the off line reader for the I28. Have to dig up the manresh myself. Maurice has my HD with the prg on it at this time. But that can be done as well, along with other bits that are reviews of C- item use. Several group members, and not from our group, asked to see the impression seal for the A.C.U.G. Must remember to put that on the next issue. No feedback on the membership cards that were placed in the last issue. Though talking about it in the IRC, other groups save for one never had membership cards. Reminds me to go back to work on the starter disk and the membership certificates.

#6 has a possible lead on some HDs that will work in our system. On a future trip to Mist-a-de Astoria, he plans to bring them and his own for some test and work. Already mentioned about some disk sorting. More on that in the proper location.

**DEPUTIES** #30 is now at installment #31 out of the 48 for Operation Red Cat, as heconverts them all to the GeoWrite format that we will use to print it out as a booklet. Been

sorting out the A.C.U.G. disks from the past years. Making certain that they are all in order in the boxes. Listing a short index for them and any issues that are missing. #3 went through two of those burlap rice bags, called "Vixen's nightmare". Found many mislaid issues of the newsletter and exchanges. Some dox and papers that aren't needed anymore. She has about a dozen more <editor ducks from her blow> to sort through. As of yet the dox for the Turbo Load & Save have not been found. LR may have to spend a few days creating a set for his promise to Beeman. #21 has been silent this month. Possibly because of his impending move to this area?

**SIGS Programming:** Still slow in returning to a regular based schedule. Work between LR and #30 created the novelty screen that is on side #2 of this months disk. That being about all that has bn done this month for programming.

**GEOS:** Red Cat converting as mentioned above. Game writing for the R.P.G. group. Some OnLine discussion and assistance to a couple of people. Been a bit slow on the experiments with the printer down for the last month.

**DISCUSSION** Usual bit on LR not being a writer, and the arguements to the contrary. As the discussion was on the current Operation Lost Car story, when the booklet of Operation Red Cat would be printed. Will Operation Lost Cat be a booklet? (several volumes if it is printed) Multi pages of story for the background on the All Flesh Must Be Eaten game for the upcoming BBS, as a Play By Electronic Mail game. Map making for the in house AFMBE game. A darker Zombie survival story set in 2020ce. Next stage in the shop rearrangement to have a larger space for the A.C.U.G. (editor note: that was completed two days later, just about ready for the change) Need to sort and catalogue all the disks that have been collected over the last 13 years. LR has started on that by separating all the found 1581 disks at the kibbutz. Testing them one by one and scrawling a lable on them. Plans are still to have them on the BBS, but when the Zip drive system works, they will be backed up on that and eventually made into CDs. Possibly through #16 and his Amiga one system. The discussion was on that aspect. But finalisation isn't happening till #16 is present to restate his ability to do this task. Plans for the next parts and interests in C- work were presented, as we have not fully recovered from the mark attack. "Crash" the visitor asked several questions about how the disks where made and in the short run, he wants a C- and to join the group. We shall see how that works out.

**DEMOS CLOSE** Slide shows where displayed, with explanation of how they were created. Line by line of the little 5 block intro programme was shown and explained for how the prg did what it could do in such a little space. Impressing the visitor. Closed at 8:30pm



That font is called "Ramstorm". Found it on a salvaged disk, like to use it on the disk sleeve for the monthly disk. Opening font to the meeting notes is Joker 24PD, department lable font

is Crusader. Main body text is the VillagPlain, well OK it is times Roman on the screen. Let me know if there is any problems with the readability of the fonts.

That all having been said, a reminder that the Anything Commodore Users Group CBM Registration number 447, is now a registered resource for the cop shop. Well on Saturday 23/September/2006ce, we have our own registered IRC channel on newnet. This is #acug and set up for beginners by beginners. At the moment there is no set in stone plans for meetings on this channel. Though I and the others are working on ideas for the channel. Including a one night a week PBEM theme game. Along with a place to hangout at specific times and talk about the sacred C- and the worship of the holy C- headed goddess (G). In short this is a new tool for us to use and we aren't certain how to use it yet.

All thanks for this go to RoadNoise on the IRC #c64friends. Two weeks or so ago he did a /whois on me and saw that I was also in the #acug chat. He wanted information on that chat channel. I informend him that "mark" created it long ago as a place for us to meet if there were any others in the group who where wired, at that time there wasn't. My .ircrc file has transfered three times, pacifier to harborside and finally to vcsweb.com. I had forgotten that it was configured for that chat. In fact I was under the impression that a chat channel was only open as long as someone was in the area. Meaning that I thought it was born when one of us logged into IRC and died when we left. RoadNoise, had me register my nick. So yeah LordRonm is now a registered nick in the systems. Then he went to work to stat up the channel. Not being able to answer his mail on time. He dis all the set up for me. Then transfered the description and password to my desires. On the 23rd we where in there and he turned it all over to me. Right there is a lot I need to study as at this moment I know nothing about the commands. But thanks to RoadNoise I know where to look. Should be more on this when I learn about commands and we talk more on the uses for this IRC chat channel.

