From the Chief's Desk

Imitation, they say, is the sincerest form of flattery. I recently had occasion to read a flyer sent out by another BBS company and I must say that we are FLATTERED. Some of their "enhancements" appear to have come directly from our program. Here are a few examples: 1. "Totally source coded ML portion." I'm not really sure what that means unless it means their previous "version" was not, the IMAGE "ml" routines have been ASSEMBLED since version 1.0 and have been "100% more efficient" than their previous version apparently since their new version is now "100% more efficient". 2. "100% ML editor." Again, a reminder of IMAGE version 1.0 which had the editor completely in "ml" except for the extended BASIC calls that allow for the easy addition of any additional commands that individuals may want to add. 3. "Editor has 'visual mode'." Ok, now they can add keyboard colors instead of MCI commands, just like on IMAGE 1.1 and 1.2. 4. "RS-232 routines have been re-written." Hmmm, does anyone recall seeing a file called "ml.rs232" on the IMAGE disk? Sounds like they have duplicated the routines we used to clean up the 2400 baud and file transfers. 5. "Multi-UD on restricted level." I'm not really sure WHAT this means since multi UD is available on ALL levels in ALL libraries with IMAGE, however if they want it to be a "feature" then so be it. 6. "Faster operation in all areas due to NO MORE GARBAGE COLLECT". Does that sound like the "instant garbage collect" that IMAGE instituted over a year ago in version 1.1? 7. "13. Item auto repeating 'turbo' lite bar with 4 user-definable areas." Shades of the IMAGE auto lite bar, the pikers only put in 13 functions instead of the 32 available on IMAGE however, and only FOUR user-definable instead of the TEN available on IMAGE. Well, you get the picture. There is more in the same vein but who needs it? The closing comment does deserve comment however, they state "This version is sure to leave our competition in the dust!" I'm not at all sure what "competition" they are referring to, we only feel that at this rate, they have almost caught up with our

version 1.0 that was released 18 months ago, perhaps a bit less boasting and a bit more diligent effort on their part would at least close the gap. Just my own personal opinion, not necessarily that of anyone else.
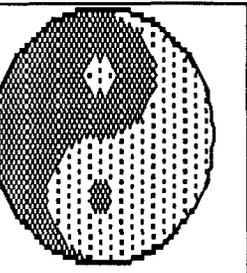
HOW TO IMPRESS YOUR SYSOP

By: GYPSY - CoSysop of The Enchanted Forest

This is a big question for anyone applying for access to a local bulletin board system. I have compiled a list of sure fire tactics, designed to impress your sysop and insure the best access level possible. Follow these simple rules, and success is guaranteed.

First, the new user feedback. Make sure that you make your biggest impression in this area. Good messages to leave for the contemplation of your local sysop contain useful information. Your board number and an advertisement for it, is always a good start. Ending the feedback with something to the effect of "Metallica Rulez d00d and you are a fag if you don't think so", or "Yo d00dz!!!!!!!!!!!!! If youz call my board, I give you K-rad accez, man!!!!" are good starts when making a definitive impression. It will work every time, I guarantee it!

Secondly, the transfer bases. It is highly important that you enter the U/D bases and buffer the listings. Make sure that it is a time that your sysop is in, so that they can witness this amazing feat of imagination.   It is also helpful to re-enter the feedback section and tell the sysop that you have "the newest crack of Pac-man, d00d. And man is it ever rad!!!!!!!!!!!!!!!!!!!!!".   If possible, upload a list of your warez and ask the sysop (especially those who run those farce "PD ONLY boards" EVERYONE knows there is nosuch thing and every sysop has a hidden WAREZ section) if he would like for you to call at 6 o'clock the next night to upload all of them to the board. This is especially useful if you are still running at k-rad 300 baud, this is very impressive.

Now, it is very, very important that you then enter the sub boards of the system. You need to go into EVERY sub board, no matter what the title of it may be, and post an extremely long advertisement for your board. Be sure to include at least 9 bells at the end of every line of text, and you should have at least 5 nine second waits put into it, two return prompts, and Kolorific mode is a must. No, don't worry about the names of the sub boards, they are only there for a diversion, who really posts poetry in the poetry sub anyway? (Rinse, repeat.) This should be repeated everyday for at least a week. This will indicate to the sysop of the board that you are a good sysop yourself and you deserve a co-sysopship on his board.

Next, and this is possibly the most important point I have to discuss. It is imperative that you apply to be the subop of each and every sub board and U/D base that is without one, and a few that have them but they are "stupid, man." Oh yeah, make sure you inform the sysop that these sub-ops are "stupid" and "lame" and in dire need of being replaced. It can also prove helpful to tell the sysop that the noted co-sysop is a complete idiot and should be thrown off the board, especially if SHE is the sysop's girlfriend. Yet another must!

