The Major NEWS

First Issue • For Operators of The Major BBS • April 1990

From the editor...

Welcome

to the first issue of the Galacticomm newsletter!

In this issue, you'll find news and tips on operating The Major BBS, our bulletin board system software. After logging thousands of hours of customer support, we have come across certain situations over and over again. Since the next printing of the operator's manual is still a ways off, we want to get these ideas into your hands right away.

You'll also find many new advertisements from our 3rd-party developers. There are some really great products and services here, offered by some talented and dedicated individuals. If you wonder about their customer responsiveness, just check out the "/Develop" SIG on our demo system, modem number (305) 583-7808. In most cases, you will need to purchase source code from Galacticomm in order to integrate these 3rd-party products.

-RNS

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MNP Modems

MNP stands for "Microcom Network Protocol." Many modems, from many different manufacturers, have adopted this standard, which allows modems to communicate with each other error-free, even in the presence of line noise.

There are various classes of MNP compliance. The most important two are Class 4, which supports error-free transmission, and Class 5, which offers both error-free transmission and data compression. For example, if you have 2400bps MNP Class 5 modems on your BBS, and a user calls in with another 2400bps MNP Class 5 modem, the modems will automatically sync up with each other and exchange data, error-free, at rates up to 4800bps.

MNP modems are generally compatible with ordinary 2400bps V.22bis modems, but there is a catch. An MNP modem takes an extra 5 seconds or so, after the basic connection is established, to decide if the modem on the other end of the phone line is another MNP modem.

This means that there are two strange things that can happen. If you have MNP modems on your BBS and your callers use non-MNP modems, then they will experience an additional 5-second delay, after seeing CONNECT

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Flash Developer's Program

Now You Can Design Your Own Flash Games

If you like games but haven't downloaded Flash Attack (`FA22.EXE`) and Flash Chat (`FC10.EXE`) from the Demo System yet (305-583-7808), please do.

As noted by John C. Dvorak in his recent *Guide to PC Telecommunications*, Flash Attack is the forerunner of what will shortly be a whole new realm of entertainment phenomena. Flash games are multi-player, real-time, "incomplete information" extravaganzas which can harness bit-mapped graphics, sound effects, and non-keyboard input devices in an incredible variety of ways.

Lightning-fast interactions among up to ten players per game, with up

Continued on page 2

Your No-Charge BBS

You may not want to charge your customers for connect time. If what you need is a customer support BBS or an order-entry system, you may want all your customers to have unlimited connect time.

The easiest way to do this is to simply post a zillion credits to their account after they first sign up (one zillion = 99,999,999). Under the default configuration, this corresponds to three straight years of live connect time! Or over a billion electronic mail messages! Now, let's review the system commodity called "credits"...

The Only Good User is a Live User

Just what is a live user? Remember: "a live user has credits", and "credits allow live connect time." When your user runs out of credits (or when he first signs up and you haven't given him any yet), he is a non-live user. You

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Continued from page 1, **Flash Developer's Program**

to ten separate games in progress simultaneously on one BBS (subject to the availability of lines, of course!), is what the Flash game concept is all about.

Best of all, once a Sysop has installed The Major BBS Entertainment Edition, *no modifications* to the BBS are necessary for his users to be able to run a Flash game that you have developed.

Galacticomm can now provide you with documentation and example C language source code for developing your own multi-player game using the Flash protocol.

Here are a few free ideas for Flash games that now can be and should be developed by third parties. Use them as a starting point, maybe they will spark other ideas for you:

Flash Chess . . . . . 3-D board views, animation, "Kriegspiel"
Flash Backgammon . . . . . real-time, no turn-taking!
Flash StarWars . . . . . outer space shoot-em-up
Flash TankCommando . . . . . earth surface shoot-em-up
Flash Submariner . . . . . underwater shoot-em-up
Flash Trivia . . . . . real-time race for the right answers
Flash Dungeons . . . . . medieval graphics galore
Flash Poker . . . . . jacks or better, ante up!
Flash Belmont . . . . . choose your horse, place your bets
Flash Craps . . . . . 7/11 or doubles and all that
Flash Stalingrad . . . . . form teams, move armies on hex grids
Flash Murder . . . . . the butler did it!
Flash Toothpaste . . . . . find your way out of the 3-D maze
Flash Basketball . . . . . 5 men per side, real-time play ball!
Flash Treasure . . . maps, cryptograms that change every game
Flash Indiana . . . . . hoosiers, jones, or car race? you decide
Flash Dingbats . . who is who? players impersonate each other
Flash Umflungoo . . . . words on the wall, guess letter positions
Flash Foonball . . . . . from frezeedle to zleen
Flash Dating . . . . . choose an emcee, auction the eligible
Flash AirHockey . . . . . nice and simple, joystick control
Flash DemoDerby . . . . . race to be ace on a figure-8 track
Flash Aorta . . . . . a fantastic educational voyage
Flash MixMaster . . decipher patterns before the other guy does
Flash CoreWars . . . . . code up a killer program
Flash Playmates . . . . . spin the bottle, with oo la la graphics?

How to get your Developer's Toolkit

If you don't have your Flash Protocol Developer's Toolkit yet, leave E-Mail to Sysop on the Galacticomm Demo System (305-583-7808) with your address, and we'll send you a copy of the Flash Protocol Developers' License Agreement for your signature. There is no up-front charge. *-TJS*

GALACTICOMM

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The Major NEWS is published by Galacticomm to provide news and information for operators of The Major BBS.

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Please direct all calls and other correspondence regarding the purchase, service, and support of these products to the companies you bought them from. If you call Galacticomm technical support to report a bug or defect, we may ask you to first remove all 3rd-party software from your machine, and then to try to reproduce the problem with software only from Galacticomm.

The Flash Protocol

The following is an excerpt from the Flash Protocol Programmer's Guide:

Of special interest to 3rd-party marketeers are the financial dynamics of the Flash game marketplace, in contrast to traditional 3rd-party add-on software. Rather than your prospects being Sysops, of which there are maybe a few hundred, total, running entertainment-oriented systems, your prospects become the users of those systems, of which there are hundreds of thousands. So, rather than writing a great game and selling maybe 40 or 50 copies to Sysops at $400 each, you can write a phenomenal game and sell maybe 4000 or 5000 copies at $25 each. And that's with today's numbers — as the concept expands in popularity and the world becomes more modem-aware, million-dollar games are not far off.

You will find existing and prospective Sysops of The Major BBS Entertainment Edition very supportive of your efforts... there is a unique 4-way symbiosis here, between you, the Sysops, their users, and Galacticomm. The better your games are, the better the Sysops will like it, because people will be using their systems more and more in order to play the games. The Sysops don't have to do any extra work to make this happen, either: no costs for software licenses, no bothering with source code and so forth, and most importantly, no increase in memory requirements to run each new game that comes out. There is no limit on the number of Flash games that an Entertainment Edition BBS can support, since the body of each game runs in the users' computers, not in the BBS!

Galacticomm has a distinct motive for your success too, both because of the $1-a-copy royalties and because the more users your games attract to our Sysops, the more lines and modem hardware they will wish to install. It's a 4-way win-win-win-win situation.

We recommend that you offer both a "shareware" and a "non-shareware" version of your first few titles. Once this Flash technology is well established, people will be willing to buy game software sight unseen, on the basis of the reputation of its designers. But in the early going, you will have much higher sales if you offer a scaled-back or "demo" copy of each game (perhaps with a limited playing time, or number of plays) for free, with the full-fledged version available only after the user pays you. The Flash Protocol is able, in Entertainment Edition Release F and later, to distinguish between shareware and non-shareware copies of the same game, and to enforce the restriction that no more than one person may use a non-shareware copy of a game with a given serial number on one system at once.

-TJS

DASNET Connectivity

Tom Scott of Galaxy Telecomm has pioneered a universal E-Mail access/connectivity method that may be of interest to you. If the idea of your users being able to route E-Mail directly to users on CompuServe, Delphi, MCI Mail, BIX, and dozens of other major services excites you, call Anna Lange of DASNET, at 408-559-7434.

The service is fairly expensive: $2500 for the initial hookup, plus $200 to $400 per month maintenance fee, plus individual messaging charges ranging from 21 cents to $7 per 1K of message text. But you do get direct access to practically every E-Mail user on the planet, plus FAX, Telex, and regular paper (1st class USPS) delivery options.

Working with Tom, who runs a 40-line system, DASNET has developed the capacity to deliver and extract E-Mail to and from The Major BBS wherever they may find it. This kind of thing can provide a major drawing card for your system. Give Anna a call. *-TJS*

Dialing Out

The Entertainment Edition contains a feature that is not just for entertainment. The feature was created in order for Sysops to be able to "link up" their teleconferences to other BBS teleconferences, but it actually constitutes a general-purpose dial-out utility for the Sysop.