Since the meeting plans for the edition you hold in your hands have been slowly talked about and a way possibly has been formed. T'will be another experiment in creating the newsletter. At this moment will try to make a 12 page section in GeoPub. Covering meeting notes, main cover, wrapper and our page 2 information. Last page will be the Sabrina, in some form we hope and the advert page. Perhaps done in GeoPub, but that is still a test to make. Since for booklet it has to be sheets of paper with four pages on each sheet. 12 is the count that worked before, and no dupe page as we had with the 16 page experiment in GeoPub. In order to make a full 20 pager again, well maybe 16 pages, time and my longwindedness will tell. A separate section will be created and inserted in the middle of the issue. Sort of like the old Amiga "Tally Ho!" section, which was 4 pages. A spot for reviews and other assorted bits of data that we find of interest. Well that is the plan at the moment, and as we say in Shadowrun, "The best laid plans of mice, men and machines..."

In a recent talk with #15 he will in the near future start the work again for us and with us of course on the nontax exempt status for this group. Be some time before all of that is set in motion. Yet we have been working in aspects of the required information of the group for the forms. Hope to get them again, filled out, shipped off and cross fingers, eyes and toes for a positive result.

24/Sept/06ce I traded some camp gear and some 1st ed AD&D books to #16 in exchange for a working SX-64 and a parts machine. Earlier in this year I had made a deal with alienrelics of the UPCHUG user group in Seattle Washington. This was for a SX-64 for our #30. Who paid the money and we have not seen the SX-64 yet!!! Most e-mails have gone unanswered to him and the group. The one that was answered just said he would check. Nothing more has been said and #30 is out the money. I covered that for him as I feel responsible for setting up the deal. Trading around the same amount of items in resale for the SX units value as was paid to UPCHUG.

Met #8 in the IRC on 24/Sept/06ce. I had wanted to try learning some commands, but spent some time talking with him. Good talk and we all wish him the best on his eye surgery. Which if I hadn't jacked into #ACUG I wouldn't have known that he was going for the surgery the following day. No, I didn't learn any commands either (G). Talked about the superiority of cats over mayhem creating go any where they want <yeah like the Cheech & Chong skit, that is the problem room mates dogs go anywhere they want> and other assorted tidbits of life the universe and everything (Commodore).

Now I just remembered something that BryanP said in the IRC. About the U.G. in his area closing (Didn't learn the name). He has about 640 disks to sort and archive. I'm not certain if this number is correct, as I didn't ask him how the disks are stored. As I mentioned many issues ago, you can stick 10 or more <depending on the disk box style> by removing the separator thingies. Wonder what they are really called? As many know I tore them out of my disk boxes and they are stored in some box in the shed. Anyway BryanP could have 700 or more disks. I know the fun he is going to have in preserving the files. Naturally I want to have copies of all his files for our group and the eventual BBS return, Bryan can I talk you into zipped .D64s of the disks???? ;? Oh yeah I need to explain that smiley for the new members. Winking smiley smoking a pipe. Change the ? with a l and it is a cigarette. Haven't seen one for Cigar or chewers.

On the Saturday 23rd Sept 06ce IRC a guy sent me in private messages a collection of lines of code to be used as a loader for a ML prg from Basic. Well I tried to write it all down and as many know there is no back scroll for me in IRC. I asked him in the IRC if he could send the prg lines in an e-mail. Next day they were there for me, I thanked him again and in his reply, he stated where he found the lines for me and would like me to keep him advised of the success or failure that I have inserting those lines into the basic prg. So that means it is a Rambling Story time, to explain in depth what is going on now and what has gone on in the past.

In the beginning (local members know this intro means a long one), the ACUG may or may not have had a C- librarian. Way back in 78ce, as the legend goes. In fact I have found nothing older than around 91ce in disks for the library of monthly issued disks. This from collections I bought from members as they ran away from the C-, OK they later ran away from the Amiga as well. As the current Librarian, I took over the position from the previous one as family and health problems prevented him from fulfilling his duties. Before that I had wormed my way in as the C-128 librarian. OK I wanted the 128 disks and there wasn't anyone

else that was using a 128 at that time in the group. All local members and many L.D. members have 128s today. This man though was the librarian when I joined in 93ce. As I understand it, he had taken on that task in the last year or so at that time. As an example, he presented me with a few disks to contain the library files, in a disk cataloguer style. After I printed out the entries, and gave the print outs back to him of the files that I wanted from the library. He was shocked to see that what he was given from his prior librarian, had nothing to do with the currently existing files. Seems I was the first to request the information since he took the office.