Now that you have access, and it is probably one of the more prestigious levels, most commonly named Peasant, Idiot Savant, Pink Boy, Pond Scum, or Village Idiot. Don't worry, most sysops give derogatory names to those who are most important to the board, it is a display of great affection, kinda like calling the fat kid in the class 'Tiny'. You MUST make yourself known. You have to go back to the sub boards and tell everyone that they are "dum man", "need brain sergery [sic] d00dz", or that they are "st00pit". Along these same lines, it is important to use second grade spelling in as many posts as humanly possible, it is most impressive to both your sysop, and your fellow users.

Then comes the time to drag out that buffered list of the U/D bases, and get started. You have to download everything on the drives, test it out and then inform the sysop that the PD stuff he has on his drives is as lame as a three legged dog. Up your WAREZ list again, it probably got lost on the drives somewhere anyway, since the sysop never responded to it the first time. (You are dealing with Commodore drives you know.) And INSIST that you are going to call during prime time and upload it all to him, because they are "s00000000000 excellent!!!!!"

Now that you have accomplished your goal for the first week, and you have gotten on the best possible terms with your sysop and all other users on the board, it is time to kid around with the sysop and co-sysops. They love this part! You need to go into the sub boards once again. It is important to find every post the sysop and/or co-sysop has posted, and cut it to ribbons. Don't worry, by this time if you have followed my advice, you are in thick with those running the board. They will KNOW that you are only kidding with them and they will treat you with the highest respect. They may even up your access level. Don't worry about the drop in on-line time. It is a common practice for the sysops to set up the levels with access into the sysop commands, with considerably less time on-line. More often than not,the highest level only has 15 minutes on-line.

Now you can sit back and relax! You have made it into the hierarchy of your local board! Enjoy!

Net News

Well, I suppose it was bound to happen. The boys in the Daytona area, land of beaches, beach bunnies and "bike week" among the more exotic pleasures, the ones that have helped test and evaluate the network for several months now, have finally come up with a name for their own little area network. They have dubbed it "SEA Net", what else???

I suppose now the race is on. The gauntlet has been thrown. The challenge made. The rules are simple, come up with a name for your own group of netted nuts. Hmmm, sounds like we should plan on a grand prize here. How about the winning entry to receive the coveted "Butterfly Net Award"? Nyet! A more apt prize would be the "Hair Net Award", fitting for such a hair-brained idea. If you should happen to nab on to a nifty name for your net nodes, just net a note to us here and we'll put it up for a vote. Naturally, in case of duplicate entries the earliest would have to take precedence. Never let it be said that we shrink from a challenge.
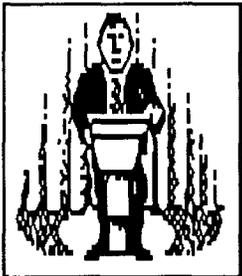
THE WASHINGTON ROUNDUP

By
MR. CTA

By: Ray Burke III (MR. CTA)

Greetings from Washington! I've been informing you all of our activities here and have forgotten to introduce our little group. We're a specialized group of IMAGE SysOps in a group simply entitled Sysop's Only or SO for short. We are not a true group such as NISSA or AISA, but we are a strong, informal, gathering of programmers and sysops. Our current membership includes PHIDIAS from "The Parthenon", he is the one who brought you the original "Trivia Booth" as well as a specially modified "+.SM", which we will be releasing a new update soon. Next in line is DEER SLAYER from "The Domain". He is a public relations type of person, friendly with everyone. Then we have The PUNISHER running "Alcatraz", he's another friendly member, followed by THE ABYSS running "Veilkend" and THRASH'N running "Zorian's Wrath", both are our area's newest "1.2" IMAGE boards. They probably aren't even registered yet. Finally there's me, MR. CTA. My real name is Ray Burke III, and I'm our local NISSA SSB and historian for our area. I run the "City of Chicago".

Now that we've introduced ourselves, we'd like to thank New IMAGE for supporting their system so thoroughly that we now have a new version soon to be released as well as the chance to release some of our own "mods". We've been promising their release for quite a while now, but we can guarantee their release shortly after the new update. We haven't really done much here in our area for a while, no major news to bring to you, except a little moral support. Always remember that there will be smiling faces in the great northwest when you call! Thanks for your support of IMAGE!

WANTED:

Subscribers
We are looking for a FEW good persons to subscribe to a great little newsletter! Rates are reasonable: $10.00/12 issues (assuming we FIND the good persons to subscribe.) If you want to see more REFLECTIONS then subscribe today!