It works by way of the DIAL command. This is a privileged command, only available to the Sysop (i.e. a user with the ISYSOP bit set). As Sysop, for example, you could emulate a non-hardware channel and select 'T' from your Main Menu to go into the teleconference link-up, then enter:

```
DIAL * SHAE 1-305-321-2410
```

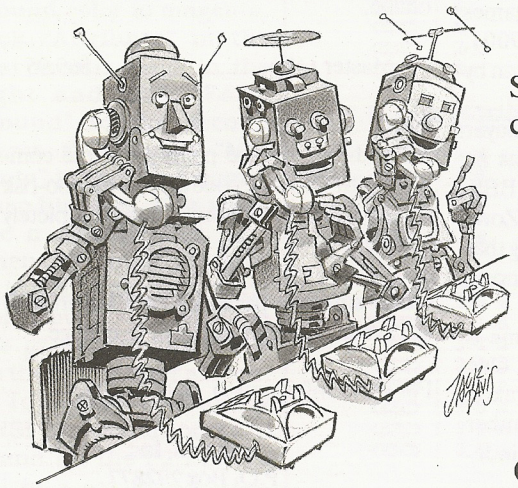
This dials out to "Shae" at the number shown. The '*' tells the system to dial out using the highest free channel with live hardware (or, you can give it an explicit channel number, if you like).

The next thing you would see on your screen after issuing this command is CONNECT 2400 or whatever, and the sign-on screen of the system you have dialed. It does not have to be a Galacticomm system — it could be Dow Jones, or CompuServe, or whatever you like.

One caveat: the way you terminate the dial-out is by entering a line with just the letter 'X' on it, all by itself. So, if you call another Galacticomm system, and you go into chat mode with a user on that system... when you 'X' out of chat, your own dial-out connection will drop too. This also happens if you 'X' out of editing a message. Other places where you might say 'X' are not a problem, because there is at least one prompt character on your input line before the 'X'. It's only when you input an 'X' on a fresh line, all by itself, that your dial-out terminates.

-TJS

Customer Support BBS



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Support your customers via modem. Electronic mail between your customers and you gives them the answers they need, 7 days a week!

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- You can download updates and product information to them
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- SIGs, teleconferencing, and questionnaires too
- Very easy to install and configure, works under MS-DOS
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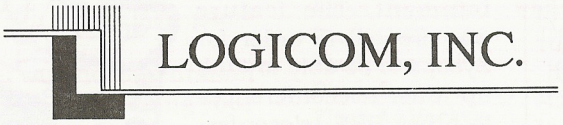
Software For

The Major BBS™

By



Bulletin Board Forums

The popularity or success of any BBS can easily be measured by the amount of activity in it's message bases. The Bulletin Board Forums are designed to give your system a powerful, yet simple to use data base for writing and retrieving public messages. Outstanding features include; Anonymous message writing, ANSI displays within message text, and the ability to turn on or off profanity checking for selected sub-boards.

Bulletin Board Forums (28K) $149.95

Outlink

Turn your BBS into a HOST system! Outlink offers your users the option of logging on to other systems while they remain online with your system. The software driver acts like a middle man, transparently sending data between the user and the other system. You can even transmit files, or, use it as a mini-terminal to dial-out directly from the console. You can customize a menu of up to 20 dial-out systems, each with it's own group of configurable communication settings. NEW script file processing allows you to automate logon sequences!

Outlink (8K) $149.00

Sea Battle

Sea Battle is a player vs. player naval war game which uses ANSI graphics and cursor control to simulate the battle grids. You can challenge other users on the system, or play against the computer. The object of the game is to sink your opponents ships before he sinks yours!

Sea Battle (14K) $89.95

The Casino

The Casino is multi-player game featuring four popular card games; 5 card draw, 5 card stud, jacks or better, and blackjack. Players enter through the lounge where they can talk with other players and sip a few drinks before heading for the tables. Casino employees are always there, day or night, to make sure the patrons are happy. There are also a few regulars who wont hesitate to join you at a table for a "friendly" game of cards!

The Casino (23K) $185.50

Galactiwars

An intergalactic political/economic war simulation that can be played over and over again without ever having the same outcome! As the ruler of your very own planet, it's up to you to see that it prospers, and to set up defenses to ward off attempts at sabotage, espionage, troop invasions, and nuclear missile attacks from enemy aggressors! An exciting and VERY ADDICTIVE game of pure strategy!

Galactiwars (65K) $149.95

Z-O-R-G-O-N

The most elaborate multi-player adventure game ever designed for use with The Major BBS! Based on a series of games (FAZUUL, FAZUUL 9001, FREEZUUL, and PHAZUUL) written by Tim Stryker.

Zorgon is a fully interactive multi-player text adventure designed exclusively as an add-on game module for The Major BBS. It is similar, in a way, to such games as Zork, Deadline, etc. The key difference being that many players may be in the game all at once, in REAL TIME!

The program that controls the game is like an automated dungeon master. One that plays no favorites, makes no mistakes, and has the capacity to track a large number of individuals or groups completely independent of one another.

Set far into the future, the game takes place on a desolate alien planet whose previous inhabitants were a much more advanced race than ours. Your adventure begins as soon as you step out of the teleportation pod, into the alien city. Here you will discover bits and pieces of alien technology whose functions are beyond your wildest imagination. You will also find that many of these "bits and pieces" can be used to build more complicated devices with functions even MORE powerful! Of course, figuring out how to build these devices, and how to use them, is entirely up to you.

Features include; over 250 rooms, over 500 commands, hidden portals, user constructable weapons, moving walkways, elevation chambers, strange creatures, roaming autosentrys, and MUCH more!

Z-O-R-G-O-N (65K) $265.00

Ad Master

Ever had the need to broadcast information to certain sections of your BBS but were unable to without making extensive changes to your code? Now, with Ad Master, you can do just that! Not only can you define where the broadcast will be seen, but you can also have it displayed in either TEXT or ANSI. Ads can even be changed or created right online.

Ad Master (4K) $69.95

All add-on software packages come complete with C source code and 30-day-no-risk money back guarantee if not completely satisfied!

Other software packages (not advertised) are available. Prices subject to change.

For more information, call or write:

Logicom, Inc.
P.O. Box 292877
Fort Lauderdale, FL 33329
(305) 472-7077 Office
(305) 472-0927 FAX

Some Colorful Language

The ANSI-BBS standard, more formally known as ANSI X3.64, is widely supported by terminal emulation programs that run under MS-DOS, like Procomm and Telix. This standard uses ASCII escape sequences to represent colors, display attributes, cursor control, and screen editing. See the sidebar for the exact syntax of these commands.

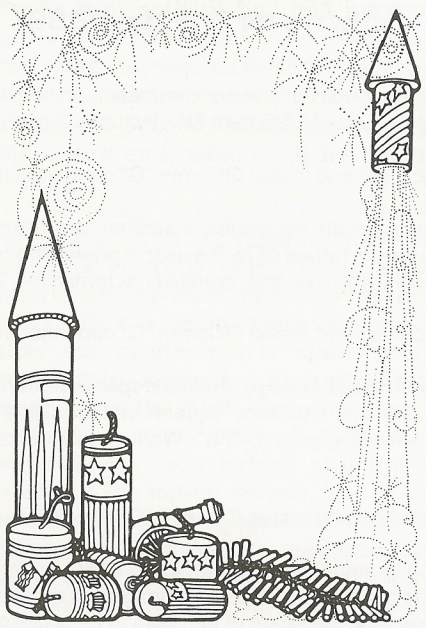
On The Major BBS, you can use the CNF Editor to specify and to try out special prompts with embedded ANSI commands. You can even simulate the display of your prompts at various baud rates, to see if the overhead of ANSI will become annoying to the user.

In the CNF editor, you won't have to bother with escape sequences to enter ANSI commands — all commands are selected by menus. To insert an ANSI command, just move the cursor and hit the F2 function key. The first menu will list the broadest categories of ANSI commands. Use the up and down arrows to select from these choices, and use the right and left arrows to select among more detailed choices. Hit enter to freeze the ANSI command into the text of the prompt.

For example, to specify a change in the text foreground color to magenta, pick "Attribute" in the first menu, move to the right and pick "Foreground" in the second menu, then finally "Magenta" in the third menu. Then hit enter. Now you'll see a shaded box, and when the cursor points to it, the message "Attribute Foreground Magenta" in the green command bar on the CNF Editor screen.

To change an existing ANSI command, point to it and hit the F2 key. To delete a command, simply use the backspace or delete keys, as you would on any regular old character. To insert consecutive commands, you may need to insert a blank first.

-RNS



ANSI-BBS Commands

The following ANSI commands are supported by The Major BBS, and by most terminal emulation programs:

<ESC> [<row> ; <column> H	Move cursor to <row>,<column>
<ESC> [<row> ; <column> f	Move cursor to <row>,<column>
<ESC> [<nrows> A	Move up <nrows> rows
<ESC> [<nrows> B	Move down <nrows> rows
<ESC> [<ncols> C	Move forward <ncols> columns
<ESC> [<ncols> D	Move backward <ncols> columns
<ESC> [s	Save cursor position
<ESC> [u	Restore cursor position
<ESC> [2 J	Erase display
<ESC> [K	Erase to end of current line

Display Attributes

<ESC> [0 m	Normal
<ESC> [1 m	Bold
<ESC> [4 m	Underscore
<ESC> [5 m	Blink
<ESC> [7 m	Reverse
<ESC> [8 m	Invisible

NOTE:
These "m" directives may be combined. For example, to select blinking black on blue, you could code:

```
btuxmt(chan,"\x1B[5;30;44m");
```

Set Foreground Color	Set Background Color
<ESC> [3 0 m Black	<ESC> [4 0 m Black
<ESC> [3 1 m Red	<ESC> [4 1 m Red
<ESC> [3 2 m Green	<ESC> [4 2 m Green
<ESC> [3 3 m Yellow	<ESC> [4 3 m Yellow
<ESC> [3 4 m Blue	<ESC> [4 4 m Blue
<ESC> [3 5 m Magenta	<ESC> [4 5 m Magenta
<ESC> [3 6 m Cyan	<ESC> [4 6 m Cyan
<ESC> [3 7 m White	<ESC> [4 7 m White

The following special "IF-ANSI" construct is specific to The Major BBS (and never gets transmitted to a user's terminal).