Disks at that time, bare very little resemblance to what is issued each month today. Several times there were duplicate files on a disk, that were issued a few months earlier. Photo Safari, some form of a slaome down hill skier and CW (contmueious wave) morse code trainers appeared several times on the disks. Won't retell the story of the 8 50count grey disks boxes I inherited with what was inside to all of the readers. Our librarian at that time made wonderful disks, to the eyes of a beginner such as myself. He could put the files on the disk, and make copies of the disks for the users. OK I didn't know about Marversck or fast hack'em at that time. I only knew how to file copy with Omega-Q II. You can image how long it took for me to put a disk together and make several copies of it that way.

Roger <the librarian> had a menu on the disk. This was something that he had found in the files and is rather easy to use, first one that I messed around with at the start of my C: disk making. Hey it is magic to be able to make this menu thinggy and have it load files. To a 44 year old man doing it for the first time. Side bar note, I found the master file of this menu prg on Q-Link with dox. Gave a copy of it to Roger. Helped him do a little more with the tool. Well besides the menu, Roger would make an intro screen. Pretty impressive for this beginner, not understanding a bloody thing. He tried to show me how it was done. Well he made a disk for the group, that I reissued a few months ago. About making a "diskzine", and the same result as when he issued it, happened when I issued it, fell flat on its face. Not enough dox for the dum orks in this group to understand. What is sad about that is that all of this information is from Load Star.

Now I understand what Roger basically did for the disks. He took some Koala pix used the tools from Load Star for the intro screen compression and then it would load up the menus after depacking. We never got the tools to work for our tests. Well, to speed things along from this history lesson. I had found on Q-Link several menu things. One of them is called "Mega Menu" and came IIRC in about 5 parts. Sadly I only have three of them left on my tools disk. But they are the ones that I need to use. Fast description about what this does for the reader to understand the whole premise. Through the use of these tools, created by "Oie Catfish", you can create a menu that naturally will load the file. Be it a ,8 or a ,8,1 load. Rather than just selecting the files from the directory, as others do, here after that part is done. Well you load up the third tool and you can edit the entry. What I mean is that you can make around a 32 character statement for the file. Personally I just do reverse colour for the name and another colour for a statement on the same line. BTW: the use of reverse on and off count as characters in the line. FWIW: Long directories, such as on a 1581, can be done in two columns.

Thought it would be a groovy thing to have on the monthly disk. Would have been, but Roger couldn't make it load with his Load Star intro screen thing and it was deleted from his use. I late would use it with our disks, after I took over group disk making. Well I didn't know how to make that intro screen from Load Star. #30 once made a slight change in the prg. Changing the "MEGA MENU", in a coloured box and the letters change colour, so that it did the same colour work, yet said "ACUG". Lost in the disk pile someplace. :( Might find it again, has shown up from time to time.

Thanks to Chameleon/CSD, I have that little intro screen maker. Well it just takes a font, and a .mus and a koala pic puts them together with my text driver. But it also wants a file to load after it runs its course. All I have done is either make a 3 block screen of text for it to load, or have it load the Load Star Reader prg I found. When there are the text files to read. So then the historical background is out of the way. Moving us up to current subjective time. OK to be precise the disk for September. My desire was to have a little prg that would act sort of like an access computer screen. Sort of "retro-future" in style. Log in, get found in the records, be greeted, have a retinal scan and then after confirmation the prg would load the file. This was the programming that #30 and I did this month. A mess of for/next delay loops, he showed me how to make each character typed in, appear on the screen. Found some prg errors that I had done for the colours. make it work for me. I did figure out a trick <finally> on variables, using them with a code that can be poked into the system.

Now that I have lost you in a part of the history of the group and what we did recently for the disk. I'll start to tie this together for all of us, who are waiting with rapt apprehension as to what the frell this is all about! September Penny Farthing disk side one. Has the intro screen and loads the Mega Menu. First time that was ever tried. Side two has the intro screen and loads that little prg we wrote. But that was not the idea or the desire. I wanted that little prg we wrote to load the intro screen, or the menu. Did neither and that was a bummer. Seems that with a load "filename",8 or even a ,8,1. Only the first part would load in the two other programmes. I mentioned this on the IRC, and the following week a guy there again on the IRC sent me the prg lines. Sent them to me in e-mail and then in another e-mail, told me the book he found them in, which I don't think that we have in our collection. As of this writing I haven't had a chance to give it a test out with my prg. Even with the REM statements, I am not yet following the prg. But that isn't the point of this rambling. The fact that a guy tried to send me the information the first time, but I had to jack out, saved it for a week and presented it to me, sent it again in the e-mail and wants to help. That is the point, as that is what the majority of C- people are like in the world.



