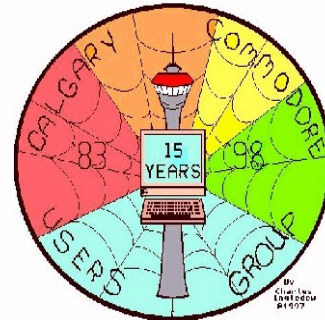


# CALGARY COMMODORE USERS GROUP



February

2018

The CCUG holds public meetings. General meetings are held the first Tuesday of the month, September thru June at 7:30 PM.

The location is at McKnight Blvd A&W

The Address:

422 McKnight Blvd NE, Calgary AB

Our next meeting is on Tuesday, February 6 @ 7:30 PM See You there!

Call any of the executive for directions.

Please ensure the CCUG executive have a valid email for you if you wish to receive the newsletter by email

## EXECUTIVE 2017-18

### President

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Anyone can submit an article for inclusion in the newsletter! Please contact Cheryl

Please notify us of any change of address or phone number.

### CCUG MEMBERSHIP

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Treasurer's Report  
January 2018



NOT PUBLISHED TO THE PUBLIC, ONLY TO MEMBERS

Cheryl Siemens  
Secretary/Treasurer



# Commodore News

Game update from one of our members: Ghislain de blois

I'd like to let you all know that I continue to work on Realms of Quest V for the VIC-20. It's features:

- Over 215 portrait graphics have been made so far -- and there will be more! (it will be close to 300 when all is said and done)
- 16 races and 16 classes
- music scores that are appropriate for context (combat, traveling, etc).
- big world map four times bigger than Ultima III
- 20 cities and 200 citizens that reside in them who can be interacted with.
- 10 player characters allowed in party with an additional 10 spaces for non-player characters thus allowing a party size of 20 characters. This is an 8 bit RPG record.
- customizations: choose from 4 fonts and 2 graphical viewing modes.

I plan to get it published into physical format with a printed manual, packaging and floppy disks.

System Requirements: Commodore VIC-20 with 32K of RAM expansion, disk drive (game will be on 4 floppy disk sides) or SD card reader (recommended setup).

I've been working on this game every day since the beginning of February 2017. I hope to be finished with the principal software development of the project by the end of 2018.

If you'd like to play the game in it's current state (not completed, but some parts are playable and explorable). Just email me back and I can provide an archive file that bundles the game and emulator so that it can easily be played from Windows.

Realms of Quest V development discussion: <http://sleepingelephant.com/ipw-web/bulletin/bb/viewtopic.php?f=10&t=8380>

Also being discussed on RPG

Codex: <http://www.rpgcodex.net/forums/index.php?threads/wip-the-making-of-realms-of-quest-v-for-the-commodore-vic-20-official-thread.93502/>





## Commodore 64 Equipment

Two complete Commodore 64 sets, programs, cassette players, one printer, paper for the printer and two monitors. Everything works. Make an offer!

Contact "Jean Kuhn" <[ja.kuhn@telus.net](mailto:ja.kuhn@telus.net)>