<ESC> [[<for-ANSI-users> | <for-non-ANSI-users>]

Only one of these strings will be transmitted, depending on whether the BBS thinks the user's terminal supports ANSI.

Auto-Sensing ANSI...

What is The Major BBS doing when you see that "Auto-sensing ANSI..." message at the start of a session? Why don't other BBS systems have this feature?

"ANSI" refers to the widely used ANSI X3.64 protocol that allows your BBS to send blinking, color-changes, and other graphics-like commands to your users' displays. It does not specifically include the use of the IBM PC "extended character set" codes such as box outlines and checkerboard patterns, but many IBM users lump them both together.

One little-known feature of the ANSI standard is that there is an escape sequence that the host (BBS) can send to the terminal, saying, in effect, "Tell me where your cursor is located right now." An ANSI terminal (or user terminal-emulation software such as ProComm or Telix) is supposed to respond back to the host with an escape sequence called Cursor Position Report, or CPR.

To automatically sense whether the user has ANSI capability, then, the BBS can send out a CPR request. If the BBS gets a CPR back within a second or two, it can safely assume that the user supports ANSI; otherwise it assumes not.

In most environments, the BBS user population has ProComm or Telix or other true ANSI-emulation software, so this method of auto-sensing works fine. Because the CPR request is relatively little-known, though, other comm programs may not support it fully, so, as Sysop, you have option of reverting to the more conventional method of prompting each user at log-on whether ANSI should be used or not.

As to why other, non-Galacticomm BBS software doesn't offer the option of auto-sensing ANSI? That's a very good question!

-TJS

ProStar Software Presents . . .
Software for The MajorBBS

The Editor

The Editor allows you to modify any users information on-line from the "F5" screen. No need to log-on as the user to make changes. Uses LESS than 2K. Includes a new .SCN screen and complete instructions.
$19.95
$49.95 Includes modified and tested GComm "C" code modules*

MiniChat Plus

Allows the user to send private messages to another user from anywhere within your system. No need to be in Chat. The feature can be turned off by the user to prevent being bothered. MiniChat Plus also includes many global options including who's on line, credits/time remaining, and others. Uses less than 2K.
$19.95
$49.95 Includes modified and tested GComm "C" code modules*

Global Monitor

Global Monitor lets you take advantage of unused space on your console screen. Global Monitor turns the space containing all those little "non-hardware" squares into a realtime monitor of user activity. See what module your users are in without emulating or using "F5". Works with up to 32 lines. Includes 2 new .SCN screens and uses less than 2K.
$19.95
$49.95 Includes modified and tested GComm "C" code modules*

Super Lotto

An excellent addition to any system! Super Lotto allows your members to purchase tickets with their credits in hope of winning the pot in return. Since the program is completely configurable you will be able to determine the cost of each ticket, and the range of numbers to choose from. A series of numbers is randomly drawn at each 3:00 a.m. clean-up. If there is no winner, the "pot" rolls over to the next day. Uses less than 11K.
$50.00

DemoPak

DemoPak allows you to automate your membership process, a feature needed by any system. With DemoPak, you can issue specially coded certificates. These certificates can be coded to "grant" any amount of credits (paid or demo) instantly to the new member. The transaction is recorded in the audit trail in an E-mail message. Completely configurable. Uses only 4K.
$50.00

RelayNet Mail

Enter the world of PCRelayNet! An exciting group of over 150 conferences echoed throughout the world. This package includes a registered copy of PCRelay, MjrUTI mail conversion routines, batch files, and all necessary programs. Ten minute installation, DOES NOT require a front end mailer. As an external program it uses no MBBS memory.
$150.00

SuperNova

An exciting outer space version of the classic Battleship. SuperNova allows you to play against other users or the computer. Using ASCII graphics, any type of computer can play. On-line instructions and detailed score reporting makes the game an excellent addition to any system.
$50.00

Global Commands Mini-Mail

Global Commands is a collection of very useful global functions available to the user from anywhere on your system. Over 20 different functions including user status, personal profiles, AKA's, and many others. Mini-mail is private e-mail that can be sent to any user from any module on your system. Teletalk, a global chat system, is also included in this powerful module. There is just too much to list! Contact us for further information.
$150.00

TAC

TAC states for "Take Action Conference". An alternative to the standard chat module, TAC offers many upgrades. Users can select an alias, public, private, and closed conferences can be formed. An advanced "action" system allows users to store custom actions in their own personal database. Dozens of informative help screens are available for on-line reading. Sysops have a wide range of options to choose from. If chat is popular on your system, then TAC is for you!
$150.00

*Modified modules provided through special agreement with Galacticomm, INC

For further information on the above software call
ProStar Software
P.O. Box 2325 • Auburn, WA 98071-2325
(206) 946-0579 voice • (206) 941-0317 data

No Sign-Ups Please!

The tightest security systems will not be letting any old Joe-Blow caller sign up for himself.

This is easy to set up with The Major BBS. Just set the "SAMPLN" level-2 configuration variable from 64 down to 0. That way nobody calling in is asked to "type User-ID, or 'new'" — he must have a User-ID assigned before he calls.

You, the Sysop, will sign up every new user by emulating a non-hardware channel (showing "---------"), where you will *always* get the "type User-ID, or 'new'" prompt. Then you can go through the sign-up process yourself, entering information, choosing a User-ID and password, as if you were the new user.

Only then can the guy call in and get on-line.

-RNS

Continued from page 1, **MNP Modems**

2400 or whatever, before the BBS produces any activity on their screens. Since the BBS waits 2 seconds after receiving its own CONNECT message before sending out any text, this means a total of 7 seconds minimum delay on the user's end, which can be disconcerting.

The other strange thing that can happen is if you are running non-MNP modems on your BBS, and a caller calls in with an MNP modem. This time, the caller's modem waits 5 seconds after the connection is made before going into normal communcations mode... but the BBS, having no way of knowing that the caller is MNP, only waits 2 seconds before starting to transmit the log-on screen. The result is that the caller misses the first few seconds of the log-on material, and picks up in the middle of it somewhere.

Most callers with MNP modems are used to this, because many of the systems they call do not support MNP. You may have run across this yourself, though, and been puzzled, or you may have a user who is.

Not to worry, it's not a software problem, or a symptom of something about to break down. Other things being equal, it's better to have the first form of strangeness above than the second, so you might want to factor the purchase of MNP modems into your future BBS game plan. Galacticomm offers internal 9600bps MNP Class 5 modems for use individually or in the GalactiBox, at $688 each. *-TJS*

Security Begins at Home

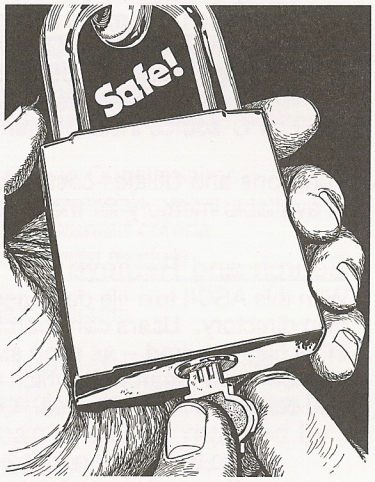
So, you don't exactly have your console locked up in Fort Knox? You're concerned that some nosy types around the office might like to get their mitts on the Sysop password? As a minimum security measure, you can prevent all viewing of passwords while your BBS is on-the-air.

Set the level-2 configuration option "VISPSW" to NO. This hides passwords on the F5=detail user account screen. It also hides them from the remote Sysop.

You will always be able to get all passwords by shutting down the BBS and running option 7 (User Report) from the introductory menu. This dumps all user account information to your screen, printer, or to disk.

Under Lock and Keyboard

Want an even tighter rein on access to your user account information? Most AT-style computers have a key-



switch that locks out the keyboard. If your customer list is worth its weight in plutonium, you might want to use this whenever you leave the console unsupervised. *-RNS*

ProStar Software Presents...
MORE Software for the MajorBBS

Zone Raiders This popular multi-player game is modeled after the exciting simulation game of "Laser-Tag". This realtime infantry combat scenario comes complete with supply depots for weapon upgrades, hand grenades, medical kits, and much more! This game pits user against user in a test of strategy and reflexes! Provides all-time and daily top-10 scores. Uses 15K.
$50.00

Colossal Cave Based on the age-old classic "adventure" game, this text adventure module is a must! Explore the vast caverns of Colossal Cave while you search for hidden treasures and mysterious secrets!
$95.00

The Stripper Are you short on static RAM space? The Stipper converts static type PRF messages into PRFMSG type messages that can be added to your .MSG file. BTUXMT type messages are also converted. An excellent utility!
$30.00

Mini-Mail Expanders The programs listed below are Mini-Mail Expanders designed to hook into the Global Commands/Mini-Mail module WITHOUT taking up any additional "module" slots. More expanders are being developed....