*Lord Ronin from Q-Link*

Why she thinks I need to stamp my name up there is past me. But a nudge here and a cold bed there all lend themselves to the capitulation. ;?)

Did all that we could on the C= games last time around. Well it is possible to take your block map from a text adventure and create a map on the system. In fact I did that for two of the three "murder" games on the BBS. Going to go into more depth this time around on R.P.G. map making. Besides there were several requests for more specifics. Besides this is an experiment for a new way of printing out the newsletter.

Recapping a little bit so we are all at the same starting point for this installment. Maps are grid or hex. Rule of thumb is that hex <6 sided> is used for sky, sea, space. While grid, the 4 sided squares are used for man made things, buildings, caverns, towns, castle, dungeons, ships <sea and space> and you have the idea. BUT!! and this is a big one. That rule of thumb doesn't hold true to all games. Some games will use hex for everything. Traveller is the first one that comes to mind. Save that in their own chart and forms book. The starship design sheet <No I don't want to look it up for the IN number> is done on two different sized grids. You will need to decide for your game how you want to make your maps. My own house rule on this is that the players know what we are using and the mapper will be given a blank copy of the print out map. Told what square to start upon and away we go with the adventure.

**FONTS:** Yeah it is a cute thing to have appropriate fonts for your game on the pages. When we get to the part on GeoWrite and writing an adventure, there will be more on the appropriate fonts. Of course you may not have 300 GeoFonts to play around with, as we once did <Still want my HD data back from Maurice>. Making the choice hard, yet bottom line is that you should use what fits best out of what you have at hand. Having a gigantic mess of fonts, is OK for your maps and adventure. Main reason that I can see for all of that is personal satisfaction all, yeah as a possible fanzine adventure for publication. Ah but that is another story.

Thing about fonts is that you want them to fit in your map area. Not take up too much space and at the same be so small that they are hard to see. Either way will detract from your map and cause you some in game problems. By that I mean that you can in the heat of the moment read the wrong frelling information from the map. Yeah I have done that myself. During the dissertation, I'll mention the fonts that I have used, well kinda by name more by style.

**HOW TO USE THE FONTS:** ya puts dem wear ya's wants on da paper! OK ignerk dum ork didn't suffice did it? You know in a future issue I should be lazy and just print some of my game maps for examples of what I am writing about, showing the final product. But for now, yeah you do put them on the paper where you want them. But this part is the what and how, as done by the almost 30 year RPG DM, Lord Ronin.

Map making in any form isn't an exact science. This is an art form and as such open to infinite interpretations. We all start off following the format that we know, keep this in mind when I get to the map lay out. For now we are jumping back and forth a bit. Exactly what you put on the map is up to you as is where you put it for your own eyes. Remember that for most of the time. Only you will see the map that you have created. Players have to draw it in as they go along. Allowing you to key your map for the DM, with short hand information. Saving a lot of look through the text in the adventure. Yeah I have that part to do as well, if I

don't Vixen said she would wear <shudder> clothes. (G)

Now that is the lead in to map making from scratch for your RPG. Lets get to the task, got the game in mind (1st ed AD&D for this example). Copy of the 1/4" grid sheet, as we are doing an enclosure for this part. Big jump ahead here, as this is the part where we come to the art form. What comes first? Story or the Map? Since this is my own personal and biased way of doing things, we are going in that way. For me something inspires an idea. Maybe it is a scene I have witnessed that maps the map idea. Or just a something that sparks a story idea. But in either case, I make the map first. As I make the map the story grows, and then so does the maps. Fonts in this example are Dungeon, Dungeon II and perhaps hilgard I and 2.

Step one is the entry for the adventure on the map. Perhaps you have an idea where the team will start in the story. But here we need to have the entry to the map. OK I was just reminded to mention things about the level of the adventure vs. the level of the characters. Since we will be doing some stocking on the map. I think that is self evident and covered in the GeoWrite part. In a future issue, however let it be mentioned now for peace around here <BG>

DMG for 1st ed has a random roll chart collection. Where you can just dice the entire dungeon up for yourself. I have done a few of them that way. On the page just before the collection of dice rolling charts, there is a starting point. What that happens to be is 5 premade starting parts with beginnings of corridors, halls and doors. As the DM you can use one of the 5 and build from there with either the random roll chart, or your own imagination. Now if you are really lazy like me. Then you can have your work copy. Remember that from last issue? Start up the 64 or 128 in 64 mode and use a tool that I saved from Q-Link and might still be around here on a disk. Random Dungeon is close to the name of this C-64 programme. Creates all the charts for the first part of the dungeon creation in the DMG. Even will ask you if you are using one of the 5 preset starting points, or your own. Plus it will also ask you if you want caverns as well as rooms. Hey see I'm not the only C-using 1st ed AD&D gamer in the world.