Fixes sax1f
sax1f Fixes
Fixes sax1f
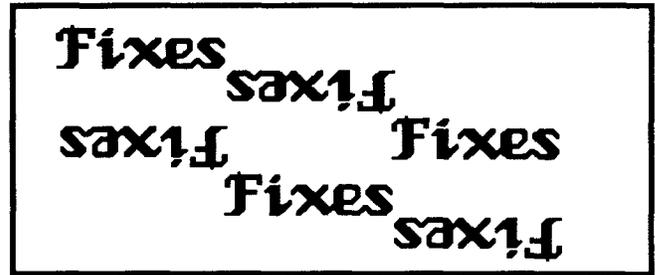
In "+.lo" the problem is that the system does not stay reserved if you try to reserve it for "All" calls. To correct the problem, change the end of line 764, just AFTER the a=. to read: 764..........a=.:ifl2thenreturn

Then add a line 765:

765 a$="e.pass":dr=3:goto1024

Also in "+.lo" on line 759 you will find a statement that says:

759.......:on-(e%<>.)goto1063

Which is in error. Simply change it to read:

759......:on-(e%<>.)goto9

Everything else on the line remains unchanged. That will take care of it.

In "+.EM" the problem is that users will occasionally use the "A" function to read ALL mail. If they REPLY to the last one it then reads all mail over again. The "fix" is in line 270, just beforethe :GOTO200 you need to add:
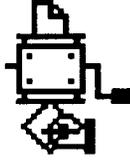
270..........:r%=.:g%=.:goto200

Adding the r% and g% only which resets a couple of pointers.

OUR STAFF:

The Chief: Fred Dart
Editor: Julie Rhodes
Gopher and Graphics
   Wrangler: Carrie Dart
Authors: Gypsy
         Ray Burke III
         Alex Torres
         Mike Laponis
Inspiration: Hal 9000

Mod of the Month

A LONG time ago a "mod" was added to Port Commodore, for my own personal use and that of a few very trusted associates that need to get on my board very quickly from time to time. This "mod" has been described to several people and has been talked about on various boards but I've never taken the trouble to document it and it hasn't appeared in any of my "PortComImage" files that I can think of. So, here it is. I call it "EXPRESS" log-in.

Essentially what it does is bypass most of the login procedure and is almost a remote version of the "Instant" log-in. It is activated by entering E at the "Hit RETURN/ENTER" prompt, the same place you would enter an I if you were logging on in "Instant" mode. Here is the code involved: (Note that the stock "+.lo" file is at the maximum size so you may have to do a bit of judicious editing to make room for the added code. I shortened the text in a bunch of places and took out some code that I don't need.)

In "setup" add the password that you want to use. I have used I3$ in mine so I added in "setup": I3$="PASS"+"WORD" (not the word I used but you get the idea). Then in "+.lo" on line 1 you must add m=. to the line of variables.Then in "+.lo" add or change these lines:

```
123 ifan$="E"thenm=1:goto126
```

At the very first of 673 you add (you will have to abbreviate to make the line fit)

```
673 onmgoto691: and the rest of the line as it was.
```

Then add:

```
691 &"[F6][F6]Enter Express Password:
  ":&,6:ifan$=I3$andz$=pw$then160
```

```
692 m=.:goto673
```

And then in "+.on" you change line 152 by adding:152 ..... :onmgoto1812

That is just added on the end of line 152.
This has been utilized for some time on my board and works well. Those with knowledge of the EXPRESS password will go right to MAIN after the call is logged. It bypasses new news, email check and Wallwriter and is very useful if you are logging on repeatedly to check some "mod" or if someone needs quick access.

Escape From Base Ten

By: Alex Torres <E><EL>

"Braddock" Joe Braddock was sweating. He stood on the conveyor, shifting his weight from leg to leg. His hands were empty save for the belt he had taken from the repairman. Its compartments held a flashlight, hammer, and a screwdriver. In his left pocket were a small coil of wire with its ends spliced and a worn compu-card. The repairman, who was lying in a now-distant storage room in a pool of his own blood with a knife in his back and a gaping hole in his throat, had not put up much of a struggle.

Perhaps that was because Joe came up to him from behind. The scene played on in his head. A constant paradox which haunted him even when it was furthest from his mind. He tried to block out the obscene parts, but couldn't. No doubt, the terrible feeling of solidity he felt when he plunged the knife into that fool's back was disgusting, but what made him puke his small breakfast was the sound which had come from the repairman's throat as Braddock's razor-sharp blade met the flesh below his chin. The jet of blood which had shot between his fingers was sickeningly warm as the life had left his body. He had seen the belt, noted its usefulness, and removed it from the corpse without further thought on the subject. His shirt was covered with drying blood just above the pelvic area, his hands were shaking like those of a man over sixty, and he wondered what would happen to him if he were caught.

The conveyer continued to carry him down the desolate hallway, which was lit with the soft glow of florescence. The corridor, bright from countless reflections across its massive steel walls, was uncomfortable and Joe shuddered as if to acknowledge that too much light isn't always great.