Notepad This expander adds a "Desk Accessory" to your system with up to 20 separate notepad pages that allows text to be captured, edited, and replayed. Notepad is ideal for message revision, message commenting, and even message "quoting". A must for any sysop who sends a prepared message over and over. No need to upload it, just use your notepad!! Uses 14K.
$50.00

Sysex This Sysop Function expander allows for great flexibility in controlling your users! User "types" are definable for limiting time-per-call, calls-per-day, and time-per-day. You can "lock" a user off your system for any number of days, as well as flag users for an audible log-on alert. Comes complete with "canned" messages or configure your own. Uses 9K.
$50.00

The Sysex module also comes in a "stand alone" version for those that do not have the Global Commands/Mini-Mail program. Uses 13K.
$75.00

For further information on the above software call
ProStar Software
P.O. Box 2325, Auburn, WA 98071-2325
(206)946-0579 voice, (206)941-0317 data

An Innovative Approach to Multi-User Business...

We're Galactic Innovations (originally "Moonshae Telecomm"), and we've been working with Galacticomm since 1986 to provide the leading edge in affordable multi-user PC technology. Our long list of satisfied customers will attest to our professionalism and dedication to quality and service; we understand that quality and reliability (and getting it fast!) is *vital* in today's business world. We guarantee your satisfaction with our products, or your money back!

The Major Database

The Major Database is the first configurable, multi-user database module for The Major BBS. It allows you to operate dial-up data search/retrieval/entry applications which can handle dozens of simultaneous users. All configuration is done through intuitive, easy-to-use off-line utilities -- no complex programming required! Search strategies for the database are done by retrieving records by a key field and then using optional restrictions on other fields to "filter" them. A variety of key/filter operations are supported, including the ability to search for sub-strings in string fields of any length (with or without case sensitivity). Here are just a few of the other features provided:

- Supports multiple databases online (up to 6)
- 100% Sysop-definable search/display methods configurable through simple messages
- Powerful off-line management program for creating, modyfing, and deleting databases
- Full ANSI support allows optional "color coding" of menus, prompts, and displays
- Ability to import/export data in ASCII format
- Uses the Btrieve Record Manager
- 'C' source available for customized applications
- Up to 64 users simultaneously searching, viewing, entering, modifying, and deleting records in any or all of the databases online
- Complete security allowing optional restriction of databases, operations, and individual views
- Security restrictions can be based upon the "paying" or "non-paying" status of users
- Audit trail of daily database activity recorded
- Package includes printed manual, unlimited tech support, 30-day money-back guarantee

The Major Database costs $495.00 (and an additional $300.00 for the online 'C' sources). The packages requires a minimum of 80K of available memory for the online module and 512K for the off-line utilties.

Functions and Utilities

This package provides a collection of useful features for both Sysop(s) and users, too many to completely detail them all here, but these are some of the prominent ones:

- Global commands including users online, current time/date, credits/hours available, recent callers, etc.
- Enhanced Remote Sysop Menu with "monitor all", user account searches, recent audit trail display
- Ability to delegate authority/powers to "Cosysops"
- Complete DOS menu supports DIR, COPY, DEL, TYPE, MD, and RD DOS commands online
- Message Broadcast Utility and Login Message Service available to users (for an optional charge)
- Full 'C' source included with package

Functions and Utilities costs $129.00 and requires 31K of available memory for the online module.

Dial-Out X.25

The Dial-Out module allows users to connect to other systems using your system as a host. Each "system" may be configured with a name, number, brief/long descriptions, and dialing parameters. It offers the following features:

- Up to 65,535 "systems" can be offered online
- Optional password protection on "systems"
- Supports multiple "systems" through serial links
- Usage of each "system" recorded for statistics
- Supports modem, serial, and X.25 channels
- Sysop can add/edit "systems" online and can dial any number (even on the main console)
- Full 'C' source code included with module

The Dial-Out X.25 module costs $79.00 and requires 11K of available memory.

Search and Retrieve

With this ASCII text file database manager for The Major BBS, you can create categories of online files, each with their own directory. Users can search for specific strings of text and are displayed any files containing a match. No "logging in" of files required -- as soon as a file is copied into the subdirectory, it becomes available for searching. Users can also do "brief" searches (which only display portions of the retreived files), listings of available files in the Category, and displays of specific files. Other features worth noting include:

- Up to 20 Categories online simultaneously
- Categories can be password protected
- Extremely user-friendly; detailed help available at all menus and prompts
- User can search for multiple strings of text with AND or OR operations
- Sysop can add files to a Category online
- Full 'C' source included with module

Search and Retrieve costs $199.00 and is estimated to require about 25K of memory (not available at time of printing).

...and Multi-Player Entertainment too!

And we're just as serious when it comes to having fun. With The Major BBS and multi-player fantasy text adventures from Galactic Innovations, dozens of simultaneous users can interact in the same simulated universes. By combining social interaction with players' imaginations, whole, new worlds are created in computer role-playing entertainment for your users.

Kyrandia (Fantasy-world)

In a fairy tale land of wizards and unicorns, the romantic adventure of Kyrandia casts the players as apprentice magicians who seek to gain wisdom and power in an attempt to defeat the dragon Zar and save the kingdom! *Dvorak's Guide to PC Telecommunications* writes that Kyrandia is "the most advanced multiuser text-adventure game created to date" -- we believe you'll feel the same.

Memory Required.....100K Price.....$395.00

Sorceror's Isle

A combination of science-fiction and fantasy, this game takes place in an forgotten city in the clouds where the players discover an ancient craft of quasi-technology intermingled with various magic.

Memory Required.....78K Price.....$249.00

Whodunit? Mystery

This configurable multi-player murder-mystery game lets users "play detective", piecing together clues, exploring the scene of the crime, and interrogating suspects.

Memory Required.....20K Price.....$99.00

War of Worlds

A political/economic simulation set in the far future, this game locks players in a strategic battle for total galactic domination. After someone wins, the Universe can be "reset". Only one player can make his moves at a time.

Memory Required.....86K Price.....$249.00

Quest of the Alchemists

This interesting adventure allows players to experiment in the mystic realm of alchemy, mixing potions and discovering their effects when swallowed -- the hard way. Trapped by an evil scientist (Avagadro) in an underground dungeon, they seek to escape with their lives and the secrets of their art.

Memory Required.....85K Price.....$299.00

Alchemy II: The Hangover

This sequel is more of a risque parody where players search for the "truth of life" while dealing with a melancholy dragon, a grumpy goddess, and each other. A strange and funny world.

Memory Required.....75K Price.....$395.00

Quest for Zen

Set in an Oriental land of mental strength and physical power, players solve ancient puzzles and battle with each other for mastery of nin-jitsu.

Memory Required.....24K Price.....$199.00

Robowars II

Players construct "robots" and engage in combat with both computer-controlled and other-player-owned opponents. This game has an unlimited lifetime, but only one player can play at a time.

Memory Required.....54K Price.....$175.00

(All the above products include 'C' source code)

Matching Services

This module is excellent for "Dial-A-Match"-type applications and services where users are polled to express their opinions through multiple-choice questions. Users can fill out both a Profile of themselves as well as a Preference Sheet of what they are looking for in their searches. They can search the entire database for that Questionaire for matching User-IDs (with a percentile rating), and then display their full Profile. Other features include the following:

- Up to 65,535 Questionaires online simultaneously
- Sysop can create new Questionaires while online
- Allows up to 40 Questions/Questionaire and 20 Choices/Question; users can pick multiple Choices
- Ability to restrict access to Questionaires
- Statistics recorded and available online
- Users can "filter out" unwanted criteria
- Full 'C' source included with module

Matching Services costs $149.00 and requires an 18K of available memory for the online module.

These are just some of our off-the-shelf products. In addition, we offer integration, consultation, and custom programming services at very reasonable rates and with quick turnaround times. Our customer service is the best in the industry, and our full-time staff can easily be reached by phone, FAX, or the /Develop SIG on the Galacticomm Demo System. Call us for more info!

Galactic Innovations, Inc.
4101 S.W. 47th Ave., Suite 102
Fort Lauderdale, FL 33314

Voice: (305) 321-2400
FAX: (305) 321-2440
BBS: (305) 321-2410

Data-View

A Data-File Handler and Statistics package for GalactiComm Sysops.

DATA EDITING

Page though user accounts, the Audit trail, and other DAT files. You may search through the audit trail for all occurances of credit transfers to specific userids, you can search by date, and more.

DATA-VIEW will search your audit trail for all credit postings to a specific userid, credit transfers, cleanup data, etc. You can search the entire audit trail, or you can search by date.

DATA-VIEW allows you to edit your user files by category. Do you wish to view all corporate accounts? All Female accounts? DATA-VIEW makes it easy.

DATA-VIEW has powerful search functions for your user accounts. You can search for all accounts that match any string you desire. This allows you to find multiple accounts of the same person.

DATA-VIEW's powerful browse functions let you quickly search through your userid database for questionable or profane account names.
DATA-VIEW allows you to edit any registry entry, to remove questionable material.

STATISTICS

DATA-VIEW will perform sophisticated statistical analysis of your system data. Included with each DATA-VIEW package is **DATA-CAM**, a utility which takes a daily 'snapshot' of all important system variables. This data is collected and can be used to analyze every aspect of your system's usage.