In either of the above events or you just want to write it down from your mind. First on the grid print out and in pencil. Oh yeah have some paper at hand for notes. You will find ideas for things on the map that relate to the overall story as you make the map. Personally I use college ruled binder paper. Cause it is cheap at the discount store in town.

Using the pureist sense of the term. All game maps are mazes. There must be an entrance and an exit. The exit can be to the outside, or another level of the game map. Typified by going to another level in the AD&D games dungeon. There are open spaces and closes spaces. Closed spaces are the walls and the open spaces are where the party may or may not be able to enteat that time. OK big point here in writing an adventure. Unlike video/computer games. There isn't any real thing to "get" to be able to leave the adventure. No target or special treasure. I can hear you moaning and objecting to that 2 weeks before you read the lines. So I have to explain what I mean and how it relates to the map.

Adventure and staying alive is the goal of the players/characters in the game. Advancing the characters status and levels is a nice side effect. Not "getting" the target item, be that the book, magical sword, powerful gem, ok and save the elven princess. That in itself is a part of the adventure of the game. Certainly there is a target for the adventure. Some thing that is needed, like getting out alive and in once piece. Or more bluntly stated, what is the reason in the first place that they have gone into your adventure/dungeon? That part is more story related. OTOH, what ever thing you have to present to the team, will be located on the map. OK unless the entire adventure is the target. But that is for the DM lessons.

Back then to the open spaces on the map. Rooms, caverns and the what not of the architecture of the guys that built the place. Right a DM lesson right now. Come on gang, somebody had that place built. Every room and corridor has a reason for its existence. They spent time and money to create it, in the game mythos. Can we stop with the meaningless collection of rooms that just don't fit? Yeah this is a pet peeve of mine. Enter, in the game a room and there is nothing that seems to fit. So as a player, I am trying to use that information of lack of it, to figure out the game world. Blows the suspension of disbelief. Example is a kitchen for the guards. 10'x10', for 100 guards, and no dining hall for them? (664 blocks deleted for ranting) OK I have calmed down now. Make your map things fit, naturally your players don't need to know exactly what each room was used for last. There is no magical lighted sign <well in a language they can read> over every door saying the purpose for the room. Even you as the DM don't need to know precisely what the room was used for in its day. I'm not saying study up on the history of castles and the middle ages. Though there have been many a game book, historical book and T.V. shows on just that topic. Plus there is of course the SCA and their books. Hey its a fantasy game any way. I put a gelatinus cube at the bottom of the bathroom in the castle. Be inventive, just keep the thread of reason for the place in mind. Even though you are misleading the team.

On the map rooms are connected by the hallways. Underground complexes are great for making long corridors. Let the players wonder if it is all man made or natural tunnels where man crafted, or dwarf crafted. <G> Lets deal with the rooms first, now that I have ranted enough. No I haven't! Scale of the map is up to you. Basic D&D started out using 1 square was 5'. Later IRC that changed to 1 square = 10', as is the way of AD&D. I understand that the new 3.5 D20 system uses 5' squares. So onto the next rant with a map. WALLS, they really exist, they take up space. Yet on some of the game maps that players have made in the course. The walls are just drawn on the line of the square. Hmm, I see a great future for them in motel and apartment house design. OK I am a fighter with great strength and a magical axe. the wall on the map is about in scale 2". So why can't I hack my way through it? Destroys the DMs mind set for his game and the game when I asked him that question. Good thing it was a test game he was creating.

No you don't have to be a structural engineer. You do need to see that the walls should do what they are designed to do, separate the areas. As well as adding protection from, ah well the team, according to the enemy in the rooms. Or the reverse from the teams perspective. Walls also can be used to channel the team.

Rant over and back to the room. How you set all this up is for you to decide. Detail is nice, but can clutter the map. The more you can use short cuts on the map, and in your text. Painting the imagine with a word drawing to the players. The less complicated and complex will be your map. Lets go with a 10'x10' room. Does it have a door? Is the door locked? This is going to sound complex. Hang on it is my way and it is easy for me after practice. First there isn't a door. Mark it that way on the work map. See that part was easy.<G> Ah there is a door. Oh how to I decide? Partly from the story idea, partly from a randome odd even dice roll. There is a dice called the "door die" IIRC it came from flying buffalo or the armory. Either way I don't see it anymore and the silkscreen on this D6 chipped off quickly. If you want a random roll for the door status. Went this way, ajar <I used a D4 then to see in 25/ units to see how far open is the door>, open <I decided that was 100/>, locked, trapped, magically locked or trapped, stuck. I love that last one, thieves would try to unlock it after the door was lightly tested. They think it is locked, and the thief quickly tries to unlock it. DM: "you hear the sound of click". Player: "I unlocked it lets go in." DM: "no the door was unlocked just stuck. You locked it, BTW: the zombies are still coming down the hall towards you". Players: "ARRRRRRRGGGGHHHH !!!!" Yeah I have been a bit mean at times. anyway you can make your own dice rolling chart for your doors.