Faint beams of red shot forward around a bend and Joe stepped off the belt and drew his knife. No one approached but the beams continued to whip around and around, painting shadows on the silvery walls. He stood there, his heart racing in his chest, then sheathed the knife. He waited another moment, caught his breath, then stepped back on the conveyor. The moving sidewalk whisked past a viewer window, showing the dark soil of the moon on which the lunar base stood. The belt ended at a large air tight door which was designed toprevent the air from escaping this section of the base in the event of a bulkhead failure. Joe gave a momentary bewildered look at the door, then his face wrinkled in sudden knowing. There was a
(Continued)
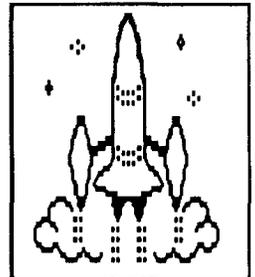
revolving light over the door, sending beams of red around the oval hallway. The message screen over the compu-slot read: EMERGENCY, and a small compartment with an Oxy-Respirator hanging loosely from it stood open.

The revolving light meant that the bulkhead had given way and that oxygen was seeping out of the chamber, which was impossible. For such an emergency to occur, there would have to be some type of breach within the walls of the corridor or somewhere on the door itself. If this were so, Joe would have long since lost that natural ability to breathe. Also, the air pressure escaping the chamber would have ripped him apart and what would have been left of his corpse would have had to have been peeled off the walls, thus ending the life of Joseph Braddock and calling the conclusion to this story.
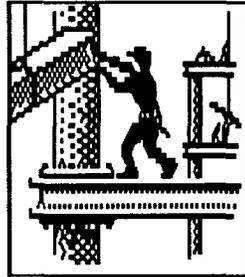
Joe knew all this because he had been instructed (ordered, really) to read the lunar manual. He had done so many times, as had everyone on the station for lack of better amusement. The light spun and spun. Joe associated each spin with a sound he had often heard when he was a kid and watched cartoons on the space-scope. It also sounded much like the noise airfoils made when they swooped out of the sky. Swirsh! Swirsh!

He slid the compu-card into the slot below the screen, and waited for the hiss of the hydraulic press and the door to "iris" open, which didn't come. Swirsh! Swirsh! Joe mumbled to himself, took the hammer off his belt, and began pounding on the compu-slot. After it was well dented, he pried the cover off with the screwdriver, displaying a mad jumble of cables of every color and length. He brought out his small coil of wire, and began cutting and connecting, occasionally pausing to belch or wipe his sweaty brow with a shaky hand. Swirsh! Swirsh!

After several minutes, he reached for the hammer again and ended the perpetual rotation of the spinner-light above the door. Seeing he had done well, he smiled and returned the hammer back to the belt, which he had now wrapped around his own waist.

(To be continued)

Letters to the Editor
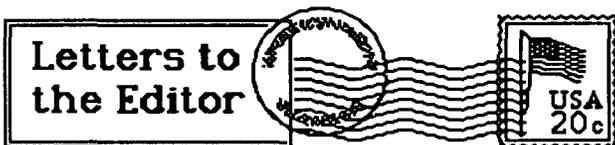
Feedback to Fred

Q: Why does IMAGE use the "&" and not the "?" or 'print' command?

A: I had to go to the 'expert' for this one. According to Ray, it would be possible to use the "?" and to implement the 'print' statement but it would require extensive rewriting of the code. He is not sure how much additional code would be required but it would require quite a bit to handle the MCI commands. Since the "&" command does work and works very, very well there is no reason to change it. In other words, "if it ain't broke, don't fix it!".

Q: What modem file or configuration do I use for the CD2400?

A: The CD2400 is virtually the same modem as the Supra 2400. The Supra may be an updated model of the same modem as far as we can tell. The only difference is that the Supra does not have DIP switches.

Use the "2400 Setup" file and select "Supra 2400" from the modem choices offered in the modemconfig program.

Note: With 1.2 the AA light is NOT supposed to be on. The only lights on should be the HS (High Speed), TR (Terminal Ready) and MR (Modem Ready)

Q: When will IMAGE release (fill in the blank here)?

A: As most of you SHOULD know by now, we NEVER announce a release date on any product until we are satisfied that it is ready for release. We had planned to release the version "1.3" in February but Ray wanted to do some more work on it and add some additional features. You'll be pleased when it is released, aren't you ALWAYS?

John has been working with renewed vigor on the 128 version and, by the time you read this, the rel file subs/SIGS will probably be in your hands.

The network was released on March 1 after much delay. We had wanted to refine it a bit more but decided to release the working version that we had so that you could enjoy it and become familiar with it. An enhanced version will be available later.