DATA-VIEW allows you to graph usage trends, average ages, increases in corporate accounts, and more.

If you run a MajorBBS system as a business, you need **DATA-VIEW** to make accurate decisions.

Call or write
For Pricing And Availability

Executive Billing

Account Management and Credit Card Billing

For MajorBBS Systems.

If you run a pay system, you should not be without Parallax's **Executive Billing** system. It includes a full Credit Card entry subsystem that allows users to purchase time online with their VISA, Mastercard, or American Express card. You as sysop can set automatic appoval for validated users, view card numbers of any credit customer, and page through transactions. MajorBBS systems that take VISA find that a very high percentage of their revenue comes from Credit Card purchases. The Billing module lets you handle your credit card users professionally.

Billing Information

EXECUTIVE BILLING also gives your users a credit history that they may view within the module. Their last 5 log-ons and log-offs are shown, as are their Month-to-date and Year-to-date usage figures.

New Payment Options

EXECUTIVE BILLING gives you several new payment options for your customers. You can set the module to charge your users by flat monthly rates, by hourly rates billed at the end of a month (or charged to their credit card), or you can leave their billing method pre-paid hourly, as it is on the standard MajorBBS. Each customer can have a seperate configured payment option.

Gift Coupons

EXECUTIVE BILLING comes with utilities to generate gift coupons, which can be cashed in online for credits. Great for promotional purposes, gifts, 'starter kits', etc.

E-mail Features

EXECUTIVE BILLING is full of user-friendly features: It sends E-mail to your users automatically to notify them of expired credit cards, changes in account status, low credits, and more!

"What's New" Feature

EXECUTIVE BILLING also has a 'What's New' feature that gives you an unlimited number of log-on messages, each of which will be printed for the user when they log on for the first time since the new message has been added.

Powerful SYSOP Utilities

EXECUTIVE BILLING includes a DOS program with a windowing interface and drop-down menus. The program will print invoices, generate gift coupons, and allows you to search through your audit trail by date, or search for specific users.

Executive Billing is available now, for $295.
Includes manual and full source code.

INFINITY COMPLEX

I
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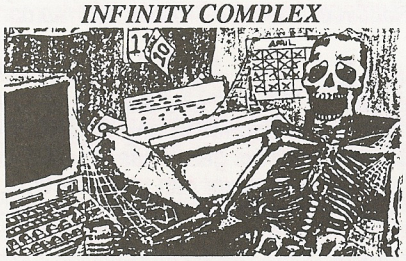


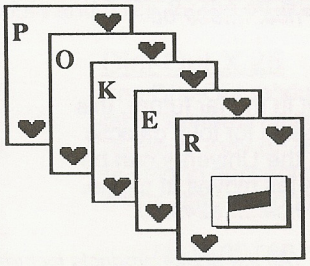
X
EX
LEX
PLEX
MPLEX
OMPLEX

Infinity Complex...One of the most popular "adventure-style" games for Galacticomm systems, Infinity Complex (IC) offers users the chance to interact in a weird, futuristic "Complex" controlled by a slightly crazed computer named MASTER CONTROL. Within the game, players can talk with each other, shoot one other, join forces against the enemy, develop special strategies to increase their powers, and add their own personal touches to the game.
The setting the players do all this in is "Infinity Complex", which is composed of hundreds of rooms linked to one another. Corridors and shafts offer easy and quick travel, but increased exposure and the possibility of ambush. Of course, they have to be careful not to step too lively, because some of the holes are rather deep...
As usual in adventure games, there are a variety of items to be found and used...lasers, explosives, jetpacks, and other gadgets that can be used for good or ill.

Special Features of Infinity Complex

- **Scoring:** Rather than work towards a preset goal, A "High Score" list is maintained where the player compete for top honours.
- **Computer-controlled Opponents:** An important part of the game is to hunt them down. If left to their own devices, they gradually become more aggressive until they accumulate enough material to build weapons and fight back.
- **Unlimited Number of Rooms:** The Complex grows bigger as the game runs. Players can build their own "fortress", and tunnel into other players' safe rooms.
- **Teams:** Players may form into groups and accumulate a team score, share safe rooms, and combine their resources.
- **Player Development:** As the players gain experience, they also gain special abilities.

Infinity Complex is $400 US
Full Source Code Included



One of the Most Popular Games For the MajorBBS

A complete implementation of the popular game of Poker WITH GRAPHICS! Easy to configure for maximum number of players, whether to play for credits or for fun, printing of a 'Top Five' list, and much more. Poker has a built-in teleconference, (no whispering allowed!) to completely simulate the flavor of a friendly 'Night out with friends' poker game. First player in is the dealer, and he or she can invite people, throw people out of the game, play regular poker or 'Jacks or Better', and more! Phenomenally popular on our Galacticomm System.

Features

- Complete MSG file configurability
- Up to 6 players at one time
- Play for credits or for fun.
- Complete and accurate poker rules (According to Hoyle)
- Supports IBM graphics

Poker is $275, with full Source Code

The Gateway

A CompuServe Style menu and text file handler. The **Gateway** allows you to organize any text that you wish for reading by your users. Menus are easy to create and to modify, and the Gateway has a subset of the CompuServe menu-traversing command set, such as 'go', 'next', 'top', etc. The software also works with CompuServe format RLE graphics files! SYSOP commands allow you to lock out menus and files without taking your system down. Menus can be configured to be 'paying members only', or can be set to keep track of usage, so you can keep track of which features are most popular. Use The Gateway for online Magazines, news, system bulletins, 'what's new' features, and much more!

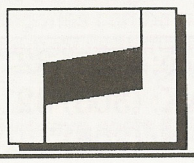
Turn your Galacticomm system into a real information service.

NEW IN V. 2.0!

The Gateway now has a Pollster module interface! You can use this to get feedback on your news services, take requests for material additions, and more. V 2.0 also includes a complete set of DOS utilities.

V 1.0 owners can upgrade for $49 US, plus shipping costs.

The Gateway is $129, with full Source Code



Parallax Development Corporation
Phone: (403) 461-5174
#21, Lower Concourse
2016 Sherwood Drive
Sherwood Park, AB T8A 3X3

For a free demonstation of our software, feel free to call:
ViewLine Guest: (403) 467-8509

TESSIER TECHNOLOGIES, INC.

SOFTWARE SHEET

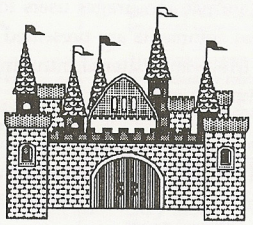
Trivia Forum © Copyright 1989, 1990 All Rights Reserved

Users are now hosted by the computer in an online interactive trivia game. It's player vs. player with computer generated questions and built-in answer checker. After the question is displayed, an answer form is shown with dashes replacing the letters in the solution. Trivia Forum comes with a top ten player list for contests and a mini-teleconference for user chatting.

Price.....$140.00
RAM.....12K

Atlantis © Copyright 1989, 1990 All Rights Reserved

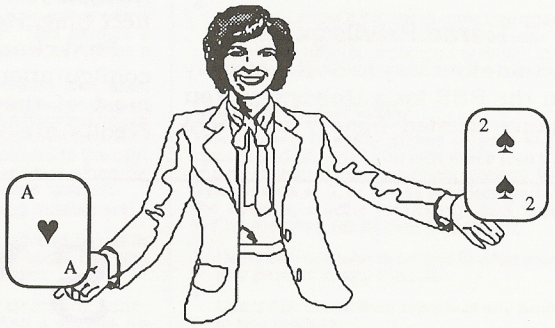
Atlantis, our premiere multi user interactive adventure game. Players are taken into a foreign land with unknown items surrounding them. Atlantis consists of a multi level ancient city created by a technically advanced civilization in the third millennium. Almost every room in the city has a purpose, many of which have secret codes used with an item found or created in the world of Atlantis. Thousands of entertainment hours will be given to your users. Call or write for details and availability.



Price.....$400.00
RAM.....78K

Card Sharks © Copyright 1989, 1990 All Rights Reserved

Card Shards is played like the famous game on television. Players compete for one of the top ten scores which could reach millions of dollars. The game comes with full ANSI color and IBM graphics for those who are capable of supporting it and ASCII text for those who can not. The game is simply played by placing bets on the next card compared to the current card, higher or lower. There are four levels of play with an additional



bonus of two-hundred and fifty dollars per level achieved. Each player starts with two-hundred and fifty dollars and can double all the way to the final level at which point a bet of half their earnings or more must be placed. There is also a top ten reset switch for the system operated, since this is a very popular game, contests can be run weekly.

Price..... $100.00
RAM..... 13K

UPDATES
Tessier Technologies, Inc. ships all updates after full beta testing. All updates are absolutely FREE of charge to you. You may also call our Support System and enter the proper SIG for more software information. In addition you may call the Galacticomm demo system and enter the /Develope SIG for further software support.

PAYMENT
Payments can be in the form of C.O.D. or in advance with Check or Money order.

FOR A FREE CATALOG OF OUR SOFTWARE CALL OR WRITE TO:

Tessier Technologies, Inc.
P.O. Box 1323, Hallandale, Florida 33008

Modem: (305) 923-9033
Voice: (305) 921-1241

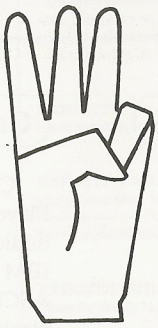
Continued from page 1, **No-Charge BBS**

can post "free" credits or "paid" credits to a user's account, and either one will make him a live user. (The main difference between free and paid credits shows up in the totals on the F5=detail user account screen.)