Another thing about doors is what are they? I mean how big? Simple maps have them at 10' wide and about that tall. No real information on how thick. A rule of thumb has been 2" thick on the oak doors. Well here we go with detail. How big is your door? This is something that you can announce at the start of the game. "Unless stated otherwise, all doors are oak, 5' wide and 8' tall, iron bound and the door opens to the inside of a room with the hinges on the right. If you where standing in the hall." Make a note of how your door opens. Players will use the door for cover and as a weapon. Yeah I mean, how much damage does an oak door do, when slammed into the face of the ork? But that is more on the lines of the DM lessons. Here you decide on the door. One other point. Just because it looks like an oak door. doesn't mean that is what in reality the door is made of, tis a magical based game after all. You can dress up the door with a rusty lock, that show signs of recent picking and oil. That is all up to you. Door is locked but the wood shows signs of an attack in the past. Dresses up the door and adds to the atmosphere of the game.

What ever you decide for the door. Mark it down on the note paper. Oh yeah how to mark it down. Well I have done the above door to the room part, more from the players point of view in the game. From your perspective of drawing it on the paper. That room has a number. A stock thing that I copied from the old AD&D factory adventures from the late 70s. What I do is mark on the work map "RM14" as an example. On the note paper, I have a line that has the same "RM14". I'll state the size of the room. In this example it is 10x10 therefore only one square. Also this is really small to code in the actual room on the map. That is why I choose the size. Is there a trap in the room? Is the room a trap? Is there a treasure? How about some sort of monster? That is all up to you. Ah a word on monsters. Make sure it will fit in the room. After 24 years the group is still ragging me about a monster I placed in a hurry in a room. That happened to be twice the size of the room. (Giant Dragon fly in a 10x10 room, OK there were two of them) You must decide on what is in the room.

Which brings me back to the rant above. This room had a purpose. If you are doing the ruins, lost city, abandoned castle etc theme game. Perhaps this room has some old moldy grain bags and several dead rats. Plaster is broken from the walls. Yes castles were coated in white plaster inside and out. Did some one or thing, make a mark in this room? What is found in this room, besides a starved to death giant spider? That is up to you. But mark it on the note paper.

What I do is of course not what you may do for yourself. If there is a monster in the room, then I will code it as "*M6*" This then is put on the note paper. When I do the GeoPaint map, I make it in dungeon in italic and outline. Giving the number assigned to that monster. Which is written up on the page under the information for that room. But that is getting ahead of myself. What about a treasure? Can't do it exactly here as I do on the maps and pages. The symbol that I use is in dungeon and it is the brit cit pound sterling symbol. Right the one that is to the left of the cir home key. OK then what about a trap? That I do the same as a monster. Diference is that on the print out copy I use dungeon and in italics and bold, I just use a "*T8*". Really there are only the three things that will be in a room, treasure, Monsters and trap. All or any combination. Then there is also the great and worrisome, nothing is in the room. Save any storyline clues you place.

But rooms are not the only place that you can find the monster or treasure or a trap. They can be in the halls and corridors. Traps first, they can only hit the party from 6 sides. Left, right, up, down, front and rear. Lets not get into activating traps a distance away or my dispised by the players, delay traps. On your work sheet, either by random roll or your imagination. You decide that a trap belongs at that area. Say at a 4 way intersection. DM lesson here for a short moment. Why are there so many traps in this place? Because the builders and residents didn't want people like the team entering. They knew how things work, the team doesn't. That pretty much explains the use of traps in the game. On the work sheet mark where the trap is, and if you have a complicated one, where the trigger for the trap is located. I can do a piece on that later if desired. More details should be put on the note paper. Like the style of trap and a description including the damage the trap can cause or the effects of the trap. <Dyeing the victim a bright pink is an interesting effect>

Same as for room traps. I use the T and a number to indicate the specific trap. More information on how I write the information in the story writing lesson. On the work map, just place the area on the square, and any short notes you wish at the side. We will clear that up in the GeoPaint layout. Loose treasure works the same way. Of course there is a reason to find the .3 ring of full protection. Like in the bag on the dessicated corpse of a monk. What ever it is, mark the location on your work map and note it on your paper. I use the brit cit pound symbol and a number to indicate placed treasure. Just the pound symbol if it is a spot for a random treasure. Monsters can be placed in the halls or randomly rolled. I use the dungeon II for the hall way monsters. Same outline and italics format. The M and a number would be made for the specific game. Personally as I stated near the start of this lesson. I find that as I draw the map on the work sheet, more ideas for the map and for the story come to my mind. Those little one night adventures, seem to go on a lot longer than expected. EX: as of this writing, the team in the AFMBE game is still in the hotel, doing a room by room. Although a

little over 2 days have passed in the game. They have been on this sub adventure for 5 weeks and will be there perhaps another three weeks. I thought it would take just 4 days to play out.