The Tec-Net pfile disk was released and has met with great success, it includes such new games as "Murder Asylum" and "Murder Sunday". Don continues to work on the programming manual and assures us that it is "almost done".

And I plod along, answering those questions that I can answer and working with the others on beta testing and whatever else needs doing...

Q: Does the new CMD hard drive work with IMAGE?

A: At this writing we have not had any reports from anyone that has been able to get one of the drives. There was a conference on Qlink on 2/25/90 with CMD where they stated that two IMAGE sysops had received the drive and it was working well. We don't know which sysops they are talking about. We have not heard from anyone that would indicate that they had it. We would rather assume that if any IMAGE sysop had the CMD drive we would hear about it or see it in message traffic on one of the major support boards. None to my knowledge. If ANYONE knows of an IMAGE sysop that has one of these drives have them give us a call!

The "Muxer" (a Review)

By Mike Laponis
(ROADMASTER)
FROM THE CROSSROADS

A "Muxer"? What is that? It is the slang expression for a"multiplexer". If you own a Lt. Kernal drive, a multiplexer allows you to connect another computer (C64 or C128) up to your Lt. Kernal! (You can actually connect up to four computers to your drive with one multiplexer, and up to four multiplexers may be "chained" allowing for a total of 16 computers to one drive).

If you know what it is and thought it might not be worthwhile, or you couldn't afford it, let's explore some of the benefits. First, the difference in running a board with or without a "muxer" is similar to the difference in having a Lt. Kernal or not having one. Or it is similar to upgrading to 1200 baud from 300 baud. By that I mean once you have made those "upgrades", you look back and wonder how you ever got along without it! It is the same feeling with the multiplexer! After you have it, you CANNOT imagine ever running a board without one! The "muxer" allows YOU to use your own hard drive as well as just having it for your board. That is important. After all you spent all that money for a drive like that, you should get some use out of it too. With the second computer set to use a different LU you are able to use the drive while someone else is on the board at the same time.

Now don't get it wrong. There are some minor limitations. In fact you should be cautioned of one very important point. YOU NEED TO BE SURE YOU ARE NOT WRITING TO THE SAME LU THAT THE BBS IS WRITING TO. If you do you will end up with some corrupted files on the drive. But if you set aside one LU just for use with your second computer and are somewhat cautious you won't have that problem.

The real advantage to using a muxer with the system is the flexibility it allows. As a Sysop you can use the BBS computer (on-line in local mode) to run a Plus file and use the second computer to modify it and change it. Then you can try it again on the BBS computer without ever even having to log-off. It works out great as a method of fixing bugs and/or modifying files.

It also comes in handy in general up-keep of the system. Without having to take down the board you are able to use any of the Lt. Kernal features. You can autocopy files from one LU to another, back-up files, load and modify programs, try out uploads that haven'tbeen validated yet, and the list goes on.

It is also possible to BOOT the board on the second computer, and a few daring souls have even attempted to run more than one BBS at once. It is NOT a recommended use for the multiplexer. It is very useful to have the ability, however, since you can boot your"board" on your second computer and work on plus files or other modifications without any disruption on your BBS. Very handy for "mods" and even routine maintenance, like validating files, etc. Always be aware of what the "main" computer is doing though.

Costwise is not too bad either. You will need the multiplexer and another host adapter for the second computer. All-in-all it will run about $200. Not bad when you consider it is almost like having another hard drive for your second computer. Granted it is not additional disk storage BUT it does allow the greatest flexibility and convenience. It makes a big difference in running an efficient board. It makes the duties of being a Sysop much easier. It allows your board to actually be on-line for your callers much more often. You will hardly ever have to take your board down for any maintenance.

If you have questions about the multiplexer and its uses some of the NISSA boards may be able to offer further information. "Port Commodore" and "The Crossroads" as well as many other boards have been using the "muxer" for some time and are happy to help. After having the benefits of the "muxer", doing without it would seem like going back in time. It would be like going back to a time when you only had 300 baud...a time when you didn't have much memory...doing without it would be almost like trying to run a BBS on a single 1541!

TID-BITS

We encourage you to call some of the boards that have advertised in the newsletter. Make it worthwhile to advertise and let them know when you call that you saw their ad in "The Reflection". For those of you that have not seen the newsletter before we invite you to subscribe, and for our subscribers, we appreciate you and are grateful for your support.
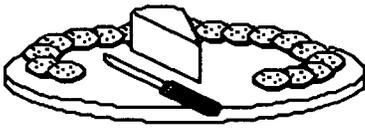
Where has it gone? Did anyone miss it? Well, it has moved. The "PAUSE" message that used to be on the right side of the Sysop screen with the "1.0" version has been replaced by the single letter "P" that is displayed on the very top line between the AM or PM and the XX:XX (Time Still Remaining). In addition to the "P" that will show up from time to time as the user on-line pauses messages you may also notice a "G" or an "A". The "G" is for the fast garbage collect routine and the "A" indicates that the user has aborted a message. These can be useful if your board should ever lock up (an extremely RARE occurrence anymore). Take note and see if any of these three events was taking place when the mishap occurred.