You can post credits either from the console, or remotely as the Sysop user. Before doing this you may want to check out a new user's sign-up information (giving short shrift to users named asdfasdfasdf from asdfasdfasdf). On the other hand, you could make everything automatic: use the "FRESUP" level-2 configuration option (in SIGNUP.MSG) to dump a boatload of credits into every account upon sign-up.

3-Tiered Privileges

Here's another way to do it. Let's say you run the BBS for a University. You have many trusted faculty members who should have access to almost all features of your BBS. You also have many students, and you're not so sure you want them uploading attachments and stuff just yet. Then there's new sign-ups who could be *anybody* in the



free world. All across the board, though, you are not charging for connect time. Here's what you can do:

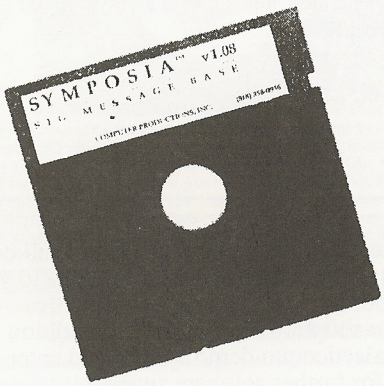
First change the "MMUCRR" level-2 configuration variable to zero. Then, most of the things that can eat up credits are for some specific service. Now at the middle tier are the students — set the charge for their services to zero also: like writing electronic mail messages and SIG bulletins, but don't allow non-live users (the public) to do these things (options NLVEML=NO, EMLTCK=0, SIGTCK=0, etc.). Post one credit to each student's account so he's live, and he's all set. He won't be allowed to do anything that still charges credits.

Now post a zillion credits to each faculty member's account so, for example, he can upload attachments to E-mail messages (if you leave option EATTCK at 200). Then he can have access to all services that charge credits.

If your security needs are more complex, don't forget that there are *eight* access levels *for each SIG*. Most of your security needs will probably concern files or not-so-public messages, so the SIG's are just the place for setting up intricate access privileges. *-RNS*

SYMPOSIA™

THE ULTIMATE BBS SIG MANAGEMENT SYSTEM HAS ARRIVED!



Symposia SIGs. The most effective SIG interface yet developed for Galacticomm Major BBS software. Not an "add on" module, but an actual conversion of your existing Major BBS SIGs. Easy and quick to install, Symposia -- with a program code about 4K larger than standard Galacticomm SIGs -- has a smaller "per user" memory requirement, uses less disk space for messages, and requires significantly less disk access than your current configuration. You'll also find that Symposia is considerably faster.

Symposia allows system users full access to each topic area with a single menu. All SIG-Op special commands are accessed from the main menu as well. Commands are easy to understand, help messages are extensive, and the menu is written in plain English -- there is no obscure "computerese" jargon to baffle neophyte users.

Our unique conversational format encourages users to add to the discussion -- the initial message and all added comments are presented to the user in the order that they were written, without irrelevant material intruding on the flow of the discussion. It's easy, effective and inviting.

Technically, Symposia installation is easy, allowing you to convert your existing message areas with none of the data loss accompanying other systems. Any way you look at it, Symposia sets new SIG management standards.

$279 Includes Source. *Must also have source for Major BBS.*

CPI

Computer Productions, Inc.
1307 South Shamrock
Monrovia, CA 91016
(818) 358-0936 VOICE
(818) 358-6571 F A X
EMAIL: SYMPOSIA
ACCESS LA! (818) 358-6968

BBS Hardware Sales ■ BBS Software Sales ■ Preconfigured, Integrated "Plug and Play" Systems

M. B. Murdock & Associates

GALACTIC EMPIRE $395

Galactic Empire is our premier module for the MAJOR BBS system. It provides all the action of a user versus user space battle game and the challenge of an economic adventure. Players explore and settle the far reaches of the universe and set up empires of their own. This provides a game that has plenty of interest when few players are on the system and during off hours, increasing system utilization and a dynamic user vs. user real-time space battle game.

Since the game has no "fixed solution" you can reset the databases and start a fresh campaign as often as you like. This gives those players who came into the game late a chance to start over and win the next game. You determine what prizes the winners of each campaign receive. This increases the attraction of the module and its worth to your system.

GALACTIC EMPIRE provides a real time battle game similar to those on popular mainframe systems including;

- Multiple types of ship from Light Freighter to Heavy Dreadnought.
- Multiple ships per player. Fly your Interceptor today, and your Destroyer tomorrow.
- Full weapons systems including torpedo's, missiles, phasors, hyper-phasors, fighters, and troops.
- Defensive systems include shields, Ion cannons, decoy ships, cloaking system, and your own wits.
- Full scanners giving a visual map of the system. Scanner functions include scan sector, scan ship, scan hyperspace, scan planet, scan long range, and scan short range.
- Communicate with other players with hailing, inter-sector, and hyper radios.
- 400 star systems with over 1000 planets, each with its own features, and economies.
- Planets can be set to defend themselves from attacks when you are not around.
- High Score display showing this top players in the game.
- A automatic planetary mail system that tells you what happened to your planet while you were gone, including who attacked it, and if they failed or succeeded.
- Robot Cybertron ships cruise the galaxy looking for humans to challenge.

Here are a sample of some of the commands available to the each player;

Admin	Settle and administrate a planet, set production levels, set taxes, collect taxes, and set trade policies.
Attack	Attack a planet with fighters or troops.
Buy	Buy goods from a planet.
Cloak	Turn on or off cloaking system.
Decoy	Launch a decoy ship to try and divert a incoming missile, or torpedo.
Flux	Replace flux pod to restore energy levels.
Help	Get help on command and tactics.
Impulse	Engage impulse engines for sub-light speed.
Maint	Request repairs and maintenance when in orbit around a planet.
Missile	Fire a missile at a ship with a variable charge.
Orbit	Place ship in orbit around a nearby planet.
Phasors	Fire phasors or hyper-phasors at a ship.
Planets	Display a list of the planets you have settled and where they are.
Price	Get a price quote on goods prior to purchasing.
Report	Get a ship status report showing current location, supplies, condition, and score.
Roster	Display the top players roster.
Rotate	Rotate the ship plus or minus 180 degrees
Scan	Scan another ship, planet, the sector, hyperspace, long range, or short range.
Send	Send a message on Hailing, inter-sector, or hyperspace frequencies.
Set	Set your ships communication system to a specific frequency.
Shields	Engage or disengage protective shields.
Torpedo	Fire torpedo at another ship.
Transper	Transfer men and/or goods to a planet you own.
Warp	Engage warp drives for trans-light speed.

This is a major addition to your system but only requires 100k of system memory on an 8 port system.

GALACTIC RAIDERS $295

Galactic Raiders is our newest action game in the tradition of our popular Galactic Empire module. It has many of the features of the larger Galactic Empire game, including, real-time user versus user space warfare, ships which navigate in real time, and the dreaded Cybertron robot ships.

Galactic Raiders differs from Galactic Empire in that it has none of the economic simulation, or planets to explore or conquer. Additionally it has new types of ships and several new weapons systems, including jammers, and mines. Galactic Raiders is for the system that cannot afford the full 100k Galactic Empire takes (Raiders only takes 60k) but who wish to run an action filled real time space battle game. And just when you thought it was safe to explore the universe, you meet the even more deadly Cyberquad.

THE LABYRINTH $ 95

The Labyrinth is an innovative module for the Galacticomm Major BBS, that provides a maze puzzle for your users to solve. Mazes can range from very simple to very complex and can be changed, improved, or updated as you wish. The maze data is stored in a simple text file that you can edit anytime or create new ones from scratch. This permits a maze with 100 rooms to be created in as little as a couple hours.

Mazes can also have text associated with each room, which permits you to create any setting or story line you desire. You may run a haunted house maze one month, and a science fiction next month. There are separate messages displayed to the user when he enters the room and another when he looks around permitting you to create "action".

Some of the features of this exciting module are;

- Up to 400 rooms can be created and linked in any direction permitting multiple floors, one way doors, and convoluted connections.
- Rooms can be linked in up to 7 directions, north, south, east, west, up, down, and a special zip direction. The zip direction will display the room messages, and then zip the user to another room. This is used to create trap doors, monsters that haul the player off to another location, and any number of other imaginative uses.
- There are 10 special messages that are displayed at random intervals adding more realism to the game or display hints at random times.
- There are 5 "death" messages which can be used to randomly cause a player to meet his/her fate by some creation or creature you devise.
- There are 5 "zip" messages which can be used to randomly "zip" the player off to another room, again adding more realism to the game.
- You can set the number of moves a non "live" player can make, set it to 32767 and they have free roam of the maze, set it to 25 and when they make their 25th move a special message (which you create) displays and they are returned to the beginning of the maze.
- A winner roster that automatically places the first person to solve the maze at the top in a eye catching banner. Then lists the next nine winners below that. You choose how to award a prize and to what level.
- The maze can be re-configured and the roster reset easily permitting you to run new and interesting scenarios or have your users create scenarios of there own that you will run.
- Gives users more to do when they are the only ones on the system, or when they are "all talked out".
- Only requires 15k of additional memory for all these features.
- The Maze Pac "Rats Revenge" included FREE!.