One more thing before we load up GeoPaint. Colour, no not what you can do with post print. I mean the little things that you can add to the story and on the map. Yuppers there are charts in the DMG for this. OK there are charts for room inspiration ideas as well, and for monsters and types of traps. Even charts for furnishings found in the rooms. Well there are charts for scents and colour and sort of for taste on potions. Hell there are a lot of charts to expand your game colour. Now would you believe me if I said that these charts where converted to C-64 AD&D tools? Truth, and they were on Q-Link, and I saved all that I could find. Though not all that were listed where there to be DLed. So then to more on this colour. I like the air currents, scents, unexplained sounds and litter on the floor. Makes the dungeon look and feel lived in and perhaps haunted to the players. But not only is the game world crowded, so too is your map. Personally, I use the basic BSW 9 point font for all of that stuff. There are other small fonts that will work, but those are lost on the HD. you can roll for these, use a C- tool for them or put down what feels right.

Last thing for the work sheet. The next area, that can be up or down. Stairs, ramps and pits work well in moving the team. As does magical means of teleportation. These areas can easily be marked on the map. But what if you want the game field to be horizontal and not verticle, confined to 36x 32 squares on the map paper? Simple, make a door, tunnel or what ever to the next part. Have that new start point on the next map set where you want and go from there. My personally created grid sheets, have a row of numbers at the top and letters on the left. Also has a one square border all the way around.

**MAKING GEOS SENSE OF ALL OF THIS:** Can I cop out now and say continued in next issue? Nope didn't think she would let me do that trick. Well what do we have now? Note paper with lots of scrawled tidbits, and a map page that is full of pencil marks. Best to fire up Geos and Load GeoPaint to make sense of this before it all fades from memory. <G>

**OT:** Been over a month since I wrote the lines above. The printer went out and the parts one didn't work. Thanks to Geoff Sullivan a.k.a. Sunfish of Sunfish designs. We have a Optra-40 and a GeoCable II. That has worked in the basic tests. There are several members that have not been told about the deaty of the printer. I wanted to take the moment towithout the number means that this is a place for a random monster roll. Done from a list that I have made for the specific game. Personally as I stated near the start of this lesson. I find that as I draw the map on the work sheet, more ideas for the map and for the story come to my mind. Those little one night adventures, seem to go on a lot longer than expected. **EX:** as of this writing, the team in the AFMBE game is still in the hotel, doing a room by room. Although a little over 2 days have passed in the game. They have been on this sub adventure for 5 weeks and will be there perhaps another three weeks. I thought it would take just 4 days to play out.

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Refresh for a moment. Map making for the games in the old days. Pencil, graph paper, rulers, coloured pencils, lettering guides, circles - squares and triangle templates. All of that to make the game map. When I started I still had some left over stuff from my collegedrafting class. Doing the map that way takes time. Doing it on the C- in Geos take time as well. Keep that in mind, and now to how to make the map on the C- in Geos. Though I am using 80dpi on a I28D, printing it out on an ink jet. Rather than 60dpi on a I525. Principal here is the same. Adjustments will have to be made for the different printers of course.

First off one question to be asked and answered. Why go through all of this work for an adventure? Non gamers will not understand, and they haven't made it this far anyway {G}. Well besides the personal satisfaction of making a map that can look like the ones in the magazines and mods from the early days of RPGs. You are making the hand outs for the players. As we are dealing with AD&D, that can be the layout of the local watering hole the team uses for a base of operations. Or the temple of the great C- headed goddess for the Clerics and monks in the team. they can have a map of the places that they frequent. Also good for games like Traveller. Making ship designs for the players. And that sort of theme goes on a lot more than I have space. BUT! even if you are not giving out map handouts in your game. My fave way of play is on a map board. Mapper, the guy drawing it along as the game is played. Can place on the map in a large scale for the figures, and therefore the players. Much more depth and detail, and you have the copy in your hand, all nice and neat. Saves many a conflict between your map in a scrawl and the map being created by the players. Been there, done that, got the T shirt and it didn't fit.

Pixel edit is your friend. When you start making the maps, this is where you are going to be for a time. As you gain more experience, pixel edit becomes more of a fine tuning source tool for you. Lets make a room. Size is a simple square at 20' x 20'. Right my scrawled pencil map and notes say that there is a door on the east, a secret passage on the north and a random treasure, that is trapped, and a placed monster.