Most of you are aware, by now, of the "TRACE" mode that can be toggled on by checking the right side of "Sys". The trace shows the exact line that is being executed in BASIC at all times, and is displayed in a "window" just to the right of the "R:" on the bottom left of your screen. There is also a character shown just to the right of the line number that indicates the exact command that is being executed on the line at the time. This character will frequently be shown as a reverse video character and is known as a "token". If you are having some trouble with your board and it is locking up or crashing you can use the "trace" to help isolate exactly WHERE it is that your problem is occurring.

Unless you are doing a lot of modification on your system you really don't need to keep the trace on.

A reminder that there is an IMAGE conference on Qlink scheduled for the first Thursday of each Month. The conferences start at 9:30 ET and are held in the Telecom Conference room. Everyone is cordially invited to attend and find out what's going on with IMAGE. Don is the host and always has a lot of good information. Also, the Telecom Chat/Help room is manned seven days a week (9:00PM to 11:00PM ET M-F, 9:00PM to 1:00AM on Sat.) and there is an IMAGE or NISSA person in there on five of the days. The usual handles you will find in there are "Al D 22" (aka NISSA Al D), "Doc Shade1", "Ctuna" (aka IMAGE Don), "Fred S" (yours truly), "Dr Moffett" (aka NISSA Muffy) or "Rezh" on the late shift on Saturday. One of us will be there every night with Monday and Friday nights being hosted by non-IMAGE types. A FINE place to meet and to get any questions answered.
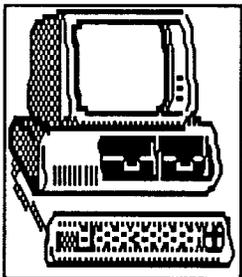
A reminder. Support your local newsletter!! We welcome any articles and BBS Ads.

FOR YOUR INFORMATION

The Most Downloaded programs from Port Commodore for the past thirty days have been:

No.	File	Times Downloaded
1	"+.ud macros"	20
2	"Empire4.2.lnx"	14
3	"s.menu 3"	12
4	"e.wheelrules"	10
5	"+.log"	7
6	"+.macros"	6
6	"new ml.rs232"	6
6	"lo/off mod.lnx"	6
6	"empire4.(pc).lnx"	6
10	"NISSA Advisory"	5

There were over 300 downloads during the month.