THE ANNOUNCER $ 30

THE ANNOUNCER is a low cost module which permits you to easily announce new features and functions coming to your system. By simply changing the text file you can add a main menu function to announce such things as new games coming to your system, upcoming social events, special prices or price changes, or any other important bulletin you like. It can even serve as a community calendar of events on your system.

- Configurable Main Menu Letter selection permits you to create the menu selection for a new feature and describe it to users prior to the "real-thing" being there.
- Configurable log on message displayed to each user when they log on your system.
- Configurable Main Menu Selection message displayed when the user selects the Main Menu Letter
- Configurable timed message displayed as often as you like to all users on the system where ever they are.
- Configurable log off message displayed to all users as they log off reminding them of the announcement.
- Configurable menu selection message displayed when each user selects any main menu selection.
- Multiple rotating messages at each level..
- Use THE ANNOUNCER to generate interest and awareness about new features of your system. You don't need to recompile or re-link to change the message, simply change the text file.

GLOBAL MAGIC $ 30

This module is easily added to your Major BBS system and provides you with those nice functions you have seen in other products globally. When the user presses #, $, or *, they are displayed users on the system, credits remaining, and time used, FROM ANYWHERE IN THE SYSTEM!!!.

- Users can see who is on and in what modules at any prompt in any module
- Users can check their credits at any prompt and in any module.
- Users can check their connect time at any prompt and in any module.
- Cuts down the code required to do these functions when incorporated into each module.
- Increases user awareness of the Multi-User nature of the BBS and decreases confusion.

This is a module you can't do without.

DYNAMIC FREEBIES $ 20

This feature permits you to automatically adjust the number of non-paying users that can gain access to your system. The best way to describe this low cost feature is by way of example:

If your system had 8 lines you would have 7 lines available for non-paying users and 1 line reserved for a paying user only. When a paying user logged on, the number of lines reserved for non-paying users is reduced to 6 and another port is reserved for a paying user. This continues until there are 7 paying users on the system and no non-paying users can log in, the last port is available only to a paying user.

This feature has several affects on your system;

- Paying users always get priority over non-payers, even to the last line.
- Paying users can get on the system much more easily.
- Activity on your system rises as non-payers have access to all the lines and generate a more interesting system to new-comers.
- You don't need two numbers, one for sample users and another for payers.
- Paying users feel they really get preferential treatment over non-paying users.

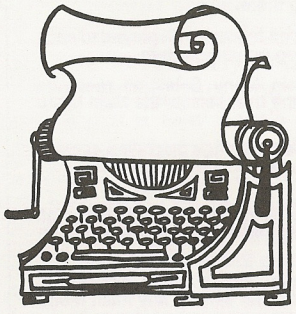
For Information on these and other Majorbbs modules call or write

M. B. Murdock & Associates
P.O. Box 2194
Pinellas Park, Fl. 34665-2194
(813) 545-8050

E-Mail Tips

Reply-After- Forward!

There is a little undocumented feature in The Major BBS, which allows you to both reply to an E-Mail message and forward it to somebody else, all in one operation. Here is how it works.



When you are at the prompt that says "(R)eply and erase, just (E)rase, (F)orward it, (P)revious or (N)ext?", type 'F', the name of the person or SIG to forward the message to, a space, and then the letter 'R'.

This can be handy when forwarding E-Mail, to let the person who sent it know what you have done with it.

Or, for example, suppose someone has sent you private E-Mail that you think would make good SIG material. You want to respond to their E-Mail personally with a reply to them, but you also want to forward their message to a SIG. You might also want to carbon-copy your reply to the same SIG, so that everyone with access to that SIG can see both their message and your response. Here is a transcript of what your session might look like:

```
#503  04-MAR-90 13:06  From: Johndoe  To: Sysop
Re: THE UPCOMING GET-TOGETHER

(N)ext, (P)revious, or (R)ead this message? R

DOES COMPANY POLICY ALLOW US TO BRING
SPOUSES AND DEPENDENTS TO THE MEETING?

(R)eply and erase, just (E)rase, (F)orward it,
(P)revious or (N)ext? F /POLICY R

<<< CONFIRMED: MESSAGE #503 RENUMBERED #505,
FORWARDED TO "/Policy" >>>

Reply-after-forward option activated!

Your message can be up to 1920 characters long.
When done, type OK on a line by itself.  (Or,
type /S to save and proceed, without editing).

YOUR SPOUSE IS COVERED, BUT NOT MINORS.
YOU CAN BRING THEM IF YOU LIKE, BUT YOU
MUST ARRANGE THEIR LODGINGS YOURSELF.
/S

Do you wish to "attach" a file to this message
(Y/N)? N

Do you want a "return receipt" when this message
is read (Y/N)? N

<<< CONFIRMED: MESSAGE #506 WRITTEN TO DISK >>>

Johndoe is online, and has been notified.

Do you want to send a copy of this message to
anyone (Y/N)? Y

Enter a User-ID or SIG to copy this message (cc:)
to: /POLICY

<<< CONFIRMED: MESSAGE #506 COPIED TO #507, SENT
TO "/Policy" >>>

Do you want to send a copy of this message to
anyone else (Y/N)? N
```

The net effect of this is that you have forwarded Johndoe's message to the /Policy SIG, replied to him privately about it, and then carbon-copied your reply to the /Policy SIG so that others can read both Johndoe's initial message and your response to it.

Forward-Without- Erase!

"Forwarding" an E-Mail message generally means sending it on to somebody else, such that they then have the message and you do not. But sometimes it is handy to be able to just send a copy of a message in your E-Mail in-basket to a SIG or another user, without losing the original.

When you are at the prompt that says "(R)eply and erase, just (E)rase, (F)orward it, (P)revious or (N)ext?", type 'F', the name of the person or SIG to forward a copy to, a space, and then the letter 'R'. Then, when the system prompts you to enter your reply, enter 'X' to exit.

The reason this works is that "forwarding" a message means making a copy of it to the new recipient, and then automatically erasing the original. By invoking the "reply-after-forward" option, you make it possible to interrupt the process halfway through — so the copying part takes place, but the erasing part doesn't!

Note that if a file was attached to the original, the file will wind up attached to the new copy, not the original. This is because DOS is able to forward a file by simply "renaming" it into the destination directory. There is no copy-and-erase process to interrupt, so only the new message will wind up with the attachment. *-TJS*

Galactic Innovations: The Major BBS Professionals

Integration
Turn-Key Systems
Memory Enhancement
Custom Programming
Consultation

When you're building a system, you want quality and reliability, without any hassles or delays. At Galactic Innovations, our full-time business is providing professional software and services for Major BBS systems. Whether it's combining several editions of the BBS, making custom modifications to your system, or creating a complete system from the ground up, we can do it, and do it right. Quickly, professionally, and affordably.

Integration: For $100, we'll integrate any or all editions of The Major BBS and any of our own third-party software -- with a 24 hour turnaround to you.

Custom Programming/Consultation: Our knowledgable staff has spent years developing software for The Major BBS and getting the most out of it with effective marketing and management. Our rates are $60/hour (or $90/hour for exclusive rights), and we will gladly provide a free time and cost estimate.

Turn-key Systems: We'll put together a complete system for you, hardware and all, at the lowest prices on the market. Call for details.

Memory Enhancement: We've got the latest techniques and technology to increase your available memory affordably. Give us a call for more information.

We believe our company can serve you best, and here's why:

Experience: Our company was the *first* third-party developer for The Major BBS and we're well into our fourth year of business. Our development staff knows the program inside-out and can easily work in 'C' or Assembly.

Convenience: Since we're located next door to Galacticomm and hooked up on their phone system, you just have to make one call to take care of everything.

Support: Our customer service is considered by many to be the best in the industry. We can easily be reached by phone, FAX, or through the /Develop SIG on the Galacticomm Demo System -- even in the evenings and on weekends.

If you need anything for The Major BBS, don't hesitate to call us -- we're here for you!

Galactic Innovations, Inc.
4101 S.W. 47th Ave., Suite 102
Fort Lauderdale, FL 33314

Voice: (305) 321-2400
FAX: (305) 321-2440
BBS: (305) 321-2410

Codesmiths, Inc.

UTILITIES

■ MiniMail / Globals

Imagine all these features: Short, long and detailed user lists, Minimail (telegram), log-in and log-out lists, a system usage graph viewable online, a mini-teleconference, detailed user information, macros (just like a terminal program's macros), automatically displayed at log-on news/bulletins, a huge database of fortune cookies, an automatic message signature, user profiles, a mini credit betting game... and more.

Got that? Now... Imagine them all useable from ANYWHERE on your system! That's Global Commands/Minimail!

Requires any of the source editions of the MajorBBS. Installation necessitates a minor modification to the MAJORBBS.C file.
Price: $150 ..... Ram Usage: 28K

■ NotePad

Expands the functions of Global Commands to include a "Pocket Notebook." Every user has 20 pages of notes he can edit at anytime on-line. Other features include capturing text from the BBS to a notepage, sending text from a notepage to the BBS, a retype-last-line feature, and more.

Requires our Minimail / Globals package.
Price: $50 ..... Ram Usage: 11K

■ Sysex

Adds sysop-level functions as Global Commands. Lets you control users individually or in groups: Profanity filtering, calls-per-day, time-per-call, time-per-day, etc... Also features user lock-off, autodeletion, sysop comments for each user, 'global' user disconnect / delete, and more.