First thing is to confirm that the room fits the same set of squares that are on my scrawled map. Hoping that I am reading it correctly. Fill is used to surround the room with the grey fill pattern. Like I mentioned previously. Takes less ink and looks better on the map to my eyes. At this point it becomes chaotic. I will make several of the rooms in that area, along with the corridors. Generally one square for the walls. Remember that wall rant? Some times I will do all the rooms on the page, before putting in the information.

Method that you use is one that feels the best for you. For the sake of this example we can say that the 20 x 20 room is blocked in and it is time to put in the details. I stopped drawing in all the furnishings. Marking that information in the text for the room. Trying instead to paint a word picture. Besides it takes longer and after a while you can see the scale and where things can go. Plus it can be drawn on the map board, if you are using one. Detail time, and here is where I have to jump between normal and pixel edit. Putting in the Room Numbers. You are better than I, if you can get them in the right place on the first attempt. So after I type in the room number. Then then I move it to the desired location. Now it is pixel edit time. Making the lines for the grid, from the place where I wrote the Room Number. Also removing the lines and cleaning up the text at the new location. Repeat this process for treasure and traps.

Doors, are the next and pretty much the last thing at this stage. What I do is simply go in pixel mode to the side of the wall at the door. Here I go three pixels from the walls edge to the inside an again to the outside of the room. Also I am two pixels from the edge of the wall. Then I fill in the little box I make, here I use the pencil tool and the cursor key. This won't work on some input devices, such as the light pen. As the cursor key never worked for me. At one time I used different fill types for different door material. If there isn't an actual door. I just leave it blank. Though at one time I did make a bar at the wall edge in the door frame. Arches are a new thing I started. That I do in normal edit with the circle tool. Takes practice I have to tell you. (Some One just suggested that I find the adventure I did for Load Star and publish it in here in serial form for a demonstration) Then it is pixel edit time to remove the bottom half of the circle. I have tried to make two circles and chop off the bottom halves in pixel edit. Still learning placement so they turn out proportioned.

Secret Door, this example has one. I use a bold faced italic "S" in Dungeon at 8 points. This at times does require rotating it to the correct position for the wall on the map. Then move it to the location and back again into the pixel edit. My personal trick is to place it on the grid line. As close to the center of the "S" as possible. Then make a line from one side of the doorway to the other, on either side of the "S".

Colour is the last part that I install. Nice though it may be, it can clutter up the print out almost as bad as my hand scrawled notes. Care must be taken here to avoid confusion. I go into pixel edit and make an arrow on the map to the exact spot where the team will find the colour object. Do the same for the traps. But many times I have to put the text in the filled wall squares. To do that and make it pretty. I use simply use reverse video, on black areas. This I do on the black border of the maps for adventure name and level. Using the grey fill pattern and reverse video maps a nice looking table. But for my tastes, I go in and add a couple of lines to the top and bottom of the text. Just to square off the black box of text. Font that I have used has been the 9 point BSW in both 64 and 128. If you have it of can find a copy of it, the 5x7 series of fonts whos icon reads "CAD", works well. I used the one with decenders.

OK there you have it, and overview of map making for RPGs with Geos. There is more to say, and already before this is printed, I have been asked for more in Geos and other art prgs that I have used in the past. That is a possibility for the future, along with the question of using colour in the printout. For now it is late, low on space and don't know what I will do for next time. Till then, as we say in the game group, "Roll a 20".

This time around we are trying the side bar style for the Sabrina Online strip. Idea was suggested by Bryan Pope. I'll need you to let me know if this is better to read than across the top or not. Should the idea even continue to put out this strip?

GeoDos was used to copy the file from a heretic DL disk, thanks to #16. GifGeos to make it into GeoPaint & then the new tool that I found on a disk called Rotate.

### STUFF FOR SALE

Amiga 2000s, 1541-II, 1581s: Contact #16 through the A.C.U.G.

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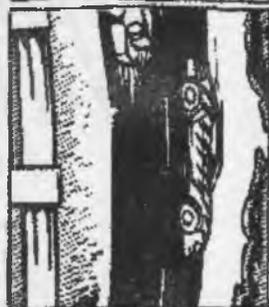
Talisanta 4th Ed

### WANTED

Files saved from Q-Link. RPG Tools, factory as well as home brew. Books on Basic and NL/ASNI for the complete beginner. (C= of Course) Cheap Video Camera (400 zoom is nice) for Computer Eyes work. Camera with 3 1/2" disk for Post Print work.

Top Secret, TS/SI, 1st Ed AD&D adventures from TSR and other sources. Adventures & maps for Traveller from Digest Fasa and Seeker.

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