Number	Board	Serial
501-661-1202	River City CC	E0122
501-835-6065	Elysian	E0430
501-988-1107	The Firm	E0274
502-964-5792	The Underground	E0150
503-363-7927	Cheer's BBS	E0641
503-585-7194	Free Matrix	E0367
504-393-6426	Tralfamadore	E0586
504-886-3151	Excalibur	G0104
504-928-0822	Tiger's Den	E0622
505-268-4662	Loadrunner BBS	E0026
505-275-1314	Chili Junction	G0588
507-287-9731	Circuit Circus	E0287
507-567-2465	Rainbow Chateau	E0445
508-226-4522	Bloom County BBS	G0514
508-256-7582	The Hacker's Haven	E0534
508-365-4944	House Atrides	G0173
508-520-4137	The Hotel BBS	E0495
508-533-4685	Asphyx	E0418
508-754-3806	Computer Alliance	G0717
508-755-5962	2nd Floor Boys	E0268
508-872-2141	The Dragon's Reign	G0419
509-547-0685	Trinet	E0275
509-963-8278	Headway BBS	G0663
512-280-5035	The White House	B0008
512-441-1105	Wirenut's BBS	G0220
512-453-5079	Enterprise	G0764
512-472-6905	Infinite Incarnation	G0216
512-492-2045	Seven Heavens	E0306
513-252-3278	The Outhouse	E0054
513-299-4227	Cybernet BBS	E0256
513-563-8075	The Music Board	E0737
513-677-9394	Commodore Connection	E0235
513-746-3526	Huntin' Headquarters	G0164
513-878-1408	DACUG	E0247
514-638-5839	Our World	E0189
515-573-8327	Star Frontier	G0007
516-223-1965	The Edge	E0452
516-248-9872	Centricom BBS	E0175
516-399-6718	The Happy Place	E0231
516-624-9597	Knights Of Rndtble	E0176
516-654-9488	The Friendly Cave	E0361
516-937-1317	Software Station	E0099
517-321-6912	The Legacy	E0611
517-321-9654	The Alliance	E0698
517-437-2774	The Wall	E0312
517-852-0867	The Hideaway	E0480
517-893-7010	Commodore Resort	G0297
519-686-9154	Trade Guild	E0061
519-746-5432	The BBS	E0451
601-781-4049	Rosebud's Garden	E0689
602-493-3928	Speedway	G0563
602-497-1686	Arizona's Connexion	E0642
602-497-6678	Studio See	G0558
602-842-2307	Purgatory BBS	E0504
602-846-2184	Dove BBS	E0284
603-424-0014	BC's Quest	G0073
603-880-9426	Hudson Access One	E0102
604-581-1922	Tesseract	E0391
604-596-3252	Atlantis	E0392
604-597-8822	Don's Happy Hour	E0390
604-597-8960	Hydrax's Place BBS	E0389
605-342-1526	Psychotic Institute	E0374
606-255-1831	Doom's Den	E0374
606-273-5819	Commodore X-Press	G0413
606-299-0254	Commodore Connection	E0032
606-836-2053	Magic Kingdom	E0505
607-324-0197	The CIA	E0170
608-757-1385	The Toy Box	E0162
609-358-0015	The Byte Me BBS	E0483
609-453-1144	CIA'Headquarters	G0548
609-547-8465	The Sunset Beach	E0411
609-751-8723	Tennis Court	E0707
609-858-2033	Lankhmar	E0572
609-939-0884	Speak Easy	E0015
613-275-2569	Brandy Hill Exchange	E0233
614-263-0686	The Drug Store	E0217
614-276-8050	Teleport64	E0042
614-755-2268	Iron Tower	E0293
614-878-1312	The Game Zone	E0651
615-264-0217	Gift Copy	E0195
615-292-4801	The Interface	E0442
615-331-0988	Ground Zero	E0125
615-360-8800	Rats Nest	E0441
615-646-8264	New Visions Online	E0008
615-822-6456	Rogue's Roadhouse	E0440
615-832-8682	Game Land	E0517
615-928-6071	Tudor Nightmare Vge	E0366
616-241-2569	Krynn BBS	E0108
616-345-6362	KVHUG BBS	E0063
616-458-8767	Netherworld BBS	G0069
616-531-1346	The BBS Post	E0422
616-669-3591	The Outer Limits	E0381
616-671-5281	Deadbolt BBS	E0166
616-775-2241	Two-Tone Arsenal	E0127
616-784-4841	Dag Nasty	B0008
616-784-6831	Power Station	E0461
616-896-9419	The Abyss	E0432
617-354-6073	Commodore 64 Hotel	E0327
617-431-8486	BitByteBob's BBS	E0393
617-528-1721	The Apogee	E0012
617-871-8090	Plotting Board	E0395
617-899-0520	Mass. Net BBS	G0676
618-337-8498	Commodore Carnival	E0457
618-452-6048	Military BBS	E0259
619-262-7131	Lemon Grove	E0160
619-271-8666	Club Med	E0693
619-286-2637	The Badlands	G0758
619-299-2926	The Emergency Room	G0213
619-329-1115	Rogue's Gallery	G0067
619-426-2057	The Evergreen Frst	E0142
619-442-8909	Fortress of Solitude	E0376
619-461-2395	Disabled Dungeon	E0615
619-463-5457	Commodore Express	E0485
619-471-7048	The Network Image	E0229
619-579-2755	Thor's Palace BBS	E0533
619-587-6605	Comville BBS	E0045
619-679-7069	Mystic Lounge	E0313
619-789-6235	Ramona Contry BBS	E0337
619-945-1354	EMTTY V	E0668
619-967-6017	Surf Shack	G0121
701-235-7735	Black Dragon	G0597
703-347-5835	Phantasia BBS	E0163
703-569-1754	New Daily Press	E0246
703-992-5338	Realms of Adventure	E0654