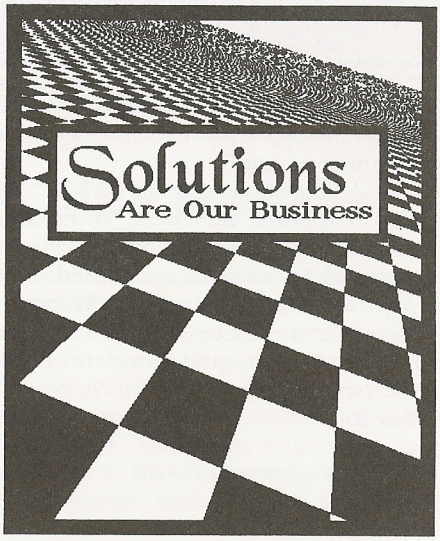
Requires our Minimail / Globals package.
Price: $50 ..... Ram usage: 9K

Note: Sysex is available as a Stand Alone package that does not require our Minimail / Globals module.

Sysex Standalone (requires MajorBBS source)
Price: $75 ..... Ram usage: 11K

In the Crystal Ball this time we have two features: Universe and SirLink. Universe has been in development for nearly 9 months now... you'd think it would be done by now! But, we're still adding more features to it. Oh... you don't know what Universe is? Well, the best description we've got so far is (ready?): the first and only multi-player online-editable user-created multi-world environment/adventure authoring system. Scary, eh? We think so.

Call our BBS for a preview of Universe, if you wish. And while you're looking at Universe, you'll be using SirLink. SirLink is our method of connecting two (or more) BBS systems together locally. Universe is located on a completely separate processor from our main BBS. SirLink lets people use the Universe system almost without it seeming to be a different PC/BBS.



ENTERTAINMENT

■ Zone RAIDERS!

A multi-player simulation of a "survivalist camp." Players compete in a Lazer-Tag-type game, roaming the woods at night. In teams or alone, they listen for the movements of the enemy. Weapon upgrades, medikits, landmines, hand-grenades, etc... are earned with experience in the game.

Ideal on systems with 8 or more lines. Heart pounding suspense keeps them coming back for more. Top-ten list lets them know who's best -- and a contest option lets you hold competitions!

Price: $50 ..... Ram Usage: 15K

■ Colossal Cave Adventure

The classic, original Adventure! The game that pioneered the entire adventure game industry is now available for your MajorBBS! This version features a top-ten scoring sheet, to tell everyone how far you've gotten. This is a clone of the original (expanded) Adventure - with authentic room descriptions and events.

Remember the little dwarf with the big knife? Remember XYZZY? The emerald the size of a plover's egg? And the "Twisty maze of little passages, all alike"? How about the treasure-stealing pirate? "Har-Har!" They're all here in Colossal Cave Adventure for the MajorBBS.

Please note: this is not a multi-player game. The original Adventure was, as this is, a solitary pursuit. More than one user may play in the module at a time, but they will not be able to interact in the game.

Price: $95 ..... Ram Usage: 28K

TELECONFERENCE

■ Take Action Conference

The best teleconference module keeps on getting better! State-of-the-art features include...

- An innovative grouping system lets users choose who they talk to... and who they don't.
- The TAC features a world class actioning system, with every action message configurable by the sysop **on-line**... users can also create actions to place in a special library of 1000 using the built-in action script language...
- An assistance menu lets novice users set their preferences without using potentially confusing commands... complete, downloadable on-line manual with examples explains all the functions in detail...
- Users can set an Alias for use while teleconferencing... anonymous feature lets people talk without knowing the identities of others.... set personalized custom entry and exit messages while on-line... even lets each user individually select how they want prompts and messages to appear...
- The TAC's Configuration options number in the dozens, controlling price in credits for nearly every feature, as well as the restrictions for non-live users...

We could use this whole page in 6 point type and not have told you everything about the Take Action Conference!

Call us for more info! Call our BBS for a preview!

Price: $150 ..... Ram Usage: 34K

All modules on this page are **available now**, excluding Universe and SirLink (see Crystal Ball, left).

Upgrades for new functionality will be reasonably priced. While we pride ourselves on testing software thouroughly before its release, an occasional error will slip by. Fixes and patches for bugs in our source will be made available to registered owners at no charge.

We are sorry for the inconvenience, but we can only accept pre-paid orders. These may take the form of company or personal checks, money orders, or cash. We will not take any responsibility whatsoever for cash lost in the mails. Shipping by First-Class mail, UPS ground or as an on-line download from our system is included in our pricing. Other shipping methods can be arranged at additional cost.

The standard price for our products includes 'C' source and fully modifiable message files. Ram Usage mentioned is only an estimate, and does not include per-line usage (in all cases this value is fairly trivial). Your mileage may vary.

If you need system integration assistance, custom software, or a modification to our or other vendors' software, we can help. We are a team of computer experts dedicated to solving your problems.

BBS ..... (305) 985-0883 -- Contact: Ingold or Theos

Voice ..... (305) 961-4480 -- Eastern Standard Time

Mail . Codesmiths, Inc / P.O. Box 5822 / Hlywd., FL 33083

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This is a partial list of systems using our software: ProStar Plus, 18 lines, Washington..... Game Emporium, 12 lines, Illinois..... Cybernet, 10 lines, Michigan..... LiveLine, 16 lines, New York..... Future Ways, Massachusetts..... City Lights, 32 lines, New York..... Metropolis Online, 32 lines, Canada..... DataPlex, 8 lines, Florida.....

Another E-Mail Tip

Reply- Without-Erase!

Whenever you read an electronic mail message, you have the option to "(R)eply and Erase". Haven't you ever wanted to *just* reply and keep the old message around? Let's say you read a message and then reply tersely: "Yes, go ahead with that". This means nothing to your correspondent when he can't remember what he asked you in the first place. If only there were a convenient way to keep his original message around, just in case he needed to refer back to it...

Turns out, there's a very easy way to do this. Just pick "(R)eply and Erase", and go ahead and write your reply. Answer the attach and return-reciept questions as you would normally.

The trick is to type "X" for exit when the carbon-copy question comes up! The original message is saved. If you want to carbon-copy your reply, go right ahead, but just type "X" instead of "N" when asked if you want to carbon-copy some more. (Just don't exceed the carbon-copy count limit!) The only drawback is that you will lose your place in any sequence of scanning your incoming mail. *-RNS*

MenuMan On-Line DOS Commands

You MenuMan Sysops out there, don't forget that you can display DOS directories ("/DIR"), make directories ("/MKDIR"), remove directories ("/RMDIR"), and delete, rename, and copy files ("/DEL", "/REN", "/COPY"). All while the BBS is running, either locally or remote.

The MenuMan edition of The Major BBS supports all these commands. You can type them from any custom menu that has been created using MenuMan. Only the remote Sysop user can enter these commands. (If you are at the console, just emulate a non-hardware channel and log-on as Sysop.) *-RNS*

Remote LUTIL

The off-line batch utility for the File Library edition of The Major BBS can be set up so that you can use it remotely. You just need to do some batch-file programming in BBS.BAT in the section labeled "CUSTOM AUTO-CLEANUP ACTIVITY" so that LUTIL runs with input from an uploaded file and then redirects output to a downloadable file.

You could test for the existance of an uploaded "LUTIL.CMD" command file, and if it exists, run LUTIL specifying "@LUTIL.CMD". Don't forget something like ">LUTIL.PRN" so you can check the results. After running LUTIL, the batch file should delete the LUTIL.CMD file so it doesn't get run again during the next cleanup.

This is all pretty simple stuff if you're used to batch file programming. The only tricky part is in rearranging these files by "remote control". In the Standard Edition of The Major BBS, the Sysop user can copy DOS files using the "OC" command in the SIG menu. For a better way, see the article on the left.

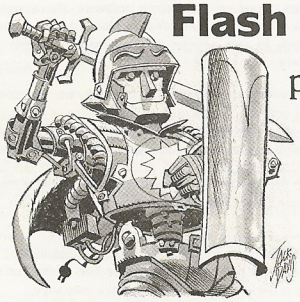
-RNS

Entertainment BBS

Quest for Magic: *a multi-player text adventure*

Androids: *a multi-player ANSI prize competition*

Flash Attack: *a multi-user tank battle simulation*



plus multi-user teleconference with:

- "action" verbs, not just talk
- one-on-one "chat" features
- private areas with invite/uninvite
- custom entry/exit strings
- real-time linking between BBS's

- ✔ **Pay-for-play orientation**
- ✔ **3rd-party add-ons galore**
- ✔ **Write your own add-ons in C**
- ✔ **E-Mail & SIGs too!**
- ✔ **Remote SYSOP features**
- ✔ **Multi-modem cards available**
- ✔ **X.25 option available**

GALACTICOMM

Operate your own multi-user BBS, for profit! The Major BBS Entertainment Edition runs on any IBM PS/2, PC/XT, PC/AT, 386, 486, or compatible. Runs under MS-DOS V3.x or V4.xx. Uses standard Hayes COM1/COM2/COM3/COM4 modems, or multi-port serial cards, or multi-modem cards, or the GalactiBox.

Call our "demo" system with your modem at (305) 583-7808

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