707-528-7902	The Far Side	E0224
708-395-0991	The Night Train	E0120
708-403-6604	The Interface BBS	E0478
708-426-6292	The Time Warp	E0134
708-426-8104	Zappa's Revenge	E0133
708-537-4663	Radio Hill BBS	E0705
708-788-7972	Twilight Zone	E0302
708-830-8805	Dog House	E0186
708-852-1292	Suburban CUG	E0370
708-879-7497	The Wiz BBS	G0225
713-320-8986	The Dark Tower	E0296
713-350-9534	Fly By Night BBS	E0159
713-446-8554	The Dragon's Realm	E0701
713-469-0434	B.I.O. Feedback	E0537
713-471-6503	Harry's Asylum	E0199
713-474-4723	Midnight Beat	G0476
713-479-5389	Westworld	G0730
713-488-2753	The Graveyard	E0059
713-495-5826	Hip Pocket BBS	E0053
713-537-2878	Toon Town	E0573
713-896-6422	Atlantis II	E0316
714-441-2210	Alternate Reality	G0756
714-526-2924	Lyon's Den West	A0002
714-622-8708	Vannex	E0183
714-689-4534	Freeware II	E0704
714-788-5432	Wild Man's Image	E0402
714-832-4152	The Vilian BBS	E0547
714-862-6822	Loki's Realm	E0360
714-884-8081	Freeware BBS	E0262
714-891-7731	Commodore Bay	E0197
714-944-0158	Disk Drivers Domain	E0144
714-944-8665	Crossroads	E0002
716-285-4752	Alternate Reality 2	E0620
716-488-2578	Wizard's Conclave	G0408
716-631-8186	Vallhalla Island	E0487
716-665-6046	The Rift	E0708
716-675-5717	Timelands	E0638
716-681-5459	Network 23	E0234
716-789-9315	The Ranger's Cabin	E0427
716-836-9419	Paradise Oasis	E0294
716-895-2927	Animal House	G0273
716-934-3474	The Truckstop	E0540
717-245-0154	The Night Shift	E0092
717-287-0601	The Wolf's Lair	E0128
718-277-3498	The Ally	E0583
718-359-8491	The Unknown Cave	E0084
718-384-2586	Papa Bear's Den	E0319
718-457-9352	The Arcadia	E0201
718-459-4525	The Elm St. BBS	E0520
718-649-6072	The Dark Dimension	E0640
718-827-6102	Chopper One BBS	E0553
801-423-2734	Port Commodore	A0001
803-292-5380	Castle Ryl Family	E0338
803-295-3781	The Hawk's Nest	E0255
803-439-5862	AdventureNet	E0035
803-553-0692	Outer Limits Bar	E0643
803-556-0523	The Ducall Inn	E0555
803-650-6120	The Computer Castle	G0688
803-749-1637	The Pawn Shop	E0158
804-463-0813	Dreamscape	E0502
804-468-0873	Moonshine Express	E0577
804-497-7108	Dragon's Keep	E0519
804-730-7780	Ozy's Place	G0511
804-792-8142	Commodore Echo BBS	E0112
804-851-1451	Attilan	E0515
804-865-6277	Dark Image BBS	G0574
805-239-4440	Tech Time BBS	G0146
805-427-0290	The Freeway	E0590
813-577-2314	Dirty Harry's	E0206
813-621-2024	The Emerald City	E0085
813-625-2827	Wrigleyville USA	E0252
814-838-5600	Secret Software	E0625
815-229-0132	Alien Forces BBS	E0023
815-232-7960	Toon Town BBS	E0168
815-725-9399	The Restaurant	E0114
815-877-9306	Astral BBS	E0040
816-452-6489	The Keep	E0655
817-662-0508	The Morgue BBS	E0449
817-666-5090	Tomain's Pleasure P.	E0538
818-346-6875	The Poorman's Club	E0010
818-966-2645	Telelink	E0305
902-434-9967	Circuit Breakers	G0105
902-539-6487	Tele-Commodore	E0179
904-456-8205	CUGOP	E0339
904-756-2700	Tec-Net	A0005
904-760-2700	Riddler's Roundtable	E0565
904-864-2237	Pier I	G0039
907-279-4119	Castle of Trolls	G0751
907-372-1486	Northern Star	E0601
907-487-4922	K.A.O.S.	E0014
907-592-2535	The Commodore Image	E0041
912-285-5835	The King's Lair BBS	E0254
912-964-2937	The Wasteland	E0564
913-651-2330	Treasure Chest	G0012
914-246-8854	The Dragon's Den	E0156
914-298-5066	Capone's Place	E0420
914-328-9078	The Wrong # II	E0001
914-471-3860	Wrestling Ring	E0594
914-794-4130	Commodore Transfer	E0344
914-895-9163	The Networx	E0117
915-366-2077	The Wall	E0347
915-367-7187	Rolling Stone	G0167
915-676-9529	The Intel BBS	E0139
916-246-7439	Int. Cal. Connection	E0017
916-366-3422	Nelson's BBS	E0050
916-673-7674	Adventurers Guild	E0005
919-288-0372	The Pyramid	E0028
919-299-3613	Lightnin' Express	E0272
919-454-6213	Ground Zero	E0290
919-756-4127	House Calls	E0209
919-821-3737	C.C.C.C.	E0630

ORDER FORM

Name_____

Address_____

City_____St_____Zip_____

Order:

Subscription_____$10.00
Holiday Disk_____$10.00
RLE Disk_____$10.00
Graphics Disk_____$10.00
Pfile Disk_____$16.00

Total Enclosed_____$_____

Please send check or money order to either address shown above.

"Reflections"
P.O. Box 525
Salem UT 84653

All-Tec
P.O. Box 291344
Port Orange FL 32129

REFLECTIONS
P.O. BOX 525
SALEM UT 